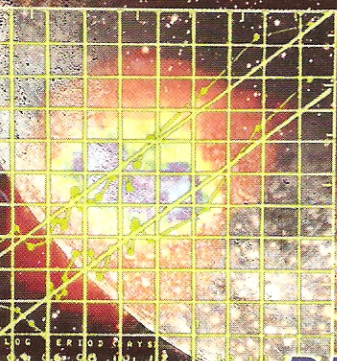


# FRAGILE ALLEGIANCE



UNIDENTIFIED

NGC 7027 - Planetary Nebula



CLUSTER  
STELLAR CORONAL  
UNIDENTIFIED

IR-M Image from the

DEEP SPACE  
INTENSE STRATEGY



MAINSTREAM  
INTERACTIVE



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## Introduction



The last member of the Salaria dynasty, and the Terran Empire they ruled, are gone. In their place is the Federation, representing a more equal balance of power between the Terrans and the remaining alien cultures. The Federation was officially inaugurated in 2439, with the signing of the Constitution by representatives of all then-known cultures and the swearing-in of the very first Federal Council. This followed the coup deposing the last Emperor, Dramon Salaria, in 2437, after the chaos and near-anarchy which was the Empire after the Darkside War of 2424-2434.

The Federation is controlled, and the universe nominally governed, by the Federal Council, which is comprised of representatives from all the cultures: the Terrans, the Artemia, the Mikotaj, the Achaean Gatherings, the Braccatia and the Rigellians.

But the power and authority of the Federation is constantly challenged, in part by those who helped to create it: the mega-corps, vast corporate entities whose interests span galaxies and whose interstellar fingers dabble in every commercial pie. And, in the way of these things, the further away from the Federal centre you get, the less the Federation can influence day-to-day events, and the harder it is for Federal bureaucrats to know what is really going on, let alone assert control.

The Fragmented Sectors are a rich resource for such business interests, and not just Terran interests either. All the Federation members have mining companies working out here; and recently there has been evidence that there may be non-Federation cultures at work also. One of the largest and most powerful of the mega-corps, and one of the oldest, is TetraCorp; for centuries they have managed a franchise operation in the Fragmented Sectors (amongst their numerous other interests, of course), and it is TetraCorp for whom you are about to start working. Sci-Tek, virtually their sister company, manufactures and supplies most of the technology you will be working with, and most of the weaponry and defence systems you'll be needing, too.



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INTERACTIVE**

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## INSTALLING FROM DOS

### Install

Installing FRAGILE ALLEGIANCE from CD-ROM

1. Insert the FRAGILE ALLEGIANCE CD-ROM into your CD-ROM drive.
2. Select the correct drive letter that your CD-ROM drive uses e.g. D:
3. Type INSTALL at the prompt. The Install program will now execute. The Install program is made up of a number of separate menus each with selectable options. The current menu selection appears highlighted. You can move position by using a mouse if you have one installed. Clicking a mouse button will select an option, or you can use the cursor keys on the keypad. Return selects an option.
4. When you have installed the game and chosen your Sound Effects and Music cards then select Exit from the menu and select to save the configuration from the menu. Your choices will be saved and used every time you play the game.

### PLAYING FRAGILE ALLEGIANCE

Even though you execute the game from your hard drive the game is played from CD-ROM and you must keep the CD-ROM in the drive at all times whilst playing FRAGILE ALLEGIANCE.

1. Make sure that the FRAGILE ALLEGIANCE CD-ROM is placed in your CD-ROM drive.
2. At the DOS Prompt select the directory that you have installed FRAGILE ALLEGIANCE into e.g. CD\FRAGILE and type FRAGILE at the prompt.

## INSTALLING and RUNNING FRAGILE ALLEGIANCE WINDOWS

### 95TM

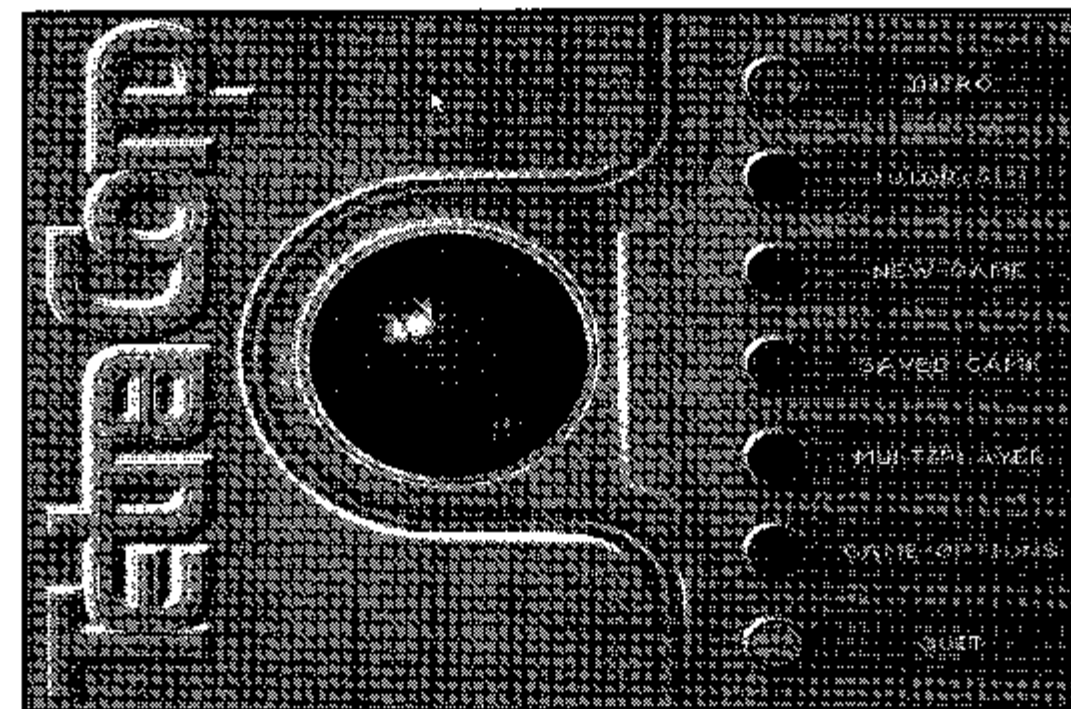
Fragile Allegiance will run from a PC running Microsoft Windows® 95. Install by double clicking on the INSTALL.EXE icon. Then follow the on-screen options.

1. To run the game concurrently with Windows® 95 simply click the icon called WIN95RUN. As this runs the game with Windows® 95 running in the background it is a good idea to have as few applications running as possible.

Windows ® is a registered trademark of Microsoft.

## MAIN MENU

From this menu screen you set up what type of game you are going to play, your game options and your sound settings. To select an option from the Main Menu click on one of the buttons.

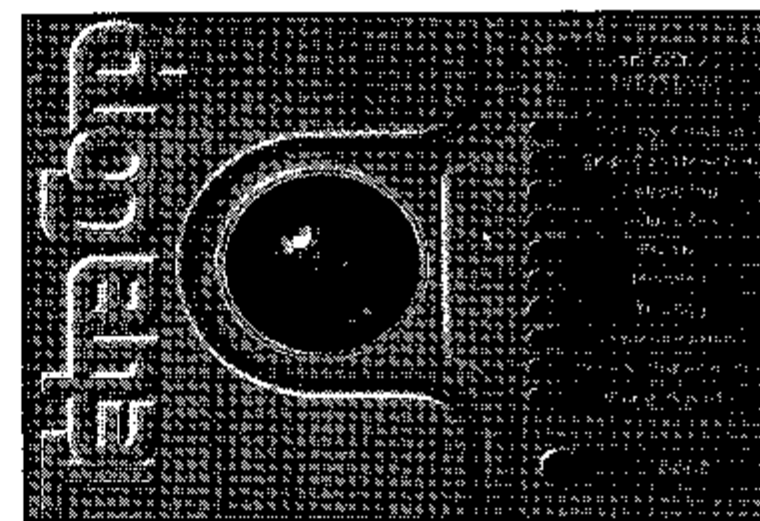


**INFO-TIP:** If you hold down the Control key and move the mouse-pointer over the buttons/icons on any of the screens in the game, most of them will show a brief description of their function. This includes the Main Menu. While you may at first find all the different icons a little daunting, using this method to identify the icons will soon have you clicking from one icon to another in no time at all.

To return to the Main Menu from any of the Sub-menus click on the TetraCorp logo button.

### Intro

When you first play Fragile Allegiance the introduction will automatically play; if you wish to view the intro again click on this button.



### Tutorials

Click on this button for an on-line guide of how to play Fragile Allegiance. Select a topic by clicking on the button at the side of the topic you wish to learn about. Once you've watched a tutorial you'll be returned to the menu to select another tutorial. Select Done to return to the Main Menu.

### New Game

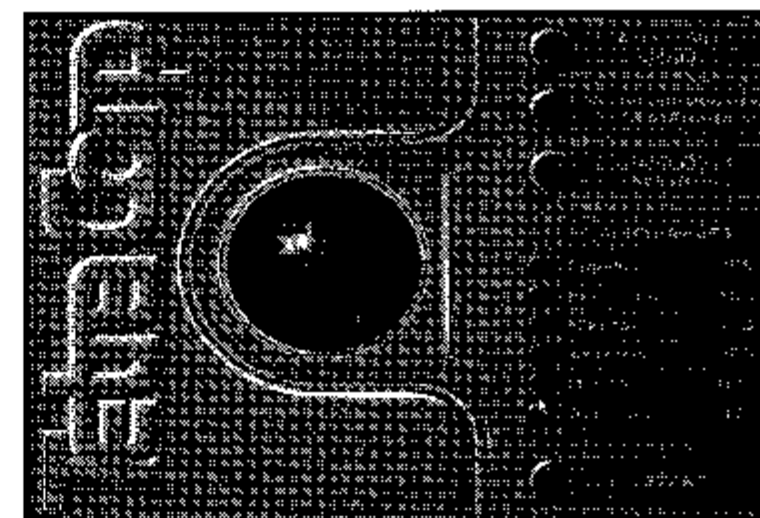
Click on this button to choose between a preset game or to create a custom game of Fragile Allegiance. The custom game menu screen allows you to decide all the determining factors involved in the game.

### Arena Size

This option selects the size of the actual playing arena, click on the button to toggle through the following sizes: Small, Medium or Large.

### Asteroid Density

Select Standard, High or Low by clicking on the button. The higher the density the more asteroids there will be in the arena.



## Atmosphere

This lets you decide on the type of atmosphere you want to play in, you can go for Peaceful, Neutral or Aggressive. It really depends what style of game you fancy playing. If you want to build and trade lots of stuff you'd be wise to select a Peaceful atmosphere, if you want a full-on nihilistic war with every species in the universe select Aggressive.

## Alien Cultures

Under this option you can select which alien cultures you want to play against; you can play against them all or none at all (ideal if you want to practice and find out what all the icons and equipment do). Click on the Alien Cultures buttons to toggle them on (yes) or off (no).

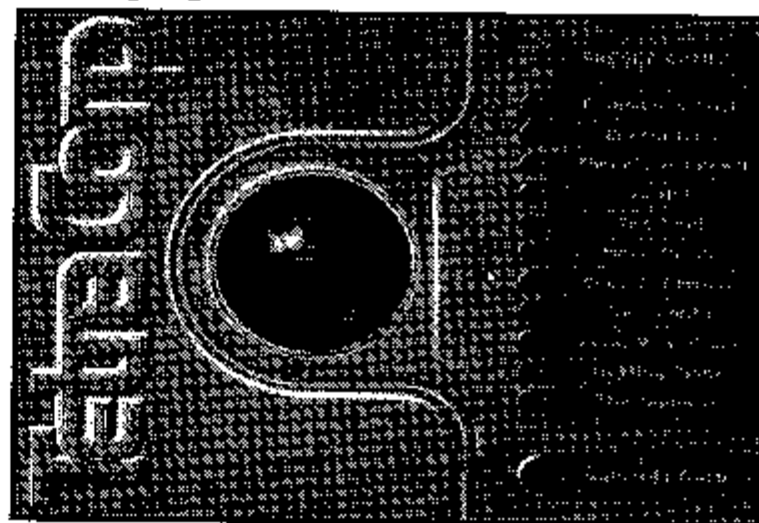
**INFO-TIP:** As you can see Custom Game allows you to decide the style of game you want. If you want an ultra massive aggressive game you can set the Arena Size to Large, the Density to High, Atmosphere to Aggressive and turn on all the Alien Cultures or you can fine tune all the variables to match your skill level.

## Start

Once you've selected everything you want click on Start to play Fragile Allegiance.

## Preset Games

If you don't want to plunge straight into a custom game, or if you fancy your chances at certain levels of aggression and so on, you can choose from eleven 'campaign games'. These have different setting of arena size, asteroid density and aggression and different combinations of alien cultures. If you click on the title of any campaign game, you will see a brief description which will give you an idea of what you're letting yourself in for; if you decide after reading the description that you'd like to try another campaign game or a custom game, you can return to the Main Menu by clicking on the appropriate icon.



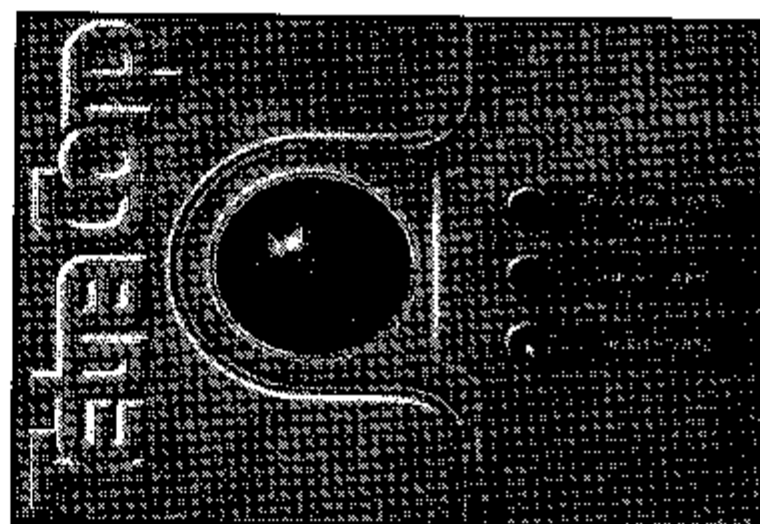
## Saved Game

This allows you to load a previously saved game, see SAVING and LOADING later in this manual.

## Multiplayer

### Network

If you want to play a network game ensure you have your network drivers running before you run Fragile Allegiance. Also ensure that you have installed the Fragile Allegiance network drivers; if you haven't, re-run the Install program and select to install the drivers. Up to eight players can play in a network game, one player starts New Game and the other players select to Join the Game. To play a multiplayer game select it from the Main Menu.



### Player Name

Here the player enters the name they wish to use in the game. Click on the button and delete the existing text using backspace and enter the new name; press Return to confirm the name change.

## New Game

One player selects this option to set-up the network game, all the options are the same as explained in Custom game. Once you've select all the options you want for a network game click on Start Game. This will take you to the Player Scanner screen, the game will now scan the network looking for who has elected to Join your game. Once all the players' names are listed click on Start Game to play.

## Join Game

Once one player has started all the other players select to join the game by clicking on the Join Game button. From here the player selects which game they wish to join by clicking on the button next to the name of the game they wish to join, the message "waiting for game to start" will then be displayed. Once all the players have joined the player who started the game can click on Start Game to begin. Please note that you cannot join a game once it has begun.

## Game Options

### Mouse

Click on Mouse to adjust the Mouse Speed and Double-Click Speed, to increase the speed of these two options click on the slider and hold down the left mouse button and then drag and drop, left to decrease or right to increase the speed. On Double-Click Speed you can test your setting by double clicking on the Test button, if you get a NO reset the slider and double click until you get YES.

Click on Done to return to the Game Options menu screen.

### Sound

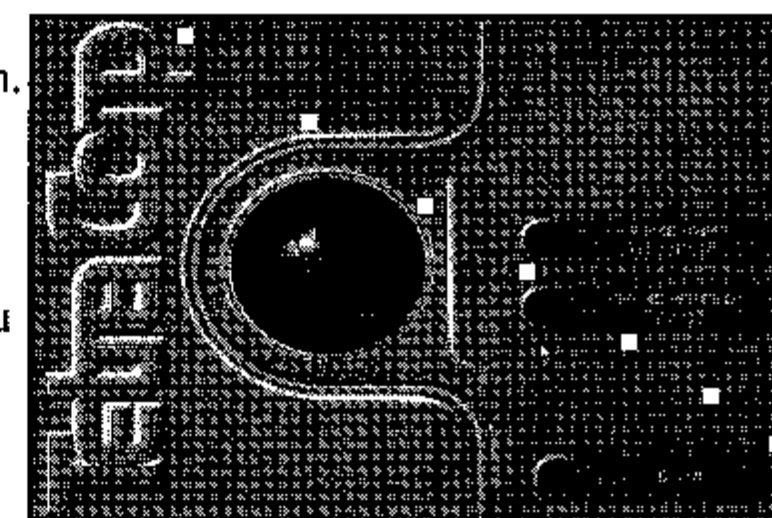
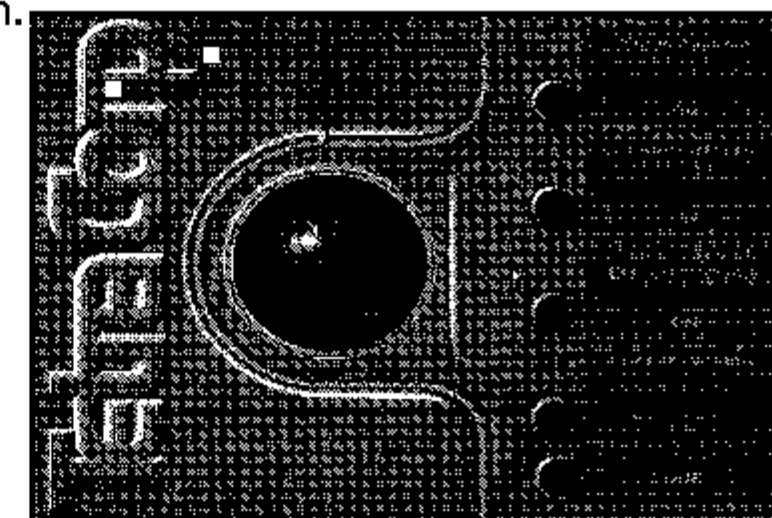
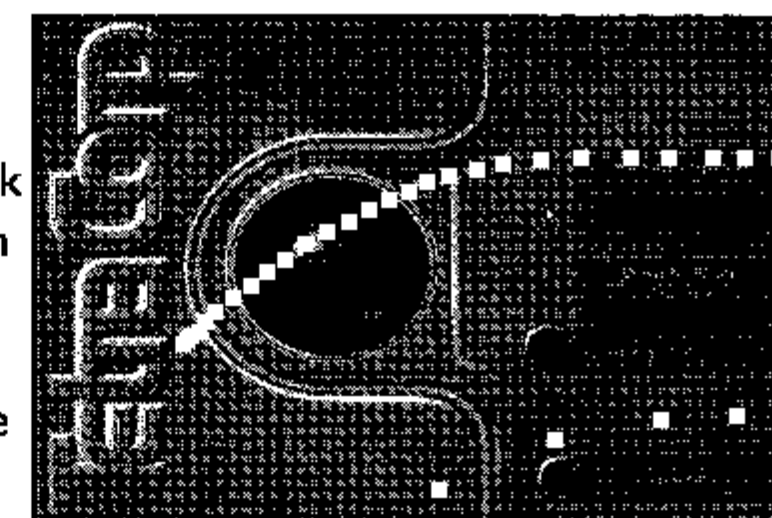
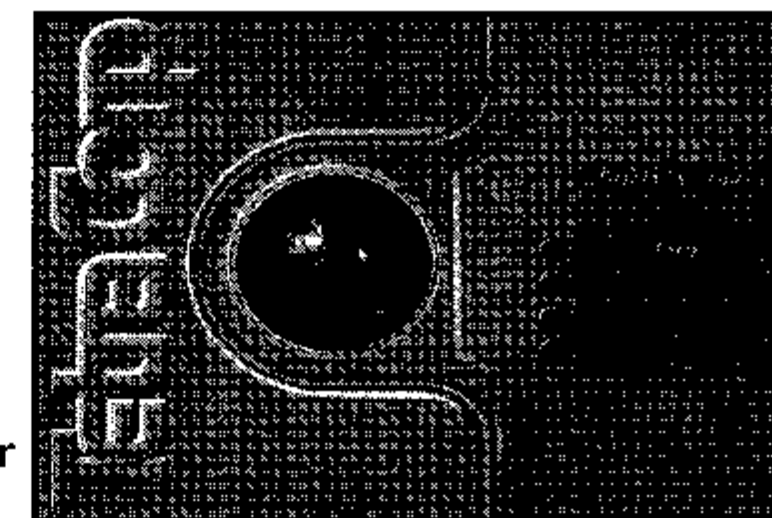
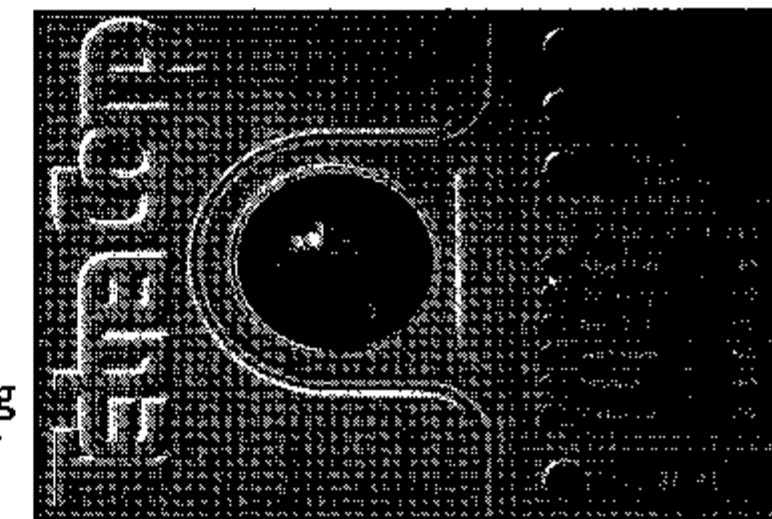
This menu screen allows you to adjust the volumes of the Music, Sound Effects, Menus Sound Effects and Speech Volume. To adjust the volume click on the desired slider and hold down the left mouse button and then drag and drop, left to decrease or right to increase the volume. To turn a sound option On or Off click on the button at the side of each item.

Click on Done to return to the Game Options menu screen.

### Time

On this menu screen you can set the speed of your game and the option of turning time off while you are in the menu screens.

To turn Time Off or On while you are on menu screens in





the game click on the button. Turning the Time Off will freeze time while you are in menu screens; this is ideal for people who are new to this genre of games because it means you won't be attacked etc. while you are busy looking round the other menus. Time On means that time will continue while you are in the menu screens. You can also adjust the game speed by clicking on the Game Speed button, your options are Slow, Average and Fast.

Click on Done to return to the Game Options menu screen. Once you've selected all your Game Options click on Done to return to the Main Menu; or click on the TetraCorp logo button.

## Quit

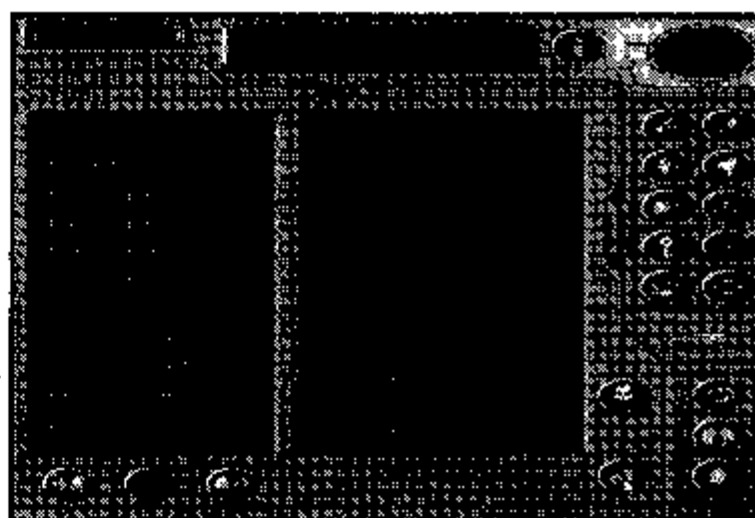
Click on this button to quit the game.

## In Game Menu - Game Control

At any point in the game press ESC to access the Game Control screen, this screen allows you to save and load a game as well allowing you to change the sound settings.

### Save

To save a game highlight one of the ten available slots to save your game to and then click on the Save icon to save the game. You will then be asked to confirm the save click on the Tick box for yes or the Cross box for no.



### Rename Saved Game

Highlight the saved game you wish to rename and then click on the Rename icon, delete the existing name and type the new name. Press return to confirm the new name. This makes saved games easier to identify.

### Load

To load a game highlight the saved game you wish to load by clicking on it and then click on the Load icon to load the game. You will then be asked to confirm the load, click on the Tick box for yes or the Cross box for no.

The Sound controls on the menu work exactly the same as explained in Main Menu -Sound.



## Colony Management

Your prime directive is to extract and sell as much ore as you can, but the most successful and productive mining colonies all rely on strong and stable colony infrastructure. It is vital to regularly monitor the colonies on all your asteroids and keep them running as smoothly as possible.

There are four main aspects to a successful colony:

1. Population
2. Security
3. Life Support
4. Power

### 1. Population

Though many parts of your mining equipment are robotic, the robots usually only undertake the tasks that are most dangerous to human life. Human employees are required for many important duties and to oversee and control the robots. To support the mining and technical employees there is an entire service industry, offering training, relaxation and participation in other leisure activities. Shifts are long and hard, and as a result TetraCorp encourage their employees to play hard too.

Procreation is outlawed on mining colonies for safety reasons but your colonies will slowly grow in population as your personnel department entices more people out from the Home Worlds.

The more successful and smoother-running your colonies are, the easier recruitment becomes. In general, your population will grow slowly to fill the available living space, so you can directly control your population by building fewer or more Living Quarters and Resiblocks.

The Colony Summary indicates the number of surplus employees you have. These employees are available for backup roles. For stability, attempt to keep the surplus positive but not too high. If the surplus is negative then your employees are working flat out and may even be working double shifts to complete the necessary work - morale will deteriorate. If your surplus is too high, boredom can effect those not currently working and you can be sure trouble will break out.

### 2. Security

Morale can fluctuate quickly on a mining colony, spaces are cramped and employees work and play with the same faces day in and day out. Tempers can flare, fights are commonplace and employees are quick to anger at management failures. There would be mutiny everyday without your dedicated (and highly paid) security team.

Security will keep your employees under control, but only if their presence is large enough. Each Security Centre can easily manage 150 employees and often many more, but don't stretch your security too thin or you are inviting big trouble.

You will be issued with reports when (if) trouble breaks out, but don't wait for these reports monitor the Security status on the Colony Summary screen.

### 3. Life Support

Each asteroid colony must be self-sufficient, and that means producing its own Power, Air, Food and Water. Each employee uses 1 unit each day, so it is necessary to produce at the very least as many units per day as you have employees, but it is also wise to produce and store a surplus.

Initially, each asteroid colony begins with a single Colony Preservation Unit (CPU), which provides living space, power, air, food and water but only for a limited population and time. You need to build other buildings to help support the CPU.

The Colony Summary screen shows details of how much of each resource you are producing, using and storing, so monitor these levels and keep production ahead of population growth.

### 4. Power

Clearly, nothing can operate without power. There are several power production buildings and more efficient ones are available from Sci-Tek. It is vital that you keep the production of power ahead of the usage. Should you suffer power shortages, some buildings will fail before others. In general, the most vital buildings like Life Support and Hydroponics will fail last. To see which buildings are failing, simply click on any power generating building; the buildings in Red are the buildings without power.

### Radiation Notes

Each asteroid has background radiation, some higher than others. Radiation is expressed as a number. 0 means the radiation is immeasurable above the radiation given off from the local star. Any value of radiation is harmful and will result in sickness and even deaths amongst your employees. Use Radiation Filters to provide your employees with necessary protection.

Factors that lead to high radiation values are the use of Nuclear missiles, extensive combat, and the presence of rare ores such as Traxium and Nexos. When mining these ores you must be very careful to protect your employees using Radiation Filters.

### Asteroid Mining

The purpose of your being here in the Fragmented Sectors is to locate and extract ores for sale to the Federation. The more you sell, the larger your profits and the greater your fame in the mining fraternity.

### Discovering Ore

The first step is to locate asteroids rich in ore deposits. This exploration phase requires the use of one or more Scout Ships to go in search of new asteroids. You should dispatch Scout Ships with the orders to Scout for Asteroids.

Each asteroid has different amounts of each type of ore. To determine which asteroids are the most abundant in ore you must use a Scout Ship to Prospect. When the scout has examined the asteroid it will return and present you with a Geosurvey from the asteroid. The report simply details how much of each type of ore remains on the asteroid to be mined. The most common ores are shown at the top and the rarest at the bottom of the Survey.

## Ore Extraction

To extract ore you must have one or more mines. There are three types of mine, each mining a particular range of ores. The table below indicates which mines you require to extract particular ores; each has been colour coded.

Selenium	Green	Green requires a standard Mine
Asteros	Green	
Balrium	Green	
Crytalite	Green	
Quazinc	Yellow	Yellow requires a Deep Bore Mine
Bytanium	Yellow	
Korellium	Yellow	
Dragonium	Yellow	
Traxium	Red	Red requires a Seismic Penetrator, obtainable from Sci-Tek
Nexos	Red	

As well as providing adequate power for mines, you must also build one or more Stores to hold the ore. Clicking on the Store building provides you with a list of what ores you have in all the stores on the asteroid. Each mine extracts one unit of ore about every 4 to 32 days. You have no control over which units are extracted. The main thing to remember about mining is to keep it running smoothly and consistently. Here are a few other points to bear in mind:

Make sure you have enough power to run the mines.

Keep a constant track on the population of your asteroid, and try to maintain a positive surplus.

Make sure you have enough storage space for the ore.

## Ore Usage

What do you do with Ore?

1. Use it for Ship construction.
2. Use it for Missile Construction.
3. Sell it to the Federation or illegal traders.

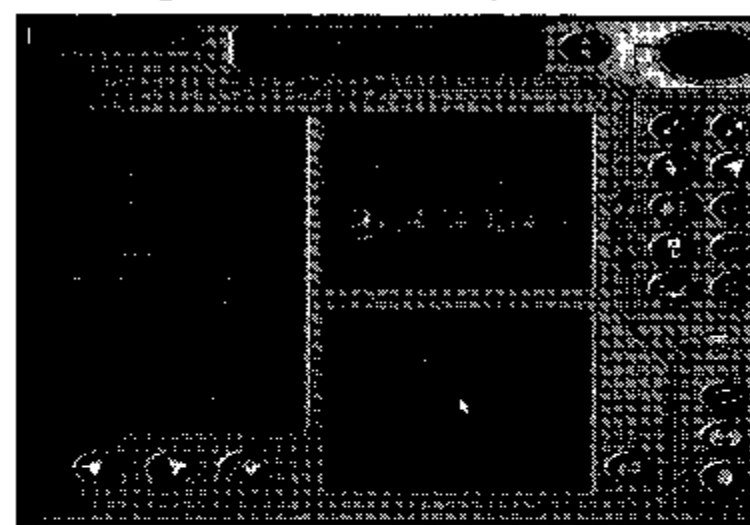
This is a summary of most of the cases in the game when you will need ore:

ORE	NEEDED FOR:
Selenium	Explosive Missile, Scatter Missile, Assault Fighter, Combat Eagle, Scout Ship, Destructor, Terminator, Transporter, Fleet Battleship.
Asteros	Powerplant.
Barium	Area Explosive Missile, Anti-Virus Missile, Spy Satellite.
Crystalite	Vortex Missile, Assault Fighter, Combat Eagle, Scout Ship, Destructor.
Quazinc	Napalm Missile, Hellfire Missile.
Bytanium	Space Dock, Nuclear Missile.
Korellium	Stasis Missile.
Dragonium	Space Dock.
Traxium	Virus Missile.
Nexos	Mega Missile.

## Selling Ore

It is necessary to retain some ore for your own use, but the remainder can be sold to the

Federation. The Federation offers prices for ore that fluctuate over time. You may attempt to 'play the markets' and wait for a high price before you sell your ore, but don't speculate for too long or the price may drop. To obtain the Federation Ore Prices List, click on the Command Centre building. These are the prices the Federation will pay for each unit of ore.



asteroids regularly ship their ore to this depot.

This screen will also indicate the number of days before the Federal Transporter arrives at your colony. This is important because you can only sell ore when the Federal Transporter arrives. The Federal Transporter signals its arrival allowing you to choose which colony it arrives at; if you do not select a colony, it will go to whichever colony holds the most ore stocks. TetraCorp recommends that you have a central asteroid that acts as a major storage depot, and that all other

The Federal Transporter remains in orbit above your asteroid for a short time before returning to the Home Worlds. 10 days before it leaves, the crew will radio down with the appropriate message. Use the Orbit View icon to view the Federal Transporter and then click on the Federal Transporter to access the Federal Transporter screen. This will list all the ore you have in your stores on the current asteroid as well as the ore on the Federal Transporter and a current price listing for each.

To transfer ore to the Federal Transporter, click on the number or unit blocks of the ore you wish to transfer and keep the left mouse button held down. Move the slider to the left to transfer ore to the Federal Transporter, do this with as many ores as you wish. If you change your mind, you can always transfer the ore back by clicking on the number in the Federal Transporter column - but only while the Federal Transporter is at your asteroid. Once it leaves there's no way of getting back the ore. You will be paid for the ore when the Federal Transporter leaves your colony.

## Transporting Ore

There are two methods of transporting ore between your asteroids.

- A) Using a Transporter Ship
- B) Using an Ore Teleporter

## Transporter Ship

This is the main means of moving ore between your asteroids. For loading details see the section on ships in this document.

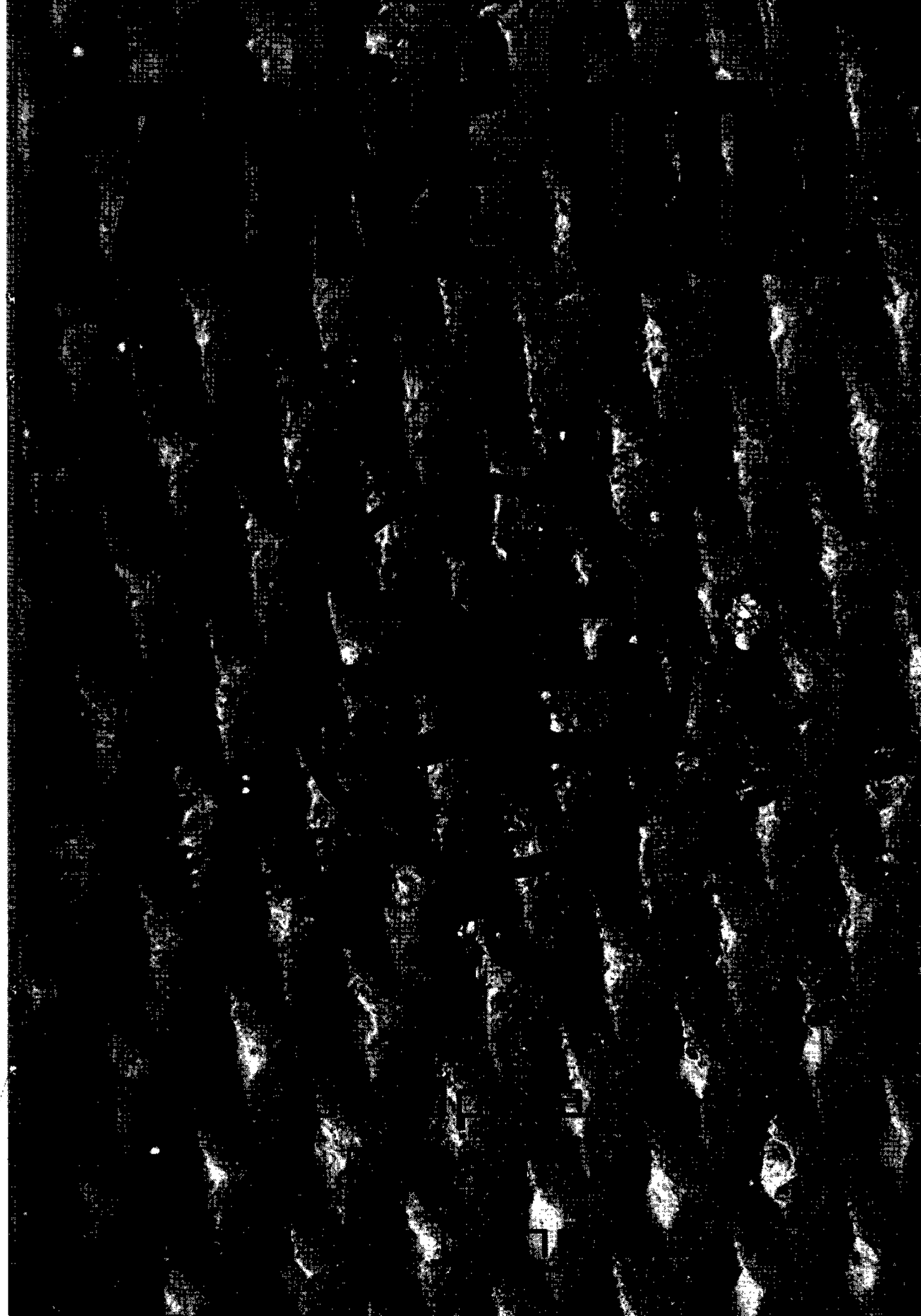
## Ore Teleporter

The Ore Teleporter must be bought from Sci-Tek but is a very useful facility. It enables you to instantly teleport ore between any asteroids that have an Ore Teleporter installed. This facility is perfect for transferring ore to your "depot asteroid" at the last minute, when using a Transporter may take too long or get blown out of the sky.

## Warning

Any TetraCorp employee caught selling ore on the black market will be terminated.

**TETRACORP  
APPROVED  
THE FOLLOWING  
SECTION  
IS FOR EMPLOYEES OF  
TETRACORP AND  
SCI-TEK ONLY**

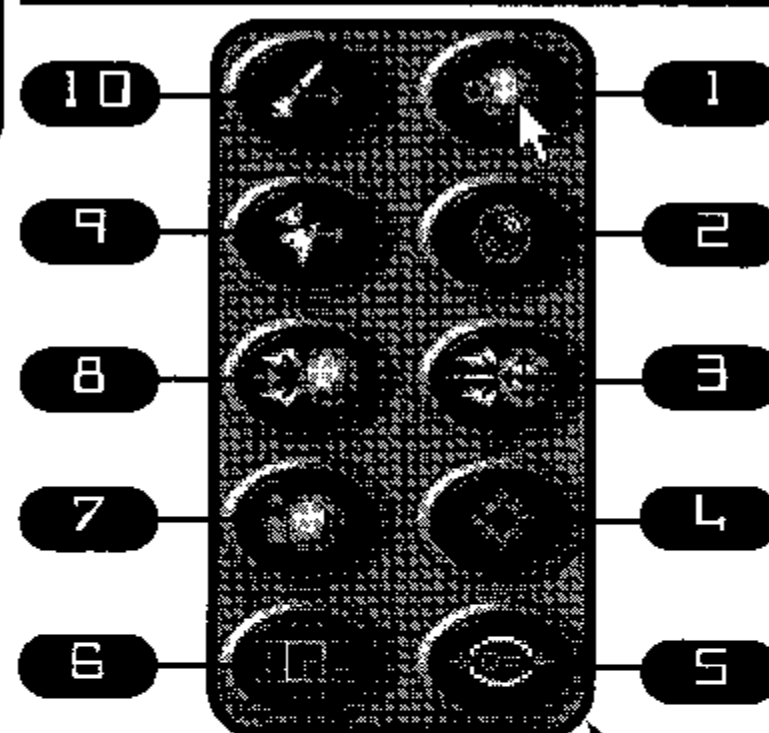




## BIG PICTURE PANEL

## START UP ICON GUIDE

When you first start to play *Fragile Allegiance* you'll notice there are a lot of icons; don't worry. Within 10 minutes you'll be up and running. The following is a I.D. guide to all the icons featured in the game. Check the rest of the manual for an in-depth functionality report.



**1. Asteroid View**, this icon changes your view from the Big Picture Screen to the currently selected Asteroid View Screen.

**2. PAFW icon**, click on this to toggle the colony's status display of essential resources (Power, Air, Food and Water).

**3. Asteroid Tracker**, if you have purchased the blueprint from Sci-Tek, this will show you the speed and direction of all visible asteroids.

**4. Pause icon**, click on this to pause the game.

**5. Colony Database**, this icon accesses the colony's database, which stores vital information and scout reports.

**6. Zoom**, clicking on this icon zooms in and out. The green grid frame is your zoom area: this can be moved by clicking on it with the left mouse icon; keep the icon held down and on release of the icon you will automatically zoom in to the selected area. You can also use the direction arrows on the bottom right of the screen to move the green grid frame. Click on the right mouse button to zoom in and out.

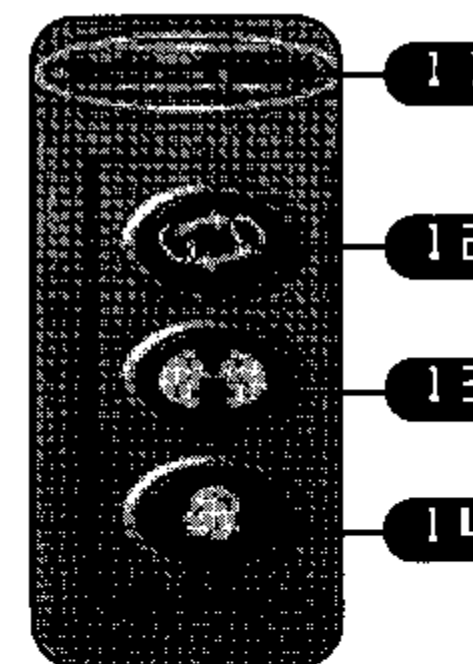
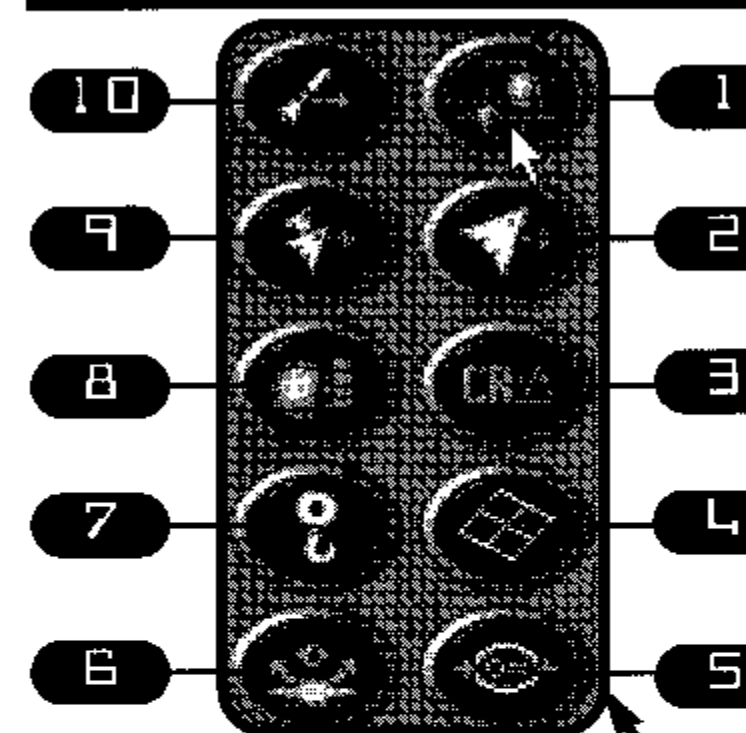
**7. Colony Statistics**, click to display the Colony Summary screen for the currently selected asteroid.

**8. Asteroid Engines Control**, If you've purchased the blueprint from Sci-Tek, this will allow you to control the speed and direction of any asteroid on which you have built an engine.

**9. Fleet Control**, this accesses the selection and control of your fleets.

**10. Missile Control**, this accesses the targeting and launching of missiles.

## ASTEROID VIEW PANEL



**1. Asteroid Field View**, this changes you to the Big Picture Screen.

**2. Ship Inventory**, allows you to see what ships you have at the currently selected asteroid and to give the ships their orders; the orders will vary with regard to the ships you have selected.

**3. Finance**, accesses the finance screen. All the money earned through the sale of ore and trading is transferred into a central fund which can then be allocated to any of the following: Construction, Vehicles, Missiles and Personnel.

**4. Tactical View**, this alternative view of the asteroid's surface allows for careful placement of each building. It also displays which areas are protected by Screen Generators (purple) and which areas have been infected by Virus Missiles (green).

**5. Colony Database**, this button accesses the colony database, which stores vital information and scout reports.

**6. Orbit View**, this slides the screen downwards to allow access to the Federal Ore Transporter and the Space Dock (when you've built one) plus any other large craft.

**7. Construction**, allows the construction of buildings on the player's asteroid.

**8. Geological Survey**, shows the current level of ores on the asteroid.

**9. Fleet Control**, this accesses the selection and control of your fleets.

**10. Missile Control**, this accesses the targeting and launching of missiles.

**11. Sci-Tek**, click on this icon to access the Sci-Tek brochure for the technology we all prefer.

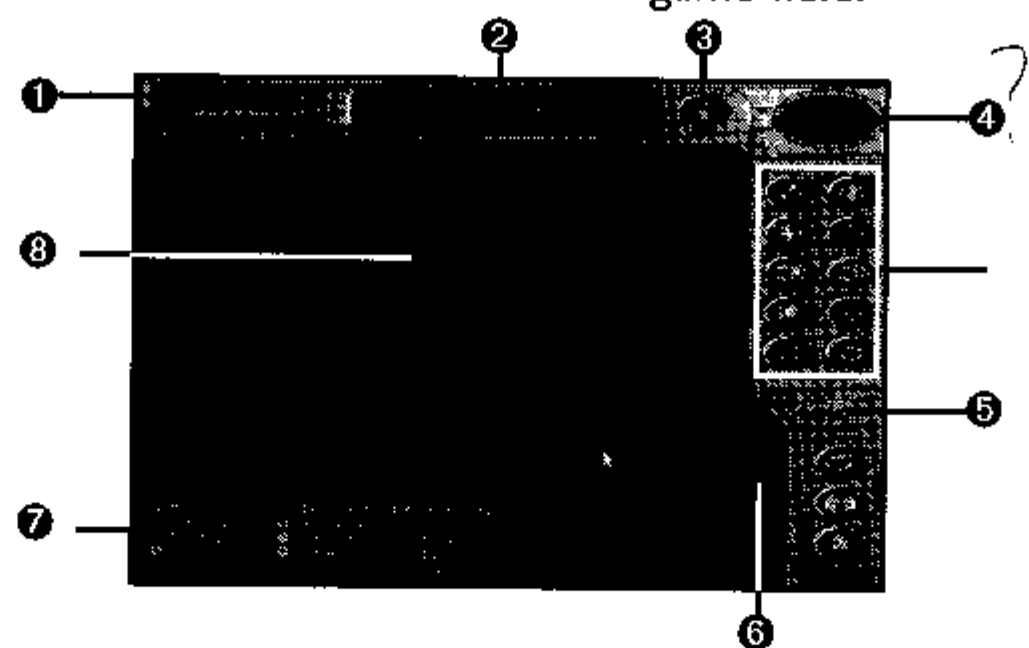
**12. Trade Icon**, this accesses the trading screens enabling you to trade items with other cultures.

**13. Comms Icon**, this icon allows you to speak to other cultures.

**14. Personnel Icon**, use this icon to hire and fire your members of staff.

## PLAYING FRAGILE ALLEGIANCE

The first screen that you will encounter after you've clicked on start is the Big Picture screen (BPS), so-called because it shows the entire extent of the game field.



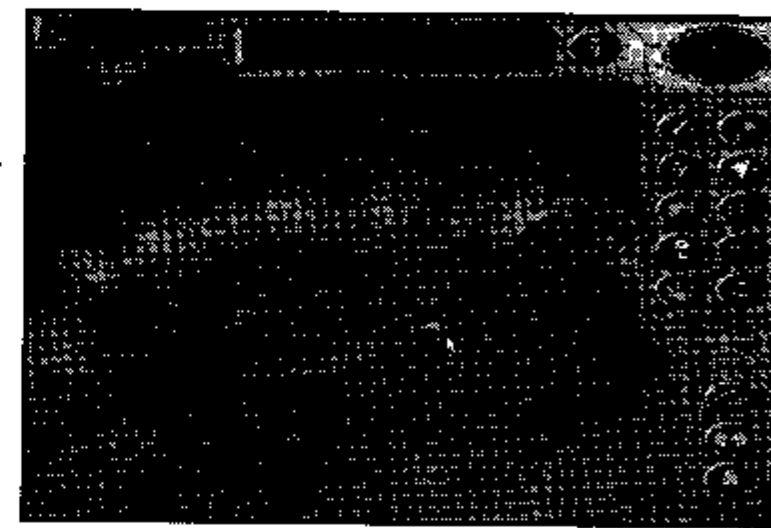
1. Calendar 2. Message Window 3. Report Summary icon. 4. Scanner. 5. Sci-Tek icon. 6. Green Grid Movement icons. 7. Legend. 8. Your Asteroid.

This manual has been written in a "play through" style to enable the player to work through the manual quickly and so that the learning curve is not so great. *Fragile Allegiance* is a complicated game but you'll soon be up and running. We'll be dealing with each subject in chapters, addressing the elements that affect the game in a logical progressive order. Under each chapter title you will find a picture of the icon needed to access the screen.

**INFO TIP** Don't forget that if you hold down the **Control** key and move the mouse-pointer over the icons on the screens, they will show a brief description of their function.

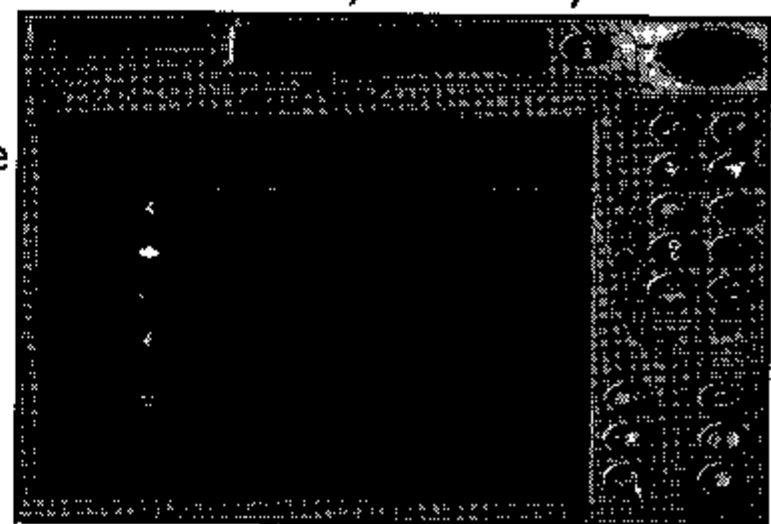
Clicking on the Asteroid icon on the control panel, or double-clicking on the only asteroid currently on this screen will take the player to the Asteroid View screen (AVS), which is where construction of buildings, ships and missiles takes place.

Once you can see the surface of your first asteroid, you will find that it has one building on it, and one ship visible on the upper left of the screen. The ship is a Transporter: it can be accessed by clicking on the ship itself, or by using the Ship Orders screen on the control panel (more on this later). Transporters carry ore and can start new colonies.



The building is a CPU (Colony Preservation Unit). Double-clicking on the CPU will give you the building screen with the description below; single-clicking brings up the Colony Summary screen, which gives vital data on the status of your colony.

This includes how many units of power, air, food and water (PAFW) are being produced against how much is needed; the radiation level on the asteroid; population numbers; security and social unrest status; and will eventually allow the player to toggle between keeping the asteroid under their own control and allocating it to the care of a Colony Supervisor. (Players will only have access to Colony Supervisors when they have reached a sufficient level of success in the game.)



## CPU.



This building can only be built when beginning a new colony on an uninhabited asteroid. The Transporter ship will automatically construct one when ordered, provided sufficient funds are available in the Construction budget.

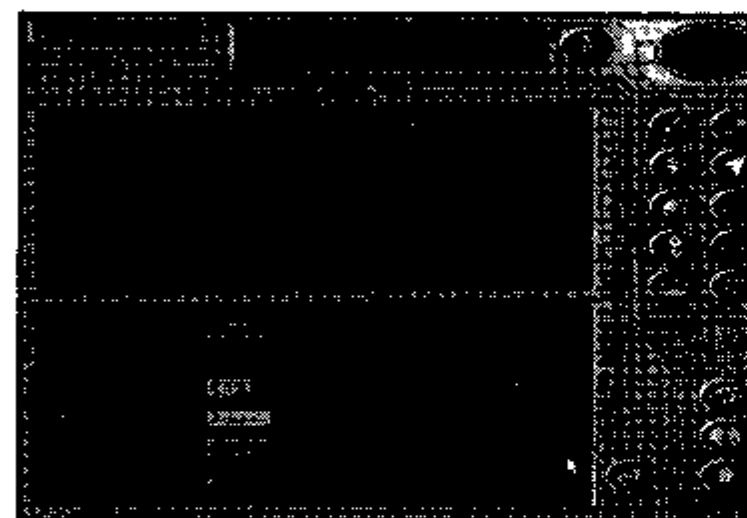
The purpose of the CPU is to establish a minimum survival colony, allowing you time to construct further, more specific buildings. Since it is intended to be phased out when the colony is up and running, the facilities of the CPU will degenerate over time. Production of air, food and water will decrease by 1 unit per day until they reach zero.

Check the Colony Summary - accessible from the CPU, certain other buildings and also from the icon on the control panel on the BPS - frequently. It will give you invaluable feedback on how well your colonies are doing.

## FINANCE



This is a very important aspect of playing *Fragile Allegiance*, mismanagement on the player's part can have disastrous effects. Keeping a good overview of the money situation is absolutely vital, especially when you are managing more than one asteroid.



The 'Money' bar is not open to the player to affect as the other budgets are. All money that comes into the player's possession (e.g. from ore sold to the Federation, from trade items sold on the black market, etc.) comes into this account, from where the player can re-distribute it.

Briefly, 'Construction' pays for buildings; 'Vehicles' pays for ship-building and also for the construction of spy satellites; 'Missiles' pays for missile construction; and 'Personnel' is

where the money to pay Colony Supervisors, Agents and Security (under certain circumstances) comes from.

The money is moved by clicking on the relevant budget bar and dragging to the right to increase the amount of money in that budget (you will see the 'Money' bar drop proportionately), and dragging to the left to decrease it (i.e. it goes back into the 'Money' budget).

If the player fails to put enough money into the relevant budget, they will find that whatever they're trying to construct is stalled for lack of funds. If they have hired a Colony Supervisor and instructed them to do so, the Colony Supervisor will alert them when the money in any budget is insufficient for a project to be completed. If, on the other hand, they have failed to put sufficient money into the 'Personnel' budget to pay the Colony Supervisor, that person will (depending on their personality), tell the player that they haven't been paid, leave by the next available Federal Transporter, or sabotage the colony in some interesting and irritating way before leaving.



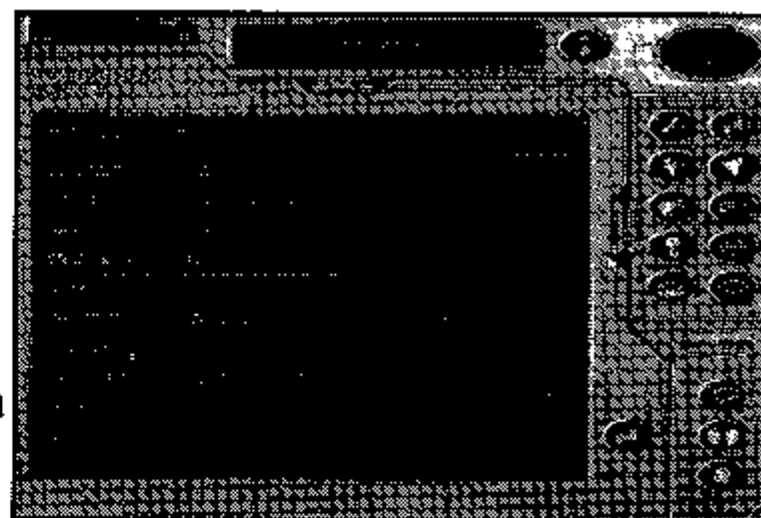
## GEOLOGICAL SURVEY



This displays the amounts of different ores contained in any asteroid.

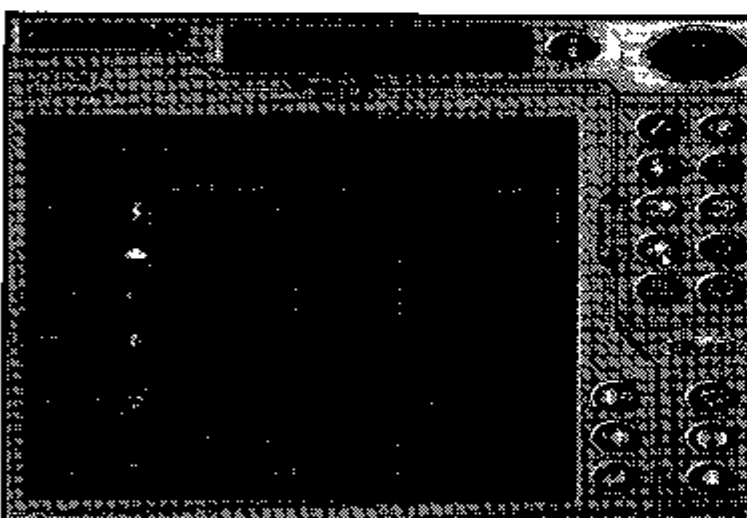
The player discovers how much ore an asteroid contains by sending a Scoutship to perform a geological survey (or geosurvey). Sending a Scoutship out will be dealt with under the Ship Orders menu.

The amounts of ores shown will decrease as the asteroid is mined, and sometimes a previous geosurvey will be corrected up or downwards. The survey should give you a good idea of what is available to mine. Bear in mind that you will need different mining equipment to extract different ores.



## COLONY SUMMARY

To view the Colony Summary click on your CPU. The purpose of the Colony Summary screen is to give the player as much information about the status of certain crucial elements of any colony as possible. So, the amounts of Power/Air/Food/Water are given, along with the amounts being used and the amounts (if any) of surplus supplies. If enough is being produced, the numbers will appear in green; adequate supplies are shown in amber; and inadequate supplies - i.e. the usage is outstripping the production - are shown in red.



The population of the colony is also shown, in terms of how many people there are at that moment ('Current'), how many people there is provision for (in terms of housing), and how many people are currently surplus to requirements. If the 'Surplus' number is in red, this signifies that the player has insufficient people to carry out all the work they require to be done: thus certain tasks e.g. ship-building, missile construction, may show a delay message saying that these tasks will be delayed.

The 'Supervisor' panel will show the head of whichever Supervisor is responsible for that colony (if any); the Colony Supervisor icon allows the player to keep control of the asteroid themselves, or assign it to any Colony Supervisor(s) they may have employed.

The 'Security' panel displays the status of security on that colony and will show messages varying from 'Asteroid secure' to 'Major social unrest'. There are a variety of ways the player can tackle social unrest, from building more resiblocks to building more Pleasure Domes and/or more Security Centres.

The 'Rename' icon puts a flashing cursor at the end of the asteroid number or name at the top of the screen, and allows the player to rename the colony according to choice. You must hit 'Enter' after typing the new name or it will not register.

The 'Radiation' panel shows the level of radiation on that colony. Anything more than 0 is dangerous to the health of your colonists!

The Return icon clears the screen.

**INFO TIP** You can also get the Colony Summary by clicking on the following buildings: living quarters, resiblocks, air processors, environment control, hydroponics plants and hydration plants. A close eye should always be kept on your Colony Summaries.

## CONSTRUCTION

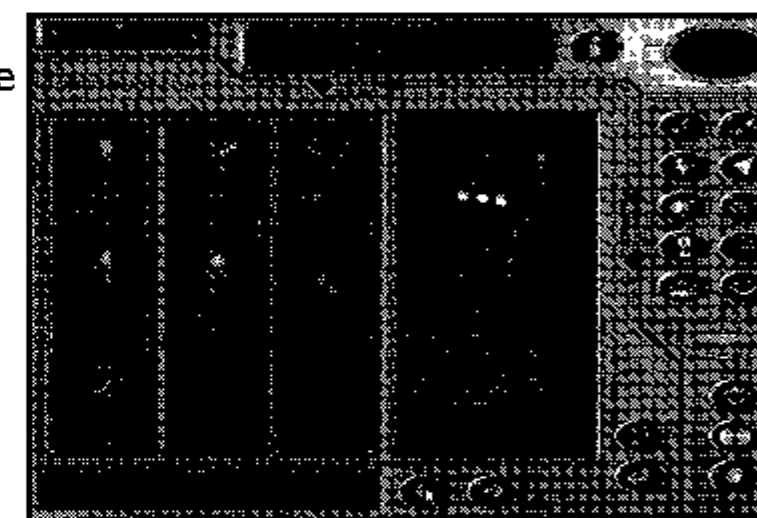


This is the menu screen from which you construct the buildings on your asteroid.

Use the left and right arrows to toggle through the available pages. If you've built something you shouldn't or wish to make space for a new building, click on the Destroy icon; this will take you back to your AVS so you can select what you wish to blow up. Position the cross-hair pointer over that building and press the left mouse button. You should also be aware that you will lose all the money the building cost you: the cost is allocated from the Construction fund when you initiate building, rather than being a gradual drain on the fund until it's complete.

**INFO TIP: Make sure you've put money in the Construction fund before you try to build anything.**

Click on the building you wish to construct - you can tell when it's selected because it will appear in the larger image window on the right of the screen - and then either click on the Return icon or click the right mouse button. This will take you back to the Asteroid View Screen; the mouse pointer will have changed to a white hook - the Sky Hook. At the same time, the building you have selected will be visible.



If the building vanishes, there is insufficient room on the asteroid surface for that building to be constructed. Move the Sky Hook pointer around to find more space. Clicking on the asteroid surface will cause the building to be constructed in the current position of the Sky Hook pointer.

In order to place your buildings with greater precision, you might like to use the Tactical mode - click on the Tactical view icon to switch modes. This presents the asteroid surface as a grid and the buildings as their 'footprint' (i.e. the amount of room the building takes up on the ground), allowing you to put your building exactly where you want it.

Once built, double-clicking on the buildings will allow you to access the animation and the full description of the building's function. Many of the buildings also have other information, obtainable by clicking once on the building. It's vital that you read this as it is not reprinted in this manual, there are enough dead trees in the universe already.

**INFO TIP:** The first areas that a player should concentrate on are: power generation; air, food and water production, a Living Quarters, a Command Centre, a Gravity Nullifier, Refuelling Depot. Then start building mines and storage! Once you have some ore in storage, you can build a Ship Yard and Landing Pad to construct Scoutships. You will also need a Weapons Factory to construct ships. Eventually, the colony will need a Medical Centre and a Security Centre. Also check the radiation level, you don't want your workers glowing in the dark.

This pattern of building should ensure that the colony population grows and thrives, in order that they can start mining ores and building ships.

You will also notice that some of the things you can or should I say can't build have SCI-TEK Blue Print Required.

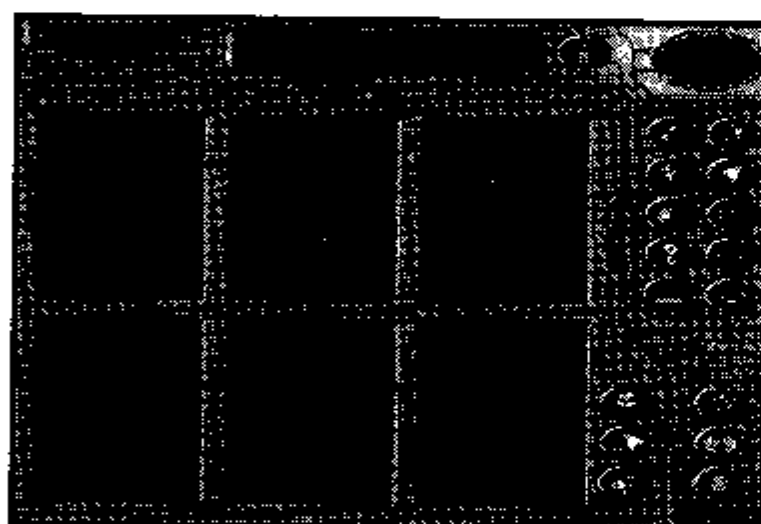
**INFO TIP:** Clicking on the right mouse button will automatically take you back to the last screen used, so if you are building lots of stuff you can place your building(s) and right click to clear the building from the Sky Hook pointer (also use this to cancel any building you've selected by error) and then right click again to access the Construction screen.

## Ship Yards

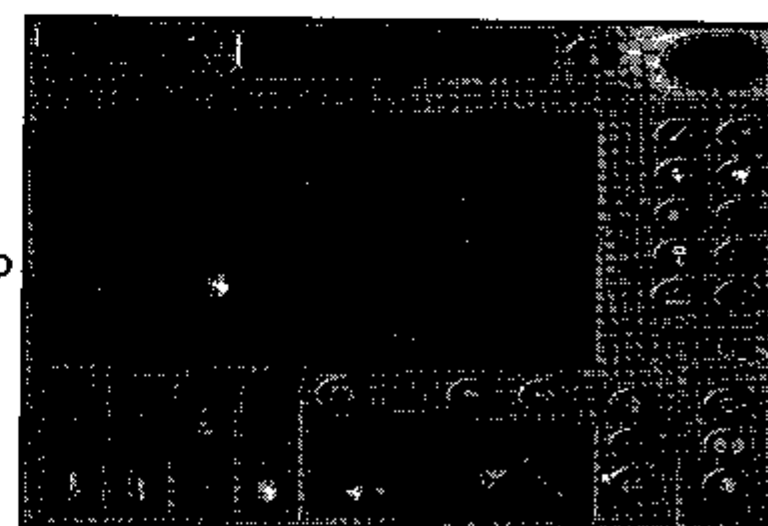


To access your Ship Yards click on it with the mouse pointer to access the six building slots which will be empty at first; the first three will say 'slot free' and the second three 'droids required'.

This is a reference to the Construction Droids blueprint that can be bought from Sci-Tek to double your ship-building capacity. This screen has three icons on it. 'Abort' and 'Return' fulfil their usual functions; the central one, 'Build', takes you to the Construction menu.



To build a ship, begin by using the left/right 'Arrow' icons to cycle through the ship types available to you. These are two small fighters, the Assault Fighter and the Combat Eagle, and the Scoutship, which is the first ship you will probably want to build, in order to find and prospect more asteroids to colonise and mine. Once you have the blueprint of the ship type you want, check the data on how much it costs to build, what ores you will need for its construction, and how long it will take.



Then click on the Attack/Defence icon; this will show you alternately the weapons and the armour you can put on your ship. Each ship has a number of 'hardpoints' - slots which carry arms and armour. To equip a ship with, say, a Photon Cannon, click on the image of the Photon Cannon to select it; an animation will appear in the panel next to the hardpoint panel. This will also tell you how much this hardpoint weapon costs and whether this is a 'ship to ship' or a 'ship to asteroid' weapon. Then click on the hardpoint box on the blueprint of the ship. You will see the hardpoint image appear there. (To remove it, click on the hardpoint again.) You can carry as many weapons/armour as there are hardpoints on the ship. The cost will appear on the data panel, as will your choice of hardpoint(s). Finally, click on the 'Plus' or 'Minus' icons to alter the number of ships of this type you want to build.

When you exit the Construction menu, you will see that the Ship Yard slots now have blueprints in them, signifying how many ships you are constructing, plus a status report on how construction is progressing. It is worth checking these every so often as the status can change.

## Command Centre

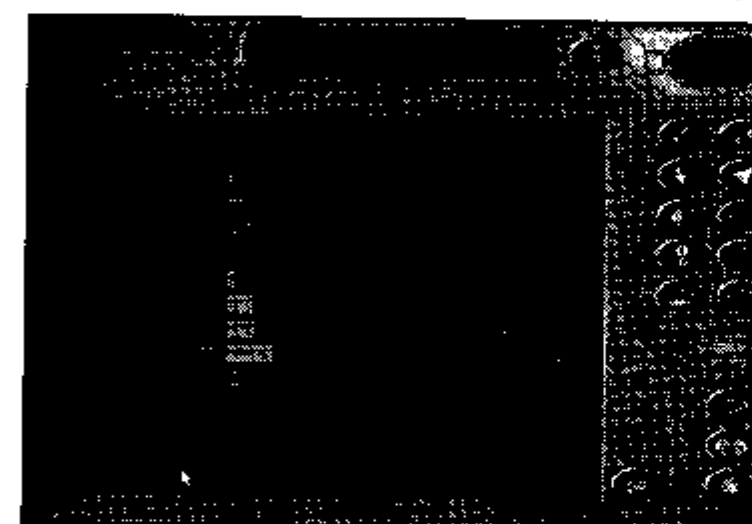


This is a very important building; the Command Centre is the nerve centre of your colony where specialist staff monitor enemy activity and control your fleets. To view the Command Centre screen, click on the Command Centre using the left mouse button.

On the left of the screen is a panel which shows the current prices that the Federation is paying for ores. These fluctuate over time. In the upper right half of the screen is the Federal Transporter panel, which informs you when the next Transporter is due. In the lower right half of the screen is the Space Dock panel, which will say either 'Not Yet Built', 'x Days Till Completion' or 'Operational' with its armour rating.

The three icons at the foot of the menu are (from left to right): 'Ship Locations' - takes you to a two-page menu from which you can find out the locations of your Transporters (on one page) and your Command Cruisers (on the other page). This not only gives you a global, at-a-glance survey of your largest craft, but also allows you to give them new orders while they are in transit between asteroids.

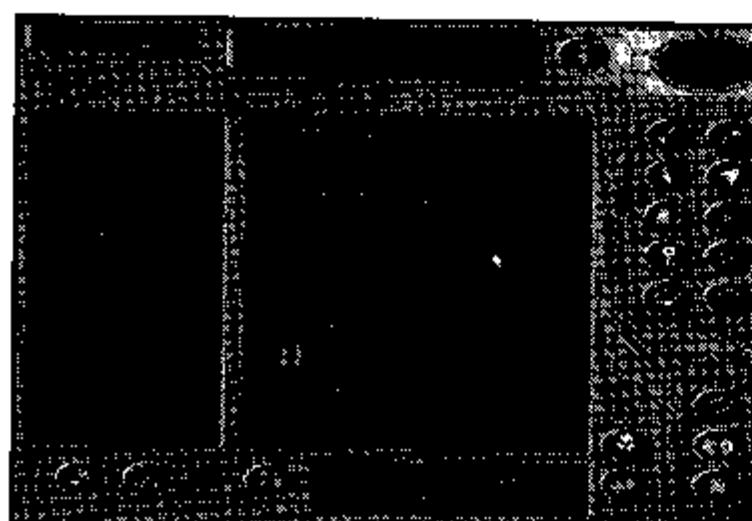
'Load Federal Transporter' - takes you to the ore-loading screen so that you can sell your ores and make mega profits! (Or not, as the case may be.) The ore-loading screen works on a similar principal to the Finance screen, in that it has a click-and-drag function for each ore; you simply transfer as many units as you wish to sell from your Ore Storage (left of screen) to the Federal Transporter (right of screen), and observe the money stacking up in your account! This screen can also be accessed by clicking on the Federal Transporter itself - viewable by using the Orbital View Slide icon on the control panel.



'Build Space Dock' - this menu is very similar to the Ship Yard menu, the only major difference being that you may only build one Space Dock per asteroid. Otherwise, the hardpoints for attack and defence are the same. Building a Space Dock allows you to build Transporter and larger combat ships; these ships can not be built in the Ship Yards on your asteroid.

## Missile Construction

If you are going to protect your asteroid you need more than a photon pea-shooter! To construct missiles you must have first built a Weapons Factory and have at least one Missile Silo, yes you can build Missile Silos without a Weapons Factory but you can't build missiles.



To gain access to the Missile Construction screen click on one of your Missile Silos with the left mouse button.

To build a missile click on an image on the panel to the left of the screen to highlight/select the type of missile you require. This will bring it up on the data panel at the top right of the screen, where it will tell you how much this missile costs to construct, how much ore it will take and how long it will take to build.



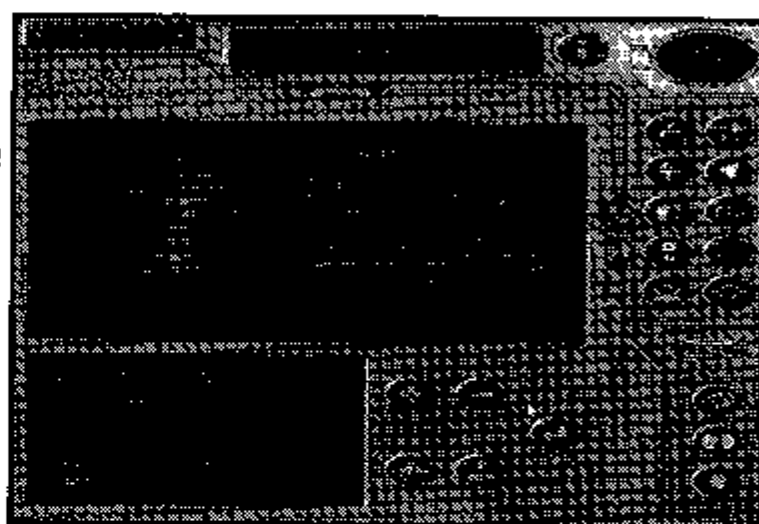
Clicking on the 'Plus' icon increases the number of missiles you want to construct (the number will show in the status panel below the data panel); clicking on the 'Minus' icon decreases the number. The status panel also tells you how construction is progressing and how many completed missiles you have in your silos.

The 'Page turn' button toggles between the two pages of available missile types. At the beginning of the game the second page will be blank; this is because the other (heavier) types of missiles are not immediately available - their blueprints must be bought from Sci-Tek.

**INFO TIP** You can if you wish build more than one type of missile at time by highlighting the type you want and then clicking on the Plus icon to select how many you want, then click on another missile and select how many you desire; but be aware that this is a costly process and could leave you broke and mineral-less in a very short period.

## Satellite Construction & Control

Satellites are the eyes in the sky, essential for viewing other asteroids without risking a valuable ship and for watching the effects of your missile strikes! You must have built a Satellite Silo; once constructed, click on the silo to access the Satellite Construction screen. To construct a Spy Satellite, click on the Plus icon to increase the number you wish to build (and 'Minus' to decrease). The status panel will tell you how construction is progressing.



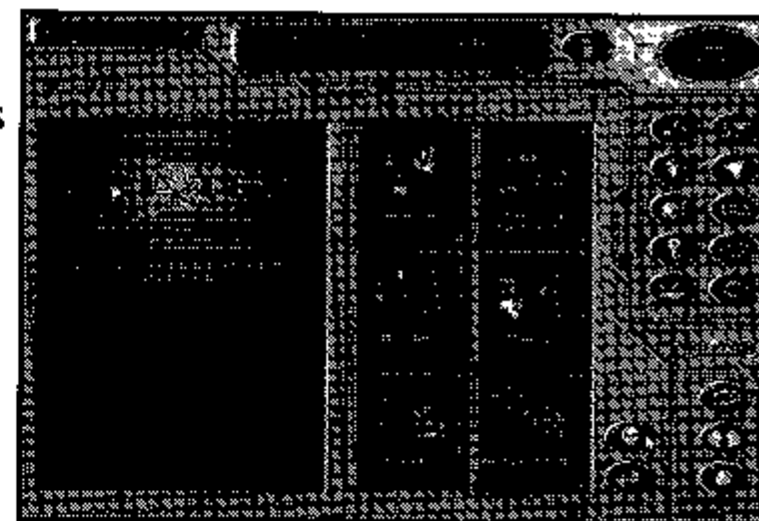
To launch a Satellite, click on the Target icon, which will take you to a BPS view with cross-hairs to select your target asteroid. You'll notice that a large red arc is also displayed on the BPS screen; this is the range your satellite can travel. Select your target asteroid by clicking on it with the cross-hair pointer; a dotted line and a flashing orange circle will appear - this indicates that the asteroid has been selected as the target. You can at this point zoom in by clicking on the Zoom icon or cancel the target by selecting the Cancel icon. Having selected your target, click on the Return icon to return to the Satellite Construction screen to launch the satellite by clicking on the Launch icon. Once launched the number of satellites in the silos will decrease by one, indicating the satellite has been launched. Click on the Return icon to return to the game.

Once the satellite has reached its destination you can click on the asteroid it's orbiting to view the asteroid surface. If you click on the Satellite itself (most easily done on the Asteroid Field Screen) you can obtain various pieces of information about what is happening on that asteroid. However, be warned that whoever you are spying on will shoot your Satellite down as soon as they notice it!

**INFO TIP:** If you send an agent to perform missions against an enemy asteroid, their chances of success are enhanced by the presence of your Spy Satellite.

## SCI-TEK

From any screen in the game you can always access the Sci-Tek brochure. Sci-Tek is another mega-corporation, with long-standing close links to TetraCorp; over the centuries they have developed many technological advancements, some of which are available in blueprint form (allowing the player to construct as many as necessary) from this brochure.



This works roughly the same way as the Construction menu: clicking on any of the smaller images of the items selects that item, allowing an animation to be shown on the left-hand side of the screen. The i (information) icon at the foot of the menu will show an animation of that item in wire-frame mode, together with technical descriptions of the selected item.

To order a blueprint, click on the 'tick' icon at the bottom left of the screen; the words ON ORDER will appear across the animation - assuming that the player has sufficient cash in the 'Money' budget of the Finance screen. To assist the player, the amount in that budget is shown at the foot of the animation window. You will see the amount drop after you have ordered something.

Please note that only the first 6 items will be listed on the Report Summary when the Federal Transporter arrives with your blueprints.

Returning to the Sci-Tek front-end screen, any blueprints that the player has ordered will be listed on the left. The blueprints will arrive with the next Federal Transporter, and depending on the item, will either appear in the Construction menu, the hardpoint slots on the Ship Orders menu, or (as in the case of MK2 Deep Bore mine, for example) will simply be deemed to have been added to all existing mines.

Should the player decide that they do not after all want some/any of the blueprints they've ordered, before the Federal Transporter arrives, they can return to the Sci-Tek menu and cancel any order by going to the relevant page, selecting the item and clicking on the 'Abort' icon. The list of items on order on the front-end screen will then be amended accordingly.

**INFO TIP:** Move as much money as you can afford into the "Money" bar before you visit Sci-Tek, it can prove expensive.

**THE FOLLOWING  
SECTION  
IS FOR TRAINED AND  
SIGNED MEMBERS OF  
TETRACORP ONLY**

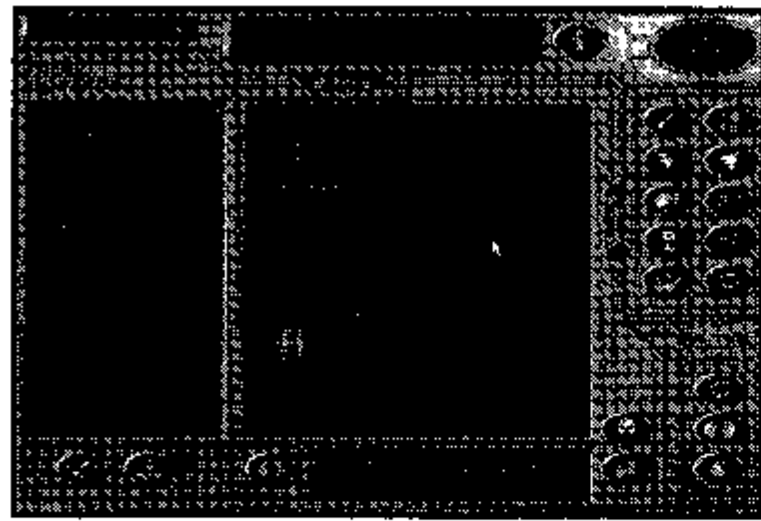




## Missile Control



Once you have built your missiles and they are stockpiled in your silos gathering dust, you just might feel the urge to start a war. Click on the Missile Control icon to access the Missile Control screen.



In order to attack another asteroid with missiles, the player must first click on as many missile images as they want to launch in the missile stock panel on the right side of the menu. Highlighted missiles will show a blue box around them and the number under the Missiles heading in the missile data panel will show how many have been selected. The 'Page turn' button toggles through more missiles, should the player have bought any additional missile designs from Sci-Tek or complete missiles from the black market.

**INFO TIP:** Hold down shift or keep the left mouse button pressed and drag the mouse pointer across the missiles, this will select all the missiles the mouse pointer has touched. Using this method it is possible to quickly select large numbers of missiles in a short period.

Clicking on the Target icon will take the player automatically to the BPS screen, and change the mouse pointer to cross-hairs. Centring the cross-hairs on an asteroid and clicking selects that asteroid as the target, a dotted line and a flashing orange circle will appear - this indicates that the asteroid has been selected as the target. The player can return to the Missile Control screen by clicking with the right mouse button or clicking on the Return icon on the control panel to the right of the screen.

The name or number of the target asteroid will now appear under the 'Target' heading in the missile data panel. Above this is the number of selected missiles and below is the strike rate. Obviously, the closer the target asteroid is, the higher the chance of all the missiles hitting it and doing damage.

If you've bought a Missile Guidance System from Sci-Tek, the percentage strike rate of success will improve by 25%.

Once the target and missiles are selected you must click on the Launch icon to fire the missiles.

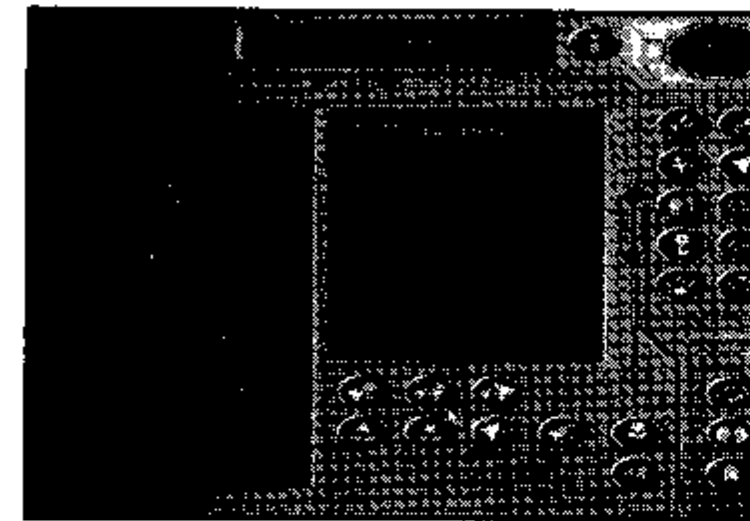
Returning to the Asteroid View Screen will show the missiles launching from the silos; looking at this while on the Big Picture Screen will show the missiles hurtling through space towards their target; and if the player has a ship or a spy satellite orbiting the target asteroid, they will be able to see the damage their missiles are inflicting, as it happens! This is especially cool if you're playing a network game.

## Ship Orders



The overall layout of the 'Ship Orders' menu is the same for each ship, although because each class of ship has different capabilities, the orders are different for each class. These dedicated orders are listed below:

On the left of the screen is an animation of the currently-selected ship, with the ship data as on the 'Ship Inventory' menu - Status, Armour, Speed and Hardpoints.



To the right of the screen is the order panel, where the various orders given to that ship will appear. Bear in mind that ships can be given up to five stacked orders.

At the bottom right of the screen are the 'Abort' and End icons. Abort cancels the last given order, so if you wish to cancel three orders, you would have to click this button three times. End icon returns you to the previous screen.

### Scoutship

**Go to Asteroid icon** takes you automatically to either of the scanner views with cross-hairs to select your target asteroid.

**Join Fleet icon** takes you to the Fleet page of the Ship Locations menu (see Fleet Control).

**Join Cruiser icon** takes you to the Ship Inventory screen, where you can highlight as many ships as the Cruiser will carry (or tow, in the case of the medium/larger craft) to join that Cruiser.

**Land in Hangar** and **Leave Hangar** icons are self-explanatory.

**Scout for Asteroids icon** is an instruction to go to a particular sector and find asteroids. Clicking this will take you automatically to one of the scanner views with cross-hairs; once you have selected your target sectors, you will be returned to the original screen.

**Geosurvey icon** instructs the Scout to go to a particular asteroid (selected by cross-hairs on the scanner view) and perform a geological survey to determine the ore levels of that asteroid.

### Combat Eagle & Assault Fighter

Go to Asteroid, Join Fleet, Join Cruiser, Land in Hangar and Leave Hangar function exactly the same as described for Scoutship.

### Destructor, Terminator & Fleet Battleship

Go to Asteroid, Join Fleet and Join Cruiser function exactly the same as described for Scoutship.

### Command Cruiser

Go to Asteroid and Join Fleet function exactly the same as described for Scoutship.

**Name ship icon** allows the player to replace 'Command Cruiser One' or whatever with a name of their choosing. Clicking on this puts a blinking cursor at the end of 'Command Cruiser One', allowing you to delete and retype. N.B. You must hit Enter at the end of the new name for it to be logged.

**Join Cruiser icon** takes you to the Ship Inventory screen, where you can highlight as many ships as the Cruiser will carry (or tow, in the case of the medium/larger craft) to join that Cruiser.

**Split Ships icon** from Cruiser does the reverse.

## Transporter

**Go to Asteroid** and **Go to Asteroid & Start New Colony** all take you automatically to the BPS screen with cross-hairs to select a target asteroid.

**Join Fleet icon** takes you to the Fleet page of the Ship Locations menu (see Fleet Control).

**Name ship icon** allows the player to replace 'Transporter One' or whatever with a name of their choosing. Clicking on this puts a blinking cursor at the end of 'Transporter One', allowing you to delete and retype. N.B. You must hit Enter at the end of the new name for it to be logged. Clicking on the **Missile Loading icon** brings up the missile loading screen, which has slide bars similar to the Finance screen. Clicking and dragging allows missiles to be loaded from any asteroids' missile silos, and unloaded at another (or indeed the same) asteroid.

Clicking on the **Ore Loading icon** brings up the ore loading screen, which has slide bars similar to the Finance screen. Clicking and dragging allows ore to be loaded from an asteroids' ore storage, and unloaded at another (or indeed the same) asteroid.

Clicking on the **In Hold icon** toggles the orders slot (to the right of the screen) to display a numerical list of the units of ore and missiles currently held in the hold of that Transporter.

## Fleet Control

Fleet control allows you to assign individual ships to a fleet and then control all the ships in that fleet as one unit.

The **Arrows icons** go back and forward through available fleet slots; **Plus & Minus icons** increase and decrease by 10% the percentage of damage the ships in that fleet must lose before it automatically retreats.

Fleet Order icons are as follows

**Go to Asteroid icon** - sends a fleet to patrol an asteroid peacefully.

**Attack Asteroid icon** - sends a hostile fleet which, if you wish to attack the buildings on the target asteroid - must contain ships fitted with hardpoint bombs as well as lasers etc., which only work on other ships.

**Intercept/Merge Fleet icon** - has a dual function: it intercepts and attacks another fleet if it is hostile; if the fleets you select are your own, this will merge them.

**Patrol Sector icon** - sends a fleet to patrol a certain area of space.

N.B. All of the above orders take the player directly to a BPS view with cross-hairs in order that they can select a target asteroid or fleet.

**Retreat icon** - forces a fleet currently engaged in combat to retreat.

**Abort (Fleet Orders) icon** - cancels the last given command.

**Ship Orders icon** - This icon allows you to give an individual ship orders; the selected ship will break away from the fleet and carry out the given orders. You must highlight the ship first.

**Split Fleet icon** - detaches any ships which have been highlighted on the image panel to the right of the screen from that fleet; these ships will reappear on the Ship Inventory menu.

**Join Fleet icon** - takes the player to the Ship Inventory menu, where any number of ships can be selected (clicked on to highlight them); the player must then click on the Join Fleet button on that menu to be returned to the Fleet Orders menu. The ships will be joined to whichever fleet number is appearing in the Fleet data panel to the left of the screen. The fleet number is changed by using the Arrow keys (see above).



## Correct Construction and Grouping of Fleets and Ship

While it's easy to construct the biggest fastest ships if you have the money, putting all your eggs in one basket will not win you a medal and may cost you more than your bank balance.

You'll notice that each ship you build has a number of hardpoints on which you can install any of the available weapons/defenses. This flexible system allows you to produce custom ships for specific purposes. Hardpoints fall into 3 categories (a) Weapon for use against an enemy ship (b) weapon for use against an enemy asteroid (c) Defence.

A ship with all the anti-asteroid weapons could not defend itself if it was attacked by enemy ships, so it would be wise to have a couple of each type, so the ship can attack an asteroid or a ship. Each ship does have extra lasers fitted but these do very little damage. You must decide on the contents of each hardpoint according to your own strategies.

While ships are in a fleet, you cannot access their individual ship order menus by clicking on the ship itself; you must use the Fleet Orders menu to do this.



## Personnel



Before you can hire employees, either a Colony Supervisor or an Agent, this screen will be predominantly blank. You must first prove yourself before anyone will consider being an employee. Prospective employees will contact you to inform you that they are available and are willing to work for you. However, once you have hired someone, their mug-shot will appear in one of the panels. The screen below shows two employed Colony Supervisors.



On the Personnel screen you have three icons:

For viewing Available Colony Supervisors

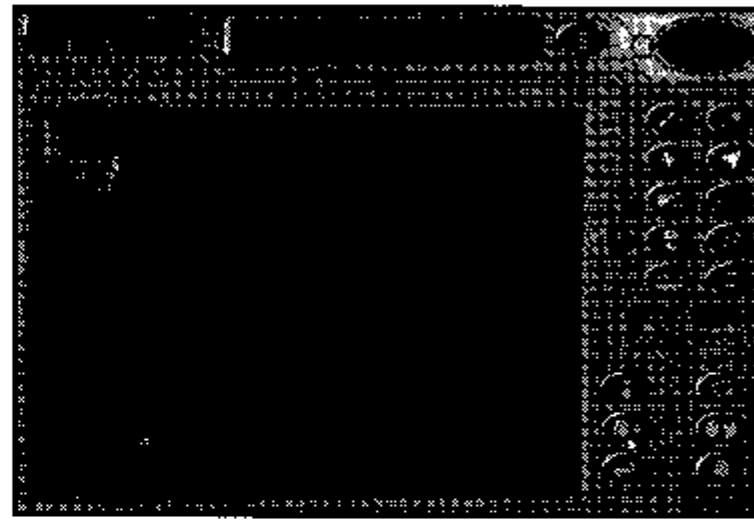


For viewing Available Agents.



The final icon is the Return icon

Clicking on the Colony Supervisors icon brings up the screen containing the list of available Colony Supervisors. This will have mug-shots of the available Colony Supervisors; to employ one of them to come and work for you, click on their mug-shot to highlight them and then click on the Colony Supervisor icon. When you have done this, their mug-shot will be over-printed with the words 'ON WAY' and they will arrive on the next Federal Transporter. Highlighting a mug-shot and then clicking on the i-for-information icon will give you their official CV, telling you how good they are at their job and giving details of salary and so on. When there are several Colony Supervisors available use the blue arrow to toggle up and down through the available Supervisors.



Once the Colony Supervisor has arrived, the Personnel menu will have a mug-shot of the person you have employed. Clicking on this will bring up their Control menu, on which you have their mug-shot, basic details and a list of commands that you can give them. These are:

### Mining maintenance

ticking this ensures that the Supervisor will keep an eye on the ore levels of your asteroids and adjust the mining being done to ensure maximum economy and efficiency.

### Power maintenance

ensures that the Supervisor will ensure that all buildings have power at all times, even when Screen Generators and other extremely power-consumptive buildings are operational.

### Radiation maintenance

Ensures that the levels of radiation on your colonies (which can fluctuate without warning) are never a threat to your colonists.

### Security maintenance

Ensures that sufficient Security Centres are built to keep your employees under firm control, even when conditions are tough.

### Life support maintenance

Ensures that air, food and water production are never allowed to drop below sufficient levels to keep your employees alive and well. (This also helps to keep the social unrest to a minimum.)

### Unused yards/docks prompt:

Ensures that you will be told whenever your ship construction facilities are ready for new orders.

### Unused silos prompt

ensures the same for your missile construction facilities.

### Asteroid surface virus warning

ensures that you will be alerted when one of your Colonies is hit by a Virus Missile.

### Asteroid collision warning:

Ensures that you are warned before one of your colonies is blown into a million tiny hand-tooled pieces.

### Ore/money levels for projects warning

Ensures that should your budget or ore levels fall below those needed to complete any construction project, you will be alerted to this fact.

The other icons on this menu are:

**Two Arrow icons** to the right of the screen, just above the End icon. These will toggle through the Control menus for however many personnel you are currently employing.

**Fire icon** immediately terminates the contract of whichever member of personnel is on this page. They will leave by the next Federal Transporter.

**Under guard icon** also terminates their contract, but puts them under an armed escort until the next Federal Transporter comes to take them away. This costs you (again from the 'Personnel' budget) but is a wise precaution against acts of sabotage by disgruntled ex-employees. This is the only time that Security costs come directly out of the Personnel Fund

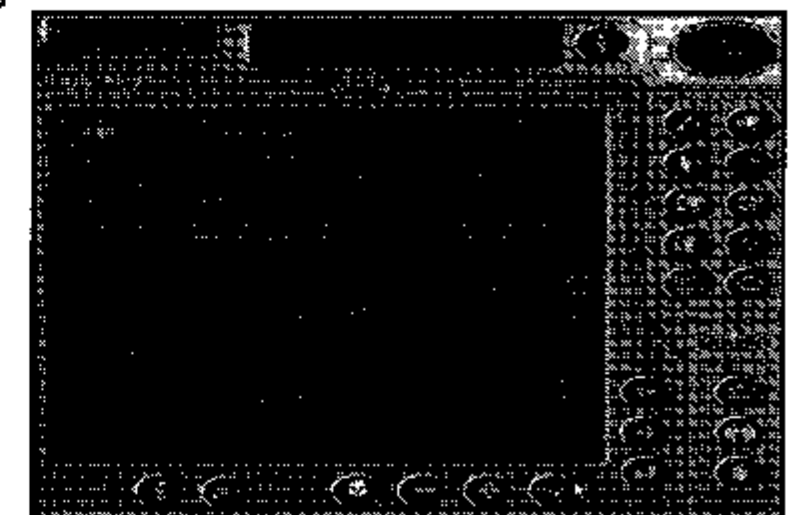
**'I'** again leads to information; this time to any secret CV data that the player may have bought off the black market. These packages of information will turn up for sale every now and then, and must be bought sight unseen. The player has no way of knowing how much, if any, of the information obtained in this way is true, but it can be a handy way of finding out, for example, that such-and-such an agent has strong links to the Rigellians and is consequently untrustworthy when used against them; or that a particular Colony Supervisor drinks like a fish and will blow up your entire colony if you fail to pay them one month's wages.

## Agents

Agents are vital, you must be-aware of everything that is happening; while a "Trust No One" approach is not advised, you cannot be too careful. Hiring agents is therefore vital to your future well being. To hire an agent click on the Hire A New Agent icon, this will take you to the agents for Hire screen. From here you can view all the available agents. To find out more about each agent highlight their mug-shot by clicking on it and then click on the 'I' icon. To hire the agent, click on the Hire Agent icon; this will take you to the Agents screen.

From this screen you select the asteroid for your agents mission, what type of orders you want carried out and the duration of any espionage duties. Before you select anything make sure you have enough money in your Personnel Fund to pay the agent; the Finance screen can be accessed by clicking on the Finance icon. Before you select what type of mission you want you must first select a target asteroid for your agent. Click on the Assign Asteroid icon; this will take you to the BPS screen. Select a target by clicking on the asteroid with the cross hair pointer and then click on the Return icon.

This will take you back to the Agents screen where you can assign your orders. If you don't assign any orders to your agent you can still send them to do basic espionage. To set the length of time



you wish them to spy for, click on the +/- icons at the bottom of the screen. Obviously the longer the mission the more expensive it will be. However, the longer the mission the more chance your agent has of getting caught, the upside of this is the longer the mission the more information and damage your agent can get/do.

To give an agent a set of orders click on the X boxes to change them to a Tick; any boxes that are Ticked are the orders you have given to the agent. The following orders are available: (These are some of the standard orders, these may change depending on the agent)

### SpaceDock sabotage

Your agent will attempt to sabotage the asteroids SpaceDock, you should first ensure the asteroid actually has a SpaceDock.

### Satellite signal recon

Discover data that improves the chances of detecting the enemy's orbiting satellites.

### Treaty information

This will tell you who the enemy has secret treaties with.

### Asteroid location

This will reveal all the enemies asteroids on the BPS screen.

Mining/ore sabotage, Missile defence sabotage, Ship defence sabotage, Construction facilities sabotage and Missile sabotage are all self explanatory.

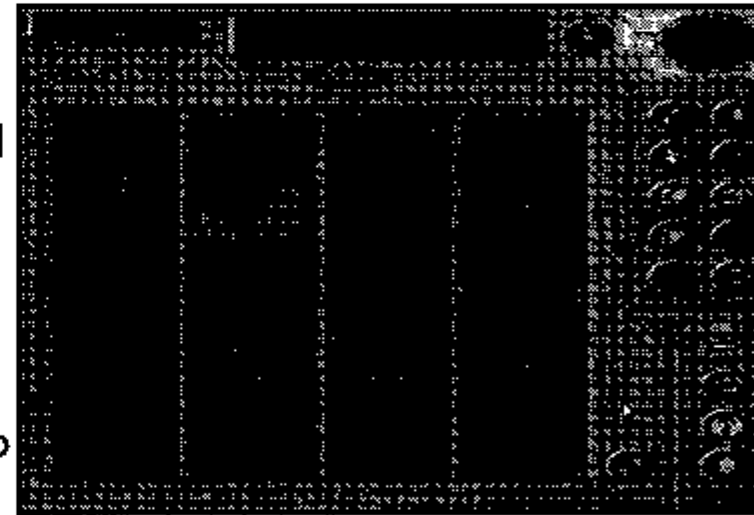


### Comms

This screen is the main communications centre in the game, from this screen you can access the Ambassadors representing the various cultures of the Federation. Select who you wish to speak to by clicking on the appropriate mug shot.

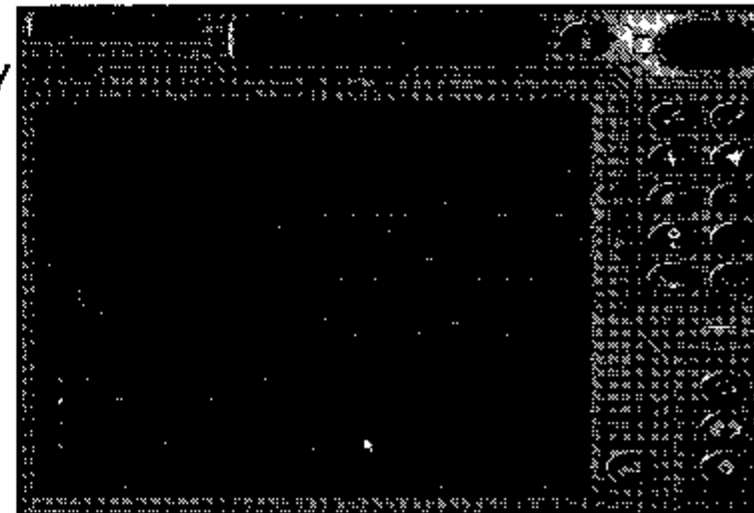
You can then select from a list of topics what you wish to ask the individuals; to select a line of questioning simply clicking on the text.

When you first start to play Fragile Allegiance the only individual you'll be able to talk to is Jane Fong. She is the Federal Minister for Trade Relations and also holds the post of Terran Ambassador for the Fragmented Sectors. She is your official representative and as such she will try to ensure you get treated fairly and get the best possible deal from any situation you get yourself into. However, you will not be able to discuss the actions of other cultures with her until you have made contact with them.

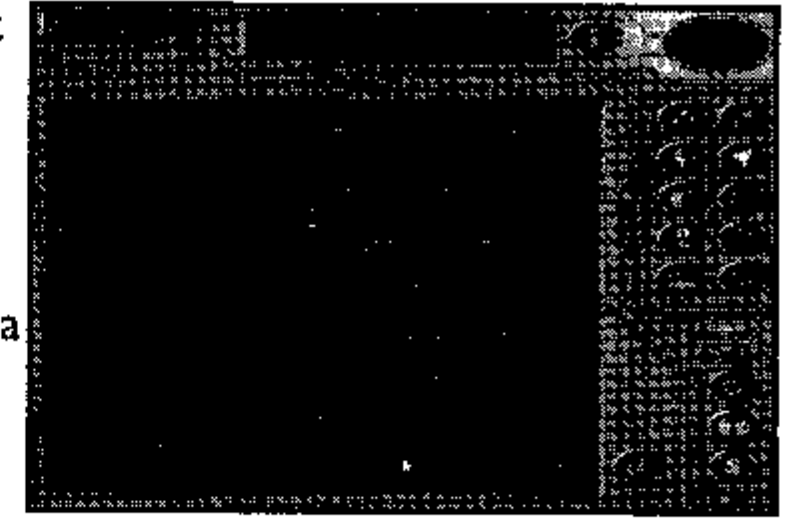


### Talking to Alien Cultures

Once you've discovered other cultures' presence you can try to communicate with them using the Comms system. Select who you want to talk to and then select the question/statement you wish to ask. Remember this is politics, so be careful what you say. Some alien cultures may not even want to talk to you regardless of what you offer them, some wounds run very deep around here! This is also an ideal opportunity to form pacts with other cultures that are willing to talk, although you should note that forming a pact doesn't guarantee absolute peace. The type of pact you select is down to you.



When proposing a pact or treaty, you can select how long it will last, the fine for breaking it and whether it is secret or not. These are common to both Non-Aggression Pacts and Joint Combat Treaties. A word of warning before you start committing yourself to ten year pacts with 1,000,000 Cr fines with a species lower than a snakes belly... Don't go for a long pact first time round; suss out what they're really like over a short period. Similarly, it's tempting to set a massive fine for breaking the pact, but remember - you might be the one wanting to break it!



### Specific Non-Aggression Pact clauses are:

No overt action - no attacking at all, but spying and undercover work by agents is allowed.

No covert action - no use of agents allowed, outright hostility is okay.

No overt or covert action - neither open attack nor sneaky espionage is acceptable.

### Specific Joint Combat Treaty clauses are:

Combat target - this can be set to low, medium or high, and governs the level of overt hostility you want to use. A high setting would require both parties to commit big fleets or lots of missiles before meeting their targets; a low setting would require much less outlay. If one of you makes their target, but the other fails to do so within the duration of the treaty, the person who hasn't made their target must pay the fine.

Overrun penalty - this is a way of setting an extra fine in addition to whatever you lose by not making your target. If you agree to the overrun clause and then reach your target, you can continue to attack: if the other person fails to reach their target, they must not only pay the original fine but an additional amount based on how many extra ships, missiles etc. you have expended on your joint enemy. Of course, if you fail to reach it, you must pay the extra...

So, selecting the correct clauses and fines is very important; a mistake here could cost you more than your job.

To increase, decrease or toggle through the clauses, click on the small blue arrowheads on the left hand side of the appropriate text. Once you've selected what you want, click on the Tick box or Return to send your proposal. You will receive a reply shortly afterwards.

If you break a pact or treaty you will be fined by the Federation. This money will immediately be deducted from your accounts in 'Finance', initially from the Money fund and if there is insufficient in there, from any other budget that has money in it. If you have no money at all, the fine will be deducted from any profit you might make selling ore to the Federation until the fine is paid off. This will be shown as a debt to the Federation on the Finance menu.

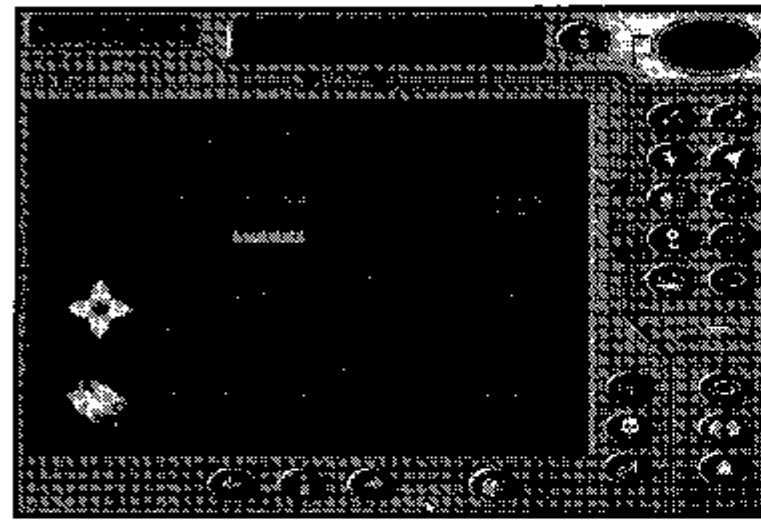
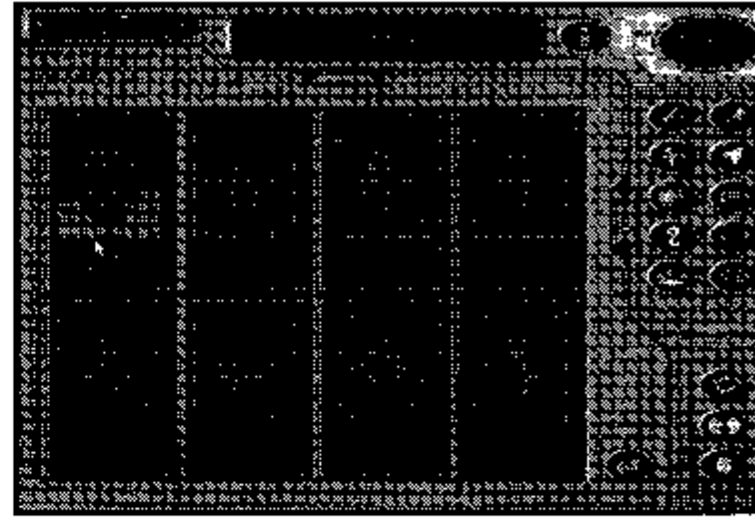
There is one culture that you cannot talk to using the Comms: this is the Mauna, who have no Ambassador because they are not members of the Federation.

## Trading



Trade is ideal for those hard-to-get items and for also unloading over-stocked items when a vital cash injection is needed; the buy-low sell-high philosophy works well here. Trade also gives you access to merchandise that isn't available anywhere else; medicines for viruses are one example.

The Trading menus can be accessed through the Trade icon. The Trade menu will appear showing mug-shots for those alien cultures currently available to trade with, and also for any black market traders who are in the area. (Their imminent arrival will be signalled by a message in the Message Window.)



When you click on one of the mug-shots, it will bring up the Trading menu for that culture, listing what the player possesses on the left of the screen and what the Trader (be it alien culture or black marketeer) has to sell on the right. At the top of the screen, below the player's name, is the amount of money that the player has to spend; when the player buys or sells anything, another figure will appear just beneath this showing how much they've spent (in red) or made (in green).

The Trader's column will show two prices for each item - what they pay for an item bought, and what they charge for an item sold.

For bulk purchases, the player can use the slider bar (as in the ore transference screens); the numbers referring to items and money will change as items are bought or sold. The two blue arrow icons are to enable single item purchases and sales.

## Gifting



It is also possible to make presents of any items to the alien trade representatives. Sometimes this will be because an alien Ambassador has requested them as part of a deal; sometimes you can sweeten the diplomatic atmosphere in general by doing this anyway.

Select an item by clicking on it and then click on the Gift Mode icon at the bottom of the menu. This will remove the 'buy at/sell at' prices from that item. Then click on the slider bar or the arrowheads to give the aliens however many of that item you want to donate.

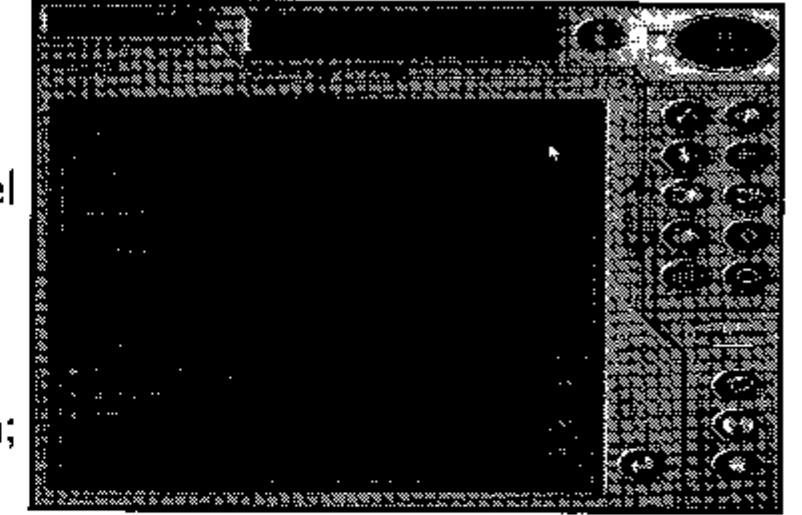
Please note: you cannot combine gifting and normal purchase mode; you must exit the menu and start again if you wish to change modes.

## Statistics Screen

After every game a Statistics screen will be displayed, this will document all the stats from the game and give you a TetraCorp Colony Supervisor rating.

## Network Game Comms

When you're playing a network game, you can use the Comms to contact other players as well as alien cultures. Select the player you want to talk to by clicking on the panel with their name in, then click on the pen icon and type in your message. Once you've typed in your message click on the return icon to send your message. Up to ten messages can be stored, these will appear at the bottom of the screen; to resend a message just double click on it.



## Network Numbers

If you're playing a multiplayer network game and you have 8 human players you will not be able to have any alien cultures in the game as well, as the structure only allow 8 players IN TOTAL. So you can have 4 humans and 4 aliens, or 6 humans and 2 aliens, or any combination thereof, but not more than 8.

## Out of Sight and Mind

Watch out for your asteroids drifting towards the edge off the map, once they're off the map they are gone for good. Use asteroid engines and gravity nullifiers to avoid this.

## F-Keys

When you are in the BPS view mode you can assign each of your asteroid to a function key, making it easier to move from one to another. Click on the asteroids you wish to assign and the hold down shift and press the F-key you wish to assign to that asteroid.

## Double Agent

If you send an agent to one of your own asteroids for a period of espionage, during this time the chances of preventing any enemy agents activities is greatly increased. This increased protection will end once the agent leaves your employment or if you give them other missions.



## ANY PROBLEMS?

If you have problems loading Fragile Allegiance, then return it to your retailer, or to Gremlin Interactive Limited at the address on the packaging.

Before you call the Helpline you should have the following information available for our operators, contact your supplier if you don't know this information: What type of computer you have (e.g. 486DX2 66hz), how much memory (RAM) you have fitted. How much memory you have available, you can find this out by typing MEM at the Prompt (C:>), write down everything on screen. You also need to know the contents of the following two files CONFIG.SYS and AUTOEXEC.BAT, to view these file go to the Prompt (C:>) and type in the following TYPE [then one of the file names] this will display the file content. Write down all the information on both files. When you have all this information then call the Gremlin Interactive Limited Helpline, which is available between the hours of 9.45am and 5.00pm U.K. time Monday to Friday, on 0114 2799020. You can E-Mail us on [help@gremlin.co.uk](mailto:help@gremlin.co.uk)

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