

SPACE EMPIRES IV DELUXE
USER'S GUIDE

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Introduction

Space Empires IV is a game of sweeping strategy - a game where you control not a ship, tank, army, or navy, but a game where you manage an entire empire that spans the galaxy. It's a game where you must explore that galaxy, discover new planets, colonize those planets, and then build the economic and scientific structures to support both your economy, and your efforts to expand your technological prowess.

You must always push that technological prowess because you are not alone. The galaxy is inhabited by other sentient beings, many of them itching for a fight. If you don't keep your technology on the cutting edge you'll wind up bringing the proverbial knife to the galactic gunfight. However, not all the sentient beings you meet will want to wage war on your homeland. Many will wish to talk, trade, and negotiate. So diplomacy will be another large part of your responsibilities as galactic emperor. The player -be they human or computer- that best explores the galaxy, manages his resources, researches new technology, fights, and talks with the other races in *Space Empires IV Deluxe*, will be the winner.

About Space Empires IV Deluxe

Space Empires IV Deluxe is the latest version of a game that originated in 1993. A grand strategy title in the space 4X genre (the 4Xs stand for explore, expand, exploit, and exterminate), *Space Empires* has found a place in the heart of strategy gamers everywhere.

The game is the brainchild of Aaron Hall. Long a fan of the 4X genre, and an avid player of classics such as *Master of Orion* and *Star Battles*, Aaron decided to design his own take on the genre. The first edition of *Space Empires* was designed exclusively by Aaron. He liked what he saw, tweaked and revised the game, formed Malfador Machinations to give *Empires* a home, and released *Space Empires II* as shareware in 1995.

Malfador Machinations continued to slowly grow, and *Space Empires* continued to improve. *Space Empires III* hit the internet in 1997. The game included customizable graphics and data files, detailed ship orders, and a large galaxy playing field. Critics and fans alike raved.

Aaron and his small company weren't content to rest on their laurels. They went back to work in the summer of 1998 to create the best *Space Empires* yet.

Space Empires IV released in July of 2000. This fourth edition of *Space Empires* featured industry competitive graphics, a simplified user interface, and simultaneous play capabilities.

The *Deluxe* Edition adds all the latest tweaks, upgrades, and patches to *Space Empires IV*. Additionally, the ROM includes a map editor, a modification editor, a modification manager, and slew of modification data sets, and this seriously buffed up user manual. We think you'll like it, but now on to the game.

System Requirements

To play *Space Empires IV: Deluxe* you'll need the following hardware.

- Pentium or Better Processor; Minimum 800 X 600 Display (1024 X 768 recommended); 16 bit color display or better (24 bit recommended); 128 megabytes of memory; 300 megabytes of hard drive space.

Software Requirements

Windows 98, 2000, NT, XP, or ME.

Note on Displays

Space Empires IV Deluxe works best in 1024 X 768 resolution. You can run it in 800 X 600, but the Order buttons in the main window are shortened. We recommend playing in 1024 X 768.

To check your screen's resolution, right-click on your Desktop. Choose the settings tab. Use the slider in the bottom right of the setting's display to set your screen's resolution. Make sure that the resolution set can support 16 bit color.

Installing Space Empires IV Deluxe

Space Empires IV Deluxe must be installed on your hard drive in order to play. Simply run the setup.exe (or whatever name is given for the install file) and you will be guided through the installation process.

Additional Documentation

Additional documentation is available at the following sites: www.strategyfirst.com and www.malfador.com.

Quick Start

Space Empires IV Deluxe is a complex game. That's why it ships with both a tutorial and an in-depth user manual. Learning to play well can take a bit of time and patience. If you would like to play through the tutorial select Tutorial from the main menu. On the other hand, we know that there are those of you who are willing to dive right in to deep space. For those, we'll show you how to quickly get in over your head.

From the main menu click Quick Start. This pops the Select Empire screen. Left click on the empire that you wish to play, and select Begin Game. Space Empire IV will build a galaxy, and start the game. Good Luck.

If you would like to quickly learn more about playing Space Empires IV Deluxe turn to the next section.

A Day in the Life of a Galactic Emperor

Space Empire IV: Deluxe Edition is a complex game, but we know that you wouldn't have it any other way. To make the game more accessible, Malfador Machinations included an excellent tutorial. To play through the tutorial select Tutorial from the opening screen, and follow the directions.

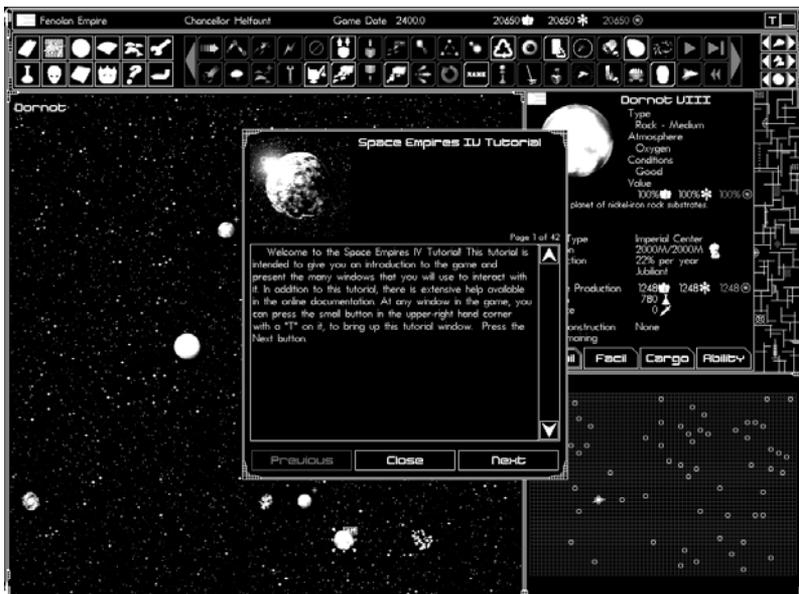


Figure 1: The Tutorial Screen

We know, however, that some of you won't be able to wait to dive in. It is for those that we've written the next few pages. Not a tutorial per se, but rather a description of the flow of play of a typical beginning of Space Empires IV Deluxe.

You won't be able to master the game after reading this, but you will be able to get up and running, design a ship, colonize a planet, build a structure, and maybe even find somebody to fight. In other words, start having some fun. So, let's get started.

Getting Started

From the Main Menu, select Quick Start. Choose a race, and then click on the Begin Game selection. The game takes a few seconds to load a galaxy, and play begins.

Each game starts with the cursor centered on your home planet. The object of *Space Empires IV Deluxe* is to explore the universe and expand your empire. There are many specific victory conditions that you may choose, and we will discuss them later, but all require that you explore and expand.

Take a moment to look at your home world. On the right of the screen is the Planet Report Window. We'll cover this in detail later. This window surfaces whenever you select a planet in the System Window, and contains a wealth of information. You'll want to look at this window before deciding to colonize a planet. Good colony planets are those that are Huge, have an atmosphere that is breathable by your selected race, a moderate climate, and produce high percentages of Minerals, Organics, and Radioactives, which are represented by the blue, green, and red icons in the Planet Report Window.

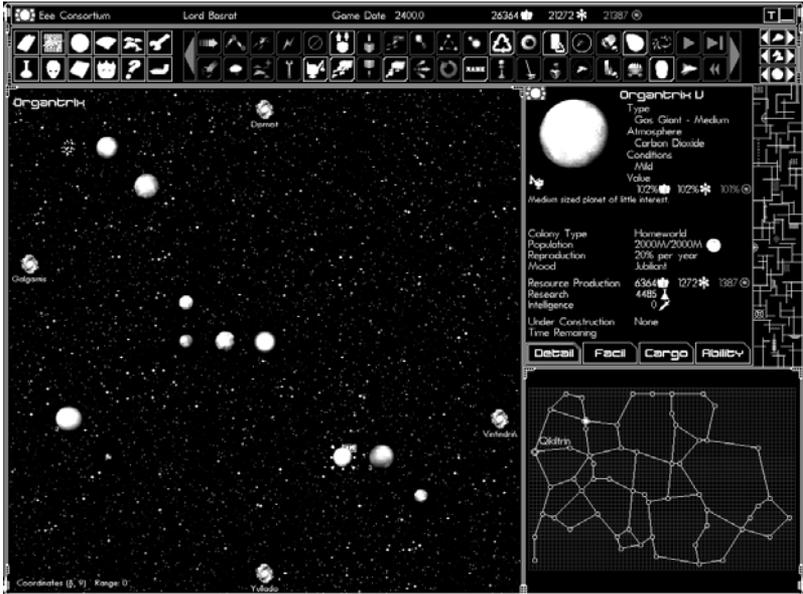


Figure 2: The Planet Report Window

Once you are familiar with the Planet Report Window, examine the System Window. This is the large window to the left of the Planet Report Window. The System Window displays the currently selected system. You may change which system is selected by clicking on a new system (represented by circles) in the Galaxy Window, which is displayed in the lower right-hand corner of the main screen.

Colonizable planets in your system have an asterisk beside them. Those with a green asterisk have compatible atmospheres; those with a red asterisk have incompatible atmospheres. You may colonize a planet with a hostile (i.e. incompatible) atmosphere, but the colonists will have to live under a dome, and hence the planet's population will be limited, and so will its production.

Those planets already colonized have a small rectangle adjacent to them. Inside the rectangle are one to three bars that represent the planet's population. More bars equal more people, or aliens creature things, or whatever.

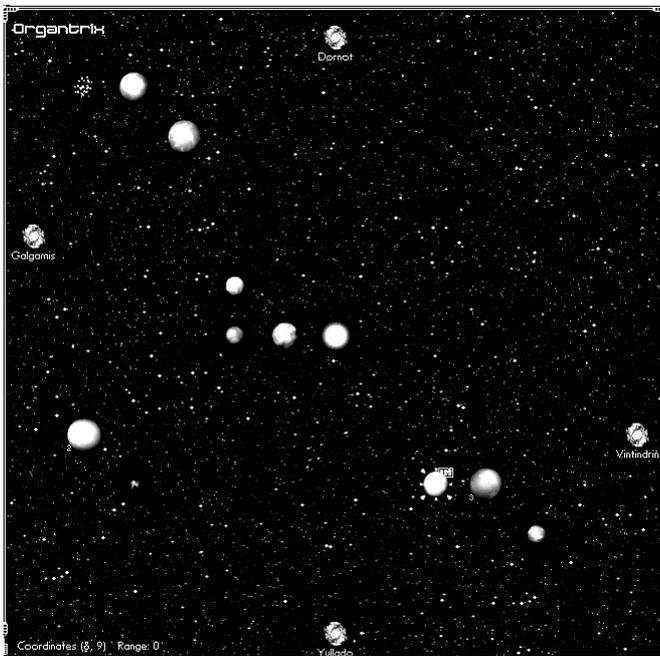


Figure 3: The System Window

Planets with a number beside them have ships in orbit. How many ships are represented by the number. Right now, however, none of your planets have orbiters. First you must design and build those ships, so let's get down to it.

Designing Your First Step into Space

Before you can begin exploring and expanding you must build a space ship in which to explore. Makes sense doesn't it? The Main Screen has three sets of buttons across the top of the System Window. On 800 X 600 displays these buttons may be scrolled using the large blue arrows.

The Design button is second from the left in the left set of buttons. It looks like a space ship on a piece of graph paper. Left-clicking the Button (or tapping F3) pops the Design Window. There's a lot of information here, but that's a story for another chapter. Click the Create button on the left panel, and select Ship from the window that surfaces.



Figure 4: The Design Window

Click Escort under Vehicle Size, Attack Ship under Design Type, and then either choose a name or name it yourself. Let's do something short and descriptive like "Small Explorer."

Now you need to stuff some components in your empty hull. Note that your ship must have a Bridge, Life Support sections, and Crew Quarters. After that, the choices are yours. It's not, however, a bad idea to put about five Ion Engines, one Supply Storage module (for extra range), and a Capital Ship Missile launcher. Once finished, you may click the Create Design Button, and close the Design Window.

Now return to your home planet. With your planet selected, choose the Build Queue button from the middle set of buttons. It's the one that looks like a crane. You can achieve the same result by pecking the "Q" key.

This zips the Set Build Queue Window onto your screen. Once again, there are numerous options and lots of ways to organize information, but you don't need to sweat all of that just yet.

Select Ships on the right-hand panel. This calls up all possible ship builds in the left panel. You will see your just-created design. Clicking on the design places it in the construction queue, which is the center panel in the Set Construction Queue Window. Clicking again will build more than one of the ships. Clicking on the ship after it has been put in the construction queue removes it from the queue. Click on close to exit the Set Construction Queue Window.

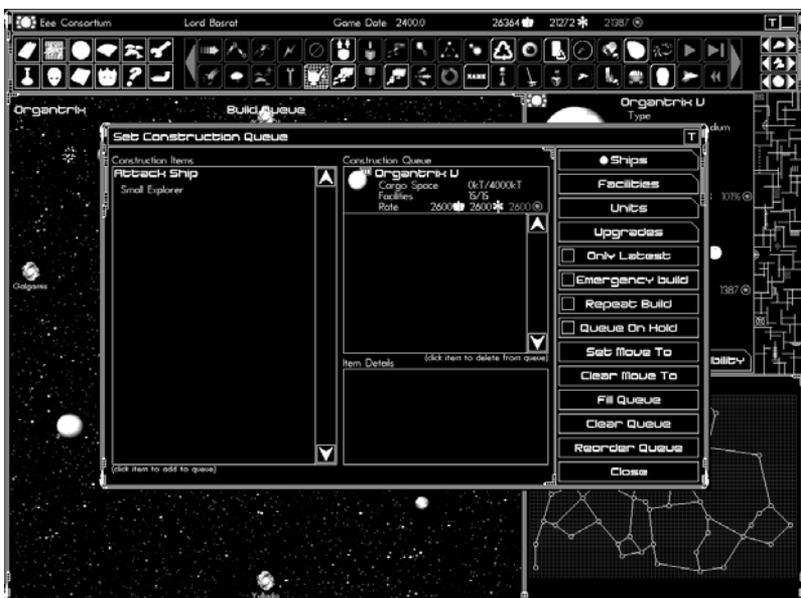


Figure 5: The Set Build Queue Window

Finding Out What You Don't Know

Okay, your home world is building a ship. That's a good thing, and we will use that ship to begin our exploration of the galaxy. That's important, but it's also important to find out what you don't know, and what you need to research.

Researching new technologies improves the lot of your subjects, increases production, and provides the technology that you need to defeat your enemies. Click on the Main Screen's Research Button, or tap F6. The Research button is nestled in the lower left of the Main Screen's left set of buttons. It looks like a blue chemist's vial.

Clicking on the Research button pops the Research Window. The main section of the window lists the topics which you may research. Note that all topics are not initially available. You must research some topics to expose others. A grayed out topic has already been researched. A white topic is eligible for research. Topics that you are currently researching are listed in green and in the lower panel under Current Project.

There's a lot of stuff here, and it can be confusing. Note, however, that right-clicking a topic pops a window that explains the topic and what researching it accomplishes. Ship Construction is a solid opening research choice. Once the research is completed, you'll have access to a larger ship, the destroyer. Larger ships can carry more weapons, and—if configured properly—cruise farther between supply stops. After choosing a research topic, click Close.



Figure 6: The Research Window

Return to the main screen. We've done everything we need for a first turn. Click on the End Turn button, which is the lower right button in the left set of buttons. You may also press F12 to end the turn. In fact, you may click the End Turn button a couple of times.

Time to Explore

Within a turn or two, your exploration ship will be completed and appear in orbit over your home planet. The Log Window, which notifies you of all significant events that occur during a turn will notify you of the ship's completion. To select the ship, click on your home planet and then select the ship in the information pane that is displayed on the right side of the Main Screen.

Exploring is simple, although the results of your exploration can be somewhat complex. There is no sense exploring your own system, you already know about that, you want—to borrow a pair of phrases—to seek out new worlds and explore galaxies far, far away. Selecting your ship pops the center tool bar. In the lower left of this tool bar is the Warp button (hot key "W"). Left click on the Warp key and select one of the Warp Points within your system.

Warp Points are the connectors to other systems, and your ticket to expansion. Left click on a Warp Point within your system. Your ship will move toward the Warp Point and, if it has enough movement points, jump through it to another system.

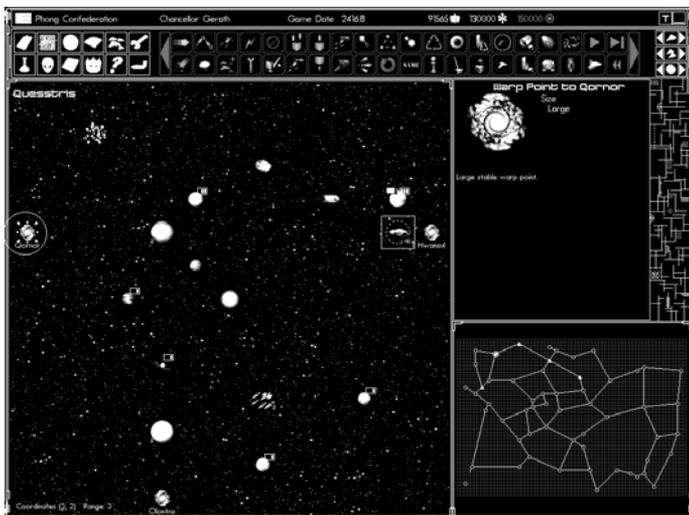


Figure 7: The Main Screen with Warp Point Circled

As soon as your explorer enters another system, that system is revealed. You're looking for several things. First off, are there any alien species in the system? If aliens have colonized any planets, there will be a small rectangle that indicates the planet's population, next to the planet. This will look similar to the population indication bar next to your home world, but in a different color. Second, you want browse through the planets and look for good colonization candidates.

Again the perfect planet is huge, has a mild climate, an atmosphere that your race can breathe, and high production percentages for Minerals, Organics, and Radioactives. Once you've finished browsing your newly discovered system return to your home planet.

Expanding Your Horizons

It's time to begin growing your empire. To grow the empire, you must colonize new planets. To colonize new planets, you must first build a colony ship. So let's get down to it.

Once again chose the Design button (F3) from the main screen. Select Create and then Ship. Choose Colony ship for Size, Rock Colony for type, and name the ship. Note that in addition to the Bridge, Life Support, and Crew Quarters, you must also fill at least 50% of the ship's space with a Rock Colony. Do so, add some engines, and click Create Design.

Now, go build the ship. After several turns - when it is completed - it will appear in orbit above your home planet. Select the ship, and click on the Colonize button (Hot Key C) in the center set of buttons. Now click on the planet you wish to colonize. The Colony ship will make its way to the planet (it may take more than one turn) and colonize it.

The Story So Far

So far you've learned how to build ships, explore the galaxy, and research new technologies. You must learn two other basic skills before you are ready to tackle Space Empires IV Deluxe.

You must learn how to build the infrastructure that will support your empire, and establish diplomatic ties with other species.

Building Stuff

Click on a world that you have colonized. You'll see four tabs in the Planet Report Window: Detail, Facilities, Cargo, and Ability. Click on the Facilities tab; we'll cover the others in more detail a bit later in the user manual. This displays the Facility Report. This report not only shows you what type of facilities you have on the currently selected planet, but what the maximum number you may build on the planet are. Right-clicking on a facility icon brings up a short description of the facility.

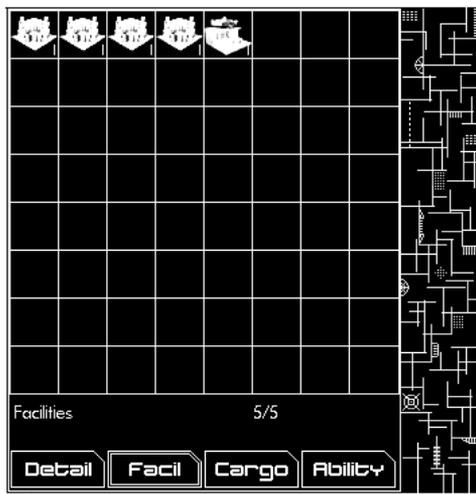


Figure 8: The Facility Report

You must build facilities to process minerals, build spaceships, resupply spaceships, research technologies and a myriad of other tasks. In fact whenever you colonize a planet in a new system you must first build a Spaceport on that planet to allow your empire to share the goods made in the nascent system with your other systems.

Building stuff is easy; here's how. Select a planet that you have previously colonized. Click the Build Queue button in the center set of buttons on the top of the Main Screen (Hot Key Q). Choose Facilities from the available selections on the Build Queue screen. Doing so displays a list of the currently available facilities. This list will change as you discover new technologies. Right-clicking on a facility pops a description of the facility.

If you're building facilities on a virgin planet in a new system, it's a good idea to first plop down a Spaceport and Resupply Depot. These two facilities allow you to ship out the goods manufactured planetside, and resupply spaceships. Once those are constructed, it's smart to build facilities that enhance a planet's strong suit. In other words, if a planet has a high Mineral production percentage, build a Mineral Miner Facility.

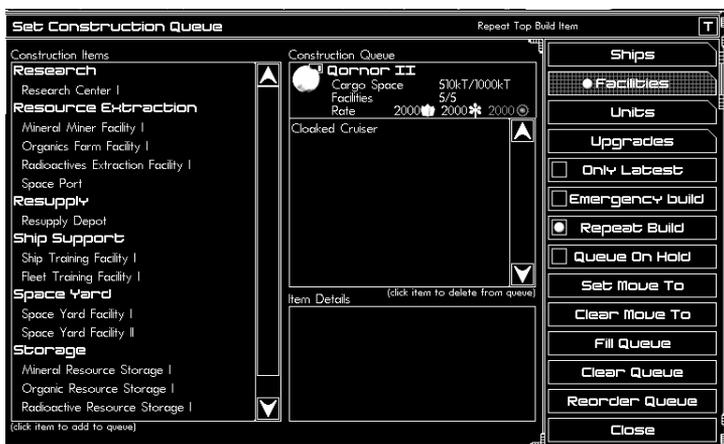


Figure 9: Building Facilities

What to build rapidly becomes a complex issue that only thought and experience will solve. We'll go into the details of construction later in the book, but the theory of what to build when is a puzzle that each player must solve.

Diplomacy

Diplomacy is an integral part of growing your space empire. Exploration will bring you head to head with new and interesting folks. Diplomacy is the subject of an entire section of this manual, so we won't delve into it deeply, but rather provide the basics for interacting with that first contact.

The game's log will tell you when you find another species. Sometimes the species may initiate contact, sometimes you must. To speak with another race click the Empires (Hot Key F9) button. The Empires button is located in the left set of buttons on the Main Screen. Clicking the button splashes the Empires Window on your screen.

This window displays all known alien species, and their attitude toward you. A good rule of thumb is to only fight one war at a time. Try to initially befriend your alien contacts, and only fight when it serves a definite purpose. Click on the race's portrait that you wish to interact with. This displays the communication window.

Under the heading of message types are—believe it or not—the different types of messages that you may send. Again we'll cover this in greater detail later, but to get you up and running, we suggest you open your initial discussions with an alien race with a small gift. This warms their hearts (or whatever they use to pump whatever is inside their bodies). To do so, click on Give Gift under Message Type. Next choose Resources from the Select Package Window, and then select whatever you have plenty of be it Minerals, Organics or Radioactives. Send your future friends 1,000 units of whatever you choose. Close the window, click Send Message in the Communications Window, and the gift will wing its way to the aliens.



Figure 10: The Communications Window

At the beginning of the next turn the log will display their response, which is usually a hearty thanks. From this small beginning may often spring an alliance. A solid first step is to offer a non-aggression or Trade Alliance. After that you are on your own. Actually, you aren't on your own, you may consult the Diplomacy chapter of this manual for further information.

Combat!

Not everyone that you meet will want to be your friend. Whenever you move a ship or fleet of ships into an enemy location you'll be asked if you wish to initiate combat. If you decide to fight, you'll be taken to the Select Combat Type Window. This screen displays who is fighting, and offers two combat options: Strategic or Tactical. Choosing strategic combat allows the computer

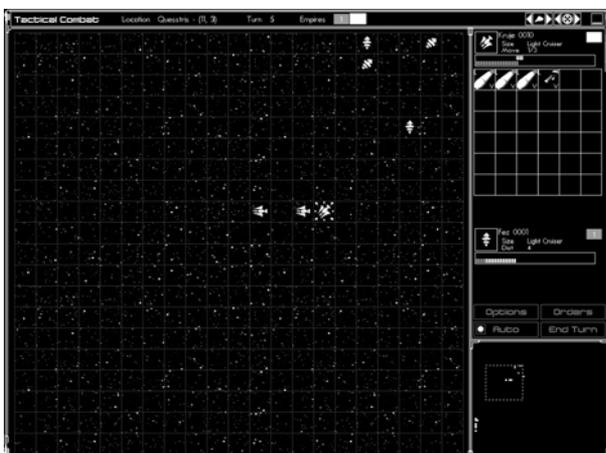


Figure 11: The Tactical Combat Window

to manage your forces and quickly determine the combat's outcome. Choosing tactical transports you to the Tactical Combat Window. From this window you may select various options, allow the computer to manage the tactical battle (by selecting Auto), or begin the battle by selecting Begin.

Combat is complex, but great fun. If you choose to manage your ships, you may select where they will move (by clicking on the appropriate tile), whom they will attack (by clicking on the enemy unit), or numerous other options by selecting Orders. In a nutshell, you want to close with the enemy and destroy him or her. Refer to the section on Combat later in the user manual.

The End of the Beginning

Although this section may not have shown enough to make you an expert *Space Empires IV Deluxe* player, we hope it has put you on the right track. Consult the user manual to expand your knowledge, and you'll soon be playing like a pro.

Game Interface

The bottom line in any game is learning where the controls are, and what they do. That's what this chapter is all about. It's here that we'll describe the main interface. We will cover the interface in two major sections: The Opening Screen and the Main Game Window.

Opening Screen

The opening screen is displayed when you start *Space Empires IV Deluxe*. On the bottom of the opening screen are eight buttons. We'll describe these in detail below.



Figure 12: The Opening Screen

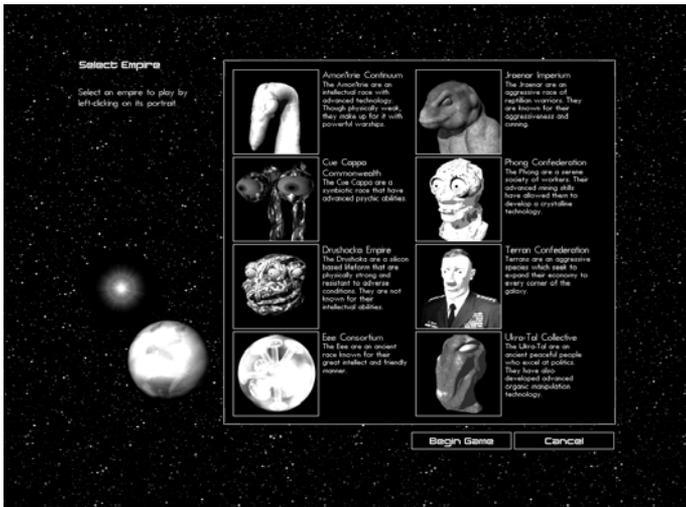


Figure 13: The Quick Start Screen

Quick Start

Clicking the Quick Start button transports you to the Quick Start screen. This is the quick way to get into a game. Select a race from the Quick Start Screen, click Begin Game, and you are off to the galactic races.

Tutorial

As discerning players might expect, clicking the Tutorial button will jet them away to *Space Empires IV Deluxe's* tutorial. Once in the tutorial, follow its directions to complete it.

New Game

Selecting New Game from the opening screen displays the Game Setup screen. In this screen you may customize the game to suit your tastes. There are eight tabs that run down the left side of the page: Quadrant, Events, Technology, Player Settings, Players, Victory Conditions, Game Settings, and Mechanics. Each may have a profound impact on how the game plays.

Quadrant

Clicking on the Quadrant button pops the Quadrant Window. This window has four panes—Quadrant Type, Quadrant Size, General Options, and Quadrant map—and two buttons—Generate Map, Load Map.

- **Quadrant Type:** This selects the shape of the quadrant that you wish to game in. Click on each and then press generate now for a preview of the universe that you have created.

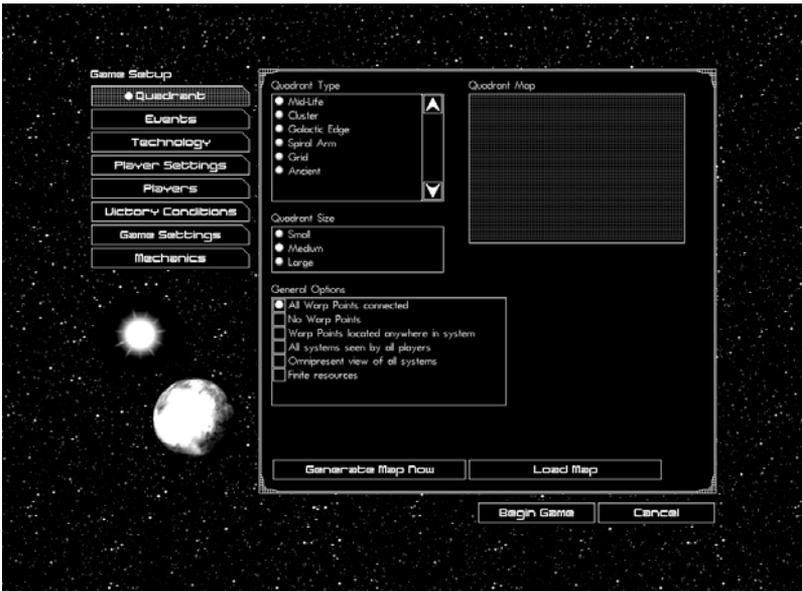


Figure 14: The Quadrant Window

- **Quadrant Size:** This sets the size of the quadrants. Again, you may preview your selection by pressing Generate Map Now.
- **General Options:** These switches control self-explanatory options for your galaxy map. For example, you may choose to have all of the warp points connected, all systems seen by all players, or several other options.

Note: Somewhat less self explanatory are the No Warp Points, Warp Points Located Anywhere Within System, and Finite Resources options. No Warp Points means just that, there are no warp points within the solar systems. Your empire will need to attain Warp Point Opening technology to move to other systems. Warp Points located anywhere means that rather than warp points on the edge of the solar system, they are located anywhere within the system. Finite resources means that the resources for each planet are finite. As they are used up the planet will become worthless.

- **Quadrant Map:** This displays a map using your selected variables.
- **Generate Map Now:** Generates the map using the selected variables.
- **Load Map:** Allows you to load a pre-constructed map.

Begin Game

You may begin the game by clicking on this button.

Cancel

Takes you back to the opening screen.

Events

The events tab allows the player to select the events, their severity and frequency. This is a logical progression. Low frequency, low severity events will have little impact on the game. On the other hand, high frequency catastrophic events can quickly chance the game's complexion.

Technology

Clicking on the Technology tab allows you to choose the technology options for the game. Your options are dived into two panels.

- **Technology Cost:** This represents the relative cost of technology in the game. The higher the cost, the more research points each technology will cost to develop.

- **Technology Areas Allowed:** In this panel you may select the technology research areas that are allowed. For example, unchecking the Applied Science means that none of the technologies associated with Applied Science –such as Rock Planet Colonization or Ship Construction- may be researched.

Player Settings

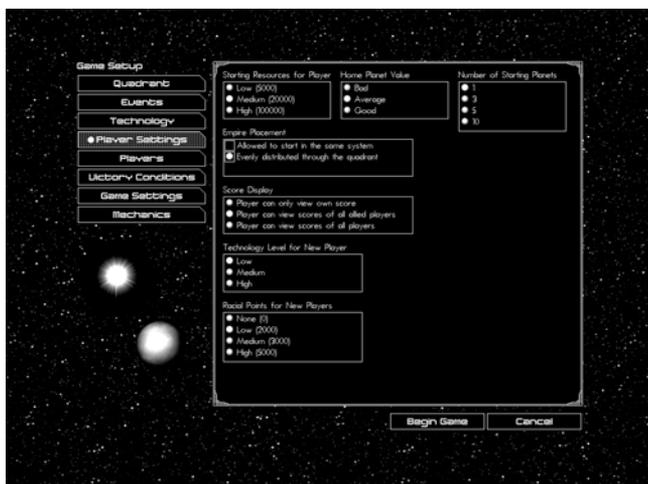


Figure 15: The Player Settings Window

Clicking on the Player Settings tab displays the Player Settings Window. The window includes numerous panels that the player may modify to customize the game.

- **Starting Resources for Player:** Delineates the starting resources for the player. Obviously, the higher a player's starting resources, the easier it is for that player, especially at the beginning of the game.
- **Home Planet Value:** This is a relative value that sets the value of the player's home planet in comparison to the other player's planets. Again, beginners that are having a tough time coping with more experienced players, may use this as a way of handicapping.
- **Empire Placement:** Evenly distributed throughout the quadrant is the default setting. This normally starts empires an even distance from each other (this can vary). If you allow empires to start in the same system, they may do just that. This is a great way to play if you like combat. It can also get you ahead of, or behind, the eight ball very quickly.
- **Technology Level for Player:** This sets the technology level for new players. High technology setting can potentially lead to bloody games.

- **Racial Points for New Players:** The number of points taken here can be used when selecting the physical characteristics and advanced traits under the Players tab. The more points, the more racial traits that may be selected.
- **Number of Starting Planets:** Just as you would suspect. This sets the number of starting planets. These planets will not necessarily be located in the same solar system. They will normally be located in adjacent systems, but there are no guarantees.

Players

Clicking on the Players tab opens up the Player Window. This is where you may create the race of your dreams and decide whom they will battle. There are five panels and an equal number of buttons in the window.

- **Players in the Game:** This panel lists the players that you designate to be in the game. The five buttons to the right of the Players in Game panel may be used to add, alter and remove races that are in the game. They are described below.

Note: These may not be the only empires in the game. If you allow the computer to generate random empires, there will be other empires in the game.

- **Add New:** Click on this window if you wish to create a race and add it to the game. More on how to do this below.
- **Add Existing:** Clicking here allows you to add one of the pre-existing Space Empires IV Deluxe races to the game. This race may be modified later. You may also load empires that you have previously saved.
- **Edit:** This is the edit that we discussed above. Selecting this option transports you to a window that is identical to the one displayed when you choose to add a new race. Read below (in the New Race section) to learn how to manipulate this window.
- **Remove:** This removes the currently selected race from the game. Unlike life, however, your choices are not permanent. You may choose to re-add the race at anytime. At least until you click the Begin Game button.
- **Save to File:** Selecting this option allows you to save a created or edited race to file for future use.



Figure 16: The Players Window

Creating a New Race

One of the more enjoyable aspects of *Space Empires IV Deluxe* is its flexible race creation tools. These allow you to create a race to suite your tastes and playing style. Once you have decided to create a new empire, you'll be transported to the Empire Setup -General Window. This window is discussed below.

- **Empire Name:** You can name your empire here or choose one from the drop down menu. This will have no influence on the game.
- **Empire Type:** Again, this is a personal preference thing. You may type in a name or select one from the drop down menu. Note that Empire Name + Empire Type is how your empire will be referred to during the game.
- **Emperor Title:** Name the title of your leader here.
- **Emperor Name:** The specific name of your leader. Your leader is usually referred to as Emperor Title + Emperor Name.
- **Password:** Okay, this is if you want to password protect the game. Normally used during email games.
- **Email:** Your email address. This is for use during email games.

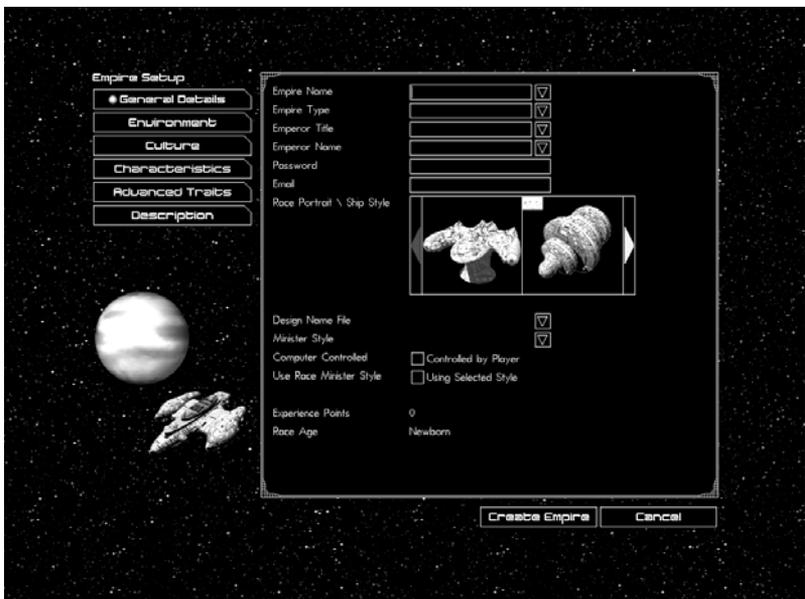


Figure 17: Empire Setup - General Details Window

- **Race Portrait/Ship Style:** This designates what your race and ships will look like. You can either choose from one of the pictures provided or design your own.
- **Design File Name:** As you create ships in the game, you can name them using provided names. This is the file that those provided names come from. If you like, you may make your own text file.
- **Minister Style:** Ah, we finally reach a choice that will directly affect how the game plays. You may turn over portions of your empire to computer controlled managers (called ministers). The style that you select here affects how they manage their portion of the empire.
- **Computer Controlled:** More often than not, you won't want the computer to control the race that you just created, but such may not always be the case. For example, you may want to create an empire and let the computer play it to see how it fairs against the other empires.
- **Use Minister Race Style:** Clicking this commands your minister to use the race style selected in Race Portrait/Ship Style area above. So, if you select an aggressive race, such as the Jraenar, and then command your minister to use the race style, he will act aggressively. Choosing this options grays out the Minister Style option.
- **Experience Points:** As you would imagine, this lists the current experience points for your race. Just created races have no experience points.

- **Race Age:** This is the age of your race. Races that are newly created are listed as newborn.

Environment

The general details screen is only part of the race creation puzzle. The next button down is Environment. Click on it to display the Environment Window. This display is straightforward. You choose what type of air the race breathes and what type of colony it colonizes.

Note: Once in game, planets that meet this description will have a green asterisk beside them, and will be the most beneficial for your race to colonize.

Culture

Clicking the Culture tab will bring up a list of race traits. You may choose one for your race. These traits don't cost racial points.

Characteristics

Clicking the Characteristics button from the Empire Setup Window allows you to modify the selected empire's characteristics. Unlike the Culture section, these characteristics do cost racial points. How much each costs varies, but is readily apparent when clicking on the characteristic.

Tip: Leave some racial points for the next screen, the Advanced Traits screen.

Advanced Traits

These are singular traits that offer a significant, yet varying advantage to your race. One is not better than the other. The trick, however, is choosing a trait that meshes well with your race, its characteristics, and your style of play.

Description

The Description Window allows you to further describe and modify the race that you have selected or chosen. The Biological Description, Society Description, and General History. All allow you to post information about your new empire. These descriptions will not affect the game.

Demeanor is a general description for the psychological state of your race.

Happiness type controls how your people react to different mood influences. For example, if your race is Bloodthirsty, they will react positively (grow happier) to war. If you are a peaceful people, then your people will react negatively to war.

Victory Conditions

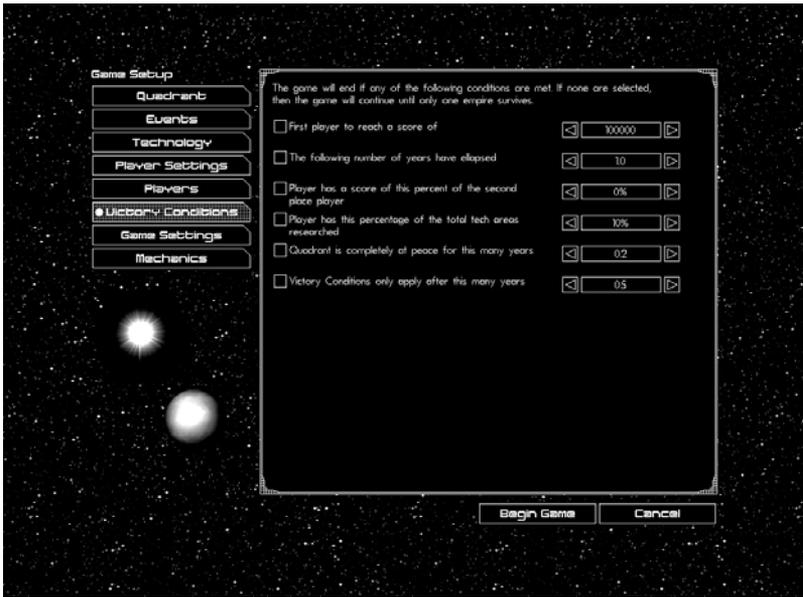


Figure 18: The Victory Conditions Window

This button displays the Victory Conditions Window. There are six types of victory conditions and we'll describe them below.

- **First Person to reach a score of:** Use the arrows to set the score that you desire. The first person to reach this score wins the game.
- **The following number of years have elapsed:** Set the years using the arrow keys. After that number of years has elapsed the game will end. The empire with the highest score wins.
- **Player has a score of this percent of the second place player:** Is your score is at least this much more than the second place player, then you win.
- **Player has this percentage of the total tech areas researched:** Set a percentage. Once you have reached that percentage of the total tech areas you win.
- **Quadrant is completely at peace for this many years:** Set a number. If you can make and maintain peace within the quadrant for this many years, you win. This is best used with the below victory qualifier.
- **Victory conditions only apply after this many years:** Not a victory condition itself so much as a qualifier to another victory condition. For example, if you choose to attempt to bring about and maintain peace (the victory condition directly above this)

you may want to set a time when the computer begins checking for this victory condition. Otherwise, the computer will begin checking on the first turn –when all empires are usually at peace- and it can become a very short game.

Note: If no victory condition is selected, the game continues until there is only one empire left standing.

Game Settings

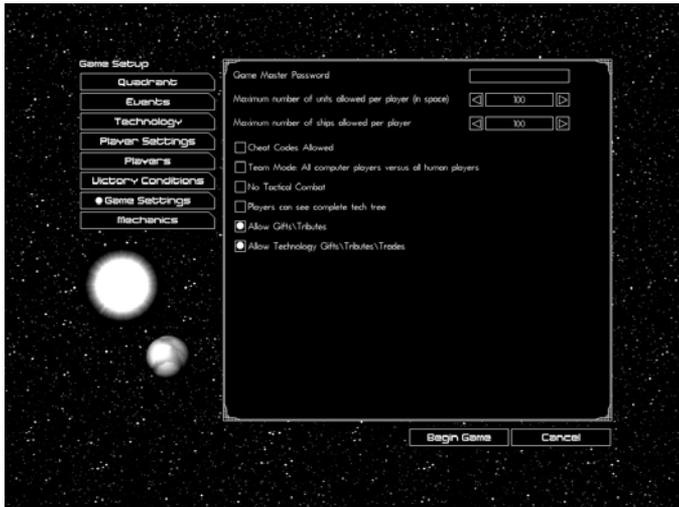


Figure 19: The Game Settings Window

The Game Settings Window allows you to adjust nut & bolt parameters within the game. These settings are self-explanatory. Players wishing to use cheat codes will find them in the back of this user manual.

Mechanics

The Mechanics Window allows you to set more of the game's parameters. Most of these options are used when setting up a multiplayer game.

- **Play Style:** Important here is that if you choose Different Machines, you must be playing a multiplayer contest.
- **Turn Style:** Turn-based movement may be used for both multiplayer and solo play. Simultaneous movement may only be used for multiplayer gaming.
- **Multiplayer Game Name:** Enter your game's file name. This name may be as long as you like.

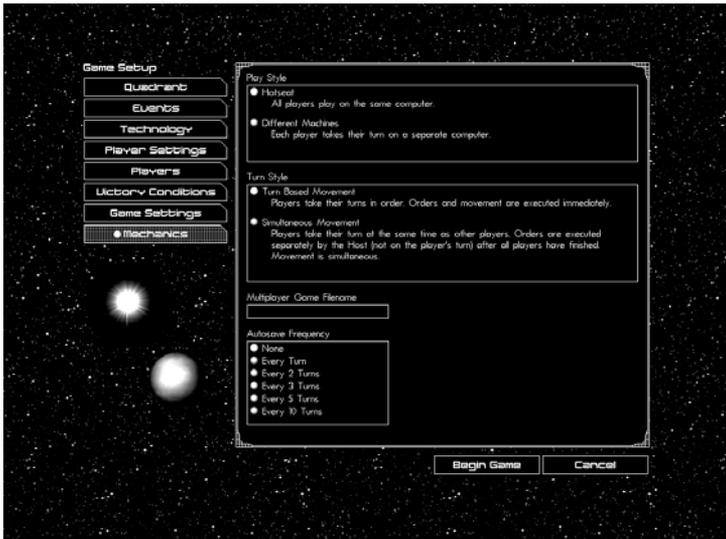


Figure 20: The Mechanics Window

- **Savegame Directory Path:** A specific location on your hard drive where you'd like the savegame to be saved. Only use this if you want to use someplace other than the savegame directory.
- **Autosave Frequency:** This delineates how often you'd like to save the game while riding in your car. Just kidding... this sets how often the computer will save the game.
- **Connection Type:** This selection is available if you select a Play Style of Different Machines and a Turn Style of Simultaneous. This lets you select if you want to be a TCP/IP Host, a TCP/IP Player, or if you want to manually move the turn files between the players (such as in Play By Email).

Scenario

Clicking on the opening screen's Scenario button brings up the Scenario box where you can choose a scenario from one that was previously created.

Resume Game

Just as you would imagine, this loads the last game that you played. Think of it a quicker way to load a game.

Credits

Displays the great people who created *Space Empires IV Deluxe*. There sure are a lot of them.

Load Game

This brings up the Load Game Window. From here you may load any previously saved game.

Quit Game

Closes *Space Empires IV Deluxe* and returns you to reality. But who would want to do that?

Main Game Screen

The main game window is the heart of *Space Empires IV*. It is from here that you will spend most of your time controlling your empire. Because of its importance, there is quite a bit of material in this chapter. It is, however, organized logically, so you'll find it a simple matter to navigate through the chapter and locate the exact piece of information that you are looking for.

The Main Game Window is divided into five key sections: Status Section, the Command Section, System Section, Ship List Section, and Galaxy Section. The Status Section is the narrow bar at the top of the window. The Command Section is the panel with numerous buttons just below the Status Section. The System Section is the large area (it takes most of the screen) at the bottom left of the Main Game Screen that displays planets and ships. The Ship List Section is panel on the right-hand side of the Main Game Screen. The Galaxy section is the grid with the lines and circles on it in the bottom-right of the Main Game Screen.

Status Section

The status section lists the basic game data germane to the game. From left to right the data supplied is the race that you are currently playing, the name of that race's leader, the current date of the game, and your total amount of minerals, organics, and radioactives.

Note: On the far right of the status section is the Tutorial and minimize button. If you have not completed the tutorial clicking on the Tutorial Button will resume it. Clicking minimize is recommended when your boss (or spouse) walks in the room.

System Section

The Systems Panel or section is the largest area in the Main Window. The Panel provides a view of the currently selected system. There are several important pieces of information. They are covered below.

Planets

Planets are the focus of the game. You can colonize them, fight over them, destroy them or whatever. There are three basic types of planets. Those without asterisks are not colonize-able. Those with green asterisks are not only colonize-able, but have an atmosphere compatible with

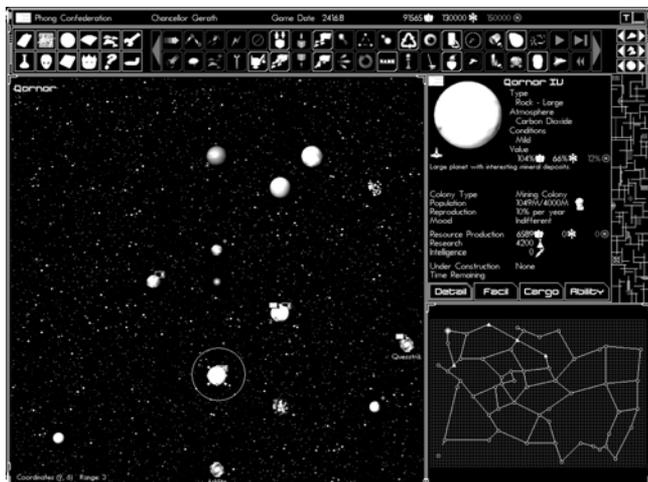


Figure 21: Planet

your selected race. That's good news. Those with a red asterisk are colonize-able, but with an incompatible atmosphere. Populations on those planets must live under a dome. Accordingly, the maximum population will be limited.

Tip: Also check the planet's conditions in the Ship List Panel (more later). If a planet has severe storms this can also affect its colonists' happiness and productivity.

The bars to the right of the planet represent the size of the population. An empire's flag to the left of the planet indicates a ship is present. A number in that flag indicates how many ships are there.

Asteroid Field

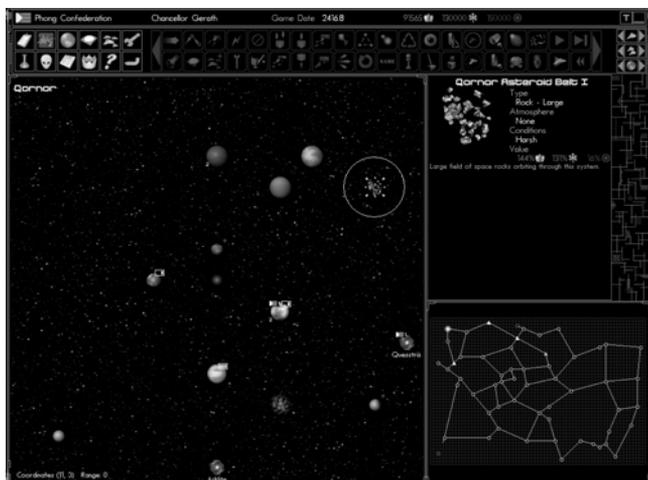


Figure 22: Asteroid Field

You cannot colonize these, but they may be mined using Robo-Miners. Note that unlike planets once an asteroid's resources are mined they, like youth, are gone forever. Also note that you may set planets to have finite resources.

Star

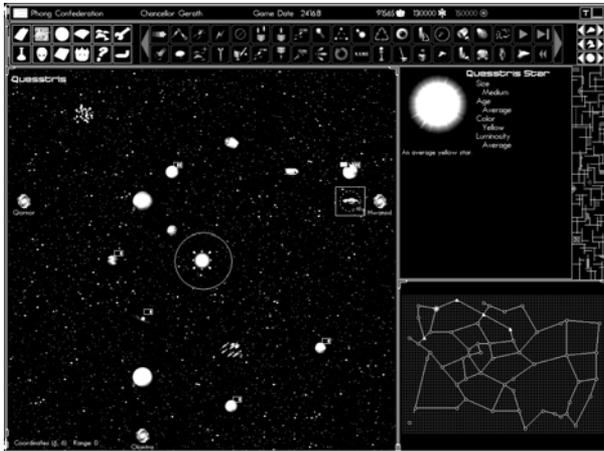


Figure 23: Star

The bright orbs that look like stars are, in fact, stars. These hold the system together, and provide warmth. They can burn out.

Space Storm

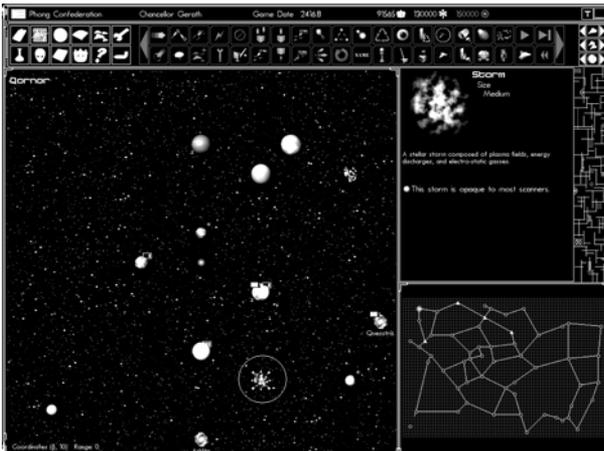


Figure 24: Space Storm

Space storms are usually bad news. They may damage ships or even make them disappear. Conversely, they may also be used to your advantage. Many storms nullify the effects of a ship's shields. Hence, if the bad guys have shield technology and you don't, look for a storm and fight them there. Didn't we see that in a movie somewhere?

Warp Points

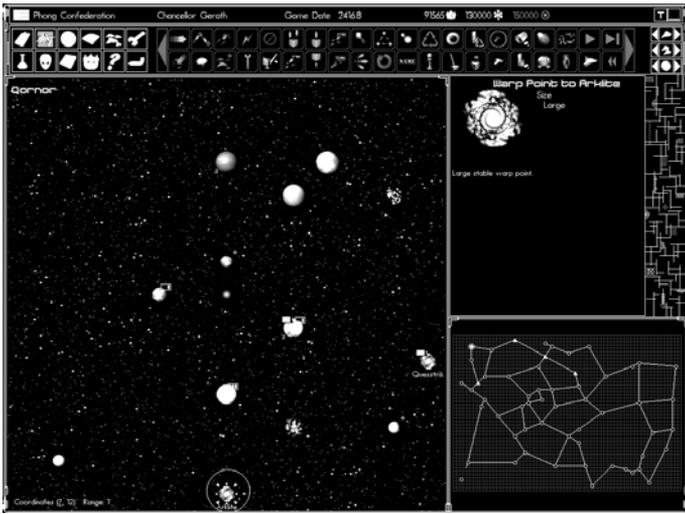


Figure 25: Warp Point

Ships "warping" through a warp point will appear instantaneously at the other side of the warp point. These provide the main means of inter-system travel. If you have traveled through the warp point, then the name of the system it connects to will be displayed below it.

Ships

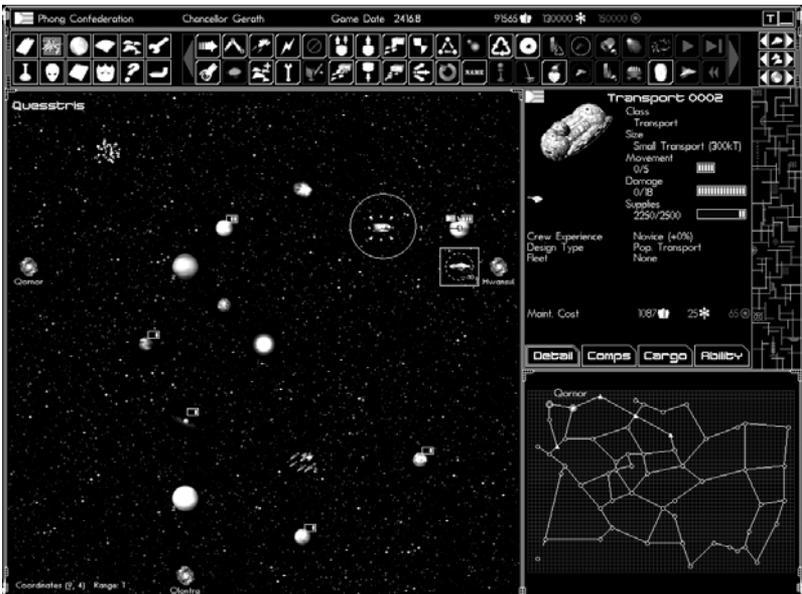


Figure 26: Ship

This is what a ship looks like in space. Examine new systems closely. It is possible to overlook ships, and an overlooked ship can take out that colony ship that you just sent in system.

If there is more than one ship at a location the number of ships present will be displayed inside the empire's flag. If two empires are present both flags will be displayed.

If you turn on the option to display movement lines, then when you move your ship, a line will be displayed that indicates where the ship is going and how long it will take to get there. Each small circle on the line represents one movement point that must be expended, and the number displayed is how many turns from now it will take to get there.

In this picture, the ship has zero movement point remaining. So the number on the ship is zero (no time needed to get to where it already is) and the next number down the line is a 1. The 1 indicates that the ship will not reach this point for one turn.

Nebulae

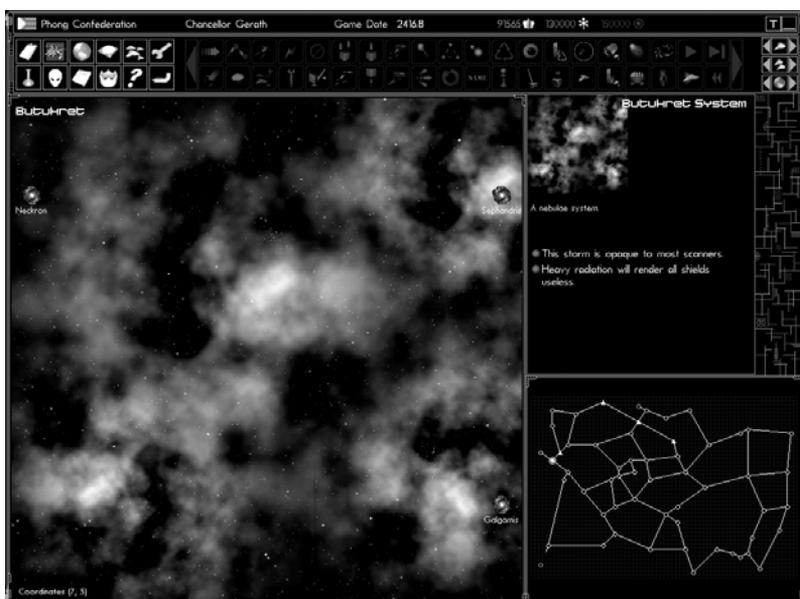


Figure 27: Nebulae

Some systems have no planets, but are filled with nebulae or black holes. Nebulae and Black Holes have different effects. You can, however, obtain a report about the current system by left-clicking on an empty tile within the system.

Object Manipulation on the System Panel

Left-clicking on a one object location displays an individual report about that object in the Ship List Panel. If you left-click on a location with multiple objects, then the Ship List panel will display a list of those items. Subsequently left-clicking on the item displays an individual report.

If you left-click on a location with no objects, then the Ship List panel will display report about the entire solar system.

Command Panel



Figure 28: The Command Panel

The Command Panel is the heart of *Space Empires IV Deluxe*. It is from here that most actions will be instigated. We provide a detailed look below. First we will begin with the block of buttons of the left of the Command Panel. By hovering your mouse over a button, you can see the name of the button and its hotkey displayed below the panel.

Game Menu

The top-left button is the game menu. Pressing this brings up the Game Menu Panel. That panel includes the following:

- **New:** Ends current game so that you may start a new one. You'll be given a chance to save.
- **Load:** Loads a previously saved game.
- **Save Game:** Saves the current game.
- **Save Map:** Allows you to save the current map to a file. With the map saved to a file you can use it again for future games.
- **Save Empire:** Allows you to save the current empire (the one that you are playing) for use in a future game. This will also save any experience points that the empire has accumulated.
- **Players:** Displays the players in the game. You may also change whether an empire is computer controlled or not.
- **Options:** This displays an options sub-menu that lets you set ship animation, sound parameters, whether to use fast tactical combat or not, and to set the display of ship movement lines.

- **Delete Game:** Opens the Delete Game Panel that lets you delete previously saved games.
- **Quit:** Quits to Windows.
- **Close:** Closes the Panel.

Design

Adjacent to the Game Menu button is the Design button. Tapping this displays the Design Window. It is from this window that all the ships, units, and other items are designed. This is completely covered in the next chapter.

Planets

The next button displays the Planets Window. This window displays a list of all the known planets. A series of buttons on the right provide several methods to organize the data displayed in the window. These buttons may be used to filter the information viewed. The planets displayed in the list are all of the planets that you have “seen” in various systems. The list will not display planets in *Unexplored* systems.

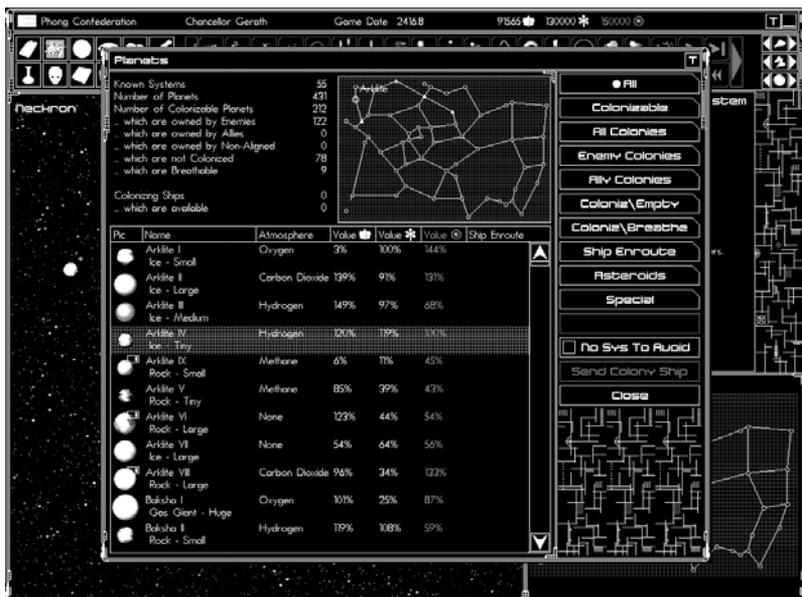


Figure 29: Planets Window

- **All:** Shows all planets.
- **Colonizable:** Shows planets that you empire may colonize.
- **All Colonies:** Shows planets that already have colonies.

- **Enemy Colonies:** This shows the planets with enemy colonies.
- **Ally Colonies:** Shows ally colonies.
- **Coloniz/Empty:** Shows planets which may be colonized, but are currently empty.
- **Coloniz/Breathe:** Shows colonizable planets with breathable air. These are the planets that have a green asterisk in the Main Screen.
- **Ship Enroute:** Shows the colonies that currently have a colony ship enroute.
- **Asteroids:** Shows only asteroids.
- **Special:** This shows the planets that have a special attribute, such as alien technology.
- **No Sys to Avoid:** Filters out planets in systems that have been marked as *Avoid*. These systems are marked under the Empire Status Window.
- **Send Colony Ship:** Selecting this button will send a colony ship to colonize one of the planets currently displayed in the list. Note that you must have an available colony ship (i.e. one that is without orders).
- **Close:** Returns you to the main window.

Colonies

The Colonies button is next on the panel. Pressing this pops the Colonies Window. This window is divided into three panels with a series of buttons on the far right. The top left panel provides general information on your empire's colonies. The panel beside it is a small galaxy map. The large panel below these two provides detailed information on the colonies. This may be organized by selecting the buttons on the right.

- **General:** This provides general information on the colonies. Included are their name, atmosphere, conditions, population and mood.

Tip: Much like an Excel file, this page's subsequent information may be reordered by clicking on the column you wish to use to reorder the information. For example, clicking on the Pop column header reorders the list of planets by population.

- **Value:** This displays the mineral, organic, and radioactive value of each planet.
- **Production:** Obviously the productive output of each planet. May be reordered by each column.

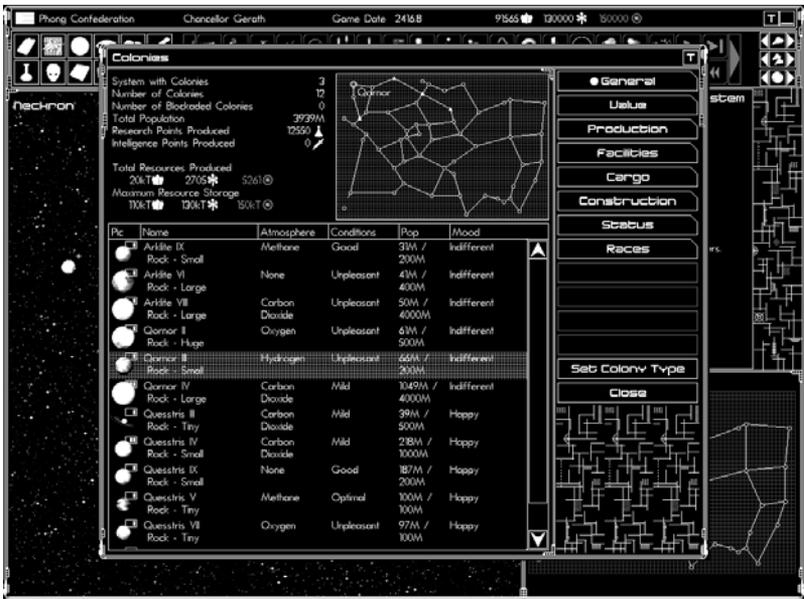


Figure 30: The Colonies Window

- **Facilities:** Lists the facilities on each planet. May be reordered by number or maximum allowed.
- **Cargo:** Orders planets by how much cargo they can carry.
- **Construction:** Lists what, if anything, each planet is currently building.
- **Status:** Provides an iconic status of each planet. Icon definitions are located at the end of the user manual.
- **Races:** Shows the race and population on each planet.
- **Set Colony Type:** Allows you to change a colony's type (i.e. mining, research, etc). This has no direct affect on the game. The Colony Type helps remind you of what you had intended to use the planet for.
- **Close:** Closes the window.

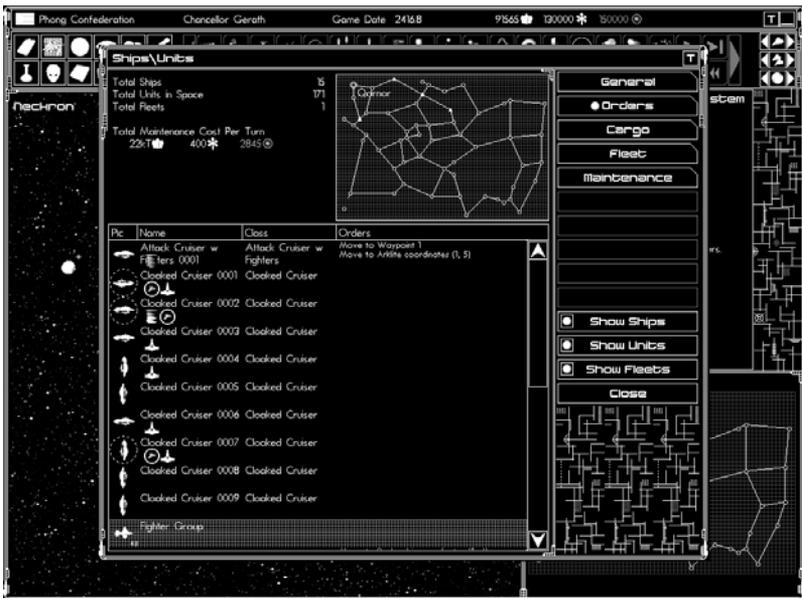


Figure 31: The Ships\Units Window

Clicking here displays the Ships\Units Window. As in the previous windows, the Ships\Units Window is divided into three panels with buttons on the right-hand side of the window. These control what is displayed in the panels. The top left panel provides general information on your ships and units. The Galaxy Panel is right of that and displays a small map of the galaxy. Below both of these is a larger panel that displays a list of your ships and units. The information in this panel may be manipulated with the buttons on the right.

- General:** The total number of ships, units, and fleets you have in the quadrant. This also displays the current amount, in resources, you are paying each turn to maintain all of your ships.

Note: Whenever you highlight a ship in the ship list, its position is highlighted in the Galaxy Panel.

- Orders:** Let's you see what orders your ships have at a glance. Clicking on a ship in the list takes you to that ship.
- Cargo:** Sorts the ships by the cargo that they are carrying.
- Fleet:** Lists the ships by the fleet that they are in.
- Maintenance:** Lists ships by their maintenance costs. Again, these may be sorted by any column.

- **Show Ships/Units/Fleets:** Only the entities checked in this window will be shown in the ship list.
- **Close:** Closes the window.

Research

Clicking the left-hand button on the bottom row displays the Research Window. Research is covered in detail in Chapter 4: Production and Research.

Empires

The next button activates the Empires Window. Refer to Chapter 6 for a detailed explanation of the Empires Window.

Log

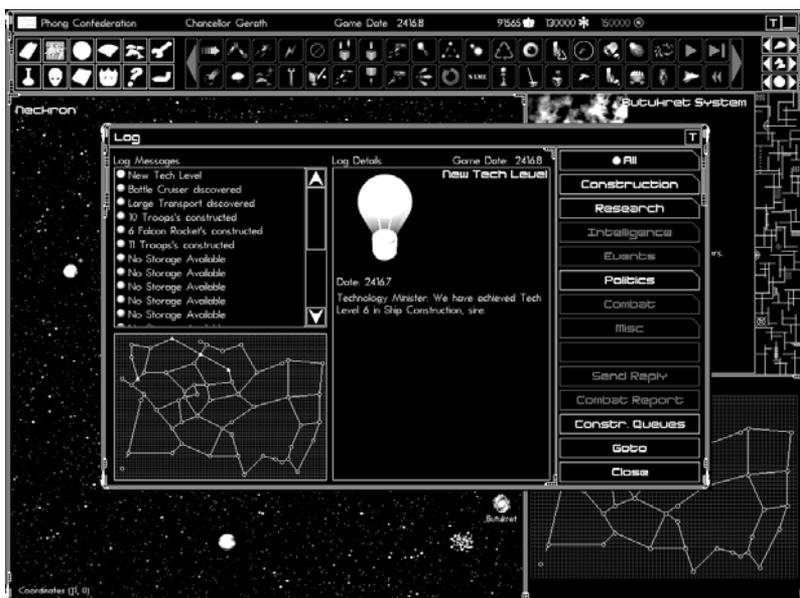


Figure 32: The Log Window

Pressing the Log button pops the Log Window. The Log Window is divided into three panels and a series of buttons to manipulate the panels. The top left panel list all the log events. The Log Details panel provides the details of the currently selected message. The Galaxy Panel (in the lower left) shows the galaxy. Highlighting a message in the log events will show where the event occurred in the Galaxy Panel. The buttons on the far right have the following attributes.

- **All:** Shows all events and messages.
- **Construction:** Shows only construction related events.

- **Research:** Displays research related occurrences.
- **Intelligence:** Shows intelligence related messages.
- **Events:** Displays events such as earthquakes or plagues.
- **Politics:** Shows messages from other races. You may answer them by clicking Send Reply.
- **Combat:** Displays the battles that occurred throughout the system.
- **Misc.:** Shows the messages that do not fall under the other headings.
- **Combat Report:** If the currently selected Log Message is a combat report, then this button will be enabled. Pressing it will display a detailed playback of the combat.
- **Constr. Queues:** Displays the Construction Queues Window.
- **Goto:** Takes the player to the location of the currently selected event.
- **Close:** Closes the window.

Empire Status

The screenshot shows the 'Empire Status' window for the Phong Confederation, Chancellor Garath, on Game Date 2416.8. The window is set to the 'Bucukret System' and displays the following data:

Empire Status			
Resource Production Per Turn			
From Our Colonies	19434	2705	5261
From Trade	6849	257	262
From Tariffs	0	0	0
From Remote Mining	0	0	0
Total	26285	2962	5523
Resource Expenses Per Turn			
Tariffs	0	0	0
Maintenance Cost	2723	400	2845
Construction Queue Usage	1840	0	324
Total	3763	400	3169
Net Resources Per Turn	-1768	+2562	+2354
Resources in Treasury			
Current Total	9565	130000	150000
Maximum Resource Storage	10000	130000	150000

On the right side of the window, there is a vertical menu with the following options: Empire Options, Ministers, Systems to Avoid, Waypoints, Strategies, Repair Priorities, Change Email, Change Password, and Close.

Figure 33: The Empire Status Window

The Empire Status Window is an important window in *Space Empires IV Deluxe*. At a glance, this window tells you how well your empire is doing. The window has a large, central panel. There are buttons to manipulate this panel to the right of central window.

The central window is further divided into three sections: Resource Production, Resource Expenses, and Resources in the Treasury. Resource Production displays your resource income be it from Colonies, Trade, Tariff or Remote Mining. Resource Expenses delineates your resource debits. The Treasury is an accounting of how much of each resource you currently have on hand.

The buttons to the right of this central window allow manipulation of information within the window. Let's discuss them.

- **Empire Options:** This displays the Empire Options Window. This window provides a multitude of self-explanatory options about how your empire is played.

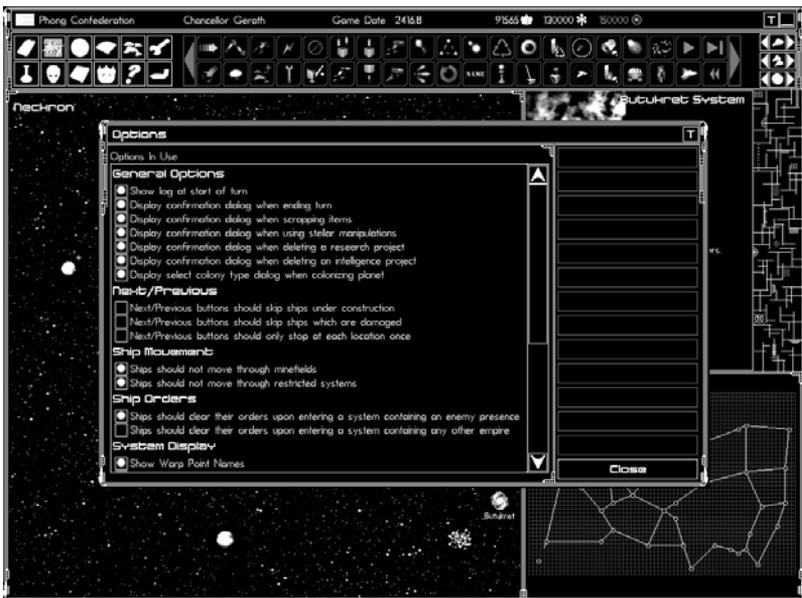


Figure 34: The Empire Options Window

- **Ministers:** This displays the Ministers Window. The Ministers Window is composed of a central panel and button to the right of that panel that manipulate information within the central panel. The central panel is the Ministers in use panel, and is comprised of Global Ministers and Individual Ministers. For a minister to perform its duties in the game it must be selected in this panel. Global Ministers control areas that span a wide range -such as Design. If you turn on the Design minister her/she/it will design all your ships/units or whatever. Individual Ministers are more specialized, controlling troops or colonization, for instance. The buttons right of the Ministers in Use Panel manipulate which ministers are selected and what they do.

- **Select All:** Selects all ministers.
- **Select None:** De-selects all ministers.
- **Indiv. Ministers On:** Turns on all Individual Ministers in the Individual Ministers list.
- **Indiv. Ministers Off:** Turns off the above.
- **Complete AI on:** Turns on all the ministers in the Ministers in Use list and turns on all minister in use icons for your ships and planets.
- **Complete AI off:** The opposite of above.
- **Close:** Closes window and returns you to the Empire Status Window.
- **Systems to Avoid:** This button, which is located in the Empire Status Window, displays the Systems to Avoid Window. Left clicking on a system in this window's galaxy map orders your ships to avoid it. The buttons on the right-hand side of the window allow you to filter which systems are shown.
- **Waypoints Window:** Waypoints are a useful tool for managing your empire. They are convenient locations to rally ships, and locations to send newly constructed entities. The Waypoints Window lets you manage these useful locations. The window includes four panels and the buttons to manipulate those panels. The four panels are the Existing Waypoint Panel, which allows you to select existing waypoints and choose empty waypoint numbers to set new waypoints. The Galaxy Panel graphically depicts where the chosen waypoint is located. The Vehicles Enroute to Waypoint Panel displays the ships and such currently enroute to the selected waypoint. The space yards with automatic move to orders Panel shows space yards that have been ordered to send ships to the selected waypoint.

Note: To order space yards to send ships to a waypoint, follow this procedure. From the Main Window –System Panel, select a planet with a space yard. Bring up that planet's build queue, click on the Set Move To button, and chose the waypoint to which you want to send the ships.

- **Strategies:**

It is here that you configure the strategies that your ships will use in combat. Strategies that you design or modify in this window are available for selection in the Design Window.

- **There are two panels:** Strategies and Strategy Details that provide information. Buttons to the right of these panels control the information in the panels. We'll discuss both below.

- **Strategies Panel:** Lists the strategies that your empire has.

Tip: Strategy development is an important element in *Space Empires IV Deluxe*. In most games your fleets are many and combat numerous. Often you'll find yourself using the Strategic Combat option more and more. Your ships use these strategies in strategic combat (and tactical combat when resolved automatically). How sound your strategies are will determine –along with strong ship design– how well your forces perform.

- **Strategy Details:** Provides the details of the strategy selected in the Strategies Panel.
- **Strategy Window Buttons:** These buttons, which are located on the right side of the window, control the information provided in the Strategy Details Panel. We detail them below.
 - **Movement:** Clicking this button displays the primary and secondary movement strategies in the Strategy Details Panel. Your ship will use the primary movement strategy unless it cannot be executed. In that case, it will use the secondary movement strategy. The strategy selections for both are identical and described below.
 - **Don't Get Hurt:** The ship will attempt to get out of harms way.
 - **Drop Troops:** The ship will attempt to close with a planet and drop troops.
 - **Maximum Weapons Range:** The ship will move to its maximum weapon range and engage targets.
 - **Optimal Weapons Range:** Ship moves to a range that enables it to inflict the maximum damage on the enemy while suffering the minimum damage in return.
 - **Short Weapons Range:** The ship will attempt to move to a short (less than three squares) distance and blast away. The ship will attempt to move to a range within that range where it takes the least return damage.
 - **Point Blank:** Ship will move as close as possible to the enemy. Have you seen the broadside scene in *Wing Commander*? That's what we are talking about here.
 - **Board Enemy Ships:** The ship attempts to move adjacent to enemy ships and capture them by boarding.

- **Ram:** Ship will attempt to ram the enemy ship.
- **Firing:** This displays, and allows you to modify, the effects of the strategy chosen in the Strategy Panel. There are three subcategories shown in the Strategy Details panel.
 - **Targeting Priority:** This selection will allow you to choose the sorting priority for targets. When your ship wants to choose a target to fire on (and possibly move towards), it will sort the possible targets using this order. For example, if you choose Has Weapons and then Strongest, it will first select all of the targets that actually have weapons, and then will pick the strongest of those.
 - **Do Not Use Type Priorities:** This tells your ship not to consider the type priority when looking for a target.
 - **Type Priority:** Determines which target types are attacked first. For example, if you select Fighters then Bases, then your ship will attempt to kill all of the Fighters before it starts in on the bases.
 - **Don't Fire on Types:** Useful for designating certain classes of ships not to fire on specific unit types.
 - **Launching:** This allows you to select how many fighters will be launched in each group. If you select ten, your carriers (or whatever) will attempt to launch ten fighters at a time. Of course certain circumstances, such as lack of fighters, may prevent this.
 - **Formation:** From here you may select what type of units will break formation. This is useful if there are ships in your fleet, such as carriers, that you don't want to close with the enemy formation.
 - **Add:** This lets you add a new strategy to your repertoire. When the strategy appears in the Strategies Panel, highlight it and set its parameters.
 - **Close:** Closes the Strategies Window.
- **Repair Priorities:** It is here that you can set how you want the components of your ships repaired. Clicking an item in the Group Repair Priority Panel moves it to the Component Groups Panel. The items in the Component Group Panel are repaired in the order that they appear.

Tip: It's always a good idea to repair a ship's engines first. Without engines the ship is a sitting duck. With them, the ship may at least run away.

Attack

Click this button, and click a target to order a ship or unit to attack. This is most useful when you want a ship to attack enemy ships that are at the same coordinates (in the same square).

Fleet Transfer

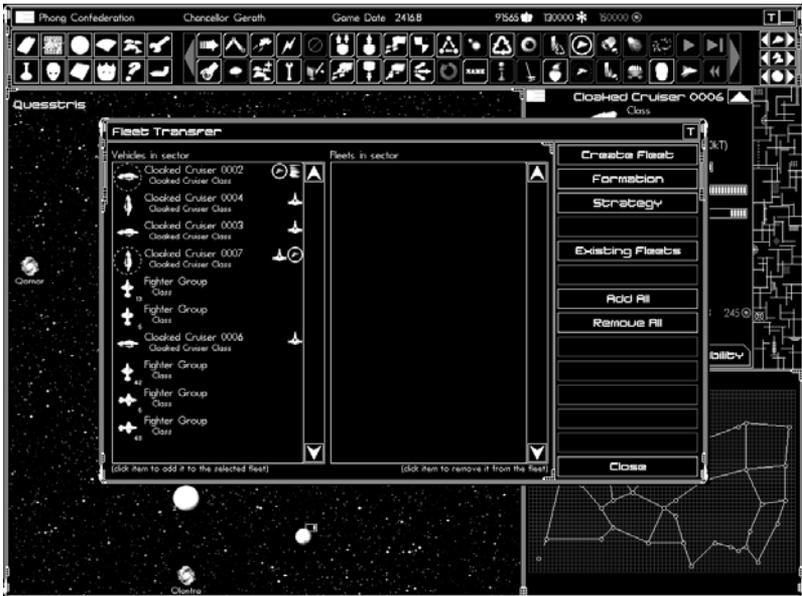


Figure 36: The Fleet Transfer Window

Clicking here displays the Fleet Transfer Window. The Fleet Transfer Window consists of two panels, the Vehicles in Sector and Fleets in Sector. There are buttons on the right to manipulate the information displayed in these panels.

- **Create a Fleet:** Allows you to create and name a fleet.
- **Formation:** Allows you to set the fleet's formation. Right clicking on the Formations displayed allows you to examine them in depth.
- **Arrowhead** has the leader at point position and the other ships aligned in a trailing "V".

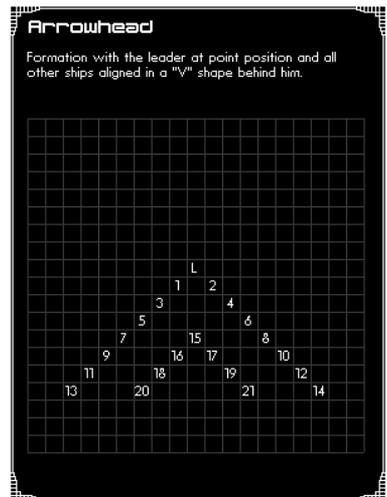


Figure 37: Arrowhead

- Diamond has the leader in the center with other ships around him or her or it.

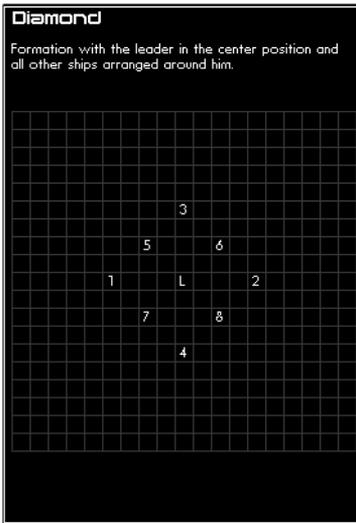


Figure 38: Diamond

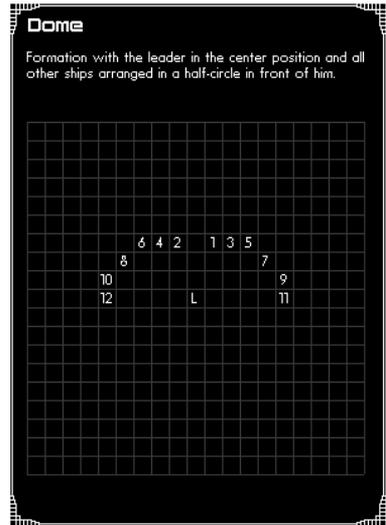


Figure 39: Dome

- The Dome formation has the leader in the center and others in a semi-circle in front of him.
- Bull formation places the leader in the center and the other ships in a horn-like formation to the leader's flanks.

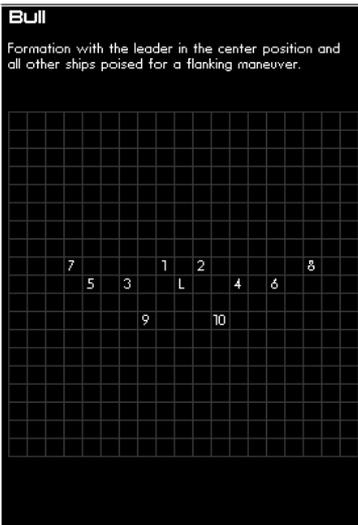


Figure 40: Bull

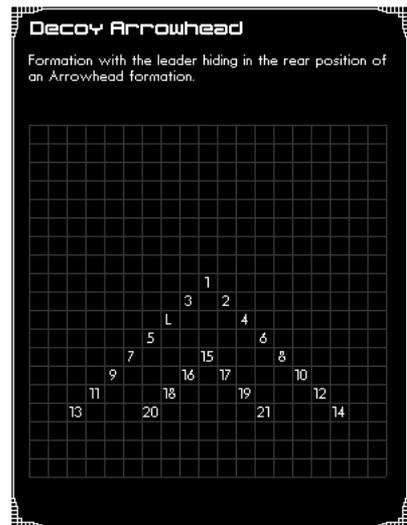


Figure 41: Decoy Arrowhead

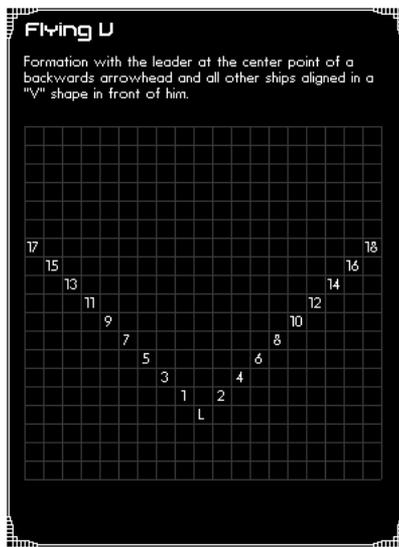


Figure 45: Flying V

- **Strategy:** This lets you chose a strategy from the strategies available or designed in the Empire Status/Strategies Window.
- **Existing Fleets:** This displays the Existing Fleets Window. In this window you may examine your fleets by their orders, cargo, maintenance costs or unit type.
- **Add All:** Adds all the ships in the Vehicles in Sector Panel to the currently selected fleet.
- **Remove All:** Removes all the ships in the selected fleet.
- **Close:** Closes the window.

Repair at Nearest

This orders the selected fleet or ship to repair at the nearest facility.

Resupply at Nearest

Orders selected ship to resupply at the nearest resupply facility.

Clear Orders

Clears all the ship or unit's orders.

Cargo Transfer

This displays the Cargo Transfer Window. That window allows you to transfer cargo between ships and planets at this location.

Launch/Recover Units

Clicking here displays the Launch/Recover Units Window. This window allows you to launch or recover units in the current sector.

Load Cargo

Clicking this button brings up the Load Cargo Window. This selection displays a window asking you to select a cargo type. Then you will be asked for a location. This button will give your ship orders to Move To the location specified, then attempt to load all of the cargo it can of the type chosen. Your ship will attempt to load the cargo from a planet or base that you own at that location. If you have nothing that can hold the cargo at that location, then the order will not be executed.

Usually, you will use the Cargo Transfer order to move cargo. You would use this order if you want to perform the load sometime in the future.

Drop Cargo

This is the "Drop Cargo" order. This selection will display a window asking you to select a cargo type. Then you will be asked for a location. Your ship will move to the location specified, then attempt to drop all of the cargo it can of the type chosen. The destination for the cargo will be a colony you have or a base. If you do not have something that can hold the cargo at the location, then the order will not be executed.

Under most circumstances, you use the Cargo Transfer order to move cargo. You should chose to Drop Cargo if you want to perform the drop in the future.

Launch Units Remotely

This is the "Launch Units Remotely" order. This selection will display a window asking you to select a unit type. Then you will be asked for a location. This button will give your ship orders to Move To the location specified, then attempt to launch all of the units it can of the type chosen.

Usually, you will use the Launch/Recover Units order to launch units. You would use this order if you want to perform the launch sometime in the future.

Recover Units Remotely

This action is similar to the Launch Units Remotely order. Once this button is pressed the game will ask you where and what you wish to recover. Your ship will move to that location and recover the specified units. Note that ships such as transports cannot recover fighters in space.

Sentry

This orders a ship to remain stationary until an enemy ship enters the system. Then it will clear its orders. A ship on sentry duty will skip its turn until its orders are cleared.

Explore

A useful button. Pressing Explore will direct the selected ship to move to the nearest unexplored system and explore it. Note that the game's artificial intelligence will take into account previous orders. In other words, if you have already ordered a ship to explore a system, the computer will not send another to it.

Set Patrol

The game asks you to set several points for your ship to patrol. Your ship will move to each in turn, return to its starting point and then repeat the process. Note that the final point selected must be the ship's current point.

Repeat Orders

This repeats the selected ship, unit, or whatever's, list of orders indefinitely. Normally once an order is completed it is removed from the list.

Stellar Manipulation

Clicking here pops the Stellar Manipulation Window. This allows you to invoke any stellar manipulation capabilities that your planet possesses.

Name

Uh, this lets you rename the selected object.

Scrap, Analyze, Mothball

Clicking on this displays the Scrap Window. There are three panels in this window. On the left is a panel in which you may select vehicles in the sector, in the center a bit of information about those vehicles, and on the right buttons to manipulate the other two windows and the vehicles in question. Let's review the information in the center panel first.

- **Scrap Value:** The value obtained by scrapping the selected vehicle.
- **Research Potential:** The potential value of the vehicle if torn apart and analyzed.
- **Status:** The status of the vehicle. In other words, is it damaged? Is it mothballed?
- **Cost to Unmothball:** The cost to bring the ship out of mothballs.

- **Can Self-Destruct:** If your ship can self-destruct it will be noted here.
- **Can be Fired On:** If there is another ship in the sector that can fire on the selected ship, it will be noted here.
- **Space Yard in Sector:** If there is a space yard in the sector, it will be noted here.

Scrap Window Buttons

The following actions, which are described below, require a space yard in the location to perform: Scrap, Analyze, Retrofit, Mothball, and Unmothball.

- **Scrap:** This button scraps the ships and returns the scrap value to your empire.
- **Analyze:** This scraps your ship and adds their technology to your empire. Only a wise move if the ship has technology that you do not have. Works best when your boarding parties have captured an enemy ship.
- **Retrofit:** Upgrades your ship to a newer design. Only possible with ships of the same size.
- **Mothball:** This places your ship in storage. You will no longer have to pay a maintenance cost, but neither will the ship be available for service until you have unmothballed it.
- **Unmothball:** Bring a mothballed ship out of storage. This will cost the amount displayed.
- **Self-Destruct:** This orders the ship to self-destruct. Only works on ships with a self-destruct device.
- **Fire On:** Orders your other ships in this location to destroy this ship.
- **Close:** Closes the window.

Change Formation and Strategy

Use this button to change the currently selected fleet's formation and strategy.

View Orders

Allows you to view the currently selected vehicle's orders.

Sweep Mines

This directs a ship with an undamaged mine sweeping capability to sweep mines.

Note: Mine sweeping capable ships normally sweep mines as they move, but this will order them to give the area another sweep.

Scrap Facilities Order

Selecting this brings up the Select Facilities Window. You may select any facilities on the current planet. Select the facilities, click okay, and it will be scrapped, and the value indicated returned to your coffers.

Jettison Cargo

Clicking here pops the Jettison Cargo Window. Select the cargo to jettison, click okay, and its space garbage.

Cloak

This is so cool. If you have researched cloaking technology, this orders your ship to cloak. The ship will remain visible as long as it is cloaked. There are advanced sensors that can detect a cloaked ship.

Decloak

This gives a cloaked ship the order to uncloak.

Use Component

Click here to display the Use Component Window. This displays ship or planet's one-time use components. Click on the component to use it.

Use Facility

Click here to display the Use Facility Window. Window use is identical to the Use Component Window.

Abandon Planet

Clicking here directs your colonists to abandon the planet. You will be asked whether you wish to destroy the facilities. This is the only means to completely evacuate a planet.

Convert Resources

This mining cart signifies converting resources. A gentle tap with the mouse will call up the Convert Resources Window. Use said window to convert your resources. Some resources will be lost in the conversion process.

Toggle Minister Control

This turns minister control on or off. This puts the selected ship or planet under a minister's control. In other words the computer will use it as it sees fit. Note that the computer will only control what you have ordered it to under Minister's Window in the Empire Status section.

Play Movement Log

This is the "Play Movement Log" order. This order is only available in Simultaneous games. This will play the movement log from the movement that the host executed. It will show all of the ships moving over the course of the month. The movement of all players is simultaneous. This is merely a replay of what happened. You can change the current system you are looking at and then replay the log again to see what happened in that system. This replay will progress from beginning to end automatically.

Play Movement Log for Ship

This is the "Play Movement Log For Ship" order. This is similar to the Play Movement Log except that it will play the entire movement log for each of your ships. So instead of just viewing all of the movements within just one system, this will allow you to follow and watch the movements of all of your ships.

Play Movement Log Stepped

This is the "Play Movement Log Stepped" order. This is similar to the Play Movement Log except that it will only step one day of the log with each press of the button. You can use this to view the movement log in a slower and more detailed manner.

Rewind Movement Log

This is the "Rewind Movement Log" order. As you use the Play Movement Log Stepped order, you may want to rewind the log back to the beginning. This order will move the movement log back to Day One.

Selection Buttons

On the far right of the command panel are the Selection Buttons. These, from top to bottom, allow you to cycle through your ships, fleets. And planets.

Ship List Section

The Ship List Section is the last section of the Main Game Screen. The Ship List Panel displays what is currently selected in the Galaxy Panel. If there is more than one item in the selected location, a list of all items will be displayed in the Ship List Panel.

The window displays information divided into four tabs: Details, Comps, Cargo, and Ability.

- **Details:** This shows information such as the class, size, movement, damage, supplies, experience, maintenance cost, planet type, and atmosphere of the selected object. Additionally there are four tabs that may be selected to display additional information.
- **Comps:** Provides a graphical display of what is in the ship's compartments.
- **Cargo:** Provides a graphical display of what is in the ship's cargo hold.
- **Ability:** Lists the abilities inherent to the vehicle or planet.

Ship List Panel

This Panel, located in the Main Window, displays all of the items in the currently selected location in the System Panel. You will see one of two things displayed here: Either a list or you will see an individual report.

List

If a list is displayed, then that means there is more than one object (ship, planet, star, warp point, etc.) at the location that you clicked on in the System panel.

For ships, under their name is displayed the class of the ship. For planets or ships that you own, status icons will be displayed to the right of the list. This will give you an idea of the capabilities of the planet or ship. Left-click on any item in the list to change the view to an individual report about that item. To return to the list view, either press the up arrow in the top right of the individual report window, or click again on the System Panel for this location.

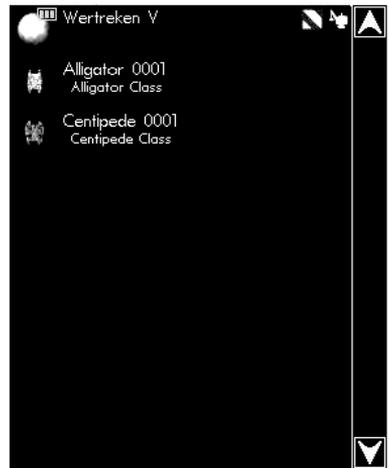


Figure 46: Ship List Panel

Individual Report

When an individual report for a ship is showing, the order buttons in the Commands Panel will light up so that you can give orders to your ships.

Note: If you want to give orders to multiple ships at a time, there are two ways:

1. The best way is to add all of the ships into a fleet, and then give the fleet orders.
2. You can hold the Shift key down when left-clicking on ships in the Ship List. As you do, each item that is clicked will have a green arrow displayed on them. You can then give orders to this group of ships. Once the orders are complete, the ships are no longer in a group.

Galaxy Map Panel

This panel is located in the Main Window and gives you a map of the current section of the galaxy. You can control the System Panel from here and view different systems in the galaxy.

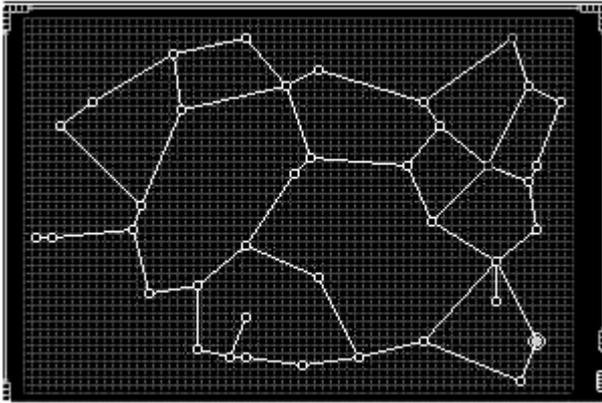


Figure 47: Galaxy Map Panel

Map

The Map is a view of this entire section of the galaxy. This is the main map of the game. This map is made up of the following items and controls.

- **Grid:** This is simply a background grid to the map to give it scale. Each square represents about 10 light years.
- **Circle:** Each circle on the map represents a solar system. You start the game knowing the location of all of the solar systems. What you don't know is what they contain or how to get to them!
- **Lines between Circles:** A line connecting two circles on the map means that there is a warp point in both systems that leads to the other system.

- **Short Line from Circle:** This means that you have knowledge of a warp point within the system, but have not traveled through it. This indicates that you know the warp point goes somewhere, but you don't know where. Once you have traveled through the warp point, the short line will become a full line connecting two solar systems. Cool, huh?
- **Double Circle with Center Filled:** The denotes the currently selected system viewed in the System Panel. You can select another system by left-clicking on a system.
- **Colored Circles:** Colors are used to represent the status of systems. Dark gray circles denote systems that have not been explored by you. White circles are systems that have been explored by you, but you are not currently in that system. Circles that are the color of your empire mean that you and only you are present in that system. Circles that are a different color than yours mean that another empire is present in that system.
- **Triangle:** A triangle instead of the usual circle for a system means that you and another empire are present in that system. Typically the triangle will be in your color, because you have to be in the system to know what other empires are present in the system.
- **Pointer Move:** Moving your pointer over the map will display the name of the explored system that your pointer is closest to. If you have not explored a system, then no name will be displayed.
- **Right-Click:** Right-clicking the map will display the Galaxy Map Window.

Designs

All ships and units in Space Empires IV must be designed before they can be built. The Designs screen not only allows creation of new units, but testing as well in a simulator against known enemy ships and units.

- **Ship Designs** - The default view on the Designs screen is Ship Designs. The left column lists every ship and base that has been designed so far and the center column displays detailed information on the ship selected in the left column. The Designs main menu is displayed in the right column.
- **Unit Designs** - Fighters, Troops, Satellites, Mines, Drones and Weapons Platforms are all considered units - they can be carried as cargo and deployed elsewhere by ships or exist in the planetary cargo space. Selecting the Unit Designs menu option will change the left column to reflect units that have been currently designed.

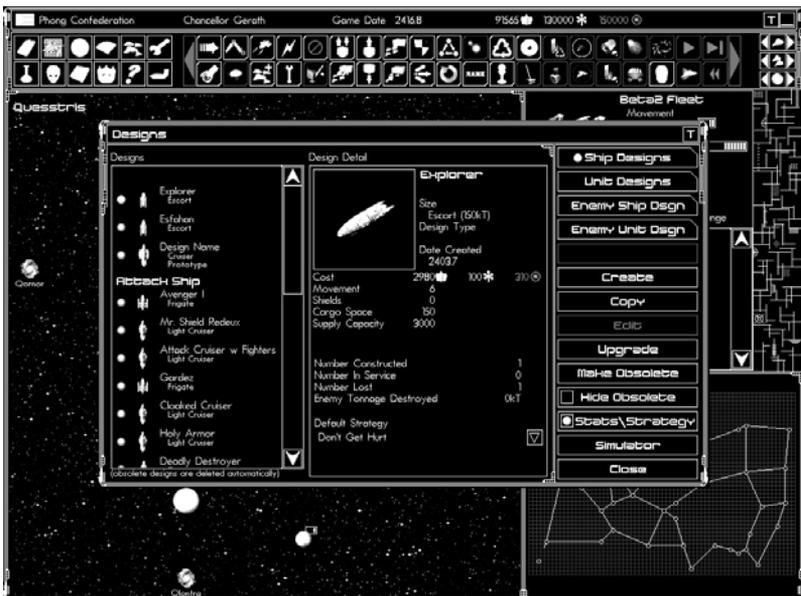


Figure 48: The Design Screen

- **Enemy Ship Design** - Known enemy ship and base designs can be viewed when this menu option is selected.
- **Enemy Unit Design** - Known enemy Fighter, Troop, Satellite, Mine, Drone and Weapons Platforms can be viewed when this option is selected.
- **Create** - Select this option to create a new ship, base or unit. When selected, the Select Vehicle Type prompt is displayed:

- **Ship** - This option brings up the Ship Design window. Combat, Colony and Transport ships can be designed here.
- **Base** - Space stations can be designed using the Base option.
- **Fighter** - If the race possesses Fighter technology, small fighter craft can be designed here.
- **Satellite** - Satellites are small, computer-controlled weapons stations. They behave much like mines do, firing at enemy units within range. While mines contain explosive warheads, Satellites may contain beam and other weapons.
- **Mine** - A small, nearly invisible warhead that detonates when non-friendly ships occupy its space. Mine technology must be owned before this unit can be designed.

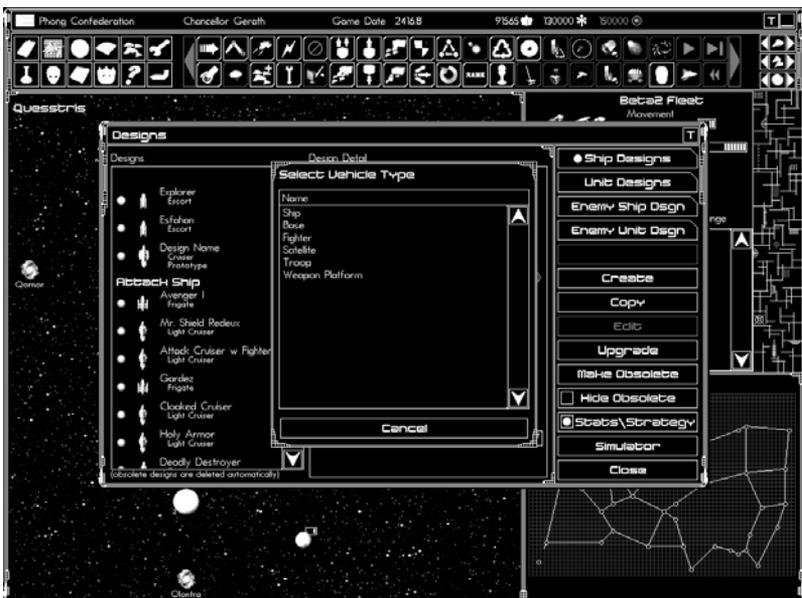


Figure49: Vehicle Types Screen

- **Troop** - Troops are used to capture planets or defend planets from capture.
- **Drones** – Small computer-controlled space vehicles which seek after a ship or planet and impact with it.
- **Weapons Platforms** - Large, planetary installations that can support different weapons mounts.

- **Copy** - Copies the currently selected unit for modification. New designs must then be saved using a different name.
- **Edit** - Designs which are still prototypes can be modified here.
- **Upgrade** - Copies the current design and automatically upgrades all components to the latest level. Upgraded designs must be saved with a different name.
- **Make Obsolete** - Flags the current design as obsolete. When Hide Obsolete is chosen, these items are not displayed. Obsolete designs will be deleted by the game automatically when they are no longer needed.
- **Hide Obsolete** - This toggles the display of items marked as obsolete. Obsolete designs will continue to exist as long as units based on that design are still in the game.
- **Stats / Strategy** - Selecting this option displays the statistics of that particular design: how many were built, destroyed, scrapped and still in service. Also shown is the tonnage of enemy units claimed by this particular design. A drop down box assigns a basic strategy for the design, which is used when the AI controls this ship. Colony ships and carriers may wish to avoid close combat, while a kamikaze ship should seek to close with an enemy unit as soon as possible.
- **Simulator** - It is generally a good idea to test combat ships and units of any type in the simulator. Known enemy designs can be pitted against new creations, and combats can be fought strategically or tactically.

Design Screen

All ship and unit design screens are similar in form and function. The left side of the screen contains details of the current design, with a menu on the left. A picture of the unit appears in the upper-left corner, with three drop-down boxes immediately to the right:

- **Size** - Elements of this drop-down box depend on the current technology level. Certain specialty designs such as colony ships and transports have specific component requirements which must be met.
- **Design Type** - This category is for classification only. Common ship or unit types can be selected, and classifications can be added or removed from the list.

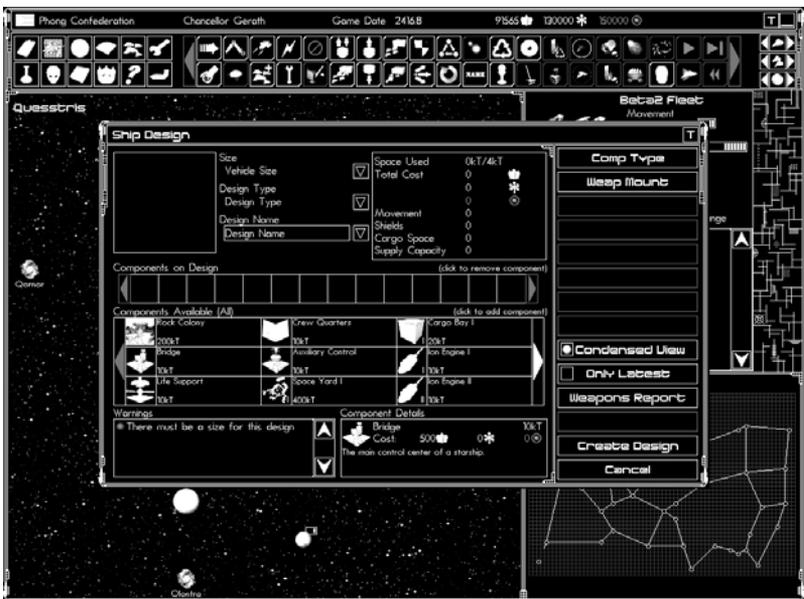


Figure50: The Ship Design Screen

- **Design Name** - Names can be typed in or selected from a list drawn from the name file selected during setup.

Tip: Space Empires IV allows players to create a vast array of special-purpose ships. Supply ships can accompany a fleet and increase their range. Repair ships can fix ships otherwise dead in space (and still consuming valuable maintenance resources). Minelayers and sweepers can create and remove obstacles. Ship-borne space yards can create new ships and allow planet-based facilities to be dedicated to other purposes.

Right of the drop down boxes is a status box showing the space used by current components; the cost of the unit in resources; movement rate; shield strength; cargo space; and supply capacity. Alternately, the To Hit Modifiers button toggles Offense and Defense Bonus statistics.

- **Components on Design** - Each box contains a component found on the ship. The Condensed View button will increment the quantity of items rather than displaying one-component per box. Clicking on items in this display will remove them from the design.
- **Components Available** - Some or all of the available components will appear in this section.

- **Warnings** - Units may have component requirements which must be met before the design can be commissioned. Ships must have either a master computer or a bridge, crew quarters, and life support system for example. Colony ships must contain a colony component. Transports must contain a large number of Cargo Bays.
- **Component Details** - Size, cost and a brief description of the component appear in this box when the mouse hovers over a component.

The menu on the right contains the following options:

- **Comp Type** - The category of components that are currently displayed in the Components Available window. The default shows all components available.
- **Weap Mount** - Larger ships and weapons platforms can support larger versions of certain weapons. Changing the weapon mount will toggle the size of these weapons available for use in the ship design. Note that larger mounts increase the physical size of the weapon in addition to the damage that can be done.
- **To Hit Modifiers** - This toggles the display of offensive or defensive bonuses as provided by certain components.
- **Condensed View** - When selected, all like-components occupy a single box in the Components on Design display, along with a number in the upper-right corner indicating quantity. When unchecked, each component takes up a display box.
- **Only Latest** - Higher technology will improve upon already invented components. This button toggles the display of older versions of the same component.
- **Weapons Report** - A spreadsheet pops up showing an analysis of available weapons technology. Different weapon mounts can be selected, and the display can filter certain weapon types.
- **Create Design** - Provided there are no warnings and the unit name is not already in use, this button will create the design, which is now available for production. The design will be tagged "prototype" until it has actually been built.

Tip: Keep designs focused on their intended purpose. A colony ship may have a little space left after the colony pod and engines are placed. A weapon will probably never help it survive if caught in combat; however some added supply would increase the ship's range.

Production and Research

Building a robust economy and thriving research program is essential for long-term success. Fall behind in technology, and your ships will fall prey to powerful new weaponry while being ineffective against superior defensive components. If your economy slips into the red, funding for new ships may not be available when they are needed most.

Production

Production involves the construction of new ships, units, and facilities. Information pertaining to production is found on three screens: Empire Status, Colonies and Construction Queues.

Three resources are used in production: minerals, organics and radioactives. Each planet and asteroid is rated for the amount of each resource present as a percentage of a nominal norm. Mining technology and the percentage of resource available determines the output of that resource at a given location. Precise output can be viewed on the *Colonies* screen. Resources can also be generated through trade agreements with other empires, either in the form of a treaty or as a single transaction.

Empire Status

The Empire Status screen displays a balance sheet that provides a good barometer on the financial health of the empire. The balance sheet is divided into three sections:

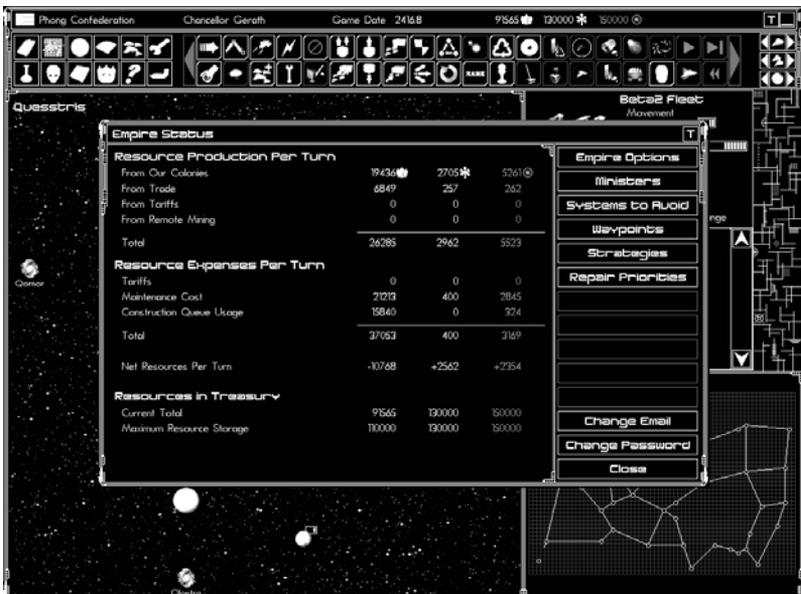


Figure 51: The Empire Status Screen

- **Resource Production Per Turn** - This is basic income of the three resources.

- **Resource Expenses Per Turn** - This section shows the amount committed to production, maintenance and tariffs. The last line in this section shows any net surplus or deficit for each resource.
- **Resources in Treasury** - This section displays the amount of resources contained in storage facilities, as well as the total capacity of those facilities. Any surplus will accumulate in storage until the capacity is reached.

It is important to closely monitor the Empire Status screen from turn to turn. If the amount of a resource consumed is greater than the income and stored amount combined, production lines may stall and ships may be destroyed due to lack of maintenance.

Tip: Resource shortfalls can cause unpredictable results. Put construction queues on hold, scrap obsolete ships and bases, or mothball units not immediately needed to keep expenses at a manageable level.

Colonies

The *Colonies* screen is a great source of information pertaining to the output and ability of each colony in the empire. The *Value* button displays at a glance the resource capacity of each planet. *Production* shows the actual output of all three resources plus research and intelligence points. *Facilities* displays the assortment of facilities present on each planet.

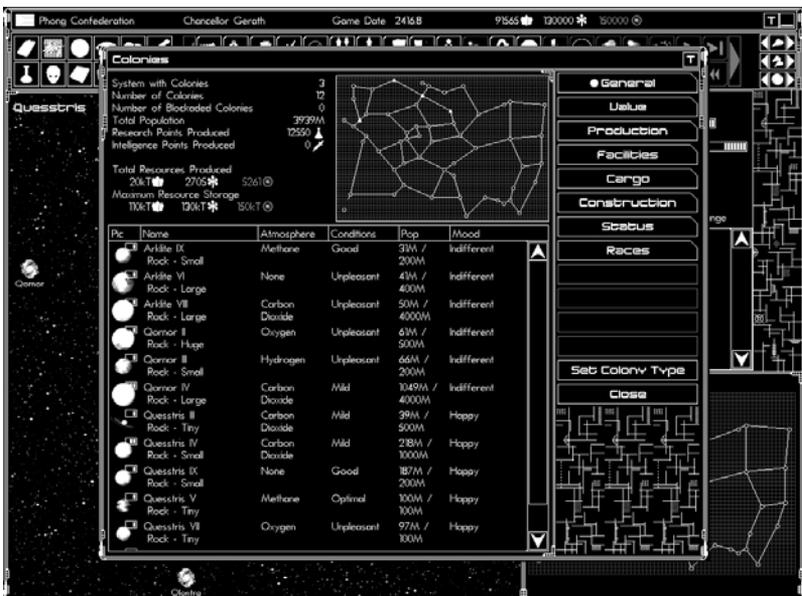


Figure 52: The Colonies Screen

Tip: As a larger demand is placed on the economy, optimizing facilities distribution may become important. Don't forget to adequately protect your high-value systems with strong fleets.

Construction Queues

New ships, units and facilities are built using Construction Queues. The Construction Queues screen lists all planets and Space Yard ships in a three-column spreadsheet format.

The first column contains the name of the planet or ship-based space yard. Icons under the planet name indicate the following:

- **Ship Yard Present** - Ship yards are required to produce ships and bases.
- **Minister On** - Planet or shipyard is under the control of the minister.

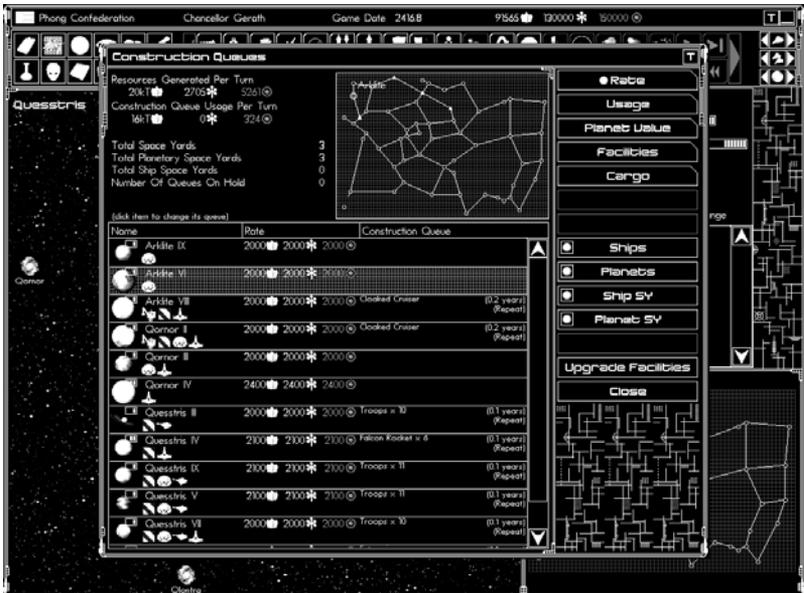


Figure 53: The Construction Queues Screen

- **Domed Colony** - Atmosphere on this planet is not breathable.
- **Fighter** - Fighters are stored or deployed at this location.
- **Mine** - Mines are stored or deployed at this location.
- **Weapons Platforms** - Weapons platforms are stored or deployed at this location.
- **Satellites** - Satellites are stored or deployed at this location.

- **Troops** - Troops are stored or deployed at this location.
- **Drones** - Drones are stored or deployed at this location.

The information in the second column is toggled by the first five buttons on the right side.

- **Rate** - The maximum per-turn rate of resource consumption at this location.
- **Usage** - The current resource consumption at this location.
- **Planet Value** - The percentage of the three primary resources on this planet.
- **Facilities** - The number of facilities currently on this planet and the maximum allowed.
- **Cargo** - The amount of consumed cargo space and the maximum allowed. Units (not ships) must have enough available cargo space in order to be constructed.

The third column displays the first three items in the construction queue, as well as the time required to build the first item in the queue.

The middle set of four buttons on the right toggle the display of Ships, Planets, Ship Space Yards, and Planetary Space Yards. The Scrap Facilities box brings up a dialog to select a planet and facilities to scrap. The Upgrade Facilities button automatically places orders in all applicable queues to upgrade obsolete facilities.

Set Construction Queue

Clicking on a planet or ship will bring up the Set Construction Queue screen. A three-paneled window; the left side contains a list of items that can be constructed; the center displays the planet information, build queue, and details of the item selected; and the right side contains the menu selections:

- **Ships** - If a space yard is available, the Ships button is lit. This toggles the display of all ships and bases in the left column.
- **Facilities** - If a planet is selected, the Facilities button will bring up a list of facilities that may be built at this location. Facilities can only be built if there is available capacity on the planet.
- **Units** - Fighters, Mines, Satellites, Weapons Platforms, Drones and Troops. These items can be built even if no storage capacity exists, but will be wasted if the capacity is not available when complete.
- **Upgrades** - Displays available facilities upgrades.

- **Only Latest** - Hides facilities or ships that have been superseded by later technology.
- **Emergency Build** - Accelerates the rate of production for any items in that queue. For each turn spent in Emergency Build (50% increase in speed), a turn will be spent in Slow production (50% reduction). This effect is cumulative; if ten turns are spent in Emergency Build, ten will be spent in Slow production.
- **Repeat Build** - The top item in the queue will be built repeatedly until stopped.
- **Queue on Hold** - Production of this queue is halted. The current item is frozen in its current state, and can be resumed by unchecking this box.
- **Set Move To** - Automatically sends the finished ship to a predefined waypoint.
- **Clear Move To** - Cancels the automatic move to waypoint.
- **Fill Queue** - Allows the current queue to be saved and for any saved queue to be loaded into the local queue.
- **Clear Queue** - Quickly deletes everything in the queue.
- **Reorder Queue** - Allows the queue to be rearranged.

Research

The technology race is not one which the player can afford to lose. Eventually, greatly superior technology will result in ships and weapons that cannot be stopped by primitive equipment.

Research centers are the primary source of Research Points. A treaty at the Research and Trade level or greater will grant the player up to 20% of the partner's total Research Points in a reciprocal agreement. Research Points are applied to available research items, which can be queued up to 12 at a time. Research Points can be spread across all items in the queue equally, or applied sequentially, researching them one at a time.

Not all tech areas are visible at the start of the game. Some discoveries reveal additional tech areas, for example, Armor can only be researched after a level has been obtained in Chemistry.

As tech levels increase, so does research cost. The "Repeat Projects" button will cycle the current queue until deselected or until all tech areas being research hit their maximum level.

Tip: Total tech levels figures into the score of the game, so research as many as you can. Techs that might seem uninteresting or unneeded can perhaps be used as a trade item; particularly if they aren't threatening to your own empire.

Combat

Combat is an integral part of *Space Empires IV Deluxe*. In fact combat is an integral part of every know species. No doubt, much can be accomplished through diplomacy, but when then the exhaust meets the vacuum it's the hot end of a laser beam that does the talking. Such is the case in *Space Empires IV Deluxe*.

Entering a location occupied by an enemy ship triggers combat. The first choice you must make is whether the battle will be strategic or tactical. Strategic combat is quickly resolved. Click Strategic if you want to fight strategically, or Tactical if you thrive on detail. The battle displays in the strategic combat window.

Across the top of the Strategic Combat window is displayed the system and sector that you are fighting in. The left-hand panel below this displays the forces present. At the conclusion of combat it will also display the results. The right-hand panel shows the battlefield or Combat Map. Actually it's not a field, it's a vacuum, but battle-vacuum just doesn't sound right. Click Begin and the battle will play out in a second or two. The results are displayed in the left-hand panel.

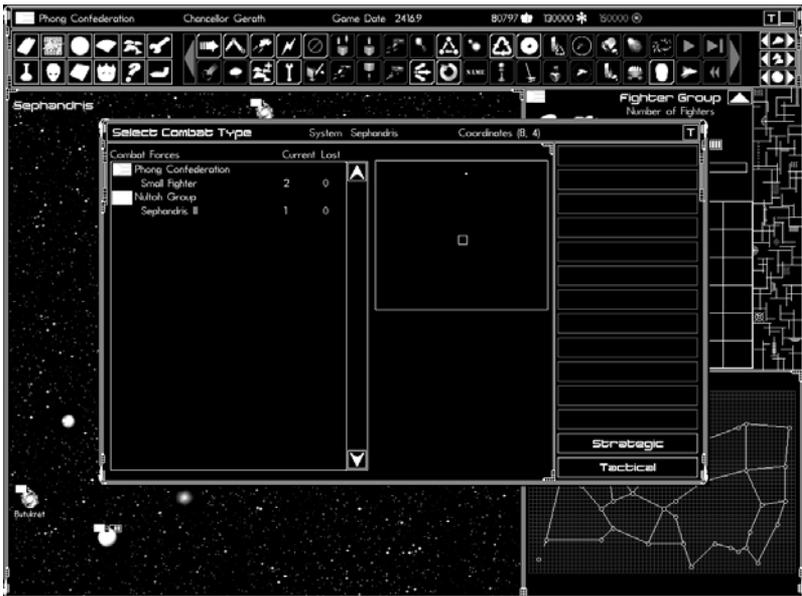


Figure 54: The Combat Screen

Note: When in strategic combat your ships will fight according to the orders that you have given them in the Design Window. For example, if when designing a ship you set its strategy as "Capture Enemy Ships," that ship -when under computer control-will attempt to do just that.

If you choose to resolve combat tactically, you'll be taken away to the Tactical Combat window. This window presents many more options.

As in the Strategic Combat window, the Tactical Combat Window has a battle map on the right-hand side of the window. The right-hand side of the window also contains information that we will discuss later. The Battle map includes all of the ships, fighters, satellites, planets, etc., that are involved in the combat.

Left clicking on a ship will select the ship and display its data in the right-hand window. Once the ship is selected, left clicking on empty space will move the ship toward that point. Left clicking on an enemy will order the ship to target that enemy. It doesn't take a rocket scientist to understand that if the selected target is out of range, the ship will be unable to engage the target.

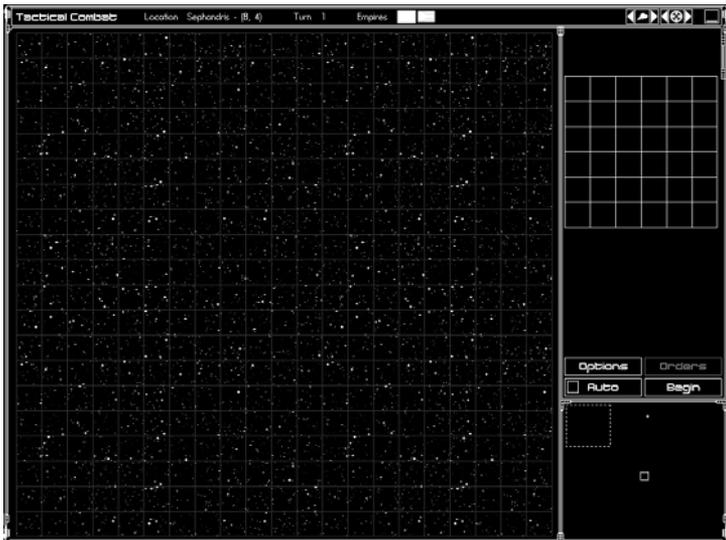


Figure 55: The Tactical Combat Window

You may both fire and move in the same turn. It makes no difference (at least to the computer) which you do first.

Right-clicking on a ship or planet pops the Combat Piece Report Window. This window has four tabs: Detail, Comps, Cargo, and Ability. These are defined below.

- **Detail:** Pops information of the ship's movement allowance, damage sustained, etc.
- **Comps:** Which stands for components, graphically displays the ship's active and destroyed components. You can check for specific damage here.
- **Cargo:** Lists any cargo, such as fighters, etc. the ship is carrying.

- **Ability:** Lists the special abilities that the ship has.

Left-clicking a ship displays its data in the right-hand window. At the top of the window is the name of the ship, its size, movement, and if it is in a combat group. Units in a combat group will display a combat group flag below the nationality flag. The combat group flag will display the number of the combat group. A combat group is made up of a leader and its followers. When the lead ship moves, all of the other ships will move automatically to take their correct position in this combat group's formation.

Below this is a graphical representation of the ship's shield and hull damage remaining. The shields are the top, blue-dotted bar. The hull is the lower, red-dotted bar.

Below this is the weapons display. Each weapon is displayed in a separate block. If the weapon is shown over a light blue background the weapon is ready to fire. You may change the highlight of weapons, to control whether they will fire at the next target you click on. If the weapon is over a black background, the weapon is recharging or reloading. If the weapon looks shot up, it is, in fact, shot up and will no longer fire. If such is the case with all your weapons, we suggest that you get the heck out of dodge.

You may fire all weapons by selecting your craft and then clicking a target. You can choose not to fire a weapon by left clicking a weapon before firing.

Tip: Always attempt to eliminate the most dangerous enemy threat first. Furthermore, put everything that you have into the effort. Gang up on one ship at a time whenever possible.

In the right-hand pane are four buttons that either control combat or lead to submenus that control combat. These buttons are: Options, Orders, Auto, and Begin.

- **Options:** Pops the Combat Options sub-menu. The options in this window are self-explanatory and include opportunities to turn off sound, listen to music, etc.
- **Orders:** This button doesn't light until you have chosen to begin the combat. Clicking on it displays the following options:
 - **Launch Units:** Allows fighter/satellite launching from the currently selected ship.
 - **Launch Fighters in Groups:** Similar to the above, but allows fighter launching in specific group sizes.

- **Drop Troops:** If you are carrying troops you may unload them on the hapless planet next door. This pops the Ground Combat Window (discussed below).
- **Ram Ship:** Orders currently selected ship to ram an adjacent ship of your choice.

Note: Ramming is no sure thing; it may destroy the other ship, and it may destroy itself as well. The ships have their component resistance totaled, and then applied to the other ship. If the damage is greater than the ship can stand, it is destroyed.

- **Capture Ship:** The selected ship will attempt to board and capture a ship of your choosing.

Note: When you attempt to capture another ship, your boarding parties are compared against their defenses. If your offense is superior to their defense, then you will capture their ship and it will become yours to control. If they have a self-destruct component, they will activate it destroying both ships. Regardless of whether the capture attempt succeeds or fails, all of your boarding party components will be destroyed.

- **Resolve Combat:** Clicking here directs the computer to resolve the current combat. This is similar to the Auto command below. In this case, however, you won't need to click End Turn at the conclusion of each turn.
- **Set Group Leader:** Sets the selected unit as the combat group leader.
- **Set Group Member:** Sets selected unit as a member of a combat group. Clicking this pops a window that lets you select to which group you wish to assign the selected unit.
- **Clear Group Assignment:** Clears any combat group membership setting that the currently selected unit has.
- **Clear All Group:** Clears all the combat group's settings.
- **Cancel:** Closes window and returns you to the Tactical Combat Window.
- **Auto:** Tells the computer to manage the combat.
- **Begin:** Uh, this starts the combat.

Ground Combat

Ground units fight whenever enemy units are co-located on a planet's surface. When such is the case, the Ground Combat Window opens. Dirtside combat occurs between the invaders and planetary defense forces/militia. Like space combat, ground combat proceeds for a set number of turns. If it has not been resolved, it continues on the next game turn. Either side may drop additional ground troops on the planet, but a third empire may not land troops on a planet currently contested by two other empires.



Figure 56: The Ground Combat Window

The victor in ground combat wins the planet. This includes any surviving facilities or units in storage. The population that's left is also subjugated by the enemy troops. This population is now yours to do with as you please. You will probably need to keep troops present to prevent them from rioting. You can also transport the population to other planets.

Simultaneous Combat

The computer controls all combat in simultaneous games. Combat occurs when enemy ships occupy the same location. Combat does not start immediately; combat takes place every five days.

Politics and Diplomacy

Politics and diplomacy are key aspects of Space Empires IV Deluxe. Rarely will a player who shuns other players be able to conquer the galaxy. Treaties, trades, and cooperation are critical to expanding your empire.

The early part of most games will be spent alone. Soon, however, you will make first contact with an alien species. You'll want to know a bit about each species before negotiations begin, so here's a blurb about each.

Abbidon Enclave



Abbidons are one of the few species to evolve on a gas giant. They have poor eyesight, but compensate with a form of individual radar. They are peaceful artisans and not easily provoked into war.

Amon'krie Continuum



This is a highly intelligent species. They have advanced technology and awesome warships. They are, however, physically weak.

Cryslonite



A form of sentient crystal. Cryslonite's regard other species as lesser life forms and will attack and kill them. Cryslonites are considered psychotic. They don't make good negotiators.

Cue Cappa Commonwealth



Composed of two symbiotic races –the Cue and Cappa. The Cappa are large squid-like creatures, and the Cue are parasites that inhabit their bodies. An honorable peace-loving race. They are slow to ally, but their friendship is a deep bond.

Drushocka Empire



Although physically strong, the Drushoka are not exactly the sharpest pencils in the galactic holder. They are straightforward in their dealings with other races, and sworn enemies of the Eee.

Eee Consortium



A long-lived race, the Eee resemble Earth's jellyfish. A peaceful race who are adept at energy manipulation, the Eee had no military until they encountered the Drushocka. The Drushocka's energy-sapping weapons strike fear into the Eee.

Accordingly, the Eee responded with a massive military buildup.

Fazrah



The Fazrah are originally from a violent aquatic world. Their ocean was filled with predators. Those difficult circumstances made the Fazrah a diverse and violent culture. The Fazrah society is fragmented, and the different factions operate independently. The Fazrah do not have a collective history as such. They travel in small groups; their violent and reclusive nature does not lend itself well to relations with other species. Their history is dominated by their use as mercenaries in various galactic wars.

Jraenar Imperium



Jraenar are an aggressive reptilian race. Strong and highly intelligent, the Jraenar are committed to military expansion. They are a warrior culture in a military society. No doubt, they make excellent allies or dreaded enemies.

Krill Dominion



The Krill resemble a bird/reptile mix, and researchers believe they are an intelligent dinosaur species that evolved within a carbon dioxide atmosphere. They stand three meters tall and are bi-pedal with two tails. The Krill have the remnants of wings, but they are unusable.

The Krill are driven by natural selection. Their society believes that the strongest are meant to survive, and that all others must perish. Krills perform ritual elder culling in which they kill their weakened elders. Their young are taught that they must fight to survive.

Female Krill lay 10-20 eggs a year, and a Krill's average life span is approximately 40 years, but because of elder culling, very few make it past 20 years. Their society is highly factionalized with a dominant ruler coming to power only in the last 50 years. At present, they have resolved their internal strife by refocusing on being superior to the aliens they encounter. In other words, watch out!

Norak Continuum



The Norak are a semi-aquatic, amphibious species. They prefer a damp climate, and enjoy dwelling on land. The Norak stand approximately two meters tall and are tri-pedal. The average life span of a Norak is approximately 120 years. Unique to the species is their uni-sex nature.

Historians believe that the Norak homeworld's trinary star system is the cause of the Norak's deeply religious nature. In fact, the leader of their society is their high priest. Their society once contained many different sects, but after a great "religious cleansing", only one remains.

Norak are erratic diplomats. Their religion allows them to help one species while destroying another. If the Noraks find another race religiously lacking, they will attempt to wipe them out.

Phong Confederation



The Phong are a hard-working people who love to mine. Hard work makes their populations happy, and their society is peaceful. Their advanced Crystallurgy technology makes them formidable opponents.

Piundon Empire



The Piundon are an extremely violent silicon based species who have developed an advanced crystalline based technology. They may transform their bodies at will from solid to a semi-liquid state, but may not hold the change for prolonged periods. A long-lived species, Piundon have an average lifespan of 300 years.

The Piundon are organized into occupation groups, with the politicians occupying their society's top rank. Many believe that the leaders of their society keep their own people in line by continually waging war against nearby species.

The Piundon's history is laced with war. Not only are they violent, but untrustworthy in dealings with other species. War is the only constant in the lives of the Piundon.

Praetorian Imperium



The Praetorians are a reclusive species. Their bodies are a semi-solid blob which the Praetorians have enhanced with artificial exoskeletons. Without those technological physical enhancements, the Praetorian move slowly and sense their environment poorly.

The Praetorian live within an imperial government with an emperor considered to be the Son of God. As such the people are pretty darned obedient. The Praetorians tend to be very reclusive and solitary. Their horrific appearance is a serious impediment to race relations.

Sallega Empire



A highly intelligent race, the Sallega are a dual-race humanoid species. They are divided into the ruling Salrasha and the physically stronger worker Salzalum. Both species are a pale beige color with a pasty skin and crystal blue eyes. Their average lifespan is 15 years for the workers, and 120 years for the intellectuals.

The Sallega have had no internal problems of note, but their reaction to other races have been mixed. The ruling elite, who are not used to being questioned, often have trouble relating to other species. They have a tendency to treat everyone else as their servants. Over the centuries, their race has become devoted to gaining a large stake of territory throughout the galaxy. This goal has been greatly furthered by their recent discovery of temporal technology.

Sergetti Empire



The Sergetti are an aquatic species approximately three meters long with a serpentine body. This predominately male species has an average lifespan of 60 years. The Sergetti evolved on a planet that was barren of most other life forms, and when the Sergetti blasted into space, they found that they had a distaste for

anything that was not like themselves. Accordingly, they rarely interact with other races.

The Sergetti carry their aquatic environment with them into space. Accordingly, the logistics of transporting that much liquid inside their ships has led the Sergetti to be experts in space travel and propulsion.

Terran Confederation



The Terrans are an aggressive and intelligent species who wish to expand their empire. They are strong warriors, but still have a culture based on trade.

Even a brief summary of Terran history would take volumes. The Terrans do have a pronounced history of killing each other that stretches back to the beginning of their race. As a result, they have become extremely proficient at the art.

Toltayan Confederacy



Humanoid in appearance with green eyes, the Toltayan have skin made of a tough bark-like material. A tall race, their average height is approximately 2.5 meters and their lifespan approximately 130 years.

A single king rules the entire Toltayan confederacy and he is determined by genetic lineage. Natural engineers, the Toltayan society is distinctly divided into the ruling, worker, and military class. Scholars believe that it is the naturally serene manner of the Toltayan which has allowed peaceful coexistence between the different factions. In their entire history, their elected king has never once been deposed or otherwise overthrown.

Ukra-Tal Collective



The Ukra-Tal are a primordial people. A peaceful, agricultural race, the Ukra-Tal excel in politics. Difficult to provoke, the Ukra-Tal are nevertheless strong warriors.

Xiati



The Xiati are an aggressive race, known for their devious politics. They are known to possess Temporal Manipulation technology. Xiati are a humanoid race, which evolved on an Oxygen world. They stand approximately 2 meters tall, are dull brown in appearance, and have striking dark black eyes. Their average lifespan is approximately 70 years.

Originally the Xiati were not considered much of a threat to other species. They were intelligent and aggressive, but their technology was a bit dated. That all changed when a Xiati scientist discovered Temporal Manipulation. This new technology allowed the Xiati to manipulate time itself. With an arsenal of devastating temporal weapons at their disposal, the Xiati became a force to be reckoned with.

XiChung Hive



A psychotic race of insects that are devoted to the destruction of all life other than their own. The Xi'Chung's behaviour is reminiscent of Earth's predatory mammals such as wolves. They are social among themselves, yet unlike wolves, it appears as though all Xi'Chung are equal, and all have an equal voice in the decisions of their empire. It is strange that although there does not appear to be a leader or ruling body and the Xi'Chung have shown no telepathic ability, they still manage to function as if some sort of government existed.

Now that you know a bit about the empires that you will face, you'll need to know how to deal with the empires. Clicking on Empires in the Main Window pops a screen with the diplomacy options and a graphical representation of the races so far discovered.

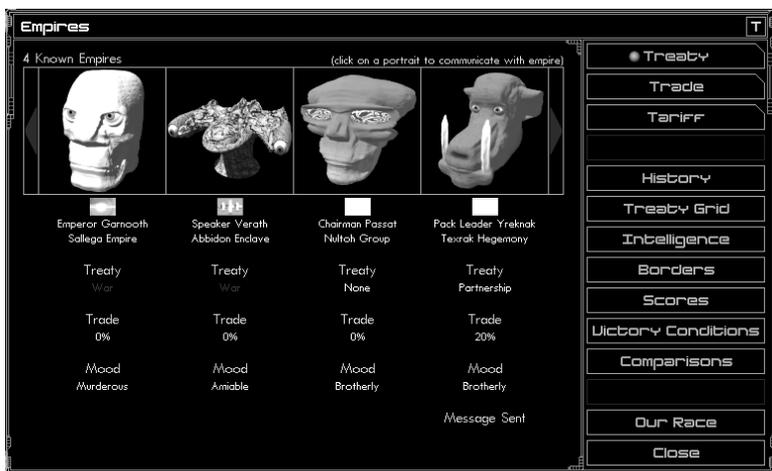


Figure 57: The Empires Window

Along the right side of the screen are several buttons. These are used to interact with the races shown in the main area of the screen. Let's take a look at each in turn. The first three buttons are Treaty, Trade, and Tariff.

- **Treaty:** Pressing this button displays the treaties, or lack thereof, that are currently in play with the selected races. Also shown are the strength of your trade relations with the species, and the species' mood toward you.
- **Trade:** This button, and its attendant screen, provides detailed trade information.

- **Tariff:** As the name implies, clicking the Tariff button displays the current tariffs that are being paid to and from your empire.

The next several buttons

- **History:** Clicking on this button will display the History Window, which shows your history of interactions with other races. The History Window has several controls as outlined below.
 - **Empires/Events:** In the top left panel of the window are listed the empires with which you have come in contact. Selecting an empire displays the historical events associated with that empire in the panel titled Historical Events.
 - **Galaxy Map:** Some historical events are associated with specific locales. Those events will be displayed on the Galaxy Map when selected.
 - **Game Date:** This is the game date.

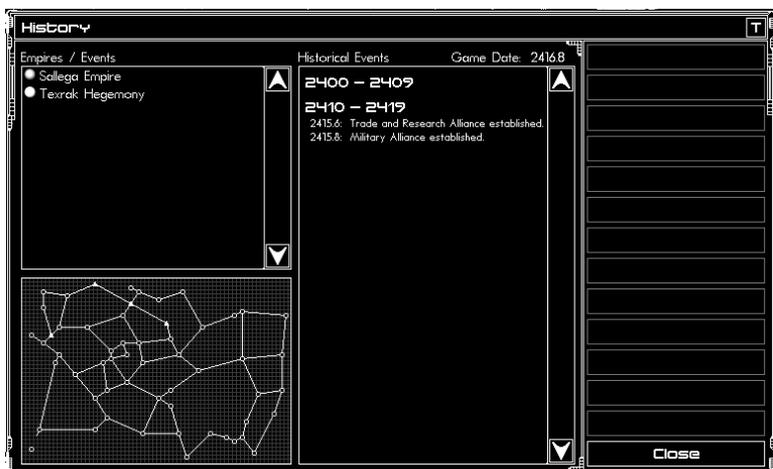


Figure 58: The History Window

Clicking Close closes the History Window. Now that makes sense, doesn't it?

- **Treaty Grid:** Tapping the Treaty Grid button shows a grid with all known races and the treaties you hold with them and they hold with each other. The legend on the right side describes which treaty is which. Below is a brief description of each treaty.

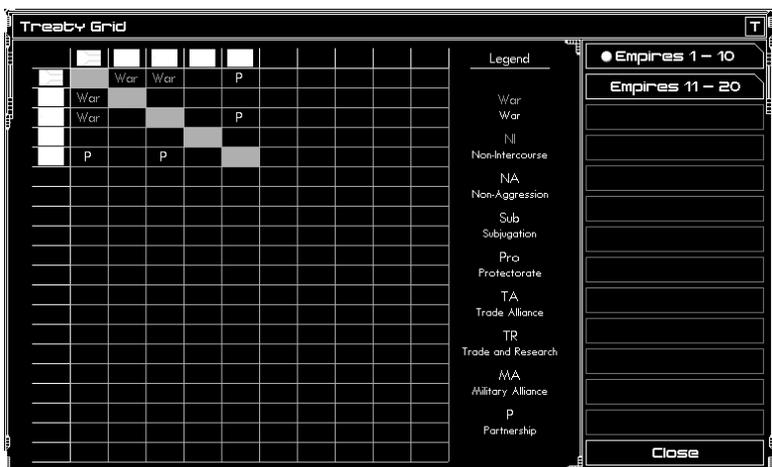


Figure 59: The Treaty Grid

- **War:** War means war. If this “treaty” is in effect, you are fighting that species.

Tip: As a man named Adolf once discovered, it’s rarely a good idea to fight more than one enemy at a time. Choose your battles carefully.

- **Non-Intercourse:** Not war, but neither are you spending much time scratching each other’s back. You’ve agreed not to interact with the other party.
- **None:** Nada, zero, zilch. There is no treaty in place.

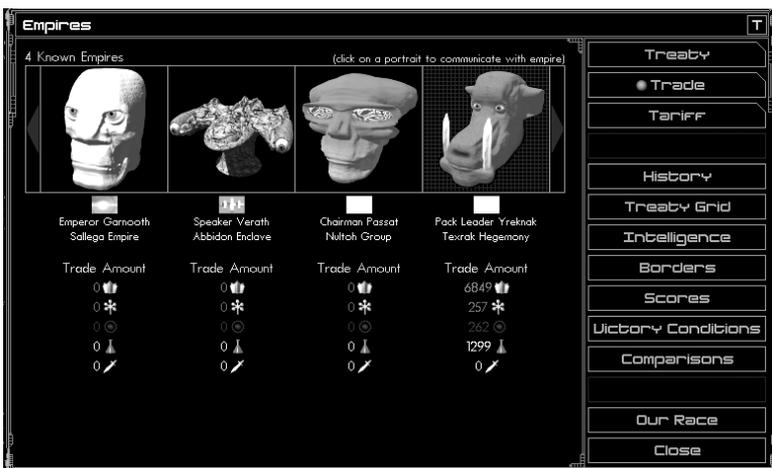


Figure 60: Trade is key to good play.

- **Non-Agression:** The two empires are friendly, and have agreed not to attack each other. Empires with this treaty can move through locations with the other's ships and combat will not begin.
- **Subjugation:** In this treaty one empire dominates another. Great stuff if you are the dominating empire. The weaker empire is not allowed to form any treaties with other empires. They must also pay 40% of their resources each turn to the stronger empire. The stronger empire will get to see any new vehicle designs created by the weaker empire, and will share in all of the weaker empire's technological discoveries. The treaty can be broken at any time.
- **Protectorate:** This is kind of like a "good buddy" treaty. The stronger empire agrees to protect the weaker. In return the weaker empire tithes 20% of its resources to the stronger. Either party can break this treaty at any time. Well, not exactly ANY time. Your computer must be turned on, and the game running.
- **Trade Alliance:** The empires have agreed to freely trade across their borders... something that the United States has been pushing with NAFTA for quite some time. A Trade Alliance generates revenue for both partners.
- **Trade and Research Alliance:** The two empires now share both trade and research points. Accordingly, this results in improved research on both sides.
- **Military Alliance:** The two empires agree to cooperate militarily. Specifically this means that ships can use the resupply depots of their planets or their allies' planets.

TRADE

Once empires have entered into a trade alliance (or better), trade routes will be established. These are automatic and neither they, nor the trade ships that ply them, are under direct player control.

Exactly what is traded along these routes depends on the treaty between the two empires. If the treaty is Trade Alliance or better, then resources will be traded. If the treaty is Trade & Research Alliance or better, then resources and research points will be traded. If the treaty is Partnership, then resources, research, and intelligence points will be traded.

The amount of goods shared by the empires increases by one percent each turn. For example, you'll both receive one percent the first turn, two percent the second turn, etc. These resources are not subtracted from either player, but rather manufactured in addition to the resources already produced. The maximum amount of shared resources is 20%.

You may find out the total amount of trade you receive in the Empires Window by clicking on the trade button.

- **Partnership:** This is the galactic Cadillac of political relationships. Two empires in this relationship will trade resources, research, intelligence points, share all military information (what they can see), and share copies of enemy designs that their ally encounters. You will also be able to see all the systems that you partner can see.

These treaties are “cumulative.” In other words, two empires with a Military Alliance also enjoy all the benefits of a Trade and Research Alliance. Hence, once you sign a Partnership, you have become as cooperative with that race as the game allows.

- **Intelligence:** Clicking Intelligence pops the Intelligence Window and allows you to conduct intelligence operations against the other players. The Intelligence Window is quite involved, so lets take a look at it below.
 - **Intelligence Points:** Across the top of the Intelligence Window screen is listed the number of intelligence points available to your empire. Intelligence points are produced by planets that have Intelligence Center Facilities on them.
 - **Intelligence Projects:** Below the intelligence points is a window that displays the intelligence projects that you have available to employ. Note that you may not undertake an intelligence project until you have researched it in the Research Window. To undertake an available project, click on it. The selected project will appear below the Intelligence Projects Window in the Current Projects Window.

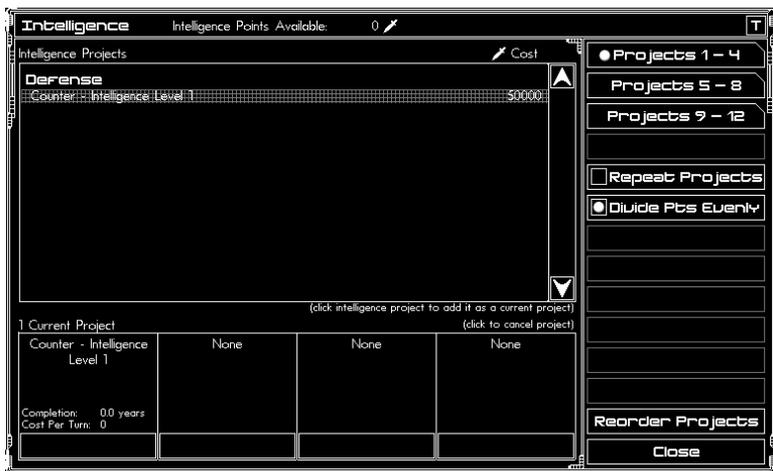


Figure 61: The Intelligence Window

- **Projects 1-12:** These buttons, which are located to the right of the Intelligence Projects Window, allow gamers to scroll through the current projects that are underway.

Note: Each undertaken project is displayed in the Current Projects Window. The window lists the name of the projects, the time to completion, and the intelligent points cost per turn.

- **Repeat Projects:** Selecting this option means that when a project completes it will once again be added to the tail end of the current projects list.
- **Divide Pts Evenly:** Intelligence points are normally divided evenly between the projects. Accordingly, if you generate 1000 points per turn, and you have 4 projects, then each project will receive 250 points per turn. On the other hand, if you turn this option off, projects will be given points in order from left to right. The points are applied until the project is completed. So if you have 10,000 points, and 3 projects which cost 4000 each, then the first two projects will get 4000 points each applied, and the third project will get 2000.
- **Reorder Projects:** As the name implies, pressing this button splashes a screen that allows you to reorder your intelligence projects. The Reorder Window is straightforward. Select a project and then move it up, down, to the bottom or top of the list, and click OK once you are satisfied.
- **Borders:** This button displays the Borders Window, In the Borders Window you may not only view your borders, but set them as well. In the Borders Window, you may select which empires you wish to see displayed on the map. On the right-hand side of the Borders Window are five buttons: Select All, Allies, Enemies, Us, and Close. Select All displays the borders of the empires previously selected in the Empires list. Allies displays the borders of the allies selected in the Empires list. Clicking on Enemies displays the borders of the enemies selected in the Empires list. Clicking on Us displays your own empire, and selecting Close closes the window.

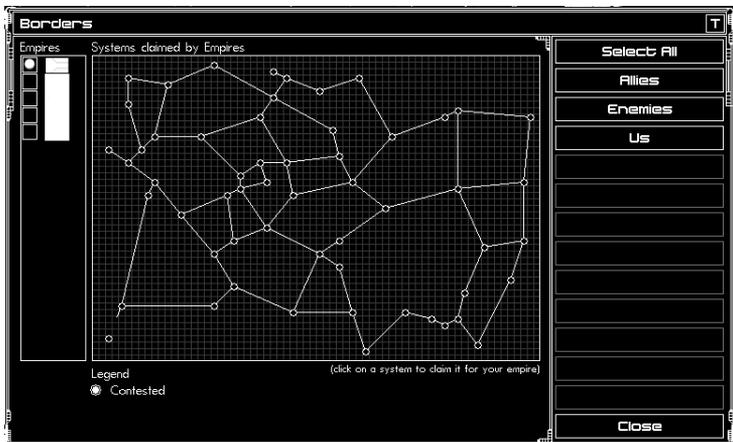


Figure 62: The Borders Window

- **Scores:** Clicking on Scores pops the Scores Window. You can use this window to measure yourself against the other races in the game. Make no mistake, this can be a critical window. It's almost like having an agent in the opposing king's court. The scores are divided into 12 areas. From your overall score, to your overall ranking, you can see just how you measure up in this window.

Note: Insightful use of this window is a prudent way to manage your empire. For example, a quick look at this window reveals both the opposing players tech level and research points. Hence, you can get a good feel for how your ships will measure up in combat.

- **Victory Conditions:** Selecting Victory Conditions displays the Victory Conditions Window. The window lists the games victory conditions, which you selected when starting the game, on the left side of the window. The empires are listed adjacent to the victory conditions. A mark in the empire's box signifies that it has fulfilled that victory condition.
- **Comparisons:** The Comparison Window provides a graphical depiction of known empire's comparative ranking. The items being compared are the same as those displayed under the scores section.
- **Our Race:** This button displays information on your race. There is a wealth of information subdivided under four tabs: Detail, Descr (i.e. description), Race, and Tech. Clicking the Detail tab brings up the following:
 - **Name:** The race's name.
 - **Culture:** The underlying culture of the race. In other words, are these people/aliens workers, warriors, or what?
 - **Demeanor:** Is this race honorable, deceitful?
 - **Home Atmosphere:** The type of atmosphere that this race likes to breathe. Planets with a compatible atmosphere are your best colonization bets. These planets are denoted with a green asterisk in the Galaxy Window.
 - **Home Planet Type:** The type of world (rock for example) that this race's home planet is made of.
 - **Age:** The approximate age of the race.
 - **Experience Points:** Is a measure of how experienced your race is. The more points, the more experienced they are.

The other three tabs -Description, Race, and Tech- contain additional race information. The description tab includes the society's Biological and Societal Description, and a brief History of the race.

The Race tab lists the race's physical characteristics and vocational aptitude. It's here that you'll be able to see if your race is stronger than the average bear.

The Tech tab lists all the technologies that you have researched and how far they have been researched.

- **Close:** As you might suspect, this button closes the window.

Communications

Once you have discovered a race, you may communicate with that race. Communications are critical for establishing treaties, alliances, and any interaction with other races. To communicate open the Empire Window and click on the portrait of the alien to whom you wish to send a message. Doing so displays the Communicate Window

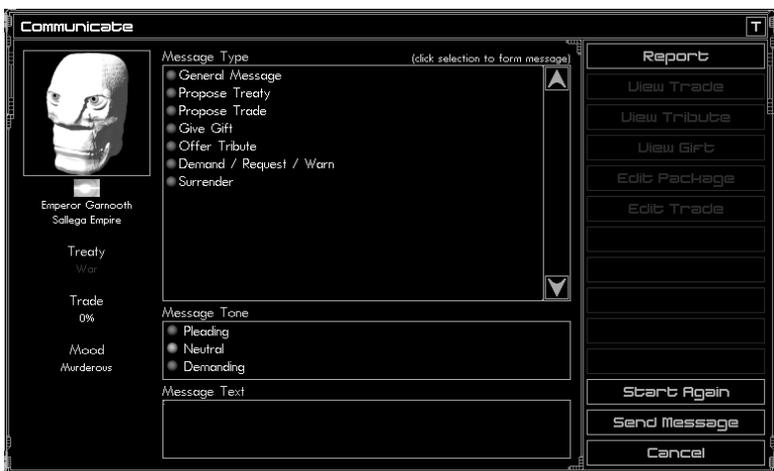


Figure 63: The Communicate Window

The left-hand side of the Communicate Window has a portrait of the race that you have chosen to communicate with, your treaty and trade status with that race, and that race's mood toward you. The better the race's mood, the more receptive they will be to your overtures.

Three boxes comprise the main portion of the Communicate Window: Message Type, the Message Tone, and the Message Text. As the name would indicate, the Message Type box, contains the types of messages that may be sent. We'll take a look at these messages a bit further along in this chapter.

The Message Tone box allows you to set the tone for the message –Pleading, Neutral, or Demanding. Which you choose will depend on your previous, or intended, interaction with the target race.

The Message Text Box displays the text of the subject message. You may check the affect of different tones in this box.

Message Types

- **General Message:** Nondescript message. This is usually only used for messages sent to other human players.
- **Propose Treaty:** This allows you to propose one of the treaties that we discussed earlier.
- **Accept Treaty:** As the name would imply, this allows you to accept a proposed treaty.
- **Refuse Treaty:** Uh, this means that you refuse the treaty.
- **Offer Counter Treaty Proposal:** Rather than flat out refusing a proposal, you may offer a counter proposal.
- **Break Treaty:** This message will break the treaty with the currently selected empire.
- **Declare War:** Click this button to declare war on the selected empire. No matter what treaty exists between the two empires, this will break it.
- **Propose Trade:** This message means that you propose a trade between your empire and another empire. When you choose to send this message, you will need to select what items you wish to give in exchange for what items you wish to get. This is done in the Select Package Window. The trade that you propose will not actually occur until the other player accepts the trade. When you select the items for a trade, you can fill in items to receive with an "Any" placeholder. This means that you want the other player to fill in these items. This is useful if you don't know exactly what the other player has to offer.
- **Accept Trade:** Clicking here accepts the trade proposed to you.
- **Refuse Trade:** This refuses a trade proposed to you.
- **Offer Counter Trade Proposal:** This message means that you refuse the trade that has been offered, but would rather propose another trade.
- **Give Gift:** Clicking here allows you to give the selected empire a gift. This is a good way to warm relations.

- **Accept Gift:** This message accepts the gift sent to you by another race.
- **Offer Tribute:** Similar to giving a gift, this offers a tribute to another player. A tribute is a package of items that you wish to give to another player. The items in the gift will not be sent until the other player actually accepts the tribute. A tribute is different from a gift in that a tribute is usually given to a stronger empire as a means to keep you in their good graces.
- **Refuse Tribute:** You refuse the tribute offered to you by another empire.
- **Surrender:** You surrender to the empire in question. Ending your game. All that is yours will become theirs immediately on sending the message.
- **Grant Independence to a Colony:** This means that you grant independence to one of your colonies. When you send the message, you will be asked to select one of your planets. The change is not immediate. You have time to remove your population from the planet and get the planet in order. Once you have abandoned the planet, the other empire can populate it.
- **Demand/Request/Warn:** This is a larger heading for numerous game-specific messages as outlined below.

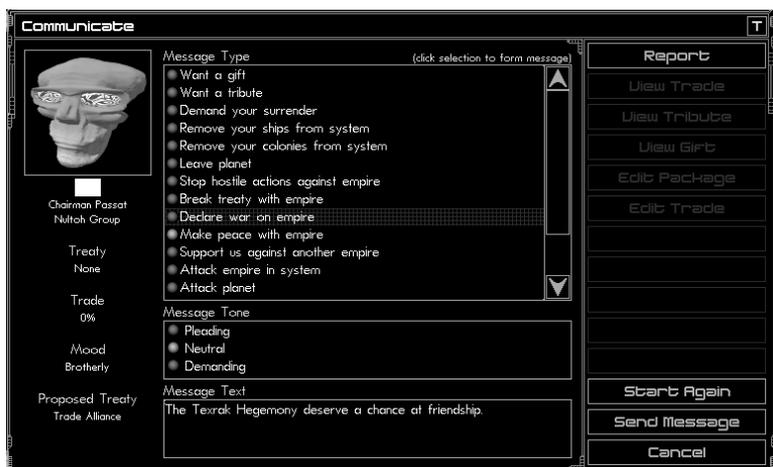


Figure 64: The Demand/Request/Warn Window

Note: None of these demands are binding. In other words, simply demanding that an empire remove its colonies from a system does not mean that it will.

Want a Gift: This tells an empire that you wish them to send you a gift.

Want a Tribute: Similar to want a gift except that you are asking for a tribute.

Demand Your Surrender: This asks the target empire to surrender to you.

Remove Your Ships from System: Tells the receiving empire to remove their ships from a specific system.

Remove Your Colonies from System: As above, but we are talking colonies instead of ships.

Stop Hostile Actions Against an Empire: This message asks the receiving empire to cease hostile actions against the empire selected.

Make Peace with an Empire: This message asks the receiving empire to make peace with an empire that you have selected.

Support us Against Another Empire: This message tells the receiving empire that you wish them to attack or assist you against another empire. You will be prompted for the empire that you wish them to attack.

Attack Empire in System: Asks the receiving empire to attack another empire in a specific system.

Attack a Planet: Asks the receiving empire to attack a specific planet.

Stop Espionage Activities: Tells the receiving empire to stop all espionage activities against your empire.

Stop Sabotage Activities: Tells the receiving empire to stop all sabotage activities against your empire.

Stop Attacks in System: Tells the receiving empire to stop attacks in a specific system.

Accept a Demand or Request: Accepts a demand or request that an empire has sent to you.

Refuse a Demand or Request: Refuses a demand or request that an empire has sent to you.

Modding

From an Article by Chris Traber

Space Empires IV Deluxe can be modified to suite the player's tastes. New races may be added, and the data for those that exist may be changed. The following, which was contributed by Chris Traber, explains the modding process.

Modifying The Universe In A Day: A Modding Guide

Let's get to the heart of the matter - what are all of these modifications out there for this game and what do they do?

Directory and File Structure

A good way to show you the degree to which *Space Empires IV Deluxe* can be customized, and at the same time provide a reference while you read this article, is to show you the directory and file architecture. With few exceptions, every file in the game may be edited. Almost all of the game's graphics are set as a bitmap file denoted with the ".bmp" ending. This means all of the graphic files can be edited by common graphics editors (such as Paint). Every sound file is a wave file denoted with the ".wav" ending. This means common sound editors can edit the sound files. Finally, almost every file containing textual data is setup as a normal text file denoted with a ".txt" ending. This means common text editors can edit all of the text files.

As of the third patch, released in January 2001, to the original *Space Empires IV*, the concept of a "mod folder" was created. By changing the target path in a file called "path.txt" located in the main directory, the program will use the files located in the new directory instead of those located in the default directory. If you want to use the original files again or a different set of modified files, you simply change the target directory in the "path.txt" file back to the original directory or to a new one.

Most of the modifications available for download will either create a new directory and change your "path.txt" file for you or require you to overwrite your existing files in the default directory. Typically, the author of the modification will

**Table 1
DEFAULT DIRECTORY**

```
\AI
    \Aggressive
    \Defensive
    \Neutral

\Backup
\Data
\Dsgnname
\Empires
\Maps
\Pictures
    \Combat
    \Components
    \Events
    \Facilities
    \Game
        \Buttons
        \Dialogs
        \Finale
        \Screens

\Planets
\RaceGeneric
\RaceNeutral
    \Neutral001
    \...thru 006

\Races
    \Abbidon
    \...Thru XiChung

\Stellar
\System
    \1024x768
    \800x600

\Scenarios
\Sounds
```

explain this in a "readme.txt" attached to their mod. If the author is using the second method described above, it is prudent to create a backup of your files (there is actually a subdirectory for this purpose called "Backup") prior to installing the mod. Since uninstalling a modification that uses the first method only requires you to change your target directory in the "path.txt" file, it is the preferred method among modders.

Currently, there is no third-party program to compare different modifications and resolve compatibility problems. Therefore, one of the goals of this article is to explain the file structure so that you can make your own determination whether modifications conflict with each other. There are really two types of conflicts, direct and indirect. A direct conflict occurs when one modification uses (and thus overwrites) the same file as another modification or uses files created with an older version of *Space Empires IV Deluxe* which were changed by a subsequent patch. Direct conflicts are fairly easy to identify once you know what files the modification uses. This makes it essential that modders include information in their "readme.txt" file that identify which files they will replace and what version of *Space Empires IV Deluxe* they used when creating the mod.

An indirect conflict occurs when a modification creates or modifies an area of the game which causes play balance issues (e.g. a new set of energy weapons which the human players use, but the artificial intelligence (AI) is not programmed to use or counter from a tactical sense). Indirect conflicts are much more difficult to identify and pose the biggest problem for players. This is why it is good practice for modders to describe the changes they are making to assist other players in resolving indirect conflicts. To accomplish the task of identifying conflicts, we need to review what the files do and how they interact with each other. For discussion purposes, we have divided all of the files that can be customized into the following categories each of which we will explore in detail: Graphics, sound, data and AI.

Graphics

These are the files that change the way the game looks. From the emperor's pictures to ship drawings, these files change *Space Empires IV Deluxe* aesthetics.

Ships and Races

The graphic files are all located in one directory conveniently called "Pictures." As you can see from Table 1, this directory contains several descriptive subdirectories which tell us in what area of the game they are used. To date, the most popular subdirectory to modify has been "Races." This subdirectory contains a separate folder for each race used in the game. The apparent popularity is caused by the ease in which you can add races to SE4.

Each of races in *Space Empires IV Deluxe* comes with its own unique graphical ship set which consists of over thirty-seven ships (which range from small frigates to enormous base ships) and units (such as mines, satellites, fighters and troops). Each ship or unit is represented by a 128x128 portrait and a 36x36 overhead tactical view which are contained in separate files. In addition, each race has its own portrait, color, symbol and unique missiles/torpedoes all found in a file called "main.bmp." One useful tool to simultaneously view a race's graphics is the Style Tester (<ftp://malfador.com/se4styletester>). This handy little tool also allows modders to ensure

that tactical ship graphics they create have a consistent background that will properly mask when used in the program (i.e. there won't be any graphical glitches moving along with the ship when playing the game).

A number of gamers have already created unique ship sets representing new races or depicting their favorite game or sci-fi series. Of particular popularity are ship sets created by Don Phillips, John Beech, Randy Stuce, Dracus, Warp-Nine and Andrés Lescano. A number of modders have coupled ship set graphics with AI files (discussed later) to form "race styles." Currently, there are over 80+ unique add-on race styles posted on various web sites such as Universal Shipyards (www.universalshipyards.tripod.com), which has a variety of ship sets, Kuat Drive Yards (www.geocities.com/kuatdy/), House of Style (www.geocity.com/jonas8472) and UFA/TCO Ship Yards (www.angelfire.com/zine/cnchrome/shipsets.html, and Rambie's Space Empire IV: Deluxe Edition Shipyards. (www.xmission.com/~rstulce/se-4index.htm). These sites are a part of the *Space Empires IV Deluxe* web.

To use a race style, create a subdirectory in the \Pictures\Races directory and place the race files in it. Typically, a race style will also come with some files with the ending ".emp" which are placed in the \Empires directory. The .emp files are used during the game setup process and are a convenient way to ensure certain races are in each game. Since most race styles use their own files (with the exception of a few AI files discussed later), conflicts in this subcategory are minimal as long as each race has a unique name.

Planets & Systems

Each game in *Space Empires IV Deluxe* is played in a "Quadrant" which is made up of several "Systems." A system can be either normal (i.e. contains a number of planets and stars), nebulae or a black hole and is made up of 196 "Sectors" which form the grid system in which movement takes place. Since *Space Empires IV Deluxe* shipped with over 300 unique planet or sector graphics all contained in the \Pictures\Planets directory, there has been little interest in modifying planetary graphics. Each planet is represented by its own 128x128 graphic (viewed in tactical combat) and 36x36 graphic (viewed on the main screen). While the large graphics are each contained in a separate file, the tiny graphics are all contained in one file called "Planets.bmp." So a word of caution is necessary if you are adding or editing planet graphics - don't forget to make similar changes to the "Planets.bmp" file. modifications in this subcategory include a PlanetsMod created by John Beech (www.universalshipyards.tripod.com) which adds over 60 new planets to the existing collection and a modification by Loknar which adds Green Stars. Each system type (normal, black hole, nebulae, etc.) also has its own graphic contained in the \Pictures\System file. Although, there are no current modifications that add new system types, there are new types contained in a modification under development described at (www.hyperionbase.com). Conflicts in this subcategory are most likely to occur with modifications to the Planets.bmp" and the data files that describe the sector and system types (discussed later).

Interface

All of the cursors, menus and main screen borders are contained in the Pictures\Game directory. While no modification currently changes these graphics, it is possible to create "total

conversions” which would change the cursors and sounds based on the modification. Since a number of “total conversions” are under development based on different sci-fi series, perhaps the authors of these modifications will also develop unique cursors and interface sounds to accompany their new technology trees, graphics and race styles.

Sounds

All of the sound files are located in one directory conveniently called "Sounds" and under that "New". Sound in *Space Empires IV Deluxe* is primarily used by the interface, tactical combat, and background music. Interface sounds (such as menu clicks and order confirmations) are used in the game by direct calls from within the program and thus may only be modified or replaced. Tactical combat sounds, however, are based on a line entry in the "Components.txt" file (discussed later). This allows modders to identify new sounds for each of the existing weapons or to create new weapons with unique sounds. Currently, two sound modifications exist -one by Tenryu and another by Tampa_Gamer, which replace most of the existing sounds and add new ones. The music in *Space Empires IV Deluxe* plays from the MP3 files and includes different tracks for background music and tactical combat. While options exist to turn on and off the music, no alternative music themes have been produced by modders. Most conflicts occur in this subcategory with the use of a revised "Components.txt" file to utilize new sounds.

Data

All of the data files, except for those exclusively used by the AI, are conveniently located in a folder called "Data." This folder contains 28 files which contain just about every statistic or parameter in the game you could wish to alter. The data files are grouped into the following categories for discussion purposes: game parameters, player defaults, ships\units, buildings\projects and aesthetics.

Game Parameters

The “game parameters” subcategory consists of eight files (denoted in table 2). These files generally effect the makeup of each game you are creating and the rules under which both AI and human players must operate. The most popular files in this category targeted by modders are those related to quadrant and system types. Due to a problem inherent with the AI in

Table 2: Game Parameter Files

<u>FILE NAME</u>	<u>FUNCTION</u>
Abilities.txt	Describes the various abilities hard-coded in the game used by components and facilities (this file is not used by the game and is only for description purposes)
Events.txt	Sets parameters and descriptions for various random events that can occur in game
PlanetSize.txt	Sets parameters for different planet sizes (such as how much storage each one has)
QuadrantTypes.txt	Sets parameters for different quadrant types that you choose when setting up a game (this dictates what type, how many and where the solar systems are generated)
SectType.txt	Sets parameters for different types of planets
Settings.txt	Sets general game parameters
StellarAbilityTypes.txt	Sets parameters for stellar abilities used in the "SystemTypes.txt" file
SystemTypes.txt	Lists different types of systems that can be used in the "QuadrantTypes.txt" file

coping with blackholes and damaging warp points, several new Quadrant and system types have been created by modders such as Emperor Zodd, God Emperor, Hydraa and Elwood Bluze. These modifications create "AI friendly" quadrants which the AI can cope with better.

Player Defaults

The "player defaults" subcategory consists of eight files (denoted in table 3). These files generally contain (1) the trait and culture modifications which effect all races based on their choices at game start-up and (2) specific player defaults which can be modified outside or within the game. There have only been a few modifications for this subcategory because changes to either the "RacialTraits.txt" or "Cultures.txt" files require the player to generate entirely new .emp files for each race used in the game, which can become quite burdensome. Having said that, there is an additional culture available called "Anarchists" created by Jpinard and a culture of "Nano-scientists" in the DmanMod by DaveMan. There are also additional default formations created by Tampa_Gamer and Daynarr which are part of the TDM ModPack created by "T"ampa_Gamer, "D"aynarr and "M"ephisto and other contributing authors (discussed in more detail below).

Table 3: Player Default Files

<u>FILE NAME</u>	<u>FUNCTION</u>
Cultures.txt	Sets strengths and weaknesses for different types of societies
DefaultColonyTypes.txt	Lists colony types available for use by human players (can be modified from within game - modifications to this file will have no effect for AI players)
DefaultDesignTypes.txt	Lists types of designs available for human players (can be modified from within game - modifications to this file will have no effect for AI players)
DefaultStrategies.txt	Lists types of strategies available for human players (can be modified from within game - modifications to this file will have no effect for AI players)
Formations.txt	Sets parameters for all fleet formations used by both human and AI players in the game
Happiness.txt	Sets parameters for what causes morale of a race to increase/decrease empire-wide, system-wide and on each planet
RacialTraits.txt	Sets strengths and weaknesses for different types of racial traits
RepairPriorities.txt	Sets order in which components will be repaired (this may be modified from within the game)

Ships\Units

The "ships\units" subcategory consists of three files (denoted in table 4). These files generally contain the characteristics of each type of ship and unit and define what can be placed on each ship and unit. Obviously, these data files have received quite a bit of attention from modders and it can be quite confusing which one to use. In the end, the decision boils down to personal preference. Generally, all of the modifications in this category are mutually exclusive because

Table 4: Ship\ Unit Files

<u>FILE NAME</u>	<u>FUNCTION</u>
CompEnhancement.txt	Sets parameters for different types of weapon mounts that can be selected for components on designs
Components.txt	Sets parameters for all components available that can be added to ships, bases and units
VehicleSize.txt	Sets parameters for all different ship hulls, bases and unit sizes used by human and AI players

they use the same files. Since these modifications typically make large changes in the

technology and weapons areas, most of them are not optimized for use by the existing AI players, which are not programmed to use the new or modified ships, units and weapons. Based on a poll in the discussion forums, it was found that most players use bits and pieces of these modifications in their own games. The most popular modifications are Derek's Mod (which included a score of changes in technology, hull sizes and weapon types) and a modification by Devnullicus (which actually is a compilation of several of the weapon, hull size and technology mods). A few modifications do exist in this subcategory that do not cause problems with the AI and actually help it in some cases. These are Daynarr's Defense Mount Mod (which extends the range of point-defense weapons in bases and weapon platforms), the modifications made to the "Components.txt" file in both of the previously discussed sound modifications and a Boarding Party Mod by Zenbudo which replaces the default graphics. Obviously, conflicts occur quite often in this category with everyone using the same three files.

Buildings/Projects

The "buildings\projects" subcategory consists of three files (denoted in table 5). These files generally contain the research tree, facilities which may be built on planets and the type of intelligence projects that can be conducted by both human and AI players. While some of the large modifications discussed above under "ships\units" also modify files in this subcategory, there are currently no specific modifications in this subcategory. This is because any change to these files would require modification of each race's AI files in order for the AI to fully utilize any changes. Some of the total conversion modifications under development do add unique facilities, but how the AI will handle them remains to be seen.

Table 5: Buildings / Project Files	
<u>FILE NAME</u>	<u>FUNCTION</u>
Facility.txt	Sets parameters for all facilities available that can be built on planets
IntelProjects.txt	Sets parameters for all intelligence projects (such as stealing techs, etc.) that can be used in the game
TechArea.txt	Sets parameters for all technology areas that can be researched by human and AI players

Aesthetics

The "aesthetics" subcategory consists of six files (denoted in table 6). These files have no direct effect on the game, but do add more variety and depth to the playing experience. A number of Nomenclature Mods in this category have been posted by Dracus, GeoSchmo, Tarkin and Emperor Zodd. Each expands on the default files to include specific names and other nomenclature from popular sci-fi series.

Table 6: Aesthetics Files

<u>FILE NAME</u>	<u>FUNCTION</u>
Demeanors.txt	Lists personality types for races - used to flesh-out race descriptions, no in-game effect
EmperorNames.txt	Lists various emperor names - used to flesh-out race descriptions, no in-game effect
EmperorTitles.txt	Lists various emperor titles - used to flesh-out race descriptions, no in-game effect
EmpireNames.txt	Lists various empire names - used to flesh-out race descriptions, no in-game effect

Artificial Intelligence

One of the cornerstones upon which the Space Empires series has been built, is a requirement that the AI not “cheat.” While difficulty levels exist that allow the player to increase the AI’s overall production or research rates, the AI does not have access to any more information than a human player would have. However, this concept has proven to be a double-edged sword as many players point out that the AI could be better. There are currently twelve files unique to the AI. And modders have dove head-first into each in an attempt to offer advanced players more of a challenge.

First, a brief discussion of the different race types is necessary so that you can properly identify which AI files a particular race is using. There are two types of AI races in Space Empires IV Deluxe - neutral races and player races. Neutral races differ from player races in that neutral races cannot be played by humans, do not traverse through warp points, growth is limited to planets within their starting system, all share the same ship set graphics and only have four AI files specific to each race (AI_Anger, AI_Fleets, AI_General and AI_Settings). On the other hand, player races can be played by either human or computer opponents, have no growth limitations, do not share ship set graphics and have three more AI files specific to each race in addition to those of neutral races (AI_DesignCreation, AI_Politics and AI_Research). The AI files for the neutral races are found in the directory \Pictures\Neutral and are labeled Neutral01 through Neutral06 while the AI files for player races are found in their own subdirectories under \Pictures\Races.

The AI files for both neutral and player races fall into two categories: the default files and the unique race files. Since each player race has its own subdirectory in the \Pictures\Races directory, *Space Empires IV Deluxe* will always look in that folder first for an AI file unique to that race (denoted by “[race]_AI_[Filename].txt”). If the particular AI file cannot be found in that folder, the default files located in the \AI directory are used (denoted by “Default_AI_[Filename].txt”). For discussion purposes, the AI files are grouped into the following five subcategories: settings/general, research, design/construction, diplomacy and planet choice/development.

Table 7: Setting / General AI Files

<u>FILE NAME</u>	<u>FUNCTION</u>
AI_Fleets.txt	Loosely controls how many fleets the AI should have at one time and default formation (note: restrictions on # of formations is not strictly followed)
AI_General.txt	Describes each race and establishes all the ability values for each type of game (note: ability settings of less than 100 does not currently work)
AI_Settings.txt	Establishes maintenance % to use for fleets, restrictions on total ships and % of enemy/friendly colonies to consider for attack
AI_Strategies.txt	Sets the parameters for all of the strategies used by ships, bases and units (not currently working as a unique file)

Settings/General

The “settings/general” subcategory consists of four files (denoted in table 7). These files generally contain each race’s description, characteristics and abilities depending on the type of game chosen. With the exception of the “Strategies.txt” file, these files are integral and specific to every race and are typically included with each race style. The next patch by MM fixes a small bug that prevented a race from using their own unique strategies located in the “Strategies.txt” file, thus this file is also included in a number of posted race styles so that it will be usable once the patch is released. Based on a recent poll in the discussion forum, the TDM Modpack is one of the most popular modifications used for race style add-ons. It contains six unique races (each with their own ship set and full set of twelve AI files) and four revised standard races to offer more of a challenge. Other modifications worth mentioning in this subcategory are add-ons by Geoschmo and God_Emporer. These add several full race styles based on popular sci-fi series. Every race style that is created will typically contain unique files in this subdirectory and provided each race has a unique name, there should not be any conflicts between race style mods.

Table 8: Research AI Files

<u>FILE NAME</u>	<u>FUNCTION</u>
AI_Research.txt	Establishes what type and in what order the AI will research its projects

Research

The “research” subcategory consists of one file (denoted in table 8). This file tells the AI what projects to research and in what order. As these files are integral and specific to every race, they are included with each race style. Sinapus and God Emperor have each created research mods that attempt to resolve certain issues with the AI researching too many projects at once

and skipping technologies altogether. Their modifications replace the research files for each standard race (except those races already modified by the TDM ModPack.

Table 9: Design / Construction AI Files

<u>FILE NAME</u>	<u>FUNCTION</u>
AI_Construction_Vehicles.txt	Establishes what vehicles (ships, units and bases) the AI player will construct based on AI state
AI_DesignCreation.txt	Establishes what and how many components the AI will place in its ships, bases and units

Design/Construction

The “design/construction” subcategory consists of two files (denoted in table 9). These files control how the AI will design each type of ship, base and unit and how many of each type to build. These are key files in the development of any AI race and are constantly tweaked by each AI race style author. Due to the variety of game types available, it always difficult to obtain a good balance in the race’s build queue. While the “Design.txt” file is unique to each standard race, the “ConstructionVehicle.txt” is not, and is usually one of the first files targeted by modders to provide greater flexibility to the individual race. Malfador Machinations and the rest of the modification community were so impressed by an earlier design modification by Mephisto that it was officially incorporated into patch into the game.

Table 10: Diplomacy AI Files

<u>FILE NAME</u>	<u>FUNCTION</u>
AI_Anger.txt	Sets parameters for how much this AI player will grow angry at different actions by other players
AI_Politics.txt	Sets parameters for what actions this AI player take based on anger and score levels
AI_Speech.txt	Lists all of the text messages used by an empire when contacting another player

Diplomacy

The “diplomacy” subcategory consists of three files (denoted in table 10). These files control what makes the AI happy or angry, under what conditions it will agree or demand things of other players and what the text of that message will be. Most of the race styles created will contain unique diplomacy files giving the race more character, including the TDM ModPack and sci-fi Race add-ons mentioned earlier. Another modification worth mentioning that modifies files in this subcategory is the Anger Politics Mod created by SunDevil which focuses on improving the diplomacy of each standard race. Since all of the standard races share the same default “Speech.txt” file (which tends to give each race a similar feel during diplomacy) several race authors have created their own “Speech.txt” file to give their race a unique feel or they have

used one of Nyx's several *unique speech files* written specifically for xenophobic, greedy or sneaky races. These files can be found at:

http://www.twingalaxies.com/cgi-perl/se4_championship_downloads_links.pl

Table 11: Planet Choice / Development AI Files

<u>FILE NAME</u>	<u>FUNCTION</u>
AI_Construction_Facilities.txt	Establishes what buildings the AI player will construct on each planet based on colony type and AI state
AI_Planet_Types.txt	Establishes what type of colony the AI will make when it colonizes (file is ignored if AI player is low in a particular resource)

Planet Choice/Development

The “planet choice/development” subcategory consists of two files (denoted in table 11). These files control which type of colony the AI will make when it colonizes a new planet and what facilities to build on that planet. These files are shared by all standard races. Some of the race style authors have created unique files in this subcategory for their races. The TDM ModPack also contains a replacement “Default_AI_PlanetTypes.txt” file created by Daynarr which causes all standard races that share this file to make more efficient colony choices when playing certain game types.

Modding Tools

While the files discussed above are easily customized by existing graphic, sound and text editors available, this has not stopped some innovative modders from creating special programs that offer more than just editing. As mentioned earlier, the Styletester posted by Malfador Machinations is great tool for viewing race style graphics. If you want to modify a race’s “AI_Research.txt” file you can use Zeno42’s TechModder or Qohnil’s Yatom which both offer a host of features such as prerequisite testing, spacing checks and keep track of how many research points a race has used up to that point. Zeno42 has also developed modding programs for use with “SectType.txt” and “Components.txt” files.

If you want to modify the “Formations.txt” a good program to use is Raynor’s formation editor which allows you to graphically create the formation and then translates it for you into the proper text format. A number of the AI files contain sequential groups of information that need to be renumbered when a change is made. To resolve the tedious problem of renumbering these line items, Daynarr and Zippy have each created their own version of a short program that automatically renumbers items in a list when you make an insert into a file.

If you want specific information regarding a ship component without having to open up several .txt files, look no further than the CompHTML created by Raynor and ColdSteel which takes information from several files and puts it into a user-friendly HTML format. Finally, if you want a

number of schedules, listings, tables and Excel workbooks which generally compile useful information for modding, you should see the download section where a number of people have put together information to assist fellow modders. For questions about modding and helpful hints that you cannot find in the manual contained with the game, try the player sites listed at www.malfador.com. You would be surprised at what a simple word search can turn up in a matter of a few minutes!

We have discussed the various categories of modifications and the popular modifications currently in use as well as the directory and file structure used by SE4. Hopefully, this information will provide you with a basic understanding so that by knowing which files a particular modification contains, you can identify potential conflicts and decide which modifications you want to use in your game.

Note: Special thanks to Aaron Hall, Richard Arnesen, Mephisto and Daynarr for their technical assistance with this chapter, and to the rest of the discussion forum for their assistance over the past six months.

TCP/IP Games

Space Empires IV has long had a strong play by email backing, but until recently there was no way to play the game real time over the Internet. With a few modifications Malfador Machinations has changed all that.

When you play a simultaneous game you have the choice of playing by email or by using TCP/IP. Both have their ups and downs. Email games take longer to play, but may be played at the player's leisure. On the other hand, TCP/IP produces a much faster game, but takes a greater "per sitting" time commitment. There are several elements.

Basic Elements

These are the basic elements that you need to understand in order to play Space Empires IV Deluxe. Most will be familiar to those have played through the Internet before.

- **Players:** These are the people that are playing within the game. Each will control a race.
- **Host:** The host hosts the game, hence the name. The Host can be a player as well in the game. The Host is the person who creates the game and has the game master password. The main interface for a Host in a TCP/IP game is the TCP/IP Host Window.
- **Setup File:** This is the file on which the entire game is based. When players connect to the Host, they will receive this file. This file contains settings such as the maximum number of racial points an empire can spend, how many solar systems there are, etc. When a player creates his empire (or loads it), it is restricted by the settings in the Game Setup File.
- **Empire File:** After you have received the Game Setup File from the Host, you should create an empire for the game. This can be a new empire, or an existing empire. When they have finished, the empire will be saved into an Empire File, and this file will be sent automatically to the Host.
- **Game Turn File:** After the Host processes a turn, Game Turn Files are sent to the players so that they may take their turn.
- **Orders File:** This is like the conceptual opposite of the game turn file. After you give the orders for your ships the order file is sent to the Host. After he receives all the Orders Files he may process the turn.
- **IP Address:** Every computer hooked to the Internet has an IP address. This changes every time that you log on. You must enter the Host's IP address, found in the TCP/IP Host Window, to join his game.
- **Chat:** Half the fun of playing over the Internet is chatting with your opponent. The other half is kicking his tail. Chat is a central message system that allows players to send messages, which are displayed to all of the other players. If a player has finished his turn

and is waiting for the other players to finish, he can use Chat to communicate with the other players or the host.

Sequence Of Events

This is the basic sequence of events used in starting a TCP/IP game. Look at it as your TCP/IP roadmap to pleasure.

Host creates game

This is where it all begins. The Host starts a game and sets the game settings. He then goes to the Game Setup Mechanics Window and selects Different Machines, Simultaneous Movement, and TCP/IP Host. He also enters a game name for this Multiplayer game. He presses Begin Game. The TCP/IP Host Window is displayed. The Host waits for the players to connect.

If you Build it They Will Come or...Players start game

Everyone else starts Space Empires IV Deluxe and selects New Game. They also go to the Game Setup Mechanics Window and selects Different Machines, Simultaneous Movement, and TCP/IP Player. They select Begin Game, which pops the TCP/IP Player Window. They enter the IP address of the host, their player name, and press the Connect To Host button.

Players connect to Host

If the Internet Gods are smiling, the host will see the players appear on the Players List in the TCP/IP Host Window. Once all of the players have connected, he presses the Begin Game button.

Host sends Game Setup File to Players

The Game Setup File is automatically sent to each of the Players.

Players create their Empires

After you receive the Game Setup File you should tap the Create Empire button. This displays the Games Setup - Players Window. Add your empire to the game and press the Create Empire button. Now your empire file will be sent automatically to the host.

And the Game Begins

Once the Host receives all the empires, he may start the game. The game proceeds as the host sends Turn Files and in turn he receives Order Files, processes them and sends out new Turn Files. That's all there is to it.

Saving a Game

If, the Host opts to Quit the game, it will automatically be saved in his Game Turn File. It may then be restarted as outlined below.

Loading a previous TCP/IP game

The Host starts Space Empires IV and loads the saved game. After selecting the savegame from the list, he will be asked if he wishes to continue the game as a TCP/IP Host. If he selects Yes, then the TCP/IP Host Window will be displayed. Players should start their game as they normally would for a TCP/IP game, and then connect in to the Host. The Host will automatically send them the current Game Turn File, at which point the Players can take their next turn. After that, the routine is the same as described above.

Appendices

Appendix A: Trouble Shooting Space Empires IV Deluxe

If you run into any problems, or just have a question about what is going on, please email us at se4@malfador.com. If you are running into some kind of error, it really helps if you send us your save game file along with a detailed description of the problem.

Visit www.malfador.com for the latest patches and info about the game.

Note: In TCP/IP Games, the UDP Messages are sent on Port 6716, and file streams are sent on Port 6720.

Common Questions

1. When I click in the solar-system view (the view of all the planets belonging to a given star), if I click on the empty space between the planets, my computer screen goes black and I have to hit the reset button. Ctrl-alt-del will not do anything.

Answer:

Some video cards have trouble in 32-bit color mode. The game should work fine if you change your color resolution to 24bit or 16bit color.

2. Sometimes when I try to load my Autosave games, it says cannot load file. I recently loaded MSN Messenger to my system.

Answer:

Space Empires IV seems to have a problem with MSN Messenger. We suggest that you reinstall the game, or disable MSN Messenger. We are looking into the problem.

3. When I try to run the game, it crashes with an error message. I am using an ATIRage video card.

Answer:

The problem will be solved by downloading the latest drivers from ATI. Problems will sometimes only occur if you are running in 32bit color.

4. When I change my screen resolution, the game doesn't resize.

Answer:

If you make any changes to your screen size or color depth, you need to restart Space Empires IV.

5. The game seems to be running really slowly. What can I do?

Answer:

Try each of the following steps and see if they have an effect on your performance:

- Turn off Music. From the Main Window, select Game Menu then select Options. On the Machine Options window, turn on the selection for "Music Off".
- Turn off Movement Animations. From the Main Window, select Game Menu then select Options. On the Machine Options window, turn off the selections for "Animate ship movement in system window" and "Animate ship movement in combat".
- Turn off Ship Movement Lines. From the Main Window, select Game Menu then select Options. On the Machine Options window, turn off the selection for "Display Ship Movement Lines".
- Change your color resolution to 24bit or 16bit. Right click on the background of your Windows environment. On the little menu, select Properties. In the Display Properties window, select Settings. Under Color Palette, select 16bit color or 24bit color. Press OK.
- Uninstall the game completely from your Control Panel - Add/Remove Programs. Reinstall the game with the full package.

6. When I start the game, it loads up to 4% and then just hangs the entire computer. I have to Control - Alt - Delete to restart my computer.

Solution 1:

In the latest version of Space Empires IV, there is a field called "Allow CD Music" in the Settings.txt file (in the Data directory). Edit this file (using notepad) and set the field to be FALSE. This will allow you to run the program without music.

Solution 2:

Some machines seem to be having a problem with playing the music. There are two ways to turn this off.

- In the game, select the Game Menu, then select Options. There will be a check box for "Music Off". Turn this on.
- If you can't even get the game to run, then you'll need to turn off this setting in the registry. Here's how to do it: From the Start Menu, select Run. Type in the name RegEdit and hit OK. When the Registry Editor comes up, select Edit, Find. In the Find box type Malfador Machinations and hit OK. When it finds the entry, click on the plus next to the name Malfador Machinations. Then select Space Empires IV. You'll see a

bunch of items in the list. Find the one that says Play CD Music, double click on it, and enter a value of zero, then hit OK. Close the Registry Editor. Run SE4 again. If you continue to have problems, please email us at support@malfador.com.

7. My game from the demo version will not load into the full version (1.02).

Answer:

Demo games will not work in the full version. The full version has many more tech levels than the demo game and so it is incompatible.

Appendix B: Space Empires IV Deluxe Extras

The following files, which installed with the game into the “Extras” directory, are extras that can be used with Space Empires IV Deluxe. They include new race styles, new technologies, utilities to help run and modify the game, and many other things.

Inside each compressed zip file there are instructions on how to install it into your SE4 Deluxe game.

We hope you enjoy!

AtrocitiesRaces.zip

- Author: Atrocities
- Description: 24 new races from Atrocities.

CarrierBattlesv1.2Deluxe.zip

- Author: Suicide Junkie
- Description: A mod built from the ground up which makes everything new again. Fighters and missiles are important support weapons, with a spectrum of types to choose from. Balanced weapons plus leaky shields and armor make every battle a gruelling campaign with plenty of casualties on both sides. Advanced ground combat and intel operation modifications give troops and spies new life.

Colony Tech Mod 2 v1.01.zip

- Author: Ekolis
- Description: Based on the Colony Tech Mod by Ed Kolis. Overall he effects are the same as the Colony Tech Mod except players do not have to select a racial trait (Natives of different planet types cannot trade colonizer techs, while natives of the

same type are allowed to). This is also a fully functional, playable mod. Other than the changes to colonizer techs and components, the mod is the same as the original SEIV Gold 1.91. (Note: when starting tech level is set to high, all players will be native to all planet types). Thanks to Emperor Fyron for noticing the 'getting the Hide tech from ruins' bug.

Devnull171.zip

- Author: Devnullicus, Rollo, Geoschmo, Parabolize
- Description: Version 1.71 of the Devnull Mod, put together by Parabolize. The Devnull Mod is a collection and amalgamation of many mods and ideas from various authors. Features the infamous Space Monsters.

FyronsQuadrantModDeluxev210.exe

- Author: Emperor Fyron
- Description: This mod makes alterations to the system types in SEIV. It adds many more moons in orbit of planets, and many of these moons will have random atmospheres. Also, solar systems now generally have an asteroid belt in them, which is more realistic. The files modified in the Deluxe version of the mod are used whenever a game created with it is loaded, just like a normal mod. So, all players playing a game using FQM Deluxe must have and use FQM Deluxe to play the game.

FyronsQuadrantModv123.exe

- Author: Emperor Fyron
- Description: This mod makes alterations to the system types in SEIV. It adds many more moons in orbit of planets, and many of these moons will have random atmospheres. Also, solar systems now generally have an asteroid belt in them, which is more realistic. The files modified in the Standard version of the mod are only used when the map or savegame is created. So, the game host of a PBEM or PBW game could create a map using it, and the players would not have to have the mod installed.

Imperium Verus V 1.0.zip

- Author: Jon MacLeod
- Description: Latin for 'true power', the Imperium Verus Mod strives to provide both added plausibility and a more challenging game. Playability was also a major factor in designing the mod.

Pirates&NomadsV3.2-STD.zip

- Author: Suicide Junkie
- Description: As the title hints at, this mod introduces two new economic models to the game, The Pirate, and The Nomadic. Both of the new models do not include planet colonization tech, and are focused on space-based infrastructure. Pirate races are geared towards stealth and ship capture. Able to hide in plain sight as Civilians, they can move through your lines undetected to strike any lightly defended targets. Nomadic races are given maintenance reducing components and two bonus levels in fighter tech, so that they are capable of supporting hundreds of ships on a budget of only a few thousand resources per turn. Basic version with Als.

Pirates&NomadsV3.2-PBW.zip

- Author: Suicide Junkie
- Description: Advanced version for Humans Only.

Proportions3.0.4.zip

- Author: Peter von Kleinsmid
- Description: Proportions makes large changes to the proportions of economy and development in Space Empires IV. The scale of several aspects of play have been made more realistic, along with various other changes.

PvKBalance1.1.zip

- Author: Peter von Kleinsmid
- Description: PvK Balance mod changes the point costs when an empire is created, to be more fairly balanced between the available choices.

SE3.zip

- Author: Aaron Hall, translated to SE4 by SuicideJunkie
- Description: A mod for SE4 which attempts to capture the essence of SE3. All the weapons, facilities, and hull sizes. Even SE3 component graphics, resampled from screenshots to SE4 resolution.

SE4autohost2.zip

- Author: ?
- Description: A handy tool for playing SE4 over a LAN. The program monitors your savegame folder to identify when all the PLR files have been created, and then launches SE4 to automatically process the game. Features the ability to blink the keyboard lights to indicate which players have submitted their turns, and also serves as a silent reminder to hurry up if you are the last player to finish.

SE4ComponentsRepairTool.zip

- Author: SJ
- Description: A helpful little utility which will scan your components.txt file and repair some common bugs in mere seconds. Very fast, and good for people working on large mods.

SE4mapstats.zip

- Author: SJ
- Description: A heavy analysis tool which will read in a mod's datafiles and provide a detailed list of statistics and pie charts to identify any imbalances between the choices for home atmospheres and surfaces. Determines averages on a per system basis for: number of colonies, number of facilities, population maximum, relative SY rate, and relative resource production rate.

TDM-ModPack_350.zip

- Author: Mephisto
- Description: This mod includes 15 revised default races and 10 new and unique races/shipsets put together by over 20 modders. This Modpack does not contain any modified tech trees, new components or facilities, just a major re-write of most of the AI files to get the most of the current version of SE4. Please read the readme for further details.

tech gridder.zip

- Author: SJ
- Description: A niche modding tool, which allows you to quickly generate a line or grid of components with various tech requirements from a single example. While there are other tools which can make one-dimensional tech branches, this tool specializes in allowing multi-dimensional tech grids, in which two or more tech areas provide improvements to a component type.

weaponstats.zip

- Author: SJ
- Description: A small analysis tool which calculates weapon damage stats from damage, size, reload rate, resource cost and range. Outputs to text and CSV files.

Appendix C: Cheat Codes

Hold down CTRL when typing these:

- "money" in the Empire Status window - gives you 100,000 of all resources, research, and intelligence.
- "fast" in the Set Construction Queue window - sets the current item under construction to be done in 1 turn. You may need to do this multiple times for really large items.
- "fast" in the Construction Queues window - adds 100,000 resources of all three types to the current item under construction for every construction queue.

TECH SUPPORT PAGE

Should you experience a technical problem concerning the operation of this product, please contact our technical support staff. Before you call, please check for README.TXT files in the install directory to see any last minute recommendations pertinent to your problem.

Also, check out the Support page on our web site listed below. When you call, please be at your computer and have the following information available:

- Computer make and model
- Windows version
- Total system RAM
- Total Hard Drive space
- Video card make and model

Phone: (514) 844-2433, Mon.-Fri. 9am-5pm

Fax: (514) 844-4337, Attn: Support

Internet e-mail:

For prompt technical support via email, please fill out our online form at

<http://www.strategyfirst.com/en/support>

For any other technical support questions or concerns, contact us at support@strategyfirst.com

Strategy First web site: <http://www.strategyfirst.com>

Thanks for playing!

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