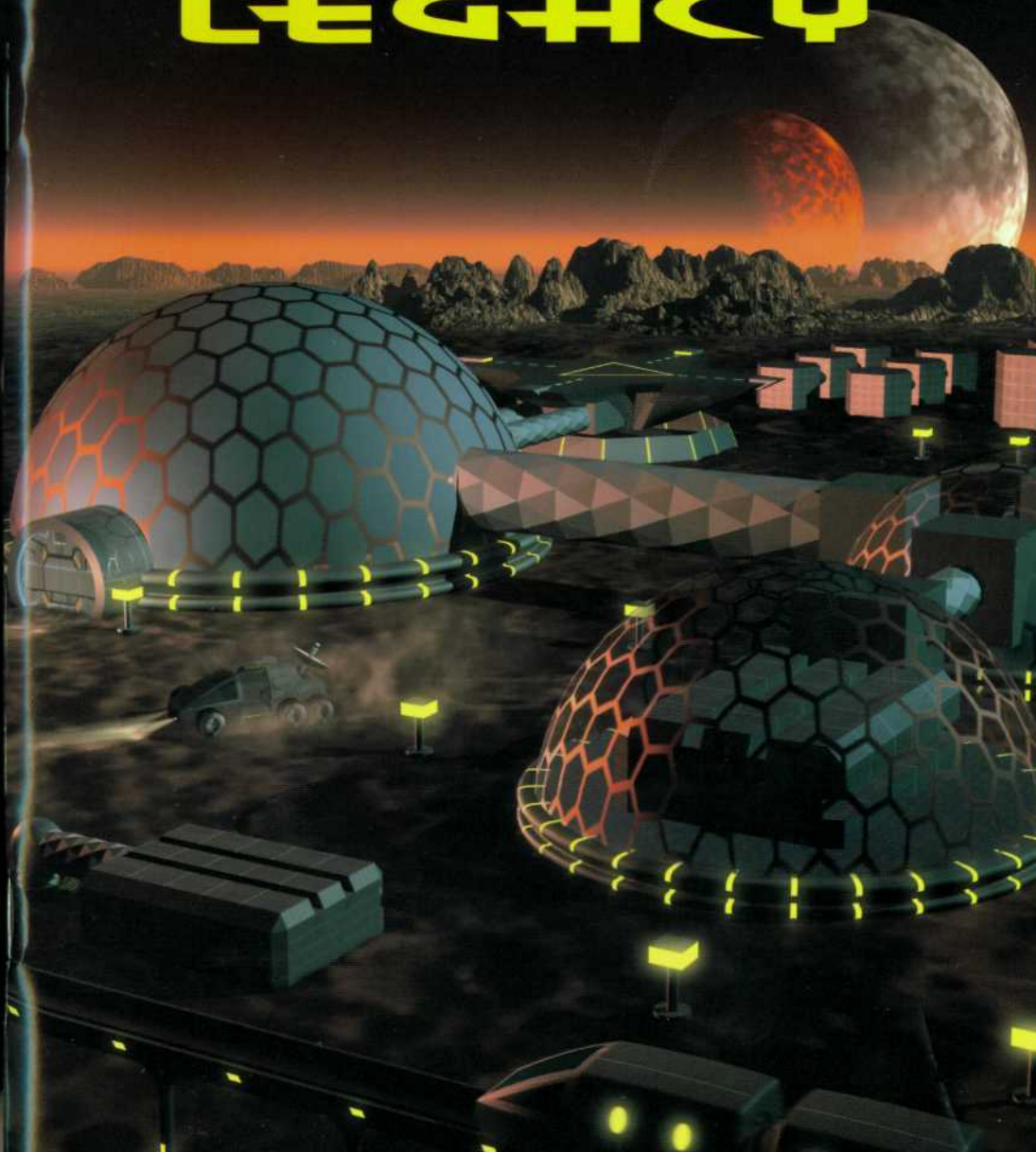


ALIEN LEGACY™



S I E R R A®

The logo for Alien Legacy features the words "ALIEN" and "LEGACY" stacked vertically in a bold, stylized, sans-serif font. The text is contained within a horizontal oval shape that has a small dot at its top center, resembling a planet or a celestial body. The letters are black and the background is white.

**ALIEN
LEGACY™**



SIERRA®

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INTRODUCTION

"Officer on Deck!"

The crew snaps to attention.

"Welcome to the Bridge, Captain," says your Science Officer.

"As you were," you say as you return the salutes of your Bridge officers and turn to view the Space Map. The star centered in the display is larger than Sol, and its harsh blue-white glare makes you squint despite the Space Map's heavy filters. This is Beta Caeli, over 55 light-years from Earth. It is to be your new sun.

You're freshly awakened from many years of cryogenic sleep. As the rejuvenating vitamin injection returns your body to real-time, you realize you can spare only a few moments to enjoy the view. You must start making vital decisions here, and quickly. You have just resumed command of the United Nations Ship *Calypso*. Your bridge crew awaits your orders. And as you are soon to find out, far more than your career is now at stake.

Welcome to *Alien Legacy*. The seedship *UNS Calypso* is an ark packed with the human refugees of a horrendous interstellar war. Your mission here, in this unknown quadrant of the galaxy, is to continue the human race. The challenges facing you are truly awesome, as are the odds.

You must explore planets and moons to discover viable colony sites in potentially hostile environments. To ensure the survival of the colonies, you must locate critical resources such as ore and energy, and establish reliable supply lines. You must direct the growth of your colony sites, balancing population growth against production capacity and resource consumption. You'll have to make hard choices between essential priorities: building habitats for life support, power plants for energy, factories for robots and vehicles, or research labs for the advanced technologies and knowledge that will be your ultimate salvation.

And those are the least of your challenges. Beta Caeli is lethal to the unwary, and a harsh teacher to the unwise. You



may be facing cataclysmic natural disasters, hostile life forms, and even colonial rebellions if you start losing control. What's more, the blackness around you teems with ancient, sleeping mysteries: some that can save your fledgling civilization, and others that can totally annihilate it. You are racing the clock to find out about them before they find out about you.

From the bridge of the *Calypso*, you will control, guide, and inspire the activities of thousands of people. But with this power comes grave responsibility. These people may represent the last tiny remnant of humanity. You must lead wisely to maintain their confidence and assure the success of the colonies. While you may be able to delegate some tasks to your expert Advisors or trusted Planetary Governors, you bear ultimate responsibility for the mission at all levels. The clock is ticking. There is no alternative. And there is no going back.

GETTING STARTED

ABOUT THIS MANUAL

The "Getting Started" section helps you install the game, provides a historical briefing, and features the *Alien Legacy* game commands in quick reference form.

The "Orientation Tour" introduces you to the *Alien Legacy* control screens by walking you through the start of the game.

The "Calypso Controls Guide" describes the workings of each control screen in detail on a screen-by-screen basis.

The "Captain's Reference" provides general background information on building and managing your colonies.

MANUAL CHANGES AND ADDITIONS

If any changes are made after the manual is printed, they will be described in a README file on your *Alien Legacy* CD or floppy disk #1. To view the file, simply change to the appropriate drive, type **README**, and press [Enter].

The *Alien Legacy* installation software lets you specify the game's default hard drive location and make a boot disk.

SYSTEM REQUIREMENTS

Alien Legacy requires the following hardware and software.

- IBM PC/compatible, 386-20SX or better
- 4 MB RAM: 570K Conv.+ 2.5 MB extended memory (XMS); (550K Conv. + 2.91 MB XMS for CD version)
- DOS 5.0 or higher
- VGA or better w/256 Color
- Hard drive w/22 MB free (MS-DOS® version)
- 3.5" floppy drive or 2x CD-ROM, as appropriate
- MS Mouse or compatible

Recommended:

- Sound Card: Sound Blaster, Adlib, PAS, Gravis
- 486, SmartDrive
- 8 MB RAM

INSTALLING ALIEN LEGACY

INSTALLING ALIEN LEGACY ON YOUR HARD DRIVE

The following directions call your floppy drive A:, your CD drive D:, and your hard drive C:. Please substitute the appropriate drive name(s) for your system as needed.

1. After starting your PC, insert the *Alien Legacy* CD or disk 1 into the appropriate drive.
2. Type the appropriate drive letter (A: or D:) and press [Enter].
3. Type **INSTALL** and press [Enter].
4. Follow the on-screen instructions.
5. If installing from CD, select an installation size. The MINIMUM install takes less room on your hard disk, but the game may run slowly if you have a slow CD drive. The larger install lets you play more quickly, but takes more disk space.

To start *Alien Legacy* once it is installed, follow these steps:

1. If you are playing the CD version, first insert the CD into your CD-ROM drive.
2. Go to the *Alien Legacy* directory on your hard drive. (If you installed *Alien Legacy* to the default directory, type **C:** [Enter], then **CD** [Enter], then **CD \SIERRA\ALIEN** and press [Enter]. If you're using a different drive or directory, substitute as needed.)
3. In the *Alien Legacy* directory, type **AL** [Enter]. You'll see the opening credits.
4. When the Start-up Menu appears, click **New Game** to start a new game, or **Load Game** to start a previously saved game session from the point you last saved it. You can also **Quit to DOS** if you do not want to play now.

Note: Don't try to install *Alien Legacy* to your hard drive with "copy" commands. The game files are compressed to save disk space, and won't run unless decompressed by the installation program.

STARTING ALIEN LEGACY

START-UP PROBLEMS

Even if you have the minimum 4 MB of RAM, *Alien Legacy* may not run correctly unless the RAM is configured (set up) correctly.

If *Alien Legacy* does not start correctly, use the MS-DOS® MEM command to see if you need to free up some of your computer's memory. From DOS, type MEM and press [Enter]. "Largest executable program size" is your free conventional memory; "bytes free (XMS)" is your extended memory. If you don't have enough conventional memory, go to the Technical Support section on page 78 to find a way to set up your memory to run *Alien Legacy*. You can also consult your DOS and memory manager software documentation for detailed information about system memory.

CHANGING SOUND OPTIONS

You can change your *Alien Legacy* game settings from DOS at any time without having to re-install the game. Follow these steps:

1. Go to the *Alien Legacy* directory on your hard drive. (If you installed *Alien Legacy* to the default directory, type **C:** [Enter], then **CD** [Enter], then **CD\SIERRA\ALIEN** and press [Enter]. If you're using a different drive or directory, substitute as needed.)
2. If you have the CD version, type **setsound** [Enter]. If you have the floppy disk version, type **al s** [Enter].
3. Select the option you wish to change from the menu.
4. Follow the on-screen instructions.

HISTORICAL BRIEFING

This section quickly recaps the origin and intent of the *Calypso's* mission and your directives.

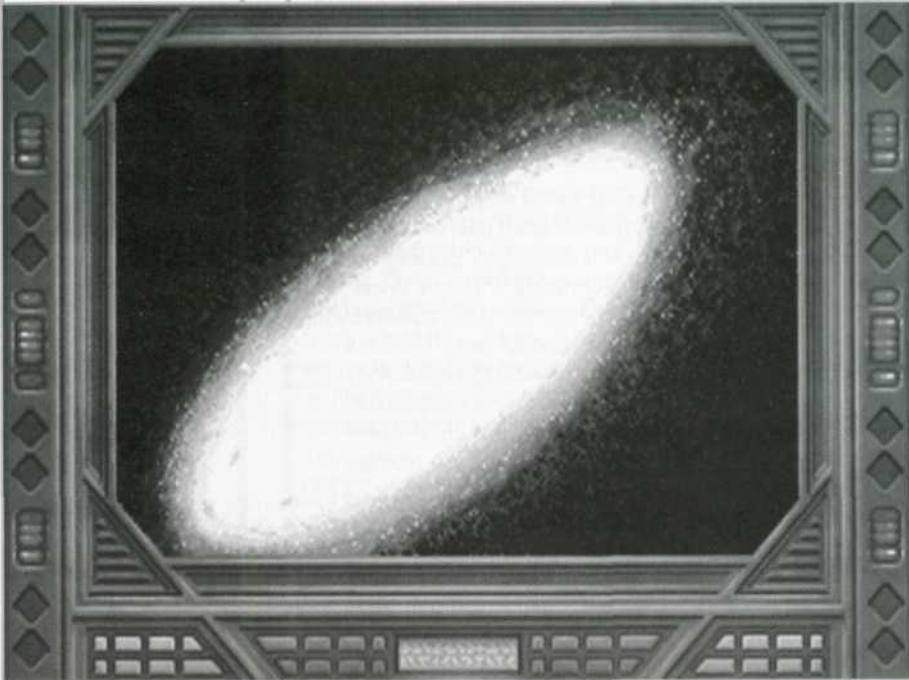
Human history in the first half of the 21st century differed little from the centuries before it: always more people competing for always fewer resources, with technology playing an ever greater role in the pace and magnitude of events. Most developed countries launched exploration and colonization missions into near space in the perpetual search for new resources and living space for their swelling populations. Even in the asteroid belt, however, national rivalries and territorial conflicts kept humans spending much of their energy battling each other rather than the harsh realities of this ultimate frontier.

But then, in 2043, everything changed forever. What first was thought to be a previously unknown comet was suddenly discovered to be the vast "light-sail" of an alien probe apparently originating from Alpha Centauri. The U.S. scout ship *Friendship* was diverted from a mining survey of the Neptunian moon Titan to intercept.

The first Friday in October, 2043, after days of repeated attempts to contact the visitor, the *Friendship* closed to within 200 miles of the alien probe. Suddenly, without any sign of acknowledgment, the alien ship locked on to the unarmed U.S. ship and opened fire with powerful energy-beam weapons, destroying the *Friendship* within seconds.

Despite subsequent counter-attacks by other vessels in the following weeks, the probe drove on relentlessly toward Earth. The probe survived several missile barrages and finally fired missiles of its own. Most of these missiles were successfully intercepted by Earth-based ABM systems, but one struck in the reclaimed croplands of the Sudan, killing millions with a murderous viral weapon. At heavy cost to all of Earth's governments, the probe was finally destroyed. Thus began the Human-Centaurian War.

This first violent contact was the catalyst that finally joined the great governments of the Earth under the leadership of the United Nations. They realized that only by combining their



strength would they be able to mount an effective defense against this obviously advanced and ruthless alien menace.

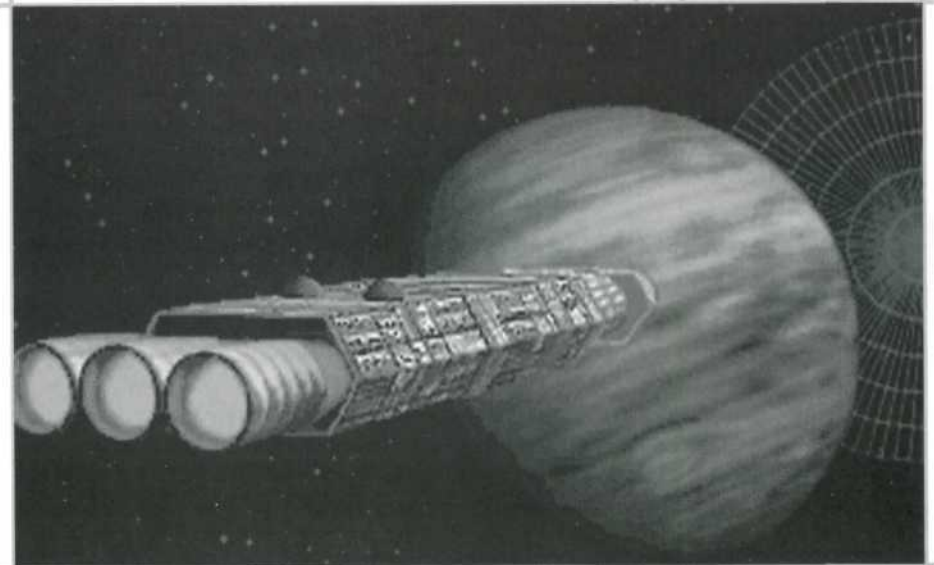
The attack also ignited a furious technological revolution, causing explosive growth in human technology. Transcendent breakthroughs came quickly in the fields of electronics, super-construction, and propulsion, including the first working Bussard ramjet. This innovation used a gigantic scoop to capture and store the trace hydrogen in the interstellar medium as fuel for fusion engines. This meant an almost endless fuel source for long voyages, and allowed the design of huge new ships with few limits on size or mass. Previous space classes that had to carry all of their fuel could never accelerate for long, while ramjet-equipped starships could accelerate halfway to their destination before having to turn and decelerate.

Within just a few short years, the United Nations was building the first interstellar battle cruisers, intended to take the fight to the Centaurians and destroy them before they

could destroy Earth. In tandem with this great war effort was the attempt by mankind to persevere in the face of potential extinction. The great *Odessa*-class seedships were designed as gigantic arks to carry mankind from the cradle of Earth to systems known to contain M-class (Earth-like) worlds.

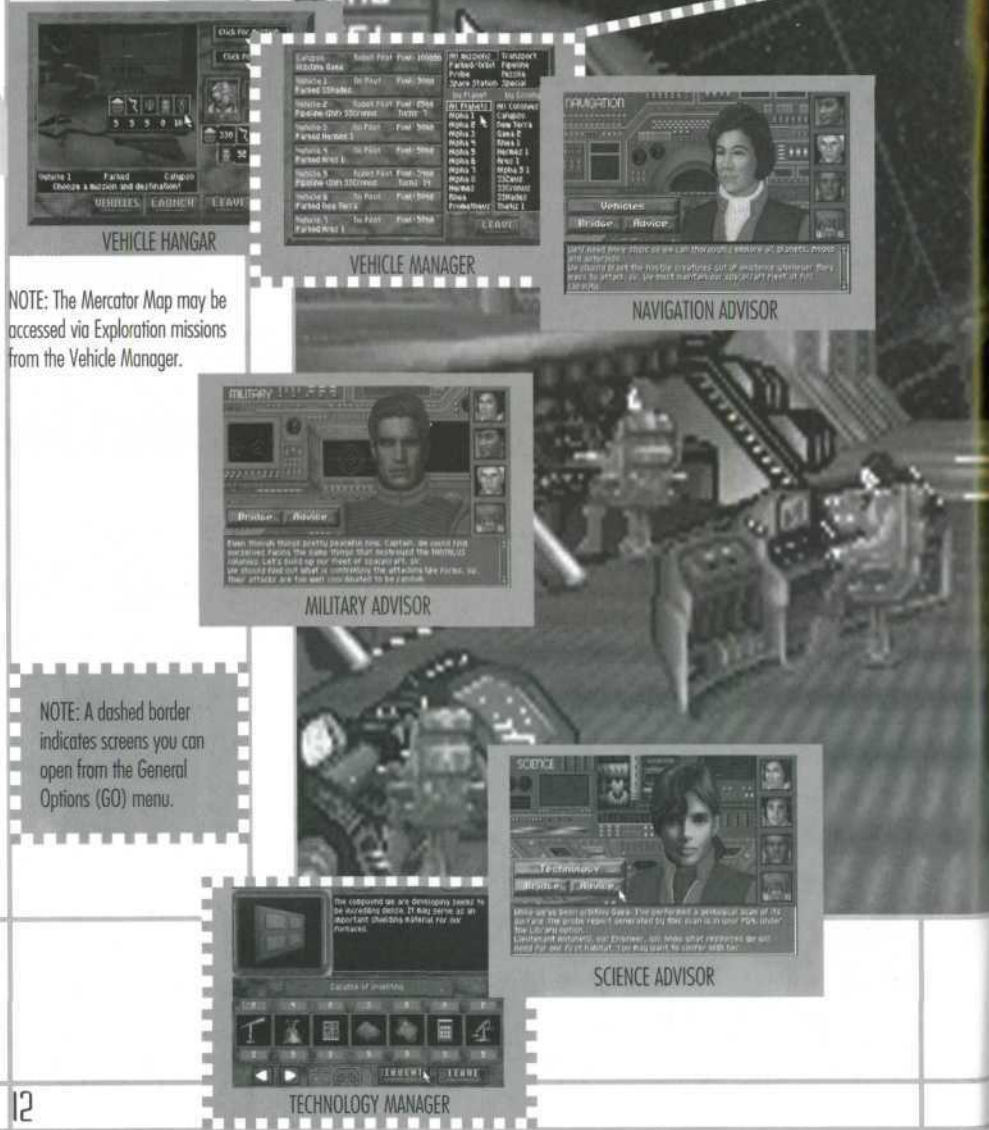
In 2119, the *Odessa* Class 3-B seedship *UNS Calypso* was launched towards the Beta Caeli star system. At over 17 parsecs from Earth, Beta Caeli was the farthest colony yet attempted. For that reason, it was considered to be the colony with the best ultimate chance of success at evading the Centaurian's genocidal wrath. The *UNS Tantalus* was launched in 2135, also to Beta Caeli. Thanks to its new Ramikin fusion engine, the *Odessa* Class 4-C *Tantalus* was expected to arrive at the Beta Caeli system some 21 years ahead of its older sister ship.

Preliminary scanner reports from Navigation reveal no evidence of the *Tantalus* or any of the colony sites it is presumed to have founded. Further reports will be forthcoming from your Advisors as soon as possible. Despite this troubling news, you must proceed with the mission with all possible dispatch. Time is of the essence.



QUICK REFERENCE

CONTROL SCREEN DIAGRAM



Click for Mission
Click for
3 3 3 3 3 3 3 3

Vehicle 1: Parked
Choose a mission and destination!

VEHICLES | GARRISON | LEAVE

VEHICLE HANGAR

Vehicle	Model	Fuel	Speed	Altitude	Direction	Status
Vehicle 1	Space Hawk	100%	1000	10000	North	Active
Vehicle 2	Space Hawk	100%	1000	10000	North	Active
Vehicle 3	Space Hawk	100%	1000	10000	North	Active
Vehicle 4	Space Hawk	100%	1000	10000	North	Active
Vehicle 5	Space Hawk	100%	1000	10000	North	Active
Vehicle 6	Space Hawk	100%	1000	10000	North	Active
Vehicle 7	Space Hawk	100%	1000	10000	North	Active
Vehicle 8	Space Hawk	100%	1000	10000	North	Active
Vehicle 9	Space Hawk	100%	1000	10000	North	Active
Vehicle 10	Space Hawk	100%	1000	10000	North	Active

VEHICLE MANAGER

NAVIGATION

Vehicle: **Bridge** | **Roamer**

Left hand view shows the current location of objects, those with destinations. An object is set the bridge is ready out of mission. Otherwise they need to arrive, or be built. Navigation is only active if you have a mission.

NAVIGATION ADVISOR

MILITARY LISTEN

Bridge | **Advisor**

Even though things aren't perfect, the Captain, we could find ourselves in a jam. The ship's armor is down, the shields are down. Let's get up our feet of clay. We've got to get our act together. The attack is the best. We need to be ready.

MILITARY ADVISOR

NOTE: A dashed border indicates screens you can open from the General Options (GO) menu.

SCIENCE

Technology **Advisor**

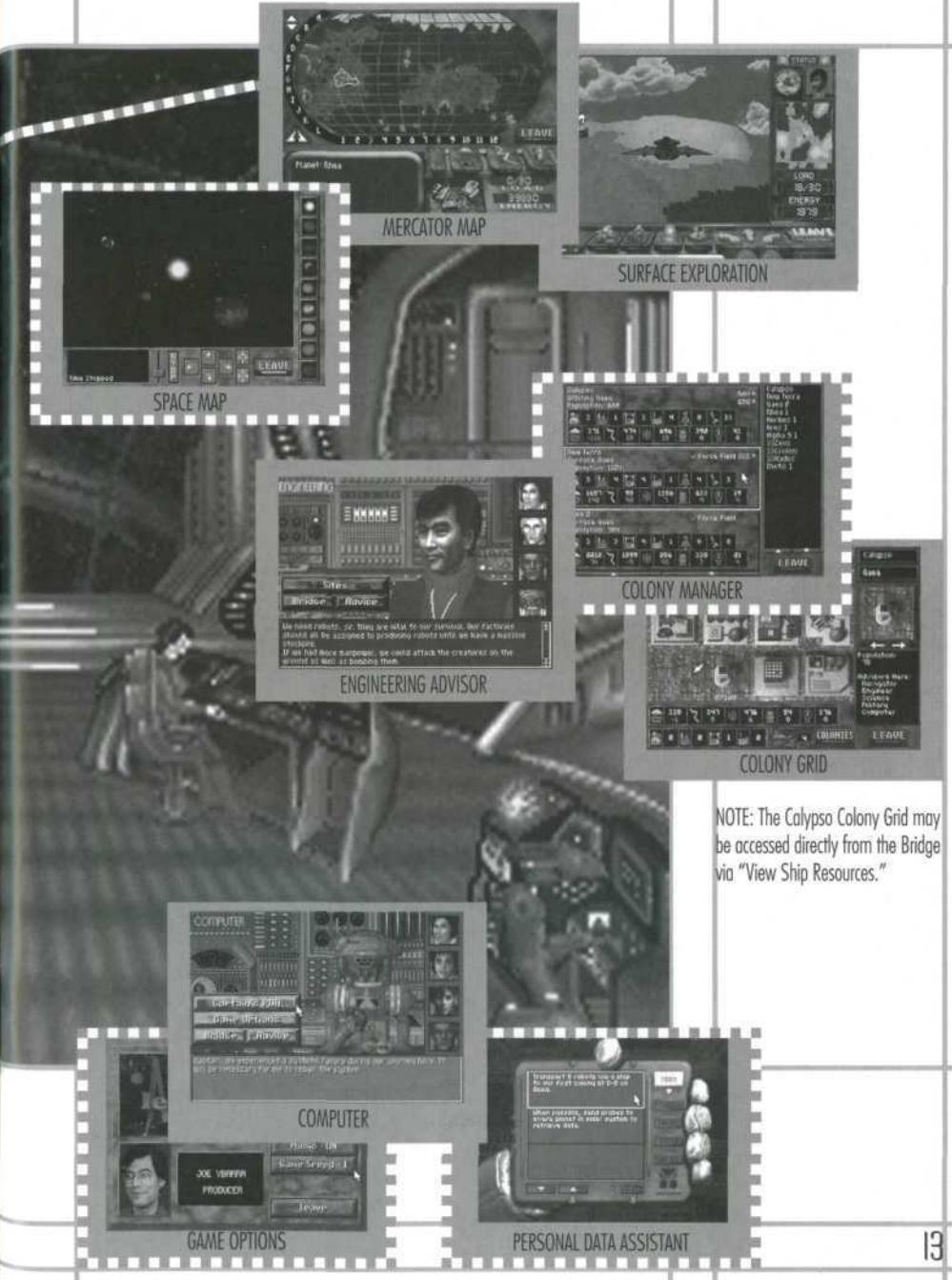
While we've been getting data, the performance of the ship has been terrible. I've seen it. The ship's armor is down, the shields are down. Let's get up our feet of clay. We've got to get our act together. The attack is the best. We need to be ready.

SCIENCE ADVISOR

Save the ship

TECHNOLOGY MANAGER

TECHNOLOGY MANAGER



Planet Map

MERCATOR MAP

STATUS

Energy: 8:30
Energy: 8:19

SURFACE EXPLORATION

SPACE MAP

COLONY MANAGER

ENGINEERING

Bridge | **Advisor**

We need to get the ship's armor up. The shields are down. Let's get up our feet of clay. We've got to get our act together. The attack is the best. We need to be ready.

ENGINEERING ADVISOR

COLONY GRID

NOTE: The Calypso Colony Grid may be accessed directly from the Bridge via "View Ship Resources."

COMPUTER

JOE VERRIER
PRODUCER

GAME OPTIONS

PERSONAL DATA ASSISTANT

GAME OPTIONS

PERSONAL DATA ASSISTANT

GAME CONTROLS



COMMANDS

Alien Legacy features a stylish and easy-to-use "point-and-click" interface that helps you move around the game quickly and easily. From the Bridge, you're just a click away from the Advisor Stations, the Space Map, and the *Calypso's* Site Grid, and just two clicks away from the powerful Colony Manager, Vehicle Manager, and Technology Manager screens. You can also pilot any of your spacecraft using the Mercator Map and Surface Exploration screens.

Most of *Alien Legacy* is mouse-controlled. Some actions can also be performed with keyboard commands. To "click" or "left-click" means to click the left-hand mouse button once. To "right-click" (r-click) means to click the right-hand mouse button. To "double-click" means to click the indicated button twice, quickly.

Using keys. Key commands are indicated by brackets: [Tab], [Enter], [Esc] for example.

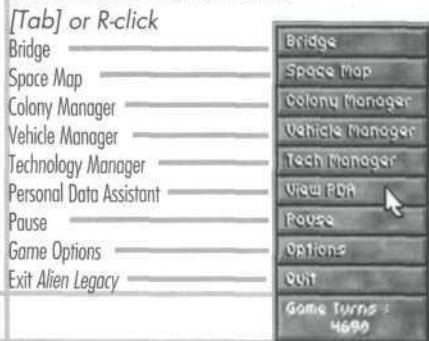
ANYWHERE

Exit Game	[Alt]+[X]	Skip Movie Sequence	[Esc] or Click
Pause Game	[P]	Return to Prev. Scr.	[Esc] or Leave
Save Game	[Alt]+[S]	Set Game Speed	1, 2, ... 0
Load Game	[Alt]+[L]		

STARTUP MENU

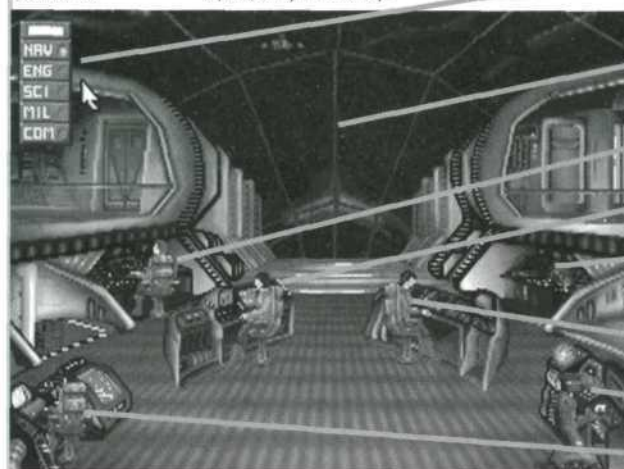


GENERAL OPTIONS MENU



BRIDGE

General Options Menu [Tab] or R-click anywhere
Select Advisor [Space] or Rt/Lf Arrow Keys



Answer Comm. Panel Active Button
Space Map View Solar System
Military Advisor
Navigation/Vehicle Mgr.
Calypso Colony Grid View ship resources
Engineering/Colony Mgr.
Computer/PDA/Game Settings
Science/Technology Mgr.

SPACE MAP



General Options Menu [Tab] or R-click in view
Planet Mercator Double-click planet
Planet Menu R-click planet
—Colonies: View col. on or orbiting
—Vehicles: View ships on or orbiting
—Follow: View follows planet's orbit
—Anchor: View centered on planet
—View: Planet Mercator

Game Speed Up/Dn Drag Slider
Stop time Click
Move point of view Click Max R-click
Zoom In Click Max R-click
Zoom Out Click Max R-click
Foreground View Click Anchor View R-click

MERCATOR MAP

General Options Menu
R-click vacant sector

Select Sector
Click Sector Arrows
or use Arrow Keys

Colony Options
R-click Colony

With Vehicle



Build Colony
Click Equipment icon

Cargo Limit: Fuel
Load: On Board/Max Energy: Units left

EXPLORE SECTOR

Direction

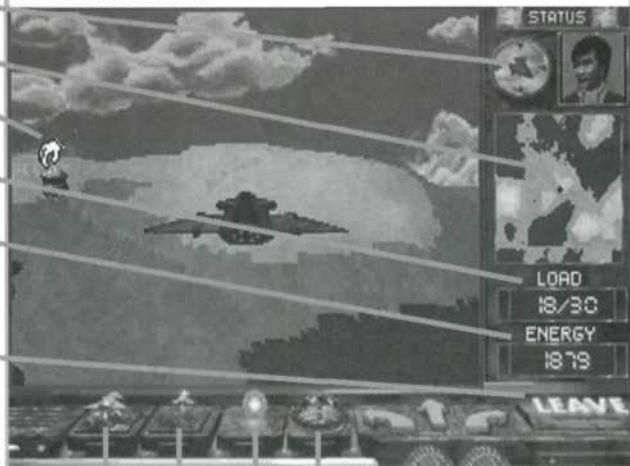
Sector Map View

Collect item: Click Hand cursor
Fire Laser: R-Click Target cursor

Cargo Limit: Load: On Board/Max

Fuel: Units left
(1,000 fuel = 1 energy)

Return to Orbit: Leave



Overhead View On/Off

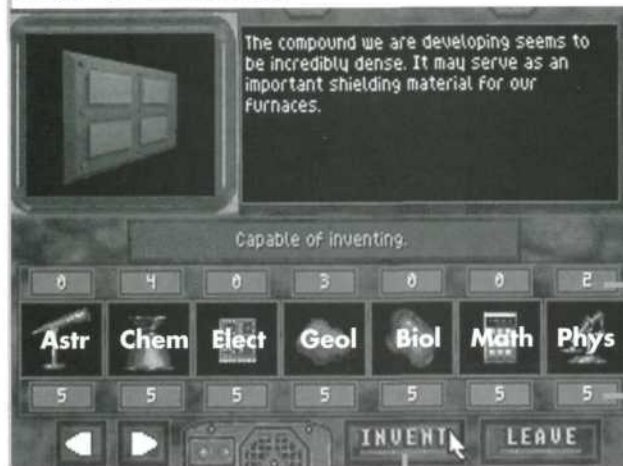
Plasma Bomb

Move Ship: Arrows

Scan

Cargo View or Sector Map View
Compass icon or Cargo Bay icon

TECHNOLOGY MANAGER



View Inventions: Click Lf/Rt Arrows, Spacebar

Invent Current: Click Invent

Research Needed

Research Available

VEHICLE MANAGER



Filter Vehicle List
(By Mission, Planet, Colony)

Select Vehicle
Click on vehicle listing

See more Vehicles
Click Up/Down arrows

Load Item
Click to increase
R-click to decrease
(Ore, Energy, Life Support, Humans, Robots)



Vehicle Hangar

Select Mission
Trips To/From:
Select Pipeline Mission

Select Destination

Select Pilot

Select Different Vehicle

Launch Ship Now

Cancel Mission

COLONY MANAGER

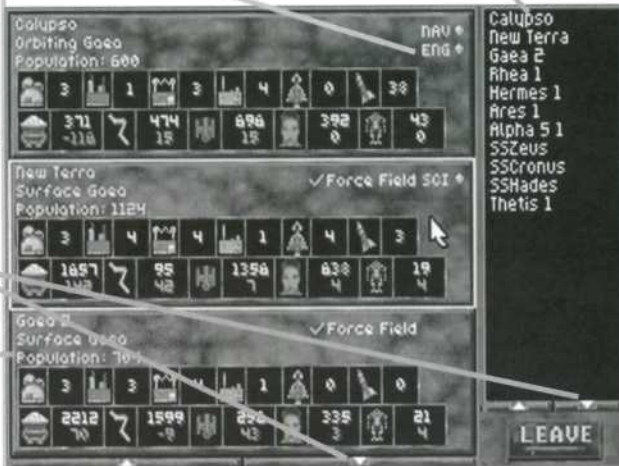
List of Advisors
stationed at colony

Colony List
Click Colony Name to bring Summary to top

Colony Summary
(Habitat, Factories, Power, Labs,
Ships, Missiles, Ore, Energy, Life
Support, Humans, Robots)

See More Colony Summaries
Click Arrows or Up/Dn Arrow Keys

Visit Site Grid
Click Colony Summary



Colony Grid Controls

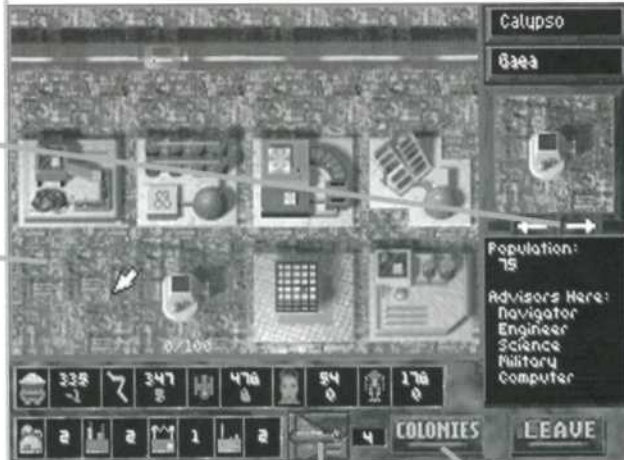
Options Menu R-click empty area
Move Grid View Drag mouse to edge
Installation Menu R-click on building

Choose New Installation
Click selector box arrows
Click/R-click selector box

Build Installation
Drag from selector box, place on
empty grid

Change Colony Name
Click name, edit, [Enter]

Delete Colony
Remove all, R-click



Go to Vehicle Manager
Click Vehicle icon

Go to Colony Manager

PERSONAL DATA ASSISTANT (PDA)

Select Entry Click entry, Up/Dn Arrows
Open Library Entry Select, click or [Enter]

Select Mode [Space]
to cycle through Log, Library, Status, Damage



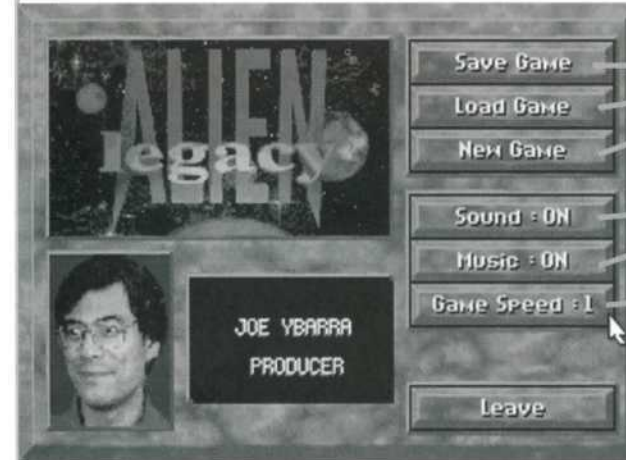
Leave PDA
[Esc] or click Power

Select Log
Select Library
View Status
View Damage

Scroll Entries
Up/Dn Arrows

Delete Log Entry
Select Entry, click Delete

GAME OPTIONS



Save Current Game
Resume Earlier Game
Start New Game

Turn Sound On/Off
Turn Music On/Off

Speed Up/Down
Click/R-click Speed

ORIENTATION TOUR

This tutorial runs you through a quick tour of the *Calypso* control screens to get you familiarized with the intuitive point-and-click displays and controls at your disposal. Click means left-click; right-clicks are specifically indicated where needed.

If you have not already done so, start *Alien Legacy*, press [Esc] to clear the opening credits, and select **Start New Game**.

VIDEO PHONE SCREENS

After the introductory "cinematic" sequence, new games start with your Science Advisor briefing you via the Video Phone on the *Calypso's* arrival. You'll see a screen like this whenever you answer an Advisor's "Comm. Panel" message alert, or when someone breaks in with an urgent bulletin. To "scroll" through the briefing, click the Up and Down arrows on the right. To exit when finished, press [Esc] or [Enter], or click the **Power** switch at the lower right.

GAME OPTIONS

After exiting the Video Phone screen, you will see your crew at their stations on the *Calypso's* Bridge. Until you know your way around, set the game to its slowest speed in the Game Options screen. To do this, point to and click on the robot at the bottom right of the Bridge ("Consult Robot" will be displayed). This takes you to the Computer station. (See the station name in the upper left?) Now, click the **Game Options** button. When the Game Options menu appears, **rightclick** on **Game Speed** until you reach 1. (Click **Game Speed** to speed up again later, if you wish, or just type the number for the Game Speed setting you want.)

To return to the Computer station, click on **Leave**. (Throughout the game, **Leave** or pressing [Esc] takes you to the preceding screen.)

ADVISOR STATIONS

The Computer station works just like the other Advisor Stations. Advisors will have an official message for you each time you consult them. If you ask for their advice, you may

get a more detailed or candid opinion. To see what extra advice the robot has, click **Advice**.

Most Advisor stations also provide access to other areas such as the Captain's PDA, or the Vehicle, Technology, or Colony Manager screens. We'll go to the PDA next.

CAPTAIN'S PDA

From the Computer station, click **Captain's PDA** to display your Personal Data Assistant. Use your spacebar or the purple buttons on the right to change the PDA's function "mode." The **Log** shows your current list of notes, clues, and things to do. The **Library** mode shows detailed background and Advisor reports (click one to open it). The **Status** screen lets you review the overall status of your colonies, and **Damage** lets you review your total losses.

When you're done exploring the PDA, return to the Computer station by clicking **Power** or pressing [Esc]. Return to the Bridge by clicking **Bridge**.

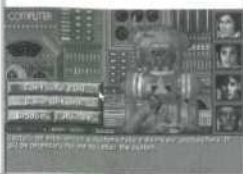
BRIDGE

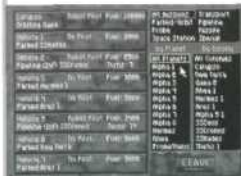
Move your mouse pointer around the various parts of the Bridge. You'll see the action you can perform in each area described at the bottom of the screen. "Consult" options take you to an Advisor station. ("View Solar System" opens the Space Map, and "View Ship Resources" opens the *Calypso's* Colony Grid. More on these later.)

Briefly visit your other Advisors. At the Advisor stations, notice the pictures on the "sidebar" at the right. This lets you consult another Advisor by clicking on his, her, or its picture. You'll see that the Science Advisor (lower left) lets you access the Technology Manager screen, the Navigator's station (middle left) lets you access the Vehicle Manager, and the Engineer's station (middle right) lets you bring up the Colony Manager. For now, return to the Bridge.

COMM. PANEL

If the Communications (Comm.) Panel has appeared at the top left of the screen, it means one or more of your Advisors has a Video Phone report for you. To respond, simply click the illuminated switch and read the report. These messages





will often contain data that will be stored in your PDA for future reference. Once you have exited all pending reports, the Comm. Panel closes.

SPACE MAP

For a quick exploration of the Space Map, click on the Bridge's window ("View Solar System"). The Space Map displays all of the worlds in the Beta Caeli star system. You can change your current view with the arrow and zoom buttons along the bottom. To view the planet front and center, click its picture on the sidebar at right. Clicking on a planet in the main window will open its Mercator Map—once you have a spacecraft on that planet, you'll be able to explore its surface. (To return to the Space Map from Mercator view, click **Leave** or press [Esc]). When you're done exploring the Space Map, click **Leave** or press [Esc] to return to the Bridge.

Now we'll use the Manager screens to start your first colony on Gaea. (You can always abandon and restart later when you begin playing for real.) The first task after building a colony site is to send robots and materials there and build a Habitat for human settlers. Materials for the first Habitat are already at the first Gaean site, but you must transport at least five robots there from the *Calypso* to build it.

VEHICLE MANAGER

From the Bridge, go to the Navigator's station and click **Vehicles** to open the Vehicle Manager. When first opened, this screen will list all of your available ships, including the *Calypso* and Vehicles 1-4. Click on Vehicle 1. This will open the Hangar screen, where you load and launch the ship.

You can transport Ore, Energy, Life Support, Humans, and Robots on your ships, as indicated by the icons in the middle of the Hangar window. To load five Robots, simply click five times on the Robot icon. In addition to the Robots, add some Ore, Energy, and Life Support to the cargo. (No Humans until you have a habitat for them!) The **Load** window on the right will show you how many items are loaded. To unload, right-click the item.

The bank of resource icons on the right shows inventories at the current site (currently, the *Calypso*). You start the game

with four spaceships and a healthy supply of ore, energy, life support, and robots. You also have 2,000 settlers in cryogenic hibernation on the *Calypso* who will be wakened in groups and appear in inventory (if you have built habitat space for them).

Click on "Click for mission," and select **Transport** as the mission type. You do not have to choose a destination ("Click for dest") since you have only one colony at this time. To send the spaceship to New Terra, click on **Launch**. Allow a few moments for the spaceship to get to Gaea by returning to the Bridge.

COLONY MANAGER

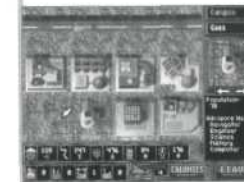
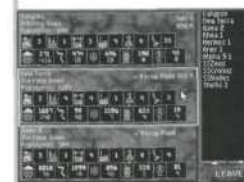
On the Bridge, the Comm. Panel will alert you to a message from Navigation when Vehicle 1 arrives at New Terra. After you receive this report, go to Engineering and click on **Colonies**. This opens the Colony Manager screen, which lists and graphically summarizes your colonies.

The upper row shows you the number of installations (habitats, factories, power plants, research labs), spaceships, (and later, missiles) at the colony. The lower row shows the resources (ore, energy, life support, humans, robots). For resources, the display shows number of units over any net annual change. Red numbers show any net loss per year (consumption exceeds production) while green numbers show any net surplus per year (production exceeds consumption). A white zero shows static or balanced production/consumption.

Later on, when you have many colonies, you'll use the colony list on the right or the scroll arrows to find the colony summary to go to. To go to the New Terra colony site, click anywhere on its graphical summary. This opens its Colony Grid.

COLONY GRID

The Grid shows a map of New Terra and the installations there. To see more of the grid, hold the mouse button down and "drag" the cursor to the edge of the current view or scroll with your numeric keypad number keys. At the bottom of the screen is the colony's graphical summary. At the upper right, you'll see the colony and planet name.



Note: You can click on the Vehicle icon at the bottom, or use the right-click General Options menu to jump to the Vehicle Manager. To return to the Colony Manager, click **Colonies** or **Leave**.

Just below the planet name is the small Installations window, which shows what kind of installations you can build. If your robots have arrived, you can build a Habitat. Click the right or left arrow or mouse button until the Habitat is showing, drag its picture over to any opening where it casts a shadow on the Grid, and release it. Construction commences immediately. You can now begin transporting humans down to the colony. Refer to the "Installations" section beginning on page 64 for resource requirements of other installation types.

In the Colony Manager, click on the *Calypso's* summary and look at its Grid. (You can also get here from the Bridge by clicking "View Ship Resources.") *Calypso* already has a Habitat, Factory, Power Plant, and Research Lab on-line. Right-click one of these installations to view its on-line options, and then press [Esc] once to return to the Grid.

GENERAL OPTIONS MENU

On the *Calypso's* Colony Grid, press [Tab] or point to an empty area and right-click. This pops up the General Options (or GO) menu, which provides a convenient short cut to many of the major screens. It is available in most areas of *Alien Legacy*—use it now to go to the Technology Manager (also accessed via the Bridge and Science Advisor station).

TECHNOLOGY MANAGER

This screen lets you manage the research efforts of your colonies. To select a new technology to invent, click the red arrows at the bottom, or click/right-click the invention picture. If you have the science resource "points" to invent the current selection, the screen will display "Capable of Inventing." If not, you'll see the areas where you need more research highlighted in red.

Your researchers can study Astronomy, Chemistry, Electronics, Geology, Biology, Mathematics, and Physics. The number above and below each discipline shows the points required and accumulated for the current invention. You can accumulate points by assigning your Research Lab(s) to work in that science, or from gathering scientific discoveries during planetary exploration. To create an invention you have the research points for, click **Invent** or press [Enter].

Press [Tab] or right-click the invention's description to open

the General Options menu. Click on **Vehicle Manager**. In the Vehicle Manager, select Vehicle 1, which is parked at New Terra. Choose **Exploration** from "Click for mission," and then click **Launch** to open the Mercator Map.

MERCATOR MAP

This screen shows the surface of the selected planet divided into sectors to help you navigate. You can also access this map from the Space Map, but you need to launch an Exploration mission to see or scan the surface.

You should see your ship above New Terra in sector D-2 of Gaea. Choose a sector to go to by clicking the red directional arrows, or using your arrow keys. When the sector you want is highlighted, send the ship there by pressing [Enter]. For a short cut, simply point to a sector and click, and the ship goes there immediately.

Under the map view is a control panel that opens up only during Exploration missions. The mine car icon is an Ore scanner, and the lightning bolt icon scans for Energy. The construction machines icon lets you build new colony sites (in suitable sectors). You may be able to develop other scanners as well.

Click on the mine car icon and hold it down to scan for Ore. As the scanner circles spread, they'll reveal sectors on the planet where Ore resources can be found. Move your ship to a sector where you saw Ore on the scanner. Click again or press [Enter] to descend to the planet surface and open the Surface Exploration screen.

SURFACE EXPLORATION SCREEN

This screen lets you view or scan the planet from low altitude so you can gather Ore, Energy, and other valuable items from the surface. The round white mouse cursor aims your ship's lasers, which you can then fire by right-clicking.

To move the spacecraft, click or press on the three gold directional arrows on the control panel (or use your arrow keys). If you see an Ore or Energy unit or anything else appear as you travel, stop and move the cursor over the item. When the cursor changes into a hand, click to load the item into your ship's cargo bay (if there's room).



Note: Scanning depletes fuel quickly.



To the left of the movement arrows on the ship's panel are four other control icons. At the far left is the Overhead View switch, which lets you view or scan the sector from a high viewpoint. Next is the Scanner button, which scans for all resources and clues. Next is the Plasma Bomb, which can destroy surface targets (and resources!) beneath the ship. Fourth from the left is the Cargo View switch. Click on it to open and view the ship's cargo bay; click again to return to the sector view. Up top, you'll see the compass that keeps you oriented when flying on the surface, and your current pilot. (You have a robot pilot now, but can send a human pilot or even an Advisor.)

THE REST IS UP TO YOU

That's it! You have now seen all of the screens and major controls you'll use while playing *Alien Legacy*. The rest is up to you. You may restart your game or continue on from the start you've made during this tutorial. Good luck, Captain. The fate of the *Calypso* and humanity are in your hands.

CALYPSO CONTROLS GUIDE

This section introduces you to the controls and functions of each of the menus and screens available to you as Captain of the *Calypso*. Click means left-click; right clicks are indicated where needed.

Each time you start *Alien Legacy*, you're presented with the Startup menu. This menu lets you select the game you want to play.

Start New Game. This option lets you start a new game from scratch: orbiting Gaea with only the New Terra colony grid established.

Load Saved Game. This option lets you resume a previous game session from the point that you last saved it. You'll be presented with a list of saved games. Select the one you want to play with the mouse or the Up/Dn arrows.

Quit to DOS. This option lets you exit to DOS immediately.

STARTUP MENU



UNIVERSAL COMMANDS

The following commands work in most areas of *Alien Legacy*.

- **Exit Game.** Press [Alt]+[X], and click **Yes** or press **Y**. This is your Panic or Boss button. It helps you get out of the game in a hurry, but won't save your latest changes.
- **General Options Menu.** Press [Tab] or R-click on an empty area. This opens the General Options menu and lets you move around the game quickly.
- **Skip Movie Sequence.** Press [Esc] or click the mouse during the sequence to exit a start-up screen or "cinematic" sequence.
- **Return to Previous Screen.** Click **Leave** or press [Esc].

BRIDGE

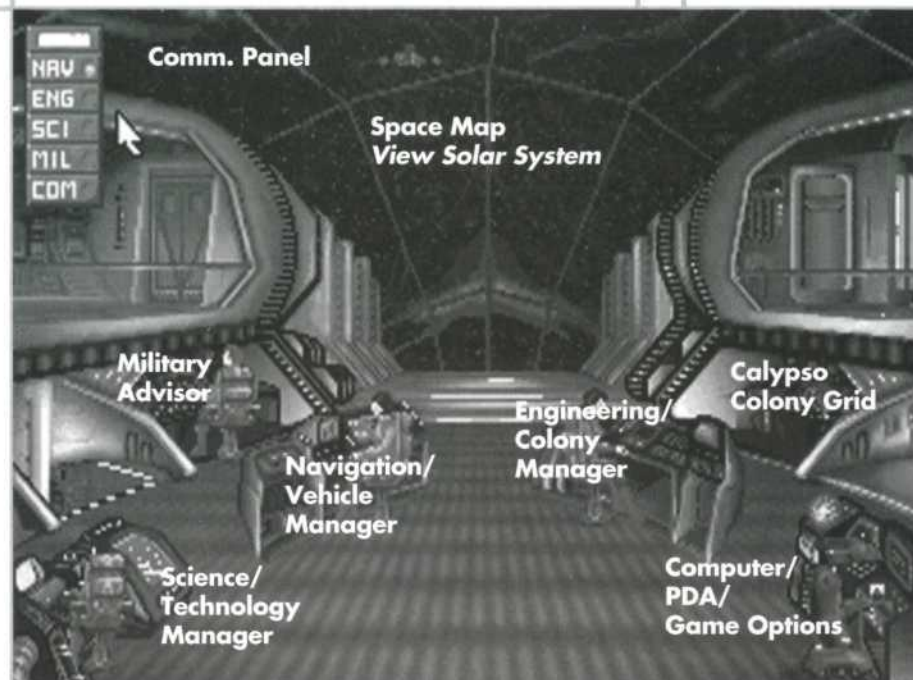
From the Bridge, you can confer with your Advisors, respond to Comm. Panel message alerts, and go quickly to all other parts of the game. The Bridge is the command hub of your activities as Captain of the *Calypso*.

You'll start each new game on the Bridge (following your initial briefing). You can return to the Bridge using the General Options Menu, the **Bridge** buttons at your Advisor stations, or by leaving a screen you jumped to from the Bridge.

Move your mouse pointer around the various stations on the Bridge. As you point to a station, you'll see the action you can perform there described at the bottom of the screen. To go to a station, simply click the mouse or press [Enter]. You can also use your left and right arrow keys or spacebar to select a station.

Clockwise from the lower left, the Bridge provides the following stations:

- **Consult Scientist:** Receive the reports and advice of your current Science Advisor, and access the Technology Manager screen for managing your research and development.
- **Consult Military:** Receive the reports and advice of your current Military Advisor.
- **Consult Navigation:** Receive the reports and advice of your current Navigation Advisor, and access the Vehicle Manager screen for loading and deploying your spacecraft.
- **View Solar System:** View the Space Map display, zoom in on any planet or moon, and access the Manager screens for any colonies or vehicles there.
- **Consult Engineering:** Receive the reports and advice of your current Engineering Advisor, and access the Colony Manager screen for overseeing colony building and production.
- **View Ship Resources:** Go straight to the Colony Grid screen for the *Calypso* and view current production, installations, and inventories.
- **Consult Robot:** Receive the reports and advice of your Computer, and access the Captain's PDA (log and library) and Game Options screens.



- To open the **General Options Menu**, press [Tab] or right-click anywhere on the Bridge. This menu lets you jump directly to the Space Map, Colony Manager, Vehicle Manager, Technology Manager, Captain's PDA, or Game Options screens. It also lets you pause or quit the game, and shows your Game Turns at the bottom.

General Options Menu
[Tab] or R-click

Select Advisor
[Space] or L/R Arrow Key

GENERAL OPTIONS MENU



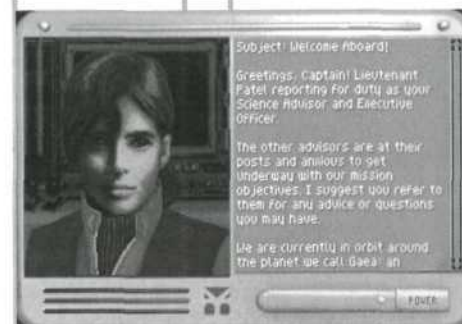
The convenient General Options menu (or GO menu) provides easy short cuts throughout *Alien Legacy*, and also lets you monitor your Game Turns status. You can open it from most screens by pressing [Tab], or by pointing to an empty area and right-clicking.

Most of this menu's selections are self-explanatory. If you change your mind, you can close the General Options menu again by pressing [Esc] once or clicking outside of the menu.

- **Bridge** takes you back to the Bridge of the *Calypso*.
- **Space Map** opens the Space Map.
- **Colony Manager** opens the Colony Manager screen.
- **Vehicle Manager** opens the Vehicle Manager screen.
- **Tech Manager** opens the Technology Manager screen.
- **View PDA** opens your Captain's PDA.
- **Pause** halts the game just like pressing the pause key [P]. The game will stop and "Game Paused" will be displayed in the middle of your screen. To unpause, press any key.
- **Options** take you to the Game Options screen where you can save your game, load a new one, or adjust your game settings such as sound effects and speed.
- **Quit** lets you exit *Alien Legacy*. You'll see a window that says "Quit Playing Alien Legacy? Yes/No." To exit without saving your latest progress, click **Yes**. To resume playing, click **No** or press [Enter].
- **Game Turns** shows the progress of time in the Gaean calendar year (approximately 2.1 Earth years). Each turn is about two weeks of Gaean real-time, and there are 24 turns in a production year.
- **Dismantle Colony.** (In Colony Grid only.) If you remove all resources and dismantle all installations at a colony, you can use this option to dismantle the colony itself.

The Video Phone screen lets you communicate with your Advisors without having to go to their stations on the Bridge.

New games start with your primary Science Advisor reporting to you via Video Phone about the *Calypso's* arrival. You start off in orbit above the planet Gaea, with your first surface colony already built. You'll see a similar Video Phone screen each time you respond to a Communications Panel (Comm. Panel) message alert, or when your Advisors or Planetary Governors break in with urgent reports. You can see the Advisor and read the message at your own speed.



Some reports may be longer than the screen. For these, you'll have a "scroll bar" on the right hand side of the message. To "scroll" through a lengthy report, click the red Up or Down arrows on the scroll bar at the right, or use your Up or Down arrow keys. For some reports, your Advisors will place information in your Personal Data Assistant (PDA) so you can refer to it later. When you're finished reading the message, you can shut off the Video Phone and exit to the preceding screen by pressing [Esc] or clicking the **Power** switch at the lower right.

You will occasionally receive reports from your Planetary Governors. Governors are responsible for making sure colonies on their planet run smoothly, and will not contact you unless a genuine crisis is in the making.

The Communications (Comm.) Panel will appear at the top left of the screen with its green alert light(s) glowing if one or more of your Advisors has a message for you. The green light indicates which Advisor has a report. To respond, simply click the illuminated switch for that Advisor or use the following function keys: [F1] NAV, [F2] ENG, [F3] SCI, [F4] MIL, [F5] COM. The Video Phone screen will open for that Advisor. Read the report and click the **Power** switch or press [Esc] when finished to return to the previous screen. Often, these messages will contain data that will be stored in your PDA for future reference. Once you have seen and exited from all pending reports, the Comm. Panel closes.

VIDEO PHONE

COMM. PANEL



ADVISOR SCREENS

When you're on the Bridge, you can consult with each of your five current Advisors: Science, Military, Navigation, Engineering, and your computer's Robot. Advisors can give you valuable reports and advice to aid your command decisions. They also provide access to the various Manager screens you'll use in guiding the development of your colonies.

To select an Advisor to consult with on the Bridge, simply point to and click on the station you want. You can also use your arrow keys to move through the Advisor stations in turn, and press [Enter] when the one you want is displayed.

Advisor Sidebar

Station Name

Current Advisor

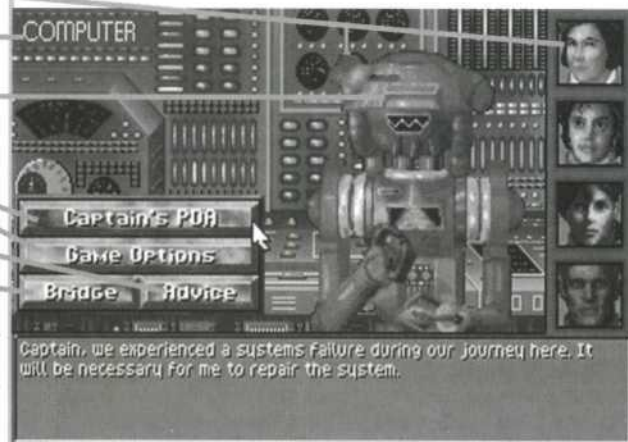
Manager Screen(s)

See Advice

Return to Bridge

Official Report

Advice (if any)



Your primary Advisors are already selected from the available staff and assigned to their posts on the Bridge when the game starts. In addition to your four Human Advisors, you have the Robot Advisor who manages the Computer Center station. If you send a Human Advisor on a mission, a secondary Advisor will assume the absent Advisor's post and duties until the Advisor returns (if the Advisor returns). In this hostile environment, you can never permit secondary Advisors to leave the *Calypso* due to their relative inexperience and lack of replacements.

The **Advisor Sidebar** on the right gives you an easy way to go directly to one of your other four Advisors. Simply click on the picture of the Advisor you want to consult with next.

The **Bridge** button lets you exit to the Bridge immediately.

The **Advice** button prompts the Advisor for a personal opinion. Advisors have an official report for you each time you

consult them. If you ask for their advice, you may get a more detailed or candid opinion. To see what extra advice the Advisor has, just click **Advice** and the added information will be displayed below in a contrasting color. It's up to you to know each of your crew member's strengths and weaknesses, and to judge the usefulness of the advice you receive accordingly.

Each Advisor except Military provides you with access to a Manager screen(s) for their area of expertise. If you use these buttons to access a Manager screen, you will return to the Advisor when you select **Leave** in the Manager screen. (The functions for these screens are described in their own sections, following.)

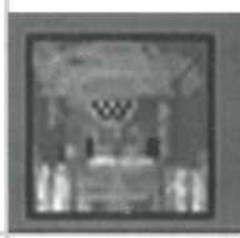
The **Science Advisor** is in charge of technological research and advancement. This Advisor is also your Executive Officer, and will question your actions or decisions if they appear to jeopardize the mission. The **Technology** button opens the Technology Manager, where you can manage your research and development.

The **Military Advisor** is responsible for colony security, and will be entirely responsible for dealing with hostile actions or insurrections per your orders. After any such action, this Advisor will report the outcome.

The **Navigation Advisor** reports to you concerning the *Calypso* and your fleet of spacecraft. The **Vehicles** button opens the Vehicle Manager, where you can issue or change orders concerning spacecraft missions, cargoes, and destinations.

The **Engineering Advisor** is in charge of constructing and maintaining your colonies, both orbital and planetside, and advises you about pertinent developments and requirements. The **Colonies** button opens the Colony Manager, where you can view the status of each colony and go to its Colony Grid to manage production.

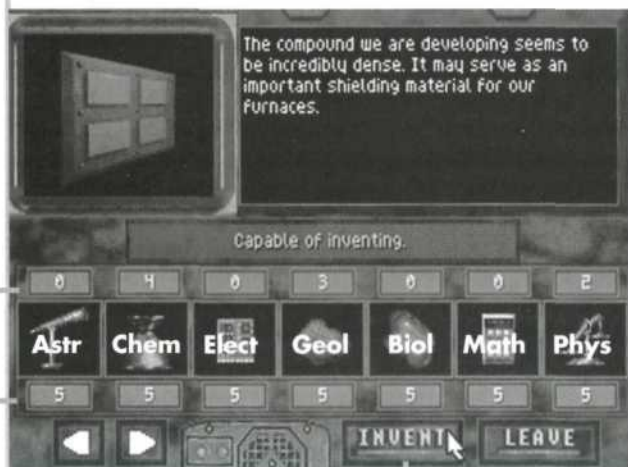
The **Robot** at the **Computer** station helps you manage the mission's data banks. The **Captain's PDA** button opens your Personal Data Assistant, which contains your mission Log, Library, Status, and Damage screens. The **Game Options** button lets you save games in progress, and control various game settings such as sound and speed. See "Advisor Dossiers" for background files on each of your human advisors.



TECHNOLOGY MANAGER

The Technology Manager screen lets you evaluate and direct the research efforts of your colonies, which in turn will ultimately determine the success of your mission. New technologies can help you produce and use resources more efficiently, fly ships farther with more cargo, or develop awesome new capabilities to improve your life or perhaps save it from equally awesome new threats.

You can access the Technology Manager from the Bridge via the Science Advisor's station, or through the General Options menu. The top part of the screen illustrates and describes the new technologies you have invented or are capable of inventing. The lower part shows the progress of your research as science resource points are produced by your research installations or collected from your explorations.



Research Needed

Research Available

View Inventions Click Lf/Rt Arrows, Spacebar

Invent Current Click Invent

INVENTIONS

To scroll through the technologies available to you, click or right-click the invention picture, or click the red arrows at the bottom. (You can also use your Spacebar or Left/Right arrow keys.) If you have the research "points" to invent the current selection, the screen will display "Capable of Inventing." If not, you'll see the areas in which you need more research highlighted in red. The description can help you decide if a potential technology is worth the investment. When you de-

velop a technology that supersedes a previous technology, the earlier technology will be removed.

SCIENCES

The sciences your researchers are working in are, from left to right, Astronomy, Chemistry, Electronics, Geology, Biology, Mathematics, and Physics. The number above each science's symbol shows the points required (or spent) for the currently displayed invention. The number below each science shows the research points accumulated. You can accumulate points in each science by assigning your Research Lab(s) to work in that discipline, or from collecting new discoveries during planetary exploration. To create an invention you have the research for, click **Invent** and your scientists and engineers will go to work developing the new technology. The screen will display the number of turns required to complete the invention.

Leaving the Technology Manager

You can exit the Technology Manager by clicking **Leave** to return to the previous screen, or by right-clicking for the General Options menu.

VEHICLE MANAGER

The Vehicle Manager screen is where you will assign missions to *Calypso* and your other vehicles by specifying the ship, mission type, destination, and cargo. You'll use your spacecraft to explore planets, transport people or resources, establish colonies or space stations, gather resources or clues, and to defend your colonies. This screen also lets you exit without launching the mission, or change a mission already underway.

You can access the Vehicle Manager in many ways. From the Bridge, go to the Navigator's station and click **Vehicles**. From the General Options menu, select **Vehicle Manager**. From the Colony Grid, you can click the Vehicle icon at the bottom, or use the General Options menu. From the Mercator Map, you can right-click a colony site and select **Use Vehicle** (if a vehicle is present at that colony). From the Space Map, you can right-click a planet to open the Planet Menu, and then select **Vehicles** (if a vehicle is present at that planet).

Filter Vehicle List
(By Mission, Planet, Colony)

Select Vehicle
Click on vehicle listing

See more Vehicles
Click Up/Down arrows



Vehicles

When first opened from the Bridge, General Options menu, or Colony Grid Vehicle icon, the Vehicle Manager lists the *Calypso* and all your other Vehicles in its left-hand column by number. The title for each vehicle also shows its current mission status (Parked, Orbiting, Transport, Pipeline, Space Station, Missile, or Special), fuel status, pilot, and location. You can Launch a new mission for any Parked vehicle, or Change any mission already underway.



Select Different Vehicle

Launch Ship Now

Cancel Mission

Vehicle Hangar

Select Mission
Trips To/From:
Select Pipeline Mission

Select Destination

Select Pilot

Load Item
Click to increase
R-click to decrease
(Ore, Energy, Life Support, Humans, Robots, Missiles)

The windows on the right let you "filter" the Vehicles list for easier vehicle selection and management. To filter the list by current Mission Type (top), and then By Planet (left) or by Colony (right), simply click the appropriate options. For example, to see a full (unfiltered) list, click **All Missions** in the top window. Then, to see all ships on or near Gaea, click **Gaea** under By Planet. To see just those ships at New Terra, click **Parked/Orbit** for mission, and then **New Terra** under By Colony. You'll use these filter options more as the game progresses, as you may eventually have up to 150 ships.

When you see the vehicle you want to work with, click it directly or click the Up or Down arrows to scroll through the list. When the ship you want to use is highlighted, click or press [Enter] to go to the Vehicle Hangar where that ship is located and choose its mission settings.

When you open the Vehicle Manager from a Planet menu, the list of ships is initially limited to those at that planet. You can go back to select a different ship by clicking the **Vehicles** button at the bottom of the screen.

MISSIONS

Once you select a ship, click **Click for Mission** to specify what you want the ship to do. There are five basic mission types available most of the time: Exploration, Probe, Transport, Pipeline, and Space Station. Your advisors may alert you to other mission types later. While the *Calypso* can



perform only Probe missions, the rest of your fleet is made up of multi-purpose spacecraft that can perform most mission types.

The **Exploration** mission lets you explore a planet's surface for colony sites, resources, and clues. To explore a planet, you must have a vehicle parked at an established colony or space station there, in orbit about the planet, or parked on the *Calypso* orbiting that planet. You must also have adequate Energy for the mission. Note: Game time stops while you are on a Surface Exploration mission.

The **Probe** mission lets you send a ship to orbit a planet, moon, or asteroid and gather preliminary data about it for your PDA library. The probe remains in orbit until you change its mission. The probe ship can also be sent to explore the planet surface if it has enough fuel remaining. You can use the Probe mission to move the *Calypso* to a new planet, moon, or asteroid.

The **Transport** mission lets you move vehicles and resource cargoes from one colony to another. There are five types of resource units you can transport: ore, energy, life support, humans, and robots. You may load and transport these resources in any combination up to the maximum number of units allowed by your current generation of spacecraft. Use the point-and-click Cargo List in the middle of the Hangar window to load the current ship. Once launched, the ship will automatically unload its cargo at its destination, and will remain there until you give it new orders.

Note: You cannot transport humans to any colony or space station without adequate Habitat space.

The **Pipeline** mission lets you run any number of transport "round trips" between the launch location and another colony. When you select **Pipeline**, a **Trips** window opens under the Cargo list for you to specify the number of trips and the type of cargo both **To** and **From** the destination. Given sufficient fuel at each end, the ship will refuel, reload, and relaunch automatically. You can specify from 1 to Infinite round trips. (The default setting, the sideways "8," is the symbol for infinity). For example, you might order a ship on a planet to continuously transport 3 Energy units, 3 Life Support and 4 Humans to a colony on a metal-rich moon and bring back 20 ore units on every return trip.

The ship will continue the pipeline whether the specified cargo is ready or not. Pipeline missions continue until the specified number of trips is completed, you change the spacecraft's mission, or the ship is destroyed or runs out of fuel.

The **Space Station** mission lets you send a ship to a remote planet, moon, or asteroid and construct an orbital platform. You can then use this platform to build an orbital colony, or use it simply to stockpile energy units for refueling even more distant explorations and probes. Each world (planet, moon, or asteroid) is allowed to have one space station.

Destinations

Once you've selected a mission, click on **Click for Destination** to select an appropriate destination. Destinations depend on the mission type: for example, you can't launch a space station mission to a world that already has one. When you point to a destination, you'll see the mission's fuel and time requirements displayed below the Hangar window. These requirements will vary greatly depending on the relative orbital position of the mission's origin and destination sites. Some missions won't be possible until the planets swing closer together. Others won't be possible until you build space stations or colonies farther out in the system to use as refueling points.

Pilot

To change the pilot for your spacecraft, click on the Pilot Selector window to the left of the **Load** window. This opens the Pilot menu, which lets you select from the robot, human, or Advisor pilots available at that location.

Note: Be certain about the number of pipeline trips you set. You may unintentionally strip a colony of a resource by leaving the Trip indicator at infinite.



Robots are often the best choice for pilots: their high tolerance to "G" forces lets them fly faster and maneuver better, and they can survive wider temperature ranges. Human pilots are better where pilot initiative is required. You'll be notified when you need to send an Advisor somewhere. While the primary Advisor is gone, you will work with his or her replacement, the secondary Advisor, on the Bridge.

CARGO

You can carry cargoes of ore, energy, life support, and robots on any sort of mission. (You can carry humans only if you choose a mission and destination on which humans can survive.) To load an item, simply click on its icon on the Cargo List or Stockpile icon bars in the Hangar window screen. For example, to load robots, simply click on the robot icon. To load many items quickly, hold the mouse button down. To unload, right-click or hold down the item. You can load any combination of cargo up to the maximum units allowed by the current generation of ship (see the **Load** window).

If you are loading cargo for a Pipeline mission, you will need to set the type or number of units To and From the destination. You will also need to set the number of trips, if you don't want to use the default setting of "infinity." (An "infinity" setting means the pipeline continues until fuel runs out, the destination orbits out of range, or the ship is incapacitated.) Click or right-click **Trips** to set the trips number.

The **Load** window on the right shows the number of items currently loaded, along with the maximum number possible. Your first ships have a load limit of 30, which can go up as you develop new technology and upgrade your vehicles. Below the **Energy** window is another bank of resource icons showing inventory stockpiles at the current location: colony, space station, or *Calypso*. You'll notice how these amounts change as you load or unload cargo.

All ships are launched fully loaded with fuel if the current location has the energy units to spare. (One "lightning bolt" energy icon = 1,000 fuel units.) The **Energy** window shows the fuel load-out of the selected vehicle, which in turn determines the ship's maximum mission range. Your first generation of ships has a limit of 2,000 fuel units, which can be

increased later on with new technology and upgrading. It's up to you to ensure that your ships have sufficient energy to return from their missions. While your ships can carry extra energy units as cargo, the ship must land at a space station or colony to off-load, convert, and reload this energy as fuel. Ships that run out of fuel during Surface Exploration will crash, killing the pilot and destroying all cargo.

LAUNCHING OR CHANGING A MISSION

Once you have selected the ship, mission type, destination, pilot, and cargo, you can launch the mission with its current settings by clicking the **Launch** button at the bottom of the screen. You'll see "Vehicle Launched" displayed in red below the Hangar window to confirm.

If you select a ship that already has a mission underway (that isn't Parked), you'll be opening the Vehicle In-transit window (space background) rather than the Vehicle Hangar window. The vehicle's current mission status will be displayed. To change the mission type and/or destination, first select a new mission and destination as you did when launching the mission initially. (You can't change cargo until you land somewhere. Also, you can't change to a destination not reachable with current on-board fuel, or one that will kill any humans on board.) Then change the mission settings by pressing the **Change** button at the bottom of the screen. You'll see "Vehicle Mission Changed!" displayed in green below the In-transit window.

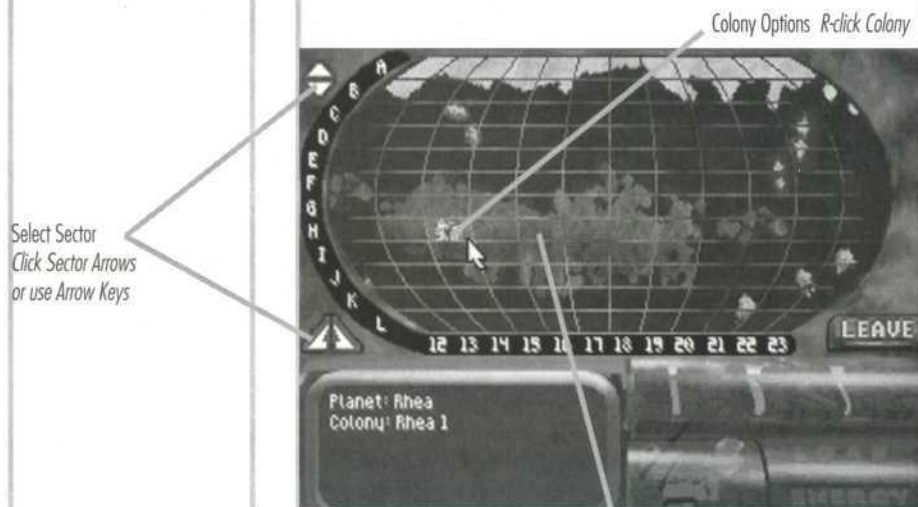


MERCATOR MAP

Note: The "gas giant" planets Zeus, Cronus, and Poseidon do not have Mercator Maps because you cannot explore or establish colonies on their surfaces.

This screen shows you the selected planet, moon, or asteroid laid out in navigational "sectors." The Mercator Map is your best source of information about a world. If you have a ship on or orbiting the planet, you can launch the ship on an Exploration mission and use the Map to maneuver across the world's surface, scan for resources, and scout and build new colony sites.

From the Space Map, you can access the Mercator Map by clicking on a world, or by right-clicking a world and selecting **View** from the Planet menu. You can also access it from the Vehicle Manager by selecting an Exploration mission for a ship orbiting that world or parked at one of its planetside or orbital colonies.



INACTIVE MAP OPTIONS

Unless you have launched a ship on an Exploration mission to the world's surface, the Mercator Map is inactive: a clear shield will cover the controls on the lower right. The world's name is displayed at the lower left. You may still view any sectors on the world from orbit by using your arrow keys or clicking the red sector movement arrows to the left of the main window. You'll see a purple sector highlight move around as you try these controls. If you already have a colony on the world, you can point to it to display its name, or double-click it to access its Colony Grid. You can also right-click it to open its Colony menu and Use Vehicle (if any) or Go To Colony.

Each sector is denoted by two coordinates: its letter (the "parallel") and number (the "meridian"). For example, the colony New Terra is in sector D-2 of Gaea. Large planets will have more sectors than can be displayed on one Mercator screen. To see beyond the initial map display, move the sector highlight beyond the right-hand edge of the display. Small moons and asteroids may have only a few sectors.



ACTIVE MAP OPTIONS

If you have launched a ship on an Exploration mission of the world's surface, you'll see a ship symbol. You can now use the Mercator Map to direct the ship, scan for resources, build colony sites, or choose a sector for surface exploration.

If launching from a colony, you'll see the ship over the colony where it was parked. If launching from a Space Station or the *Calypso*, you'll see the ship in the lower left window with the message "Select Landing Sector." Choose the sector to go to by clicking the red Up/Dn Rt/Lt arrows to the left of the map, or using your arrow keys. When the sector you want is highlighted, send the ship there by pressing [Enter]. For a short cut, simply point to a sector and click, and the ship goes there immediately. Notice that moving the ship consumes fuel at a rate proportional to the number of sectors the ship travels. Watch your fuel!

With Vehicle

- Send Ship
Click sector
Select sector, [Enter]
- Explore Sector Click ship
Vehicle Menu R-click vehicle
- Scan for Ore Click Ore icon
- Scan for Energy Click Energy icon
- Scan for Sites (Must invent)
- Cargo Limit Fuel Load: On Board/Max
Energy: Units left

SHIP CONTROLS

Once you have launched a ship on an Exploration mission, the Mercator Map opens and becomes active: the "dashboard" will open up to give you access to the ship controls there. The Mercator Map is a high-altitude view of the Exploration mission, letting you scan and get around the planet quickly. From here, you can build new colony sites or locate sectors you want to explore on the surface.

The **Ore Scanner** (mine car icon) lets you scan the planet for sectors with significant ore deposits. To use it, click and hold the Mine Car icon. As the scanner beams radiate outward, they'll reveal sectors on the planet where resources can be found. Initially, you can find only surface deposits. You may be able to improve scanning technology later to locate larger, subterranean deposits. Note: Scanning consumes the ship's energy in a hurry. It's more fuel effective to move the ship and scan only nearby sectors.

The **Energy Scanner** (lightning bolt icon) scans for sectors with significant energy deposits. It works the same way as the Ore scanner.

The **Construction** control (construction machines icon) lets you build a new colony site if you find a suitable sector. Simply click the Construction control over a suitable location, and a small "city" symbol appears on the map, indicating that the Colony Grid is open for development. "Building a New Colony" will appear in green in the lower left. If the current location will not support a colony, "Area Unsuitable for Colony" will appear in red, and no colony will be constructed. Once the site is established, you can start transporting resources to it and building Habitats. It takes a modest expenditure of ship's energy to establish a colony site, but costs *no* resources to maintain it. You can have up to 48 colonies.

Some theorists predict that you may be able to develop an advanced life-form scanner called an **Eco-Scope**, given a breakthrough in materials technology. Such a device could locate viable colony sites. If you are able to develop this, the scanner control will appear at the upper right corner of the dashboard. If you are able to develop another type of advanced scanner, its control will appear in the upper right of the screen.



Load/Energy

The **Load** window shows how many cargo items the vehicle is carrying along with its load limit. (First-generation ships are limited to 30 units.) Once you have a full load, you must return to a colony. Returning to a colony unloads and refuels the ship automatically (assuming the colony has energy to spare). You may then resume exploration immediately.

The **Energy** window shows the fuel load-out of the selected vehicle, which in turn determines the ship's maximum mission range. Your first generation of ships has a limit of 2,000 fuel units. While your ships can carry extra energy units as cargo, the ship must land at a space station or colony to off load, convert, and reload this energy as fuel.

Vehicle Menu

In a Mercator Map screen with an active ship, the General Options menu is changed to include current Vehicle commands. Right-click to open it. Over a colony, the commands include: **Park Vehicle**, **Unload Vehicle**, **Return Vehicle to Colony**, **Return Vehicle to Orbit**, or **Leave Mercator** (ship returns to launch point). Over other sectors, the commands include: **Explore Surface**, **Build New Colony**, **Send Vehicle to Orbit**, and **Leave Mercator**.

Explore Surface

To have your exploring ship descend to the world's surface or a colony, move the ship to the appropriate sector, and then click or press [Enter]. If the ship is over a colony, the Colony Grid will open. If the ship is over an uncolonized sector, you'll be in the Surface Exploration screen where you can directly view the surface and collect resources and clues.

Leaving the Mercator Map

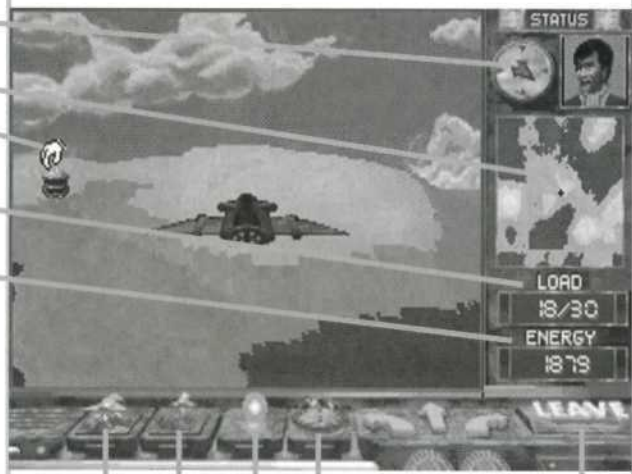
You can exit the Mercator Map by clicking **Leave** to return to the previous screen, or by right-clicking for the General Options menu. If you have an active ship on the Map, you can leave by parking the ship at a colony or space station, or by descending to the surface for a Surface Exploration.

SURFACE EXPLORATION SCREEN

This screen lets you accompany a vehicle as it explores a world's surface from low altitude. From here, you can gather ore, energy, and other valuable discoveries directly from the surface. You'll also use this screen to conduct planetside combat, should that ever become necessary.

You can access this screen only from the active Mercator Map when you have a ship on an Exploration mission. From the Mercator Map, move the ship to the sector you want to explore and click or press [Enter]. You can also open the Vehicle Menu (right-click) and select **Explore Surface** to descend to the surface at the current location.

- Direction
- Sector Map View
- Collect item *Click Hand cursor*
- Fire Laser *R-Click Target cursor*
- Cargo Limit *Load: On Board/Max.*
- Fuel *Units left*
(1,000 fuel = 1 energy)



- Overhead View On/Off
- Plasma Bomb
- Move Ship Arrows
- Scan
- Cargo View or Sector Map
- Cargo Bay icon
- Return to Orbit Leave

MAIN WINDOW

The Exploration screen's main window shows your ship's forward view over the sector's surface. To move the ship, click on one of the gold Movement arrows on the control panel (or use your Left, Right, and Up arrow keys). The view in the main window rotates around your craft as you bank and turn. The view in the small "map" window to the right stays aligned to the North—use the Direction indicator above it to see your ship's current orientation relative to the map.

The round white mouse cursor in the window aims your ship's lasers, which you can then fire with the right-hand mouse button. As you fly over the surface, you will run across icons for

Ore, Energy, Life Support, Science resources, clues, and exotic minerals. You can collect these items by moving the mouse cursor over them. When the cursor changes to a hand, click to grab the icon and place it in your ship's cargo bay.

Some resource icons represent more than one unit of the item. A particularly rich ore icon may contain over 15 ore units, for example. They'll all be loaded when you click on the icon, providing you have room in the ship. If you don't have room, the icon will remain so you can come back and pick up the remaining units later.

Some science resources, clues, and exotic minerals you pick up will be accompanied by a message describing what you found. Read them carefully: while the most important clues are saved in your PDA Library, others will appear only once. These items take up no room in your cargo bay.

CONTROL PANEL

In addition to the movement arrows (described above), the Surface Exploration panel has four other control icons.

At the far left is the **Overhead View** switch (large ship icon). Clicking this icon switches your view to a remote camera probe far above your ship. This lets you see all around your ship, but not as far to the front as the surface view. It also shows your ship's current compass orientation. To return to the surface view, click the View icon again.

Second from the left is the **Scanner** button (small ship icon). Clicking and holding this icon down switches you to Overhead View and sends out pulsating waves that reveal any ore, energy, or other items in the surrounding area. Providing you have the fuel, you can continue the scan until you have scanned the entire sector (shown on the small map at right). An item revealed by this scanner remains on the sector map until you pick it up or leave. Please note that this option uses up your ship's fuel at a tremendous rate.

Third from the left is the **Plasma Bomb** (the Fireball icon), which you can use to attack surface targets below your vehicle. The plasma bomb has a much wider kill radius than the laser, but takes more energy as well. Warning: If you bomb a sector, you destroy all the ore and energy units in sight.





Fourth from the left is the **Sector Map/Cargo View** switch. When it shows a Compass, click it to open and view the current contents of your cargo bay in the small window at right. When it shows an open Cargo Bay, click it to return to the default Sector Map view.

OTHER DISPLAYS

Use the **Direction** indicator at the upper right to see which way you're facing in the main window. You'll soon become proficient at using this instrument with the sector map, and main window to navigate the surface.

To the right is the Pilot you designated for this mission. The pilot cannot be changed unless you return to a base.

The **Sector Map/Cargo Bay** window below switches between your Sector Map display and Cargo Bay when you click the Cargo View icon. The Sector Map shows the terrain surrounding your current position (the small red cross) in this sector. While this map will scroll across the surface with your ship as you move, it is always oriented to North. If you illuminate items with the scanner, this sector map will display the scanned item's location until you pick them up or exit the screen.

To view the current contents of your ship's cargo bay, click the Cargo/Sector Map View switch. The window will then display the type and number of items you've collected so far on this exploration. Ore, Energy, and Life Support items take up room in the Cargo Bay, but not Science resources or other items you find.

The **Load** field shows how many cargo items the vehicle is carrying along with its load limit. (First-generation ships are limited to 30 units.) When the ship is full, you can return to a colony to unload, and then refuel and resume exploration with an empty hold.

The **Energy** field shows the fuel load-out of the selected vehicle, which in turn determines the ship's maximum mission range. Your first generation of ships has a limit of 2,000 fuel units. Your ship consumes fuel as you fly over the planet and scan. While your ships can carry extra energy units as cargo, the ship must land at a space station or colony to off

load, convert, and reload this energy as fuel. When you run low on fuel, return to the Mercator Map so you can return to base and refuel. If you run out of fuel during Surface Exploration, your ship will crash, killing the pilot and destroying the entire cargo.

Leaving the Surface Exploration Screen

From the Exploration screen, you can go to the Mercator Map only. To exit and return to the Mercator Map, click **Leave** or press [Esc].



SPACE MAP

The powerful Space Map display lets you view the entire Beta Caeli star system from almost any perspective you want. You can use this screen to observe the status and location of your active colonies and spacecraft, and to zoom in on the Mercator Map view for any planet, moon, or asteroid.

You can access the Space Map from the Bridge, the General Options menu, or when leaving the Mercator Map screen. To exit, click **Leave** or press [Esc].

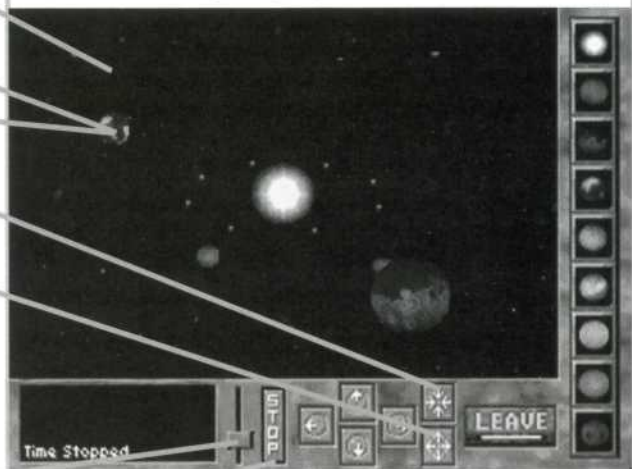
General Options Menu
(Tab) or R-click in view

Planet Mercator
Double-click planet

Planet Menu R-click planet

Zoom In Click
Max R-click

Zoom Out Click
Max R-click



Game Speed Up/Dn
Drag Slider

Stop time Click

Move point of view Click
Max R-click

Foreground View Click
Anchor View R-click

MAIN WINDOW

The main Space Map window allows you to view the Beta Caeli system from many perspectives and monitor the status and position of your ships and orbital stations. When first opened, the Space Map view is "anchored" to the sun Beta Caeli. This means that the zoom and directional arrows below the main window will change your view relative to Beta Caeli. You can change the anchor to another planet, if you wish, which changes the center of the zoom and directional arrow buttons as well.

To view a planet, you can select it from the Planet Sidebar on the right. To view the Mercator Map for the planet, click on it in the Main Window. The Mercator Map will be inactive (dashboard covered) until you launch a ship to explore the surface. To exit the Mercator Map, press [Esc] or click

Leave.

Spacecraft and orbital stations are shown as pulsing colored lights. The *Calypso* is the purple light. Your space stations are blue, and your other spacecraft are green. Any unidentified ships that appear are indicated by red or yellow lights. You can go to the *Calypso's* Colony Grid by clicking on the ship in the Space Map. Similarly, you can go to any ship's Vehicle window by clicking on it.

The Space Map accurately simulates orbital physics, which means you'll need to account for the planets' relative orbital positions in planning journeys. For example, a first-generation ship on Gaea cannot reach Rhea at those times when Rhea's orbit takes it opposite of the sun from Gaea.

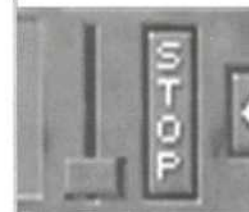
SPACE MAP CONTROLS

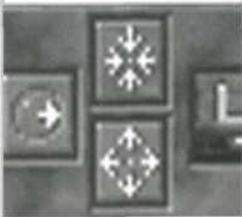
Status Window. The brown window on the bottom left gives you the name and status of any object you point to in the Map window. For example, it shows the name and number of current colonies on planets. For the *Calypso* and space stations, it will display the name and number of available vehicles. For vehicles, it will show the current mission. It will also show your current game turns if you change game speed or stop the game.

Time Slider. Drag this slider control up or down to speed up or slow down the game speed. For example, if you are unable to send a ship to Rhea because it is on the opposite side of the sun, you can speed up the game until Rhea is close enough for the mission to be launched. Keep in mind, however, that all other parts of the game will be proceeding at the same pace: resource consumption, etc.

Stop Button. Use this button to Stop the game while using the Space Map. The message Game Stopped will be displayed on the left. To resume, click it again.

Directional Arrows. Click these arrow buttons to change your view of the system in all directions relative to the current anchor. You can also use your arrow keys. For example, if you are anchored on Gaea, click the Up arrow button (or press [Up Arrow]) to rotate your view above the planet's orbital plane. Click the Down arrow button to reverse. To go quickly to the furthest extreme view possible with any button, right-click on it.





Zoom Arrows. These buttons let you “zoom” your view in or out from the center of the current anchor quickly. To zoom in slowly, click the Zoom-in button (arrows facing in.) To zoom out slowly, click the Zoom-out button (arrows facing out). To go to the extreme view on either button, right-click the button.

Planet Sidebar. This sidebar has a button for each planet, with the current planet highlighted in grey, and the current view anchor highlighted in white. To quickly change your view to a particular planet, click its picture. (The default view anchor is the sun Beta Caeli.) To change the view anchor to that planet, right-click it instead. Once the planet is in your foreground view, you may open its Options menu by right-clicking on it, or open its Mercator Map by double-clicking on it. You may also cycle through all planets and asteroids using the spacebar.

PLANET OPTIONS MENU

Right-clicking on a planet, moon, or asteroid in the Space Map will open its Options menu. The yellow **Colonies** and **Vehicles** options, if available, let you access the Colony Manager and Vehicle Manager screens regarding the colonies and spacecraft on that planet only.

The blue **Follow**, **Anchor**, and **View** options let you control how you view the planet. Clicking **Follow** keeps the planet in your foreground view as it orbits Beta Caeli. Clicking **Anchor** lets you reorient the Space Map’s center from the default, Beta Caeli, to any planet. This resets all directional and zoom commands relative to the new anchor point. Now if you use the arrows or zoom in/out buttons, all system movement is around the selected world. Clicking **View** opens the Mercator Map for that planet, moon, or asteroid. (If you have a spacecraft on the planet, you’ll also be able to explore the surface.)

Note: You cannot anchor your view on a moon or asteroid.

The Colony Manager screen summarizes the current status of each of your colonies and space stations. At a glance, you can see the installations, vehicles, advisors, and crew at each site, as well as your current resource inventories and their net change per turn. This display helps you see which colonies need attention so you can go straight to their Colony Grids and manage their building and production activities. The continuing growth and expansion of your colonies is vital to the success of the entire mission. Your colonies must be thriving and able to generate the resources, technology, and ships you’ll need to prevail.



COLONY MANAGER

List of Advisors stationed at colony

Colony List
Click Colony Name to bring Summary to top

Colony Summary
(Habitat, Factories, Power, Labs, Ships, Missiles, Ore, Energy, Life Support, Humans, Robots)

Visit Site Grid
Click Colony Summary

See More Colony Summaries
Click Arrows or Up/Dn Arrow Keys

You can access the Colony Manager from the General Options menu, or from the Bridge by going to the Engineer’s station and clicking **Colonies**. From the Site Grid, you can click the **Colonies** button at the bottom. From the Space Map, you can right-click a planet to open the Planet Menu, and then select **Colonies** (if the planet has at least one colony or space station. The colonies listed will be limited to those at that planet.)

Starting with the *Calypso*, the Colony Manager lists your colonies in their order of creation. The left side of the screen lists each colony by graphical summary; the right side lists just the names in the same order. Orbital space station colonies have an SS prefix. To see a colony summary at the top of the list, just click its name on the name list. (This becomes very handy once you have more than 3 colonies.) If either list

Note: You start the game with four spaceships and a healthy supply of ore, energy, life support, and robots on the *Calypso*, as well as a good starter supply on New Terra. You also have 2,000 settlers in cryogenic hibernation who will be woken in groups as you make room for them in your habitats later.

extends beyond the window, you can click on the red Up or Down arrows (or your arrow keys) to scroll through the concealed items. You can have up to 48 colonies total.

The upper row of the graphic summary uses icons to show you the number of installations (habitats, factories, power plants, research labs), spaceships, and missiles at the colony. Additional facility types may become available as your technology progresses. The lower row shows the resources (ore, energy, life support, humans, robots). For resources, red numbers show any net loss per 24-turn Gaeon year (consumption exceeds production) while green numbers show any net surplus per 24-turn year (production exceeds consumption). One of the most challenging aspects of the simulation is shepherding the balance of each resource for each site. This can mean changing production, upgrading facilities, or turning them off, or using pipelines between colonies to supply materials that another site can't produce fast enough on its own.

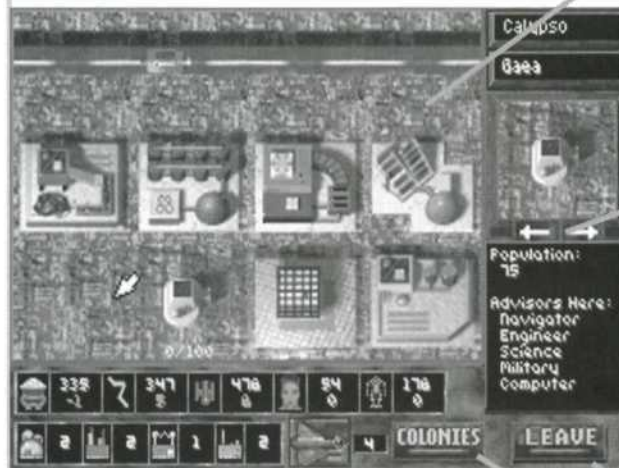
If one or more of your Advisors is at a site, you'll also see their title (ENG, NAV, etc.) and a green light, similar to the Comm. Panel.

To go to the Colony Grid for a particular colony, point to its graphical summary (highlight it in red) and then click.

Leaving the Colony Manager

You can exit the Colony Manager by clicking **Leave** to return to the previous screen, or by right-clicking for the General Options menu. Again, to go to the Colony Grid for a particular colony, point to its graphical summary (highlight it in red) and then click.

The Colony Grid shows an overhead view of the selected colony and the installations you've built there. You'll use this screen to decide what installations to build, upgrade, or dismantle, and when to change production. It also helps you see which sites need resources to cover an imminent deficit or build a new installation, and which sites have surplus resources you can transport elsewhere. You can quickly see the results of your decisions as the net resource change goes up or down on the status summary below.



You can access a Colony Grid by clicking that colony's graphical summary in the Colony Manager. (Access the Colony Manager from the General Options menu, through the Engineer's station, or through the Space Map's Planet menu.) You can directly access the *Calypso's* Colony Grid from the Bridge by going to the View Ship Resources station. From an inactive Mercator Map (dashboard covered), you can double-click a colony site, or right-click it and select Go To Colony.

Colony Name

At the upper right is the Colony Name field, which displays the default (system-assigned) name for the current colony. Default names include the colony's location (with an "SS" prefix for Space Station), and its order of creation: Rhea1, SSHermes10, etc. You can change the default name if you wish by clicking on it, typing in a new name of up to 8 letters, and pressing [Enter]. This will change the colony name

COLONY GRID

Colony Grid Controls

General Options Menu

R-click empty area

Scroll View

Drag mouse, or use arrow keys

Installation Options R-click on building

Change Prod/Science

Click Change Prod

Choose New Installation

Click selector box arrows

Click/R-click selector box

Build Installation

Drag from selector box, place on empty grid

Dismantle Colony

Remove all, R-click, select "Dismantle Colony"

Go to Colony Manager

Go to Vehicle Manager

Click Vehicle icon

Change Colony Name

Click name, edit, [Enter]

Note: You cannot change the names of *Calypso* or New Terra.

everywhere it appears, such as the Colony Manager, Vehicle Manager, etc.

The field just below displays the name of the planet, moon, or asteroid that the colony is on or orbiting. (The *Calypso's* colony always shows *Calypso* here, wherever you move the ship.) You can't change the world name.

Grid Window

The Grid window shows a partial overhead view of your colony. This is where you'll build installations or change their activities. To see other areas, use your numeric keypad keys or drag the mouse cursor to the edge of the current view to make the view scroll in that direction. Each colony when founded has a Vehicle Hangar and other support buildings. You'll notice that the grid and installations appear quite different for planetside colonies, space station colonies, and the *Calypso* (itself a colony).



GRAPHICAL SUMMARY

At the bottom of the screen is the colony's graphical summary, which displays the same information as that in the Colony Manager. The upper row shows the resources (ore, energy, life support, humans, robots). The lower row displays the number of installations (habitats, factories, power plants, research labs) and spaceships at the colony. For resources, red numbers show any net loss per 24-turn Gaeen year (consumption exceeds production) while green numbers show any net surplus per 24-turn year (production exceeds consumption).

INSTALLATIONS WINDOW

Below the Colony name fields is the Installations window. It shows you the kind of installations allowed by your current technology, as well as the resources required for each. At all stages of the game, you can build habitats, factories, power plants and research labs. Other installation "levels" and types may become available later if you develop the appropriate technology. You can have no more than 16 installations per colony.

To page through the various installations and their requirements, click on the Installations window or the red arrows just beneath it. If you don't have the resources at the colony to build a particular installation type, or have no place to put it, its picture will be obscured by the gray "no" symbol. In some cases, you may need to dismantle one facility to build another.

Below the installation picture is a description that tells you if you can create the displayed facility, and what resources it will cost. If you lack one or more of the required resources, the description will read "Cannot Create" and the lacking resource(s) will be shown in red. You'll have to produce or transport at least that many resources to proceed with construction.

If you do have adequate resources, the description reads "Drag to Create." You can then use the mouse to simply "drag" the installation from the Installations window to a valid location on the Grid window. A square shadow will appear beneath the installation as you move it to show you locations where you can place the building. Try to group your installations in an organized manner so you can find installations more easily later.

The first installation you'll build at any new colony is a Habitat (since humans require Habitats, and humans are required to build any other type of installation). You can then transport humans and other resources to the site to build other installations and make the colony as self-sufficient as possible. See "Installations" for details.

Dismantling a Colony

You can remove a colony by first dismantling its installations (Habitats last), and transporting all people, resources, and ships away from the site. Once the colony is "empty," right-click to open the General Options menu. At the top, you'll see **Dismantle Colony**. Click **Dismantle Colony** to remove the Colony from the Colony Manager.

Leaving the Colony Grid

You can exit the Colony Grid by clicking **Leave** to return to the previous screen, or by right-clicking for the General Options menu. You can also click the **Colonies** button to return to the Colony Manager, or click the Vehicle icon button for the Vehicle Manager.



Note: *Calypso* and New Terra cannot be dismantled.

CAPTAIN'S PDA

The "Captain's PDA" is your Personal Data Assistant and information manager. This is where you will receive probe and Advisor reports, monitor the ship's log, and review mission progress. You can open it by going to the Computer station and clicking the **Captain's PDA** button. You can also access it by opening the General Options menu and selecting **View PDA**. When you're done using the PDA, exit by clicking the **Power** button or pressing [Esc].

The PDA has four information "modes" that you can select from using the purple buttons on the right: **Log**, **Library**, **Status**, and **Damage**.

Leave PDA
[Esc] or click Power

Select Entry
Click entry, Up/Dn Arrows

Open Library Entry
Select, click or [Enter]

Select Mode [Space]
to cycle through Log, Library,
Status, Damage



Scroll Entries
Up/Dn Arrows

Delete Log Entry
Select Entry, click Delete

LOG

The **Log** displays your current list of notes, clues, and action items (things to do). As you complete each task entry, the computer will remove it from the list automatically. You can scroll through your current log entries using your arrow keys or by clicking on the purple Up and Down arrows below the PDA screen. If you find your log entries piling up, you can use the **Delete** button to remove those you no longer need. To delete an entry you do not intend to perform, just highlight it, click **Delete**, and then click **Yes** or press [Enter] when asked to confirm the deletion. Note, however, that when you delete an item, it's gone for good.

LIBRARY

The **Library** mode lets you store and retrieve detailed articles, radio transmissions, probe reports, Advisor and Planetary Governor reports, and clues or artifacts discovered during explorations. To select a Library topic, click on the topic title to highlight it. You can also click the Up/Down arrows or use your arrow keys to move the highlighting to the topic you want, and then click or press [Enter] to open the topic.

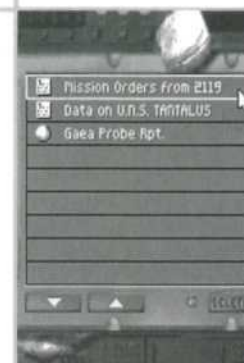
To scroll through long library entries, you can click the Up/Down arrows or use your arrow keys. When done reading the entry, click **Exit** or press [Esc] to return to the PDA. As the game progresses, you may accumulate a lot of Library items you no longer need. To delete an entry, just highlight it, click **Delete**, and then click **Yes** or press [Enter] when asked to confirm the deletion. Note: When you delete an item, it's gone for good.

STATUS

The display-only **Status** screen lets you review the current summary of overall mission status for the *Calypso* and all of your colonies, including facilities, vehicles, robots, people, and resources. For resources, you'll see your total inventories, along with any net gain (+ green numbers) or net loss (- red numbers) per year, or zeroes for static or balanced production. At the bottom, you can see your progress for total population and technological advances.

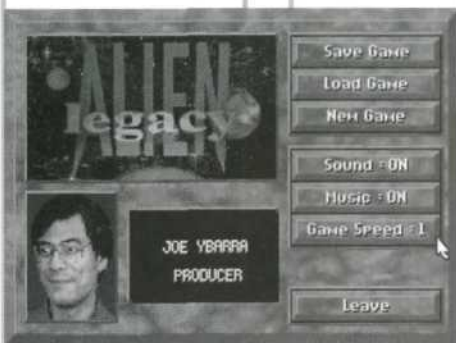
DAMAGE

The display-only **Damage** screen lets you review the total losses you've suffered due to disaster, revolution, or attacks. It also shows damage you have inflicted on other forces as "Kills."



GAME OPTIONS

This screen lets you save or load your games, and change your game settings such as speed, sound effects, and music. To open it from the Bridge, click on the Computer station and then the **Game Options** button. You can also access it by opening the General Options menu ([Tab] or right-click) and selecting **Options**.



On the left, you'll see the game logo and morphabetized credits. The option buttons at the right work as follows:

- **Save Game.** Saves your current game session in progress. You can save as many games as you have room for on your hard drive: each takes about 210K. You can assign the saved game names yourself or use a system default. After you save the game, you can resume your current game or exit. Also, you can press [Alt]+[S] to save anywhere in the game.
- **Load Game.** Abandons the current game and lets you resume a previous game session from the point that you last saved it. You can also **Delete** saved games. When you select this option, you'll be presented with a list of saved games. Select the one you want to resume or delete with the mouse or the Up or Down arrows, and click or press [Enter]. Also, you can press [Alt]+[L] to load a new game anywhere in the game.
- **New Game.** Abandons the current game and starts a new one without saving your changes. You'll start over again at the startup menu.
- **Sound.** Turns the game sound effects on or off.
- **Music:** Turns the game music on or off.
- **Game Speed (1-10)** Click to speed the game up, right-click to slow it down, or simply type the number for the Game Speed setting you want. The slowest setting is 1, and the fastest is 10 (0 key). You want it slow if you have a lot going on. You can press a number 1-0 to reset game speed in most areas of the game.
- **Leave.** Returns you to the previous screen or. Or, press [Esc].

CAPTAIN'S REFERENCE

Planets are the foundation of your new civilization. As Captain of the *Calypso*, you will need to establish colonies on several planets to support your people and increase your resources, production, and research. Each new world has new or unique resources that will contribute to your efforts, and each should be explored thoroughly.

To reach distant planets, moons, and asteroids with your fleet, establish remote space stations with fuel reserves. Use the Space Map to make the most of the planets' orbital positions when launching probe and space station missions. Planets are treasure troves of naturally occurring ore and energy resources, and can provide startling new science finds to catalyze your research efforts. You will find Ore, Energy, Life Support and Science to collect during surface exploration. In addition, you may find exotic minerals (metals, jewels, crystals, etc.) and clues, which in turn can provide you with vast new capabilities or knowledge. Finding them should be one of your highest priorities.

Colonies are the population and production centers you can build in the Beta Caeli system. In addition to your initial colony on the *Calypso*, you can establish colonies on planet surfaces and on orbital space station platforms. They also serve as refueling points for your ships and as stockpile points for resources and weapons.

You can create planetside colonies from the Mercator Map during active Exploration missions. You can create one orbital colony space station site per world by sending a spacecraft on a Space Station mission to that world from the Vehicle Manager. For example, you can have one space station colony above a planet and one above each of its moons.

Once a colony site is established, you can begin transporting resources there and build a habitat. With a Habitat in place, you can bring in humans and start building the powerful Factories, Power Plants, and Research Labs that will help make the colony self-sufficient. Eventually, your colonies can begin producing surplus resources, robots, ships, and other items for transport to other locations. Managing the progressive growth of your colonies is your primary task. Without thriving

EXPLORING PLANETS

COLONIES

RESOURCES

colonies, you will lag behind in production and population growth. In addition, the colonists in your care will grow angry and may revolt.

Planetside colonies can mine ore directly from the planet, and therefore are better for producing equipment that uses ore in its production. They're also better for housing the bulk of your population. Please note that mining colonies may eventually run out of ore, however.

Orbital space station colonies can produce energy and life support quite effectively, in many cases enough for export. Also, orbital colonies allow you to "siphon" fuel from the giant gas planets Zeus, Cronos, and Poseidon, even though you can't land on these planets. Similarly, space stations help you mine asteroid belts.

Orbital colonies are excellent refueling stations. By stockpiling energy at an otherwise abandoned space station, you can refuel your ships on their way to distant parts of the system.

There are several basic resources you'll require in *Alien Legacy*. Ore, Energy, and Life Support are the consumable resources that your colonies need in constant supply for production and maintenance. Science resources are consumed as your scientists and engineers strive to advance your technological capabilities. Humans and Robots are the permanent staff resources your colony facilities require to operate.

Even installations that produce these resources consume resources in the process. This makes resource management a key aspect of success in *Alien Legacy*. Running short on one type of resource can bring installations and entire colonies to a halt, or make a shambles of your pipelines. On the other hand, having several strong colonies that produce resources in abundant surplus will enable your exploration and research efforts to meet any challenge.

RESOURCE TYPES

Ore represents all consumable building materials, including metals, stone, fibers, ceramics, and wood. It is the raw materials from which you construct robots, spacecraft, and create and maintain installations. Ore can be found in natural deposits during planetary exploration or created by a factory. It is most plentiful on the inner planets of the star system.

Energy represents all forms of consumable energy, including fossil fuels, electromagnetism, plasma pods, nuclear energy, and solar power. Energy is necessary to keep colonies fully functional and on-line. It is converted to fuel for your spacecraft traveling between worlds and exploring planet surfaces. Energy can be found in natural deposits during planetary exploration, created by a Power Plant, or siphoned by a factory orbiting a gas planet.

Life Support refers to the various consumable necessities that sustain human life. On habitable worlds, it stands for food, water, and medical supplies. In artificial and hostile environments, it also includes space suits and oxygen tanks. Life Support units are generated by Habitat facilities.

Science resources are the natural discoveries and applied research breakthroughs that are invested in the development of new technologies. There are seven types of science resources, one for each science displayed in the Technology Manager screen. You may come across these science resources while exploring the system, or produce them at Research Labs.

Humans are the personnel that you brought with you in cryogenic suspension on board the *Calypso*. As they are awakened and sent to various colonies, humans will begin to reproduce and increase their numbers—given time and a secure environment.

Robots are tireless humanoid automatons that excel at construction, menial labor, and difficult space missions requiring tolerance to radiation and high accelerations. To add to your supply of robots, you must devote one or more factories to producing them.

Humans and Robots are not "consumed" like other resources. They are taken from the colony's surplus labor pool when you begin construction of an installation, and some are required to maintain the facility later. If the facility goes off line, however, they are returned to the labor pool and become available to work on something else or be transported elsewhere.

COLLECTING RESOURCES

You can add to your resources by collecting them or producing them. First, you can collect Ore, Energy, Science, and sometimes Life Support resources from natural deposits and

discoveries you find during planetary surface exploration. Ore, Energy and Life Support resources are added to the first colony the ship lands at after collecting them, while Science resources become available immediately in the Technology Manager. Second, you produce your resources. Factories can mine Ore on planets, or siphon Energy from orbit around a gas planet. Power Plants generate Energy, Habitats generate Life Support, and Research Labs generate Science resources. As your facilities become more technologically advanced, they can produce resources more efficiently.

As you begin to collect or produce surplus resources at some colonies, you can start to transport the surplus to other locations. For this purpose, you have the Pipeline mission, repeated transport round trips that you can set up as described in the Vehicle Manager. Someday, you may also be able to use a Mass Driver, a giant electromagnetic catapult that hurls large ore packets to a selected destination. The main advantage of the Mass Driver is that it releases spacecraft from pipeline missions for other purposes.

Installations are the buildings you create at a colony to house your colonists and to produce resources and other items. There are four primary installations available: Habitats, Power Plants, Factories, and Research Labs. Technological advances may allow you to upgrade these installations, or to build new types of installations. You can have up to 16 installations per colony, and you'll use the Colony Grid screen to build and manage them.

BUILDING INSTALLATIONS

You can construct any installation at a colony if you have the resources to build it and an empty place on the colony grid to place it. Use the Installations window in the Colony Grid to view your options. When you start construction, the required resources are subtracted from the colony's inventory. The resources required will vary depending on the installation's location (planet or space station), and its technological "level." Each installation takes a number of months or even years to complete and go on-line. While installations are being built, they flash a blue light.

As your technology improves, you'll be able to build new, more efficient installations with higher production levels, or upgrade older ones. The production increase in each new

level of installation varies with the type of installation, its location, and type of product. In general, each new level of facility can produce more goods in fewer turns than the previous level, but will also require more resources to build and maintain. You'll be wise to have surplus resources on hand to cover current needs until the new facility starts producing. You'll also want to upgrade your facilities fairly evenly. For example, you'll find it difficult to keep a Level-3 factory on-line with Level-1 power plants supplying its energy needs.

ON-LINE STATUS

Each installation has a range of operational "status" modes indicated by colored lights. A green light means the installation is on-line and capable of producing. A red light means it is off-line. A blue light means the installation is undergoing construction, upgrading, or retooling (production change.) A yellow light means the installation can be upgraded.

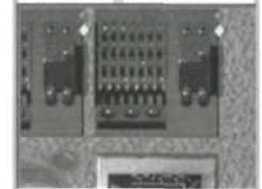
An installation goes on-line (green light) when it is completed and has available resources for maintenance. Each on-line installation has a yearly maintenance cost in Ore, Energy, and Life Support, and most require both Robot and Humans on staff. Maintenance requirements may vary depending on the installation's location (planet or space station), and its technological level. If the colony lacks one or more of these resources, installations that need them go off-line and stop producing (red light). Installations that are currently on-line and producing something display a flashing green light. Installations that are on-line but haven't been given an assignment display a steady red light.

An installation that is off-line (red light) is dormant and neither manufactures anything nor uses up maintenance resources. Installations go off-line if you turn them off, or if they run out of maintenance or production resources. In some cases, a factory that is mining ore will go off-line because the ore supply at that site has been exhausted. A newly upgraded facility may go off-line if you aren't prepared to supply its higher levels of resource consumption.

You can **Change Production** for Factories and Research Labs. The installation will be shut down for a short time to "re-tool," and then comes back on-line creating the specified new item. Installations being re-tooled display a blue light.

You can **Dismantle** installations that are outmoded, that

Note: Habitats are always the first installation you will build at any colony. You need habitats before you can transport humans to the colony, and you will need humans to build and maintain all other installation types.



Note: Right-click an installation in the Grid screen to access its Installation Options menu.

Note: An orbital colony with an operational factory above a gas giant can siphon off the top layers of hydrogen from the upper atmosphere. You can then set up a pipeline mission to bring this abundant energy to your other colonies.

INSTALLATIONS

Note: You cannot dismantle all Habitats at a site without first removing all of the Humans.



require more resources than you can supply, or take up a colony space you would rather use for something else. Dismantling removes the installation, returns some of Ore used to build it to the colony supply, and releases its Human and Robot workers for other tasks. Installations that are being dismantled shine a blue light.

As your colonies grow and you make technological advances, you will be able to **Upgrade** your installations or build new, more efficient ones. Improved installations are much more productive, and upgrading can cost less than half of building a whole new installation from scratch. On the other hand, your installation will be unproductive while the upgrade is taking place (i.e., don't try to upgrade all your facilities at once). An installation that is capable of being upgraded will display a yellow light. While upgrading is taking place, the installation will display a blue light.

Once you upgrade an installation at a colony, all new facilities of that type that you build there will be of the new level. For example, if you upgrade a Level-1 factory to a Level-2, you can build only Level-2 factories from then on at that colony—unless you dismantle all Level-2 factories on the grid.

HABITATS

Habitats are the living quarters for humans at a colony. When on-line, they also produce new Humans and Life Support units. You must maintain adequate habitat space for the total population of a colony, or else colonists may revolt.

You can upgrade Habitats as the human population increases at a colony. For example, you can upgrade a Level-1 Habitat to Level-2 once your colony population passes 200 humans. Other upgrade thresholds are at 300, 600, 800, and 1,200 colonists. More advanced Habitats can house more people, and produce Life Support units more efficiently, but will also require more resources to build and maintain.

You cannot send humans to a colony without Habitats. Off-line Habitats can house humans (but they can't produce Life Support units). Habitats will fill up as your colonists propagate.

Building a Level-1 Habitat on a planet takes 2 ore, 1 energy, 1 life support, and 5 robots. Once built, it can support 100 humans. If on-line, it will produce 5 life support units every 10 turns while using 2 ore, 3 energy, 1 life support, 3 humans,

and 2 robots for yearly maintenance. Requirements vary slightly for space station habitats.

POWER PLANTS

Power Plants create Energy units. Each Power Plant must pay a yearly maintenance fee in ore, energy, and life support to stay on-line. You can always turn a plant off to save resources, although you may starve other installations and force them off-line.

Building a Level-1 Power Plant on a planet takes 6 ore, 9 energy, 10 life support, 16 humans, and 7 robots. Once on-line, it can produce 6 energy units every 12 turns. Its yearly maintenance requires 1 ore, 1 energy, 3 life support, 6 humans, and 3 robots. Requirements vary slightly for space station power plants.

Each new level of power plant can produce considerably more energy than the previous level, but will also require considerably more resources to build and maintain.

FACTORIES

Factories are the industrial backbone of each colony. On planets, they can mine ore, and manufacture items such as robots and vehicles. In space stations, they are able to siphon gas (when orbiting around a gas planet), but cannot mine ore in orbit. While on-line, Factories require heavy ore, energy, and life support for yearly maintenance, especially when producing ships or robots. Factories go off-line if you turn them off or can't keep them supplied.

Use the "Change Prod" option to tell an on-line factory what item to manufacture. Initially, you can mine ore, or build robots or spacecraft. You may be able to build additional items later on if you develop the appropriate technology. If you change production, the factory goes off-line while it re-tools.

Building a Level-1 factory on a planet takes 6 ore, 8 energy, 6 life support, 4 humans, and 10 robots. Once on-line, it can mine 5 ore units every 9 turns, build 1 robot in 12 turns, or build 1 Level-1 ship every 24 turns. Its basic yearly maintenance (for mining) requires 1 ore, 3 energy, 2 life support, 8 humans, and 4 robots. To build 1 robot requires an additional 2 ore, 3 energy, 3 life support, 2 humans, and 3 robots. To build 1 Level-1 ship requires an additional 9 ore,



Note: Installations produce no resources while being retooled or upgraded.

10 energy, 7 life support, 4 humans, and 12 robots. Requirements vary slightly for space station factories.

Each new level of factory can produce considerably more goods in fewer turns than the previous level, but will also require considerably more resources to build and maintain.

RESEARCH LABS

Research Labs produce science resources, which are in turn used to develop new technologies in the Technology Manager. The seven science resources include Astronomy, Biology, Chemistry, Electronics, Geology, Mathematics and Physics. You may also find some of these resources while exploring planet surfaces.

When a Research Lab comes on-line, you select the science that it will study. The lab continues to produce that science resource until it goes off-line or you select a different science for it to study. Science resources vary by the number of turns required to produce them. For example, a Level-1 Lab requires the following number of turns for each type to output one science unit: Astronomy 11 turns, Biology 12, Chemistry 8, Electronics 15, Geology 9, Mathematics 11, and Physics 6 turns. You might try to find the more costly resources during exploration, rather than dedicating labs to them.

Building a Level-1 Research Lab on a planet takes 5 ore, 3 energy, 3 life support, 12 humans, and 5 robots. Its yearly maintenance requires 10 ore, 6 energy, 4 life support, 8 humans, and 4 robots.

You can begin to upgrade your labs after completing a certain number of technological advances. In turn, each new level of lab takes one less turn to output a given science resource than the previous level. The respective ratios for each science, however, will stay the same. For example, a Biology resource will always take six more turns than a Physics unit.

From the start of your mission, you will need to have engineers and science teams toiling away in Research Labs to discover better ways of getting things done and increasing the productivity of your installations and spacecraft. As new problems and threats arise, you will also have to find new ways to deal with them. Technology advancements will help

you improve the efficiency of your colonies and overcome the dangers awaiting you.

CREATING TECHNOLOGIES

The development of new technologies is managed in the Technology Manager screen at your Science Advisor's station. There you can see what new technologies are available to build, and you can select which ones you want to build, assuming you have the science resources to complete them.

Progress comes at a price. You should consider carefully which new technologies you want to pursue, given the best advice of your Science Advisor. Results still may not be what you expect. Also, some new technologies may come before you're ready for them. You may find yourself with very productive Factories, for example, without the resources to keep them on-line.

NEW TECHNOLOGIES

You can discover new technologies in several ways. You may find natural phenomena that spark new discoveries, or find artifacts that spur a breakthrough in your labs. Much of your progress will still come through dedicated, continuous research in your labs. Your Science Advisor will tell you when the technical staff is on the verge of a breakthrough with a new technology.

EFFECTS OF TECHNOLOGICAL ADVANCES

Many new technologies take effect as soon as they are built. For example, some discoveries will let you upgrade your Factories or Power Plants immediately, or upgrade your vehicles automatically the next time they dock.

Other technologies allow you to build new objects in your Factories. Whenever a technology advance is announced, you should check your Factories to see if you can build some new item.

Ship upgrades cost nothing. Whenever your vehicles land at a colony, they are automatically upgraded with the latest available armor, lasers, and engines.

Some items have no immediate use, but may be required to build future technologies.

COMBAT

At some point, you may find yourself under attack by rebellious colonists or other forces. Combat may take place in space or on a planet. Your Military Advisor will offer you recommendations for engagement based on the situation.

Technological advances to your spacecraft (new weapons, armor, better engines) will make your space fleets more effective in combat. If you develop advanced ship designs, your spacecraft will be upgraded automatically as soon as they dock at one of your colonies. Please note that the *Calypso* is by no stretch of the imagination a warship. If it is attacked, there is a very good chance that you and it will be destroyed.

Should you develop the requisite technology, you'll be able to produce missiles at your colonial Factories. Missiles are initially stockpiled where they are produced. You may use a special **Missiles** mission that will let you relocate missiles to ships, colonies, or a planetary orbit.

You can conduct planetary combat missions directly using the Surface Exploration screen via an Exploration mission. This allows you to engage surface targets with the Plasma Bomb or lasers, both of which draw energy from your ship's fuel. When you drop a bomb, you destroy all enemy targets currently in the viewing window *plus* all ore and energy icons. You do not destroy science resources or clues by bombing.

You can also attack targets with lasers. Position the round white target cursor on the intended target, and right-click to fire the laser. Lasers are more precise than bombing, don't destroy uncollected resources, and use less energy—but they don't pack the same wallop, either.

STRATEGY

1. Keep your colonies balanced and growing, and stockpile resources when you can. If you run out of resources, your installations stop producing. You will then have to gather resources via Surface Explorations or divert ships to transport missions.
2. Space stations turn out energy or life support resources more efficiently than planetside colonies do, but cannot produce ore. Use pipelines to supply space stations with ore while bringing energy or life support units in return.

3. Do not try to get too many colonies up and running at the same time. You may run out of resources, particularly robots, before you're able to produce more. You're better off getting one or two colonies self-sufficient before starting others. Be sure you have the surplus ore, energy, and life support production you need on-site to support robot/ship Factories or Research Labs. Also, don't build ships unless you have a use for them that justifies their expense.
4. Space stations are an excellent way to quickly extend the reach of your spacecraft throughout the Beta Caeli system. Send energy along with any mission to a new world. The ship can then build a space station there and use the energy it carried to refuel.
5. Build colonies on or orbiting several worlds, not just one. This will help you exploit the unique riches of each world: inner planets tend to be richer in ore, while the outer planets have more energy. Also, spreading your colonies out reduces the potential losses from unknown threats or disaster at any one location.
6. Explore planet surfaces carefully. You don't want to overlook any possible clues or discoveries that can give you an edge. The game clock is stopped while you explore, so you have nothing to lose by being thorough. If you have abundant energy, use your scanners to speed up your searches.
7. Manage your time. Remember that the Pause button [P] is available, and you can speed or slow things as you wish by typing a speed setting 1...0. When the situation is relatively calm, you can speed things up. When chaos strikes, slow things down to make sure you get everything done.
8. Pay attention to your Advisors. Their advice can keep you prepared for many eventualities. Similarly, check your PDA frequently.
9. As Captain, you may have to send senior officers on extremely hazardous missions. Nevertheless, such a risk may be absolutely vital to the success of the mission.
10. Save your games as you go.

THE END

Alien Legacy has many paths, and many endings to its story: few paths lead to victory. No matter how numerous or bustling your colonies, or how advanced your production or technology, you will need great vision, leadership, and luck to avoid seeing humanity's last hopes reduced to cosmic debris.

When you reach the decisive moment in the game where the fate of your colonies is sealed (for better or worse), you'll see the Mission Summary screen. This screen displays your overall achievements as Captain. If you bring the mission to a successful conclusion, your performance will also be scored and assigned a victory level as described under Scoring, below. (There is only one way to lose: disastrously.)

Mission Summary	
Planetside Colonies	18
Space Stations	4
Habitats	22
Factories	22
Power Plants	21
Research Labs	13
Special Insts.	3
Ore	12628
Energy	10628
Life Support	1131
Humans	367
Robots	980
Vehicles	20
Technologies	39/60
Cinematics	15/21
<input type="checkbox"/> Disastrous Loss	<input type="checkbox"/> Operational Victory
<input checked="" type="checkbox"/> Marginal Victory	<input type="checkbox"/> Grand Operational Victory
<input type="checkbox"/> Tactical Victory	<input type="checkbox"/> Strategic Victory
<input type="checkbox"/> Grand Tactical Victory	<input type="checkbox"/> Grand Strategic Victory

Continued Play

Once you exit the Mission Summary screen after a victory, you may continue playing and saving the current game. However, further playing will not change your score or affect the outcome. This simply gives you an opportunity to complete your colony development or system exploration, or try out other things you were too busy to do while preoccupied with survival.

Replay

Your most powerful ally in your quest for ultimate success is the saved game. If you have prudently saved your games as

you go, you can overcome even total annihilation by simply backing up to a crucial junction and replaying with a different and (fingers crossed) winning strategy.

Even if you've already finished the game victoriously, keep in mind there are several very different ways to successfully complete the mission. You can use your saved games to explore these alternate endings, as well.

Scoring

You must ensure the survival of your colonists to achieve any level of victory. Otherwise, the number of colonies you build won't matter a bit. Once you bring the mission to a successful end that secures the future of your colonists, the Victory level you achieve is based on the following scoring:

- **Planetside Colonies:** 50 points each.
- **Space Stations:** 80 points each.
- **Installations**
 - Habitats: 1 point each (all levels).
 - Research Labs: 2 points each (all levels).
 - Power Plants: 3 points each (all levels).
 - Factories: 4 points each (all levels).
 - Special Installations: 6 points each.
- **Resources**
 - Ore: 1 point per 100 units.
 - Energy: 1 point per 100 units.
 - Life Support: 1 point per 100 units.
 - Humans: 1 point per 50 units.
 - Robots: 1 point per 50 units.
 - Vehicles: 10 points each.
- **Technologies:** 10 points for each invention you create.
- **Cinematics:** These are the "movie sequences" you trigger in the game. While you don't get points for these, the number you trigger gives you an idea of how many plot elements you've explored.

Scoring Levels

Your game score is categorized as follows.

- **Disastrous Loss.** Not a victory. Everybody dies. Try again!
- **Marginal Victory** (0—1,000 points). Your colonies have passed the test of survival, but barely. Your continued existence is likely to be desperate, grim, and short.
- **Tactical Victory** (1,001—2,000 points). A bleak future, but at least your colonies can be self-sustaining most of the time.
- **Grand Tactical Victory** (2,001—3,500 points). Your colonies are capable of stable, and perhaps expanded production.
- **Operational Victory** (3,501—5,500 points). Your colonies are thriving, and your production base should be adequate to meet the many challenges before it.
- **Grand Operational Victory** (5,501—8,000 points). You have abundant colonies and resources, and your colonists enjoy a high quality of life. Your colonies have retained enough population and capacity to eventually complete colonization of the system, and perhaps beyond.
- **Strategic Victory** (8,001—12,000 points). Outstanding success. It won't be long before your people can create new seedships and colonize new systems (given a sequel...).
- **Grand Strategic Victory** (12,001 + points). Superlative achievement! You have brought your colonists through this time of trial with amazing success. Throughout Beta Caeli, your name will be spoken with awe and reverence for the remainder of time.

Antigen. Substance that stimulates the body's production of antibodies.

Anti-matter. Matter composed of opposite energy charges to common matter. Matter/anti-matter reactions can be both a source of tremendous energy or destructive power.

ATV. All Terrain Vehicle.

A.U. Astronomic Unit. The average distance from Earth to the Sun, or approximately 93 million miles.

Celestial Sphere. The spherical view of the sky relative to the observer.

Collector Net. A large scoop for gathering interstellar hydrogen for ramjet fusion engines.

Ecliptic. The annual path of the sun on the celestial sphere.

FTL. Faster Than Light.

Gas giant. Large planet composed primarily of gas compressed by immense gravity. Uninhabitable, but a rich energy source.

Heliocentric. Centered on the sun, such as a planetary orbit.

Light year. The distance travelled by light in a vacuum in one year, or about 6 trillion miles.

Mass Driver. An immense electromagnetic catapult capable of hurling large packets of ore from low-gravity moons or asteroids to other planets.

Mutagen. Substance capable of causing mutation.

Nucleotides. Product of some nucleic acid reactions. A primary component of carbon-based life.

Oort Cloud. Spherical "layer" of comet material that encircles solar systems.

Panspermia Hypothesis. A theory that states the chemical components of life exist throughout the galaxy, and are introduced to conducive planetary settings by meteors and comets.

Parsec. The distance you'd have to be to see the Earth's distance from the Sun as one second of arc (1/360th of a degree), or about 3.26 light years.

Perihelion. Orbiting body's nearest point to the sun.

Positronic brain. Sophisticated artificial intelligence used in advanced robots.

Plasma Bomb. Hydrogen-fueled energy weapon capable of vaporizing targets over a wide area.

Precession. Gradual advance in planetary equinoxes due to gravity effects of other bodies.

Ramjet Fusion Engine. An engine that makes use of the vehicle's velocity to provide fuel intake via a collector net.

Seedship. Giant colony ships or arks intended to "seed" human populations in new star systems.

Spectroscopic analysis. Studying stars through an analysis of the light they emit.

Superconductor. A substance that conducts electricity perfectly. Allows complete efficiency of electronic devices.

Theta waves. Type of brain wave. Its existence is conjectural.

UNS. United Nations Ship.

ADVISOR DOSSIERS



Hausmann, Otto

Rank: Commander, Science Staff
Date of Birth: 2090 (Biological age: 28)
Education: University of Munich
Previous Positions: Lead Science Advisor for UNS *Prague*, Asst. Department Head at U.N. Medical Research Facility #149
Personality Profile: Otto has a checkered service record, reflecting both his excellent command decisions and contributions to the U.N. Science Program, and his unfortunate difficulties dealing with authority figures. Otto was transferred off of the UNS *Prague* after he almost assaulted its Captain. When asked why the near-attack took place, Otto broke into a rage, screaming the word "Incompetent!" and then would speak no more of it. After a sterling record of service as Assistant Department Head at U.N. Medical Research Facility # 149, Otto has returned to service in space, his past difficulties behind him.

Patel, Rajvinder

Rank: Lieutenant, Science Staff
Date of Birth: 2100 (Biological age: 18)
Education: People's College of Science, U.A.R.
Previous Positions: None.
Personality Profile: Rajvinder has led an undistinguished life so far. In her parent's eyes, she was born a failure by not being born a son. In her hopeless attempts to please her parents, she has always followed their advice and has never made any major decisions on her own. When her father informed her that she would be attending the College of Science, Rajvinder agreed without question. Rajvinder graduated after three years of average performance. Again at her parent's direction, she joined the U.N. Space Program so that she might be part of the colonization of other worlds. Rajvinder's father died three weeks after the launch of the *Calypso*.

Giacomo, Fabian

Rank: Commander, Navigation Staff
Date of Birth: 2104 (Biological age: 22)
Education: No Formal Education
Previous Positions: Flight Group Commander, 5th U.N. Reconnaissance Wing
Personality Profile: Fabian's lack of formal education has always been offset by his ability to take charge and give good, solid advice under pressure. At the age of 19, he was given command of an entire Flight Group after his quick thinking and lack of personal fear saved the lives of a visiting committee of U.N. delegates. After being decorated several times for service as a pilot, he requested transfer to the outgoing UNS *Calypso*. As a Navigator, he has proven his worth many times.

Wu, Mai-lin

Rank: Lieutenant, Navigation Staff
Date of Birth: 2080 (Biological age: 38)
Education: U.N. Astrophysics Academy at Singapore
Previous Positions: Assistant to the Head Astronomer, Mt. Lick Observatory
Personality Profile: Mai-lin has always felt a deep attraction to space, and spent the years of her youth watching the sky and identifying constellations with her home-made telescope. It was natural for her to pursue a career in astronomy, and her interest was strong enough to attract the attention of her teachers, who recommended her for a scholarship to the Astrophysics Academy. She graduated with honors. After completing an internship at the Mt. Lick Observatory, she rose on her merit to become Assistant to the Head Astronomer. Mai-lin applied for a space assignment with the hope of getting closer to the stars that she loves.

Antonelli, Gianna

Rank: Lieutenant, Engineering Staff
Date of Birth: 2104 (Biological age: 22)
Education: Massachusetts Institute of Technology
Previous Positions: None
Personality Profile: Gianna has always had a happy, positive outlook on life and a desire to help others. At the age of 18, Gianna decided to become an engineer and try to improve the world and the lives of its people through the use of technology. She was an apt pupil and graduated near the top of her class. Fresh out of college, Gianna is eager to provide a home for the future generations that the *Calypso* has brought to space.

Lee, Edward

Rank: Commander, Engineering Staff
Date of Birth: 2090 (Biological age: 28)
Education: Stanford University
Previous Positions: Unit Commander, 5th U.N. Engineering Group
Personality Profile: Ed has always exhibited an unusual talent for making things work, even without the proper materials or equipment. Ed was decorated for his service during the Tokyo Flood of '14, where his quick thinking and unmatched engineering talents saved thousands of lives and millions of dollars in property from the rising flood waters. Ed is a prize addition to the *Calypso*'s crew and his advice should be well heeded.

Romanov, Dimitri

Rank: Colonel, Military Staff
Date of Birth: 2115 (Biological age: 31)
Education: West Point Military Academy; Sun Tzu Academy of War; U.N. Strategy and Tactics School
Previous Positions: Commanding Officer, Zweibrücken Air Base; Commander, 5th U.N. Armored Attack Group; Commander, U.N. European Defense Command
Personality Profile: Dimitri has been considered very intense since early childhood, and both teachers and his parents have always found him to be somewhat aloof. Graduating from high school early with spectacular success, Dimitri was nominated and admitted to the West Point Military Academy. His exceptional performance there earned him a recommendation and finally an invitation to attend the prestigious Sun Tzu Academy. After completing his schooling, he joined the U.N. Military Forces and rose rapidly through the ranks. He was assigned to the UNS *Calypso* with the task of assuring the survival of the colonies which could well be humanity's last bastion of civilization.

Williams, Melinda

Rank: Commander, Military Staff
Date of Birth: 2095 (Biological age: 23)
Education: University of Chicago
Positions Held: Assistant to Military Consulate, Saarbrücken Germany; Military Advisor, UNS *Prague*.
Personality Profile: Although young and relatively inexperienced, Melinda is aggressive, intelligent, and a valuable asset to the *Calypso*. She is very ambitious and has been known to "play politics." In tight situations, however, she can be counted on to put the welfare of the ship and crew first. Requested transfer to UNS *Calypso* when UNS *Prague* was decommissioned December 23, 2115.



MANUAL CHANGES AND ADDITIONS

Any changes made to *Alien Legacy* after the manual is printed are outlined in the README file on the CD or program disk #1. To view the file, simply change to the drive where the CD or disk 1 is located, type **README**, and press [ENTER].

For Game System Requirements and Installation, see "Getting Started" on page 6.

CONFIGURING MEMORY

Even if you have the minimum 4 MB of RAM, *Alien Legacy* may not run correctly unless the RAM is configured (set up) correctly. For the floppy disk version you'll need at least 570 K (583,680 bytes) of free conventional memory and 2.5 MB (2,621,440 bytes) of extended memory (XMS). The CD version requires 550 K conventional memory and 2.91 MB XMS. To configure extended memory, you'll need a memory manager such as HIMEM.SYS/EMM386 (which comes with MS-DOS 5.0 or higher) or QEMM386 by Quarterdeck.

If *Alien Legacy* **DOES NOT** start correctly, use the MS-DOS MEM command to see if you need to free up some of your computer's memory. From your MS-DOS prompt, type MEM and press [Enter]. "Largest executable program size" is your free conventional memory; "bytes free XMS" is extended memory, used by *Alien Legacy*.

Freeing up Memory

1. If you cannot run *Alien Legacy* because of low memory, try the Install program's "Make Boot Disk" option as described on page 79.
2. If you still have problems, try customizing the AUTOEXEC.BAT and CONFIG.SYS start-up files on your Boot Disk if you continue to have problems. See "Customizing the Boot Disk," page 81.

If you do not have enough memory, you probably have resident or "background" programs and device drivers taking up memory that the game needs. This means you'll need to free up memory for *Alien Legacy* by removing one or more of these programs, or moving them into "upper memory." Consult your DOS and memory manager software documentation for detailed information about system memory and how to optimize it.

CREATING A BOOT DISK

A boot disk is the simplest way to configure your computer's memory for running *Alien Legacy*. (See Configuring Memory, above.) The *Alien Legacy* Install program has a "Make Boot Disk" option that makes creating a boot disk easy. If you set it up successfully, all you will have to do is put the boot disk in your floppy drive and restart the computer to configure its memory correctly and launch the game.

Note, however, that the "Make Boot Disk" option will not copy over any QEMM lines in your start-up files, and may not copy over your mouse or CD-ROM drivers correctly. This means that you might have to make additional changes to the boot disk to get the program running. If you're having trouble starting the game, try the "Make Boot Disk" option—it can't hurt. If it doesn't work, see the "Customizing Your Boot Disk" section, following.

"MAKE BOOT DISK" PROCEDURE

You can use the Install program to format and create a *Alien Legacy* boot disk for your computer's **A:** drive. Before you start, have a blank or formattable floppy disk for your **A:** drive ready. (Any files on it will be erased.)

1. Start the Install program from your *Alien Legacy* directory on the hard disk, or from the *Alien Legacy* CD or diskette #1. (The default directory is SIERRA\ALIEN.)
2. From the Installation Choices window, select "Make Bootable Floppy Disk."
3. The Install program will guide you through the process—follow the on-screen prompts carefully. Insert the blank diskette into your **A:** drive when prompted. Install will use DOS commands to format the floppy disk and write all the necessary start-up files to it.

When the process is finished, exit the Install program. You can then re-boot your computer with the boot disk in the **A:** drive.

USING A BOOT DISK

The boot disk you've created with the Install program's "Make Boot Disk" option contains a stripped-down version of your usual start-up files. You must start (or restart) your computer with the boot disk in the **A:** drive for it to work. (Note: A boot disk will work only in the **A:** drive.)

1. Place the boot disk in the **A:** drive and start the computer. (If your computer is already running, exit any programs and restart the system with your PC's Reset button, or use [Ctrl]+[Alt]+[Del] from the keyboard.)
2. The computer will start up using the boot disk's memory configuration. Start the game as usual by entering **AL** in your SIERRA\ALIEN directory. (To return your computer to its normal setup later, just restart it again without using the boot disk.)

If the game still will not run, or the drivers for your mouse, sound card, or CD-ROM drive will not load correctly, you'll need to customize the start-up files manually. See the following section "Customizing Your Boot Disk."

CUSTOMIZING YOUR BOOT DISK

To customize a configuration for your specific system, you can edit the CONFIG.SYS and AUTOEXEC.BAT start-up files on the boot disk the Install program created, or create a new Boot Disk from scratch. CONFIG.SYS and AUTOEXEC.BAT are simple text files that you can edit using your DOS Edit utility, the Windows Notepad, or your preferred word processor in its text-only mode. On your hard drive, these files tell your computer how to arrange its memory for normal operation. On the boot disk, these files tell your computer how to arrange its memory specifically for running *Alien Legacy*.

Warning: Manually altering the CONFIG.SYS and AUTOEXEC.BAT start-up files can be a trial and error process. **When opening a file to edit, triple-check to MAKE SURE you are working with the files on your boot disk in the A: drive.** Otherwise, you may change the CONFIG.SYS and AUTOEXEC.BAT files on your hard drive instead, which in turn may impair the normal operation of your system.

If you prefer to create a boot disk from scratch, you'll need a freshly formatted system diskette for your **A:** drive. (See your MS-DOS manual for details on how to create a system diskette.) You can then create a new CONFIG.SYS and AUTOEXEC.BAT from scratch right on the boot disk.

Compare the CONFIG.SYS and AUTOEXEC.BAT files on your boot disk to the following examples. Differences may indicate places where you can remove a driver, load it into upper memory, or change a device switch to use less memory. As always, refer to your system reference manuals if unsure about anything.

SAMPLE BOOT DISK CONFIG.SYS FILE

These examples show a "minimum configuration" that will let you run *Alien Legacy* on many PCs. The lines in your start up files will differ according to your system's drivers and directory names, and the version of DOS you use.

Note: If you haven't already tried the Install program's "Make Boot Disk" method, try that first before starting here. Even if that boot disk doesn't let you run *Alien Legacy*, it will at least give you a good place to start customizing the configuration files.

Note: Parentheses indicate comments that are *NOT* part of the file.

CH₃C₂H

DEVICE=C:\DOS\HIMEM.SYS

DOS=HIGH (Loads DOS into Upper Memory)

FILES=30

BUFFERS=20

BREAK=ON

LASTDRIVE=Z

DEVICE=C:\MOUSE\MOUSE.SYS

DEVICE=C:\DOS\DBLSPACE.SYS /MOVE (Only if using DBLSPACE. See "Disk Compression Drivers," page 83.)

DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220
(See "CD ROM Drivers," page 83.)

SAMPLE BOOT DISK AUTOEXEC.BAT FILE

PROMPT Sierra Boot Disk \$P\$G (If you are working with files created with "Make Bootable Floppy Disk.")

PATH=C:\DOS

SET COMSPEC=C:\COMMAND.COM

C:\MOUSE\MOUSE.COM (Only if you don't use MOUSE.SYS in CONFIG.SYS. See "Mouse Drivers," below.)

C:\DOS\MSCDEX /D:MSCD001 (See "CD ROM Drivers," page 83.)

C: (Changes to hard drive.)

CD \SIERRA\ALIEN (From "Make Bootable Floppy Disk." Changes to the *Alien Legacy* directory.)

AL (Starts *Alien Legacy*.)

To disable a line in one of your start-up files, you can just type **REM** in front of it. For example,

REM PROMPT Sierra Boot Disk \$P\$G will remove the prompt. To re-enable it, just take the REM back out again.

MOUSE DRIVERS

You should have one mouse driver line in either your CONFIG.SYS or AUTOEXEC.BAT file—but not both! For example:

DEVICE=C:\MOUSE\MOUSE.SYS (Used in the CONFIG.SYS file only)

LOAD C:\MOUSE\MOUSE.COM (Used in the AUTOEXEC.BAT file only)

If you have a different mouse driver name (MOUSE.EXE, IMOUSE, GMOUSE, HPMOUSE, etc.) or if you keep the driver in a different directory (C:\MSMOUSE, C:\DRIVERS, etc.) the path and driver name will be different. See your mouse manual if unsure.

Mouse Hints

Use MOUSE.SYS rather than MOUSE.COM or MOUSE.EXE, if possible. MOUSE.SYS is smaller and takes less memory.

Make sure you don't have a mouse driver line in *both* the CONFIG.SYS or AUTOEXEC.BAT files. If you do, remove one, because you're needlessly loading two mouse drivers into memory.

CD-ROM DRIVERS

If you are running *Alien Legacy* from a CD, you'll need to include a CD-ROM line in both the CONFIG.SYS and the AUTOEXEC.BAT files. Refer to your CD-ROM manual for your specific details.

The boot disk's AUTOEXEC.BAT file needs an MSCDEX line. Depending on your CD-ROM type, it should look much like the following:

C:\DOS\MSCDEX /D:MSCD001

The Boot Disk CONFIG.SYS file needs a CD device driver line. Depending on your CD-ROM type, it should look much like one of the following:

DEVICE=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH=C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

DEVICEHIGH /L:14652 =C:\DRV\CDROMDRV.SYS /D:MSCD001 /P:220

NOTE: We recommend that you use the latest version of MSCDEX.EXE to insure the best CD access. As of this writing, the current version of MSCDEX is 2.23.

Reminder: For the boot disk to work, you must REBOOT your computer with the boot disk in your A: drive. Place the boot disk in drive A: and press your PC's Reset button, or [Ctrl]+[Alt]+[Del]. Your computer will now reboot, using the start-up files on the boot disk in A:. Have a great time!

DISK COMPRESSION DRIVERS

If you use disk compression on your hard disk, you must include the correct disk compression driver statement on your boot disk, or your mouse or other drivers may not load correctly. The example CONFIG.SYS shows the correct statement if you are using the DBLSPACE utility from MS-DOS 6.0 or later. If you are using Stacker 3.1 or later, use the following line instead:

DEVICE=C:\STACKER\STACHIGH.SYS

For other compression utilities, refer to your manual.

ADDITIONAL BOOT DISK INSTRUCTIONS

If you have a modem, you can download additional boot disk instructions and a boot disk maker from the Sierra Bulletin Board Service, or BBS. The file to download is BDALL.EXE or BDALL.ZIP (BDALL.ZIP is compressed—you'll need the PKUNZIP shareware utility to open it.). After downloading this file, select the set of instructions that will match your system best.

In the U.S., the BBS number is 206-644-0112; in the U.K., the BBS number is (44) 734 304227. This file is also available from the CompuServe Sierra forum: GAMAPUB (Sierra 76004,2143).

TROUBLESHOOTING

Problem: *I have installed Alien Legacy on a compressed drive, and it doesn't run.*

Possible Solution: *Alien Legacy* may need more disk space. Compression software estimates available disk space using an expected compression ratio of 2 to 1 or more. However, many *Alien Legacy* files won't compress much. This means you may need to free up to twice as much space as the compression software says.

Problem: *My computer has at least 4 megabytes of memory, but I receive a message saying that I don't have enough conventional or expanded memory.*

Possible Solution: Your computer's conventional memory may be taken up by background programs or device drivers, or not configured correctly. Try creating a Boot Disk, or see your DOS or memory manager software manuals.

Problem: *When trying to load the program or after running the program, the computer locks up or I am returned to the MS-DOS prompt.*

Possible Solution: Although your computer may satisfy all of the hardware and software requirements, there may be a configuration or software conflict in your computer while running *Alien Legacy*. Try loading the program after booting from a boot disk.

Problem: *My program hesitates or locks up during game play. I am using a SoundBlaster or compatible sound card.*

Possible Solution: Run the **als** or **setsound** procedure from the game sub-directory and select "PC Internal Speaker" for the sound option (see page 8 for details). Then run the game. If the program operates properly, there may be a configuration problem with your sound card. Call your sound card manufacturer for assistance in configuring your sound card for proper operation, or call Technical Support at Sierra On-Line.

Problem: *When running from a boot disk, my mouse doesn't work.*

Possible Solution: You may need to edit the AUTOEXEC.BAT or CONFIG.SYS files on the boot disk to include the command to load your mouse driver. See "Customizing the Boot Disk."

ERROR MESSAGES

This section offers possible solutions for error messages you may encounter.

YOU NEED xxx MORE BYTES OF FREE MEMORY AVAILABLE TO RUN THIS GAME. Try using a boot disk.

GENERAL FAILURE READING DRIVE (game drive letter). You may have a low density drive that can't read the high-density game disks.

CRC ERROR.

DATA ERROR READING DRIVE (A or B)
SECTOR NOT FOUND READING DRIVE A

These mean you have a faulty game disk, and should return it for a replacement.

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Theale, Reading, Berkshire
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Sierra On-Line
Patch Disks
Dept. 10
P.O. Box 485
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Producer: Joe Ybarra
Team Leader: Andy Riedel
Art Director: Mark Dickenson
Design: Scot Amos, Michael E. Moore, Rich Waters
Programming: Mike McAulay, Jeffrey McArthur, Andy Riedel, Roy Eltham

Audio Engineering: Biard MacGuineas
Music and Sound: Biard MacGuineas, Steve Baker
Art and Animation: Fred Butts, M. S. Dunhour, Botu Green, Brian E. Kumanchik, Donna Taylor, Jean Xiong
Test Manager: Tawn Rice
Lead Tester: Rich Waters

Playtest: Scot Amos, Wendy Barlow, Joe Cannon, Mark Dickenson, M. S. Dunhour, Roy Eltham, Eric Fischer, Carol Fuscher-Burns, Patrice Jones, "Fuzz" Lokajicek, Jim Mazrimas, Leonard Micko, Ross Nicholls, Dan Porzio, Dana Porzio, Alisa Schaeffbauer, Marshall Whitworth, Thomas Wilkinson
Manual: Scot Amos, Michael E. Moore, Tawn Rice, Rich Waters
Special Thanks: Ken Williams, Tony Reyneke, Jeff Tunnell, Dave Rice, Kathy Gilmore, and Forrest Walker

DYNAMIX, INC.

Quality Assurance Manager: Dave Steele
Lead Tester: Dan Hinds
Testers: Gerald Azenaro, Barbara Beyer, Jan Carpenter, James Domico, Eli Haworth, Tim McClure, Duri Price, Corey Reese, Chris Singleton
Publications Manager: Kevin Lamb
Manual Editor: Kurt Weber
Manual Design: Sue Roberts

CD Version: Sher Alltucker, Jan Carpenter, Scott Gilbert, Cyrus Kanga, Mark Peasley, and Timothy Strelchun

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