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User's Guide

# INTRODUCTION

Welcome to *Maelstrom*! We at PAS Systems have spent the last two years developing what we believe to be the new standard in state-of-the-art simulation technology. We have tried to achieve maximum realism not only in terms of the mechanics of running a government and fighting a foe, but also in terms of the interaction between people and factors in the game. You will not find linear story progressions in *Maelstrom*, nor will you find a map that will take you through the game reliably every time you play. As in real life, *Maelstrom* features a galaxy that is never constant: its characters have moods, its technology is fallible, its leaders are whimsical, and its masses are unpredictable.

The real magic of *Maelstrom* is in the way the stories evolve and intertwine with each other, and in the way characters, planets and ships interact with themselves. The player is urged to be a hands-on leader. Although the game progresses without player input, it will be short and will end in the Overlord's untimely demise unless the player intervenes.

It is difficult to fully comprehend the scope of *Maelstrom's* interactive gameplay without experiencing it firsthand. *Maelstrom* provides you with all the tools for interacting with an entire galaxy, with hundreds of characters, dozens of plots, plans, dirty laundry, vendettas, and all the other things that make real life what it is. So pull up a chair, invite a friend, and enjoy the game!

Sincerely,



Mark Vange  
Director,  
PAS Systems

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## A Warm and Friendly Letter from Elysia Sybarrite

Dear Boss,

Hello, boss. Since we're going to be working together so closely, I thought I would tell you my understanding of the situation up to this point. This will help us clear up any misunderstandings surrounding your recent change of heart.

The story as I understand it is this: you were an officer of rank in the Syndicate forces. Given a one-man mission to reconnoiter Harmony for a possible takeover, you came here and observed us from orbit. Knowing the explosive composition of Harmony's surface, you were looking for a means of takeover other than a space-ground assault. During your flight you apparently had second thoughts. Though you were not of the highest rank, your knowledge of the Syndicate's methods of colonization turned you against them. Harmony is a peaceful mining community and it must have bothered you to help the Syndicate usurp the government, as this would have meant killing innocent miners and their families. When you reached Harmony you defected, joining us.

I received you as the Governor of Harmony, Elysia Sybarrite. Since Harmony has small talent for war, we decided we wanted you as commander. And since our last few leaders have met with an unfortunate and untimely demise, we appointed you to the position of Overlord. You have now been placed in charge of all operations. You have a cabinet of five: The Heads of Military, Mining, Secret Intelligence, Research, and myself. I take care of everything not encompassed by the other departments.

A word of advice: your task is simple to define, but more difficult to do. You must stop the Syndicate before they capture Harmony and change this galaxy into a ruthless dictatorship. Though the army is small, our resources are huge and you have the support of many of the surrounding planets. Be careful, because you cannot neglect us while battling the Syndicate.

We're right behind you Boss, Good Luck!



Elysia Sybarrite,  
Governor of Harmony

# Executron 1200 User's Manual

## Foreword

This is the official user's manual for your new Executron 1200 fully automated holo-desk. All standard and custom features are outlined in full. Your software is warranted for a period of one (1) standard inter-galactic annum. This manual was prepared by Armor Uvgod, and all custom software is copyrighted by Harmony Research, INC.

The Executron 1200 utilizes a standard English keyboard. Most of its commands are accessed using the mouse input device. The Executron generates a holographic display within your field of view and uses its patented Holo-pointer to facilitate selection of various commands.

To select a command using the Holo-pointer, simply maneuver the mouse until the tip of the Holo-pointer is over the appropriate spot, and then click down the left mouse button. Unless otherwise noted, this is always the procedure implied when the words "select" or "click on" appear in this manual.

I hope that you can be productive and successful behind your new desk, and if there is any problem, call me at the VID area. I will be happy to talk to you.

Yours Truly,

Armor Uvgod,  
Chief Engineer

## MAIN SCREEN

The first thing you will see when you power up the Executron is the MAIN screen.



This screen is the hub of your entire system, so familiarize yourself with it completely.

This is also where you will be receiving the majority of your incoming messages. At the bottom of the MAIN desktop is the message bar and transfer panel which are enclosed by a box. The Executron maintains this box on every active display in the entire system. The buttons on the transfer panel will enable you to move among the Executron's eight areas. The buttons are as follows:

VID	Communications area (teleVIDeo screen)
GOV	GOVernor area
MIL	MILitary area
SIN	Secret Intelligence Network area
RES	RESearch area
MIN	MINE Operations area
MAIN	MAIN panel
SAV	Disk Operations, Environment Control and Pause
EXIT	Return to previous area

Note that the function keys F1 through F8, plus the ESC key can also be used for moving from screen to screen.

The message bar is for quick information such as notification of incoming messages, warnings of impending battles and help messages concerning the operation of the various controls.

In the upper left corner is the vid-screen which is used when receiving communications from various people. When someone is connected with you, his or her picture will appear in this box, along with the person's name printed across the top. Just below this vid-screen is the CONNECT/DISCONNECT button which will light up when there is a message waiting to be received. Clicking once on the box receives the message, and clicking again ends the call. Make sure you have read and understood each message before disconnecting, as people will usually not call a second time and the Executron cannot give you access to a message later on.

In the lower middle of the screen is a text box. When someone calls you, that person's message will be printed in this box. To scroll through the message, simply click your Holo-pointer on the down arrow at the side of the message box or press the Page Down key on your keyboard. Clicking the up arrow or pressing Page Up moves the text in the opposite direction. Throughout the desktop, there are various screens at which you can read incoming messages or reports, or lists of pertinent information. These arrows appear in all boxes like this, and all work in a similar way.

Below the CONNECT/DISCONNECT button is a box which contains a listing of the basic statistics for Harmony. You will want to refer to this brief, up-to-date summary repeatedly during the course of a game. The statistics are as follows (all figures are represented in Harmony Notes except where noted):

Total Funds	The entire sum of the wealth at your disposal.
Monthly Budget	Total budget for all four departments. This amount is what is deducted from your total notes at the beginning of each month.
Monthly Expenses	Amount requisitioned by all departments each month. Your total budget may be higher or lower.
Monthly Income	Total revenue for the month. This figure is added to your total funds at the beginning of every month.
Fitzholnium Value	This is the current selling price for one unit of Fitz. (discussed later)
General Staff	This is the number of non-skilled labor available to be hired by all departments. These people are necessary to the smooth running of mines, research projects, military and SIN missions.

The large box in the upper right of the MAIN panel has two purposes. Usually, it contains a statistical breakdown for each of the four areas, starting with mining. The monthly budget, number of foremen, number of mines and general staff are all displayed here. Below that is Research, also outlining budget, supervisors, number of projects and staff. Military and SIN stats are below that with budgets, officers or agents, missions and staffs.

The box can also be used to display video recordings and other supplementary visual data sent by a caller. The Executron will display two buttons beside the viewer, one which plays the video data, marked VIEW, and one below that which is marked END. This button, when selected, will END the transmission and the Executron will automatically disconnect the caller.

If someone calls you during the game, the Executron will make sure you know about it through the message bar and by highlighting the button which leads to the screen where the message is waiting. When you go to the MAIN panel, the CONNECT button under the vid-screen will be highlighted. You can answer the call by clicking on the button, and the person's picture will appear on the vid-screen, along his or her message. If you ignore an incoming call, after a short time the caller may give up.

Now that you are familiar with the MAIN screen and how it functions, let's take a tour through each area in the order it appears in the transfer panel.

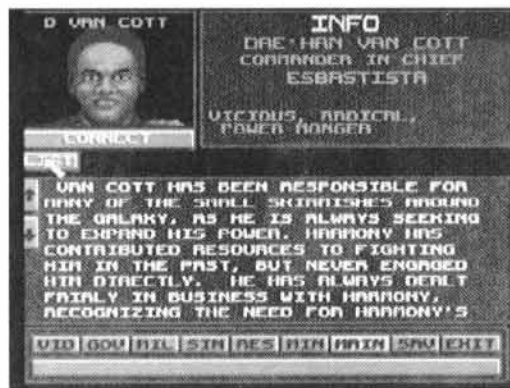
Selecting the EXIT button in the screen transfer panel or pressing the ESC key will automatically return the holographic display to the screen it just came from. This is accomplished by the Executron's exclusive event buffer unit.

## TELEVID SCREEN

You can access the TeleVID screen by clicking on VID in the transfer panel or by pressing the F1 key. This area is used for talking to all the important people in the galaxy, including your cabinet on Harmony, leaders of various planets in the galaxy, and others. In addition to talking to these people you can also view their personal files for background information. These files are gathered by SIN networks, under the auspices of Mr. Fredericks and yourself.

In the top left corner of VID is a vid-screen. Its functions are similar to the MAIN panel vid-screen. When you are talking to a person, his or her picture will appear, with their name along the top. Directly below is the standard CONNECT/DISCONNECT button. The button always appears activated, since on this screen you are placing calls and not receiving them.

In the top right corner is the stats box. Normally this box will contain a list of up-to-date general statistics for all of Harmony. These include the current date, total funds, executive wage (some of the people you can call also work for you) and number of free general staff. When you are talking to a person or viewing this person's file, this box will display general statistics for that person.



Covering the entire middle portion of the screen is the text box, which displays the list of all the people you can call, and their home planets. It will also display all relevant text you wish to see. This includes personal files and what is being said by each caller.

Just below the CONNECT/DISCONNECT button, on a line by itself, is a button labeled FILE. To view the personal file of a person, use the up/down arrows to manipulate the list until the name of the desired person is in view, then select that name; this will place a box around that person. Then use the Holo-pointer to click on FILE. When you do this, that person's picture will appear on the screen, his or her basic statistics will appear in the stats box, and his or her file will be displayed in the text box. Also, the button labeled FILE will toggle to read LIST.

When you are finished reading someone's file, click on LIST. Doing so will blank the vid-screen, return the basic statistics for Harmony to the statistics box and the list of persons to the large text box, and toggle the LIST button back to FILE.

As you continue to operate the departments at your disposal, your SIN agents and your Military may find new people, or these persons may make themselves available to you of their own accord. Whenever a name is added to the list it will appear highlighted in yellow and will stay that way until you either talk to this person or view his or her file. When you initially power up the Executron you will not have talked to anyone or read any files, so everybody will be highlighted.

If a person dies, his or her name will naturally be removed from the list.

The Executron is on-line with the inter-galactic communications network at all times, so all that is required is to use the arrows in the text box to manipulate the list until the name of the desired person is in view, then select it; the Executron will place an outlines around that name. Then just click on the connect button. This will place a call to that person. When the person answers the call, his or her picture will be displayed on the vid-screen and that person's statistics will be in the stats box.

Talking to a person can be done directly from viewing their file. You can click on CONNECT, and the Executron will place a call to that person. The person's picture and basic statistics will remain on the vid-screen and in the stats box, but the text of their file will be replaced in the text box by the contents of their conversation.

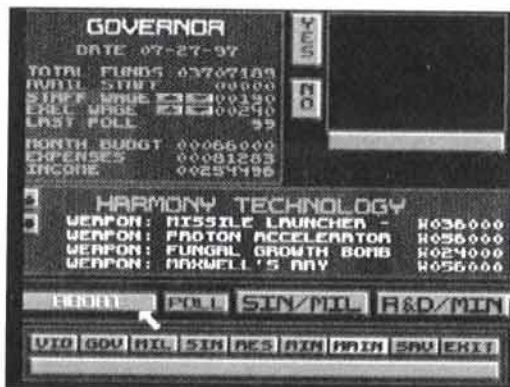
The opposite case is also possible. While in the midst of a call, select the button labeled FILE with the Holo-pointer. This will end the conversation with that person and the call will be replaced by his personal file. The FILE button will also toggle to read LIST.

When you call someone, that person will usually answer (you are, after all, the Overlord of Harmony!), though occasionally that person may not be available or you may reach his secretary.

Click on disconnect and this will blank the vid-screen, reset the stats box and return the list of people you are familiar with to the text box. Be sure to have completely read the message before disconnecting. It is considered rude to keep badgering planetary leaders.

## GOVERNOR SCREEN

Access the GOV area by selecting it in the screen transfer panel or by pressing F2. The GOV area allows you to deal with some aspects of running the government of Harmony, and to sell Harmony's research discoveries for quick profit. People may contact you through the GOV area and ask questions regarding a variety of matters which require your attention. You can also inspect a summary of all Harmony departments, adjust wages and get a sense of your approval rating among Harmony residents.



The top right of the screen is the stats box, which includes all of the information given in the MAIN stats, but the Executron also includes three new pieces of information. They are:

Staff wage	This is the monthly wage paid to general staff. All general staff are paid the same amounts.
Executive wage	The monthly wage of supervisors, managers, foremen, officers and agents. These people are also all paid in a similar fashion.
Last Poll	Your approval rating out of 100, as based on the most recent independent poll.

The two wage listings both have two arrow buttons beside them which can be used to raise and lower wages as you see fit.

You can initiate a new poll simply by clicking on the POLL button in the lower middle of the screen, and the Executron will place the necessary orders with the polling company. You will be advised in the message bar that the poll has been started. A poll requires two weeks to complete, and you will be notified when it is done. Harmony has its roots in a rough and tumble mining colony, and the occasional leader has been lynched by mobs enraged with that leader's policies.

You may wish to use polling as a personally healthier way to gauge public opinion.

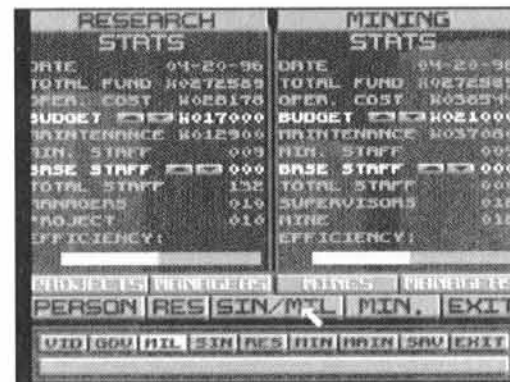
The top right contains the area's vid-screen, with attendant CONNECT/DISCONNECT button. To the immediate left of the vid-screen are the YES/NO buttons, used to respond to questions from incoming callers.

Below the stats and vid-screen is the text box which, in addition to dialogue from the vid-screen, displays any technology invented by Harmony research which can be sold (see RES section).

Below that, and just above the transfer panel and message bar is a row of four function buttons. Left to right they are SELL ITEM, POLL, and the two departmental summary buttons, SIN/MIL and RES/MIN.

SELL ITEM displays a list of items invented on Harmony whose patents are available to sell in the text box. Clicking the holo-pointer on an item automatically sells that item and its patents to the planet Tool for the amount displayed. Inventing items to sell is done by research teams on Harmony, and a full description of that process is included later in the manual. Unsold items are available to be utilized on Harmony ships for a reduced rate, and perhaps more importantly, are unavailable to the rest of the galaxy. Once an item is sold, everyone has equal access to it, for a price which includes tariffs and a profit margin.

The summary buttons both work in much the same way. Selecting one takes you to a new area which displays statistical overviews of two departments at a time.





Stats given are as follows:

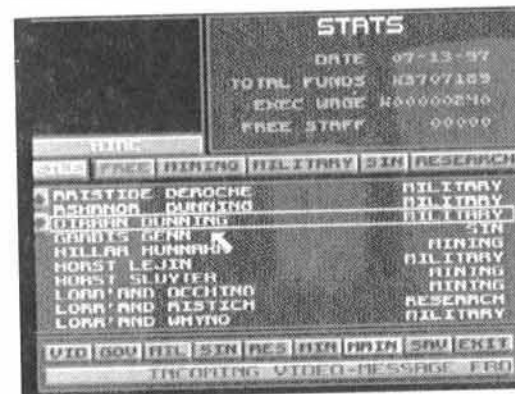
Date	Current Date on Harmony
Total Funds	Total available funds
Oper.cost	Operating costs of area
Area budget	Monthly budget which can be adjusted up or down by using the arrow buttons.
Maintenance costs	Cost of everything for a given area, except salaries and wages.
Min. staff	The smallest number of general staff needed to operate a department.
Base staff	The number of general staff not already specifically assigned within the area. This number can be adjusted in the same manner as the budget.
Total staff	The number of general staff hired to the area. This number rises and falls with the base staff total, but can never be exceeded by the minimum staff number.
Executives	Number of agents, officers or managers hired to each department.
Assignments	Number of missions, projects or mines currently in each department.

At the bottom of each summary are two buttons which change the stats boxes to text boxes. The left button displays executives, and the right shows assignments. Both buttons in each summary toggle to display STATS, to take the displays back to the stats screen.

Below this is one more row, designated by the Executron as function buttons. These allow a move to a different area. The first one, marked PERSON, transfers to the personnel area, which is discussed in greater detail in the next section. Next to that is a short button used to move to the department whose stats are displayed above it. The middle button toggles to the two other summary displays. The fourth button works just like the second one, changing the display to the department area. The last button is marked EXIT, and works to duplicate the functions of the EXIT button in the transfer panel, detailed earlier in the manual.

## PERSONNEL SCREEN

This screen can be reached by clicking on PERSON from any of the four department areas or from the summaries. It allows you to view the personnel file of any qualified person on Harmony, and hire that person to work for you in the appropriate areas. You can also fire anyone working in any of the departments from this screen.



Executives hold a position of authority in the different work areas on Harmony. In the mining area they work as mining foremen, overseeing each mine and checking and improving all mining processes.

In the Research area, executives work as project managers. To start a project in the Research area, you must have a manager to oversee the project and guide it towards a useful end result.

In the Military area the executives are used as Captains and engineering and computer officers aboard your starships. A starship cannot be sent on a mission without a Captain. Engineering and computers are used to help run the ship and to exact repairs on the ship during battle. All military personnel have different skills which will affect their ability to repair damaged items. Further, officers will have varying amounts of leadership experience, and this will affect the overall efficiency of the ship to which they are assigned. Officers' files may be viewed in the Personnel screen.

In the SIN area the executives are hired as SIN agents to complete assigned missions. The agents will have varying amounts of experience as indicated by their personnel files.

The Personnel area allows you to hire and fire executives in any of the four areas, but not to assign them to their specific task. For example, in the personnel screen you can hire a military officer to the military department, but you must go to the MIL area to actually assign him to a particular ship.

The layout of the screen is similar to the VID area, with a couple of notable exceptions. The vid-screen in the upper left does not have a connect/disconnect button. This has been replaced by a button marked HIRE. Clicking here hires the selected person to his or her area of expertise. The button then toggles to FIRE, allowing you to dismiss someone who proves unsatisfactory. Directly underneath FIRE/HIRE there is a row of five buttons beside the FILE/LIST button.

The first is marked FREE, and displays the list of available personnel who have not yet been hired. The next four buttons have the names of the four departments on them, and clicking on them displays a list of executives hired to each area. Selecting a person from one of the departments allows you to fire him or her, or display that person's files again. The buttons are highlighted to show which area you are currently reviewing.

Elysia Sybarrite and her staff are constantly trying to find new talent for you, and different people apply. There should always be a supply of all four executive types, but if you run out, then wait a bit and your staff will locate more.

When a new person is added to the FREE list, his or her name will be highlighted until you either hire that person to a specific area or view his or her personnel file. At the start of the game you will not have dealt with anyone, so all of the names will be highlighted in the FREE list.

While this list will be constantly replenished as you hire people away from it, people who are on the list for too long will eventually find other work and will no longer be available.

You can jump from a list to any other list at any time by simply clicking on the correct button. Each list shows the names and availability of each person on it. Any person who has received a specific assignment within his or her department will have a star displayed beside his or her name.

You can only hire people from the FREE list. Also, mining foremen can only be assigned to the Mining area, research project managers can only be assigned to the Research area, military officers can only be hired to the Military area, and SIN agents can only be hired to the SIN area.

To hire someone from the FREE list, use the Holo-pointer to select the desired name, then click on the button labeled HIRE and the Executron will contact that person, letting him know that he or she is hired to the appropriate area. For example, if the person's occupation was mining foreman, he will be automatically hired to the MIN area.

When someone is hired, that person's name will be removed from the FREE list, and will be placed in the appropriate one for whichever area he was hired to. Also, the Executron will send you a message confirming the action you have just completed.

You can also click on HIRE when viewing someone's personnel file. If you do, the person whose file you are viewing will be hired to the appropriate area, and the Executron will remove his or her file as if you had clicked on LIST (see

above). The text box will display the FREE list and the person's name will have been moved to the appropriate department.

To fire someone from a department, you must start by looking at the personnel list of that person's department (see above for looking at lists of different areas). Select the desired name; the Executron will place a box around that name. Then select the FIRE button with the Holo-pointer. That person will be sent walking papers by the Executron. He or she will also be removed from the personnel list for that area.

When someone is fired from an area the Executron adds the person's name back to the FREE list. Also, the Executron will give you a confirmation at the message bar.

When you hire someone you must pay that person. The new employee's monthly wages come out of the budget for the area to which he or she was hired. The new employee can then be given an assignment within each area.

## MILITARY COMMAND

This screen can be reached by clicking on MIL from the screen transfer panel or by pressing F3. From the Military department you may assign Captains or engineering and computer officers to any of your starships. You can also assemble fleets and deploy those fleets to various areas of the galaxy. In addition, from the Military screen you may enter the Buy screen, where the Executron's on-line marketplace feature allows you to purchase new starships and upgrade the equipment on your existing ships. Finally, from the military area you may access the Battle screen, where you can watch the conflict in real time, and send strategy over the communications net to assist your officers in battle.

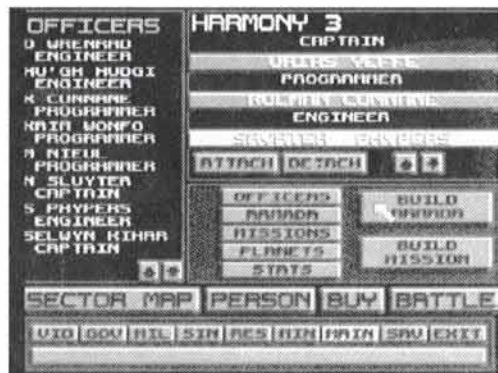
Along the upper left of this screen is the stats/text box of the basic statistics for the area. This box changes to show appropriate lists as you select them.

At the upper right is another box. It normally contains the star map. Arrow buttons in the lower right-hand corner of this box allow you to move the planet images inside the star map and scan the galaxy at short range or you may move your Holo-pointer to the far edges of the screen. There is a bar at the bottom of the map which displays the name of any planet inside this box's range. The start coordinates are positioned on Harmony itself.

Directly underneath this box is an array of seven buttons. They are arranged in two columns, the first one containing buttons marked OFFICERS, ARMADA, MISSIONS, PLANETS and STATS. The second column contains buttons marked BUILD ARMADA and BUILD MISSION.

These buttons control the military screen for a number of different operations. Clicking on OFFICERS makes the Executron call its home planet database, and retrieve a list in the stats/text box of all officers currently hired, along with their assignments.

ARMADA lists all ships currently owned by Harmony. The color of the listed ships indicates their status. White means the ship is docked on Harmony, Green indicates a ship involved in a patrol mission, and red indicates a ship in attack posture. Clicking on a ship will change the contents of the box at right to show



the officers on board ship. Underneath this list are two buttons: ATTACH and DETACH. Beside these two buttons are up/down arrow buttons used to flip through the armada one ship at a time.

MISSIONS works almost identically to ARMADA, but instead of displaying the ship's crew, it displays the Mission information. This is organized simply, and the destination of the mission is printed at the top of the right hand box.

A row consisting of three buttons is directly underneath this name. The left-most button is marked LAUNCH and is used to launch a mission. Once launched, the button toggles to display the word RECALL, which aborts the mission and sends all attached ships back to Harmony. Beside this is the PATROL/ATTACK button, which selects the mission posture. Patrols will not attack unless provoked, while Attack missions will fire at any other ships they encounter. The button at the extreme right is marked DEST, and is used to update the destination of the mission. Clicking on this button sets the destination to the last selected planet. Double clicking this button duplicates the function of the PLANETS button, allowing a destination for the mission to be picked.

Below this row there are arrow buttons which pertain to the list of ships attached to the mission. This list appears in the middle area of the box, and up to eight ships can be attached to each mission. Underneath the list are the same four buttons are at the bottom of this box in the ARMADA section. They function in much the same way, allowing ships to be attached to missions, and missions to be scanned one at a time.

PLANETS lists all known heavenly bodies. Clicking on PLANETS leaves the right-hand box intact, however, in order to see what the planet looks like you must click on the STATS button at the bottom of the first row. Selecting a planet is identical to selecting a name or item from any list. Simply aim your Holo-pointer, and away you go. STATS also returns the stats/text box to its original stats display.

The BUILD ARMADA Button is used to assign free officers to a new ship, and to make personnel changes to existing ships. Holo-pointer select it, choose a ship, and the right-hand box display is identical to that detailed in the ARMADA section. The stats/text box displays a list of officers.

Available officers are highlighted within the box, and by clicking on a ship assignment, such as Captain, and then on an available officer, you can assign the position and prepare the ship for launch. You need only click the ATTACH button in order to make the assignment final. The officer's name will be placed in the selected position. DETACH works in the opposite way, relieving an officer of his duties aboard ship.

BUILD MISSION is similar to BUILD ARMADA, and when clicked on will display the mission screen in the right hand box, and a list of available ships on the left. By double clicking on the DEST key, or by selecting PLANETS you can choose a mission destination. When you have selected a planet, click on BUILD MISSION again and the Executron will transmit the planet coordinates. Click once on DEST to display the planet you have just chosen.

Having selected a destination, your next step is to select as many ships as you wish to send on the mission. Select a ship from the list, then click on the AT-TACH button to add it to the mission. When you are satisfied, choose either an Attack or Patrol stance by toggling the upper middle button. You will notice that the color of the type changes from green to red if the mission chooses an attack stance. The stance can also be changed once the mission has been launched. Next, click on the LAUNCH button to send the mission on its way. The Executron will let you know the launch outcome via the message bar.

The lower middle of the screen contains four function buttons, marked from left to right as SECTOR MAP, PERSON, BUY and BATTLE. The PERSON button works identically in all areas in which it appears, so consult the personnel section for a more thorough explanation.

## Sector Map

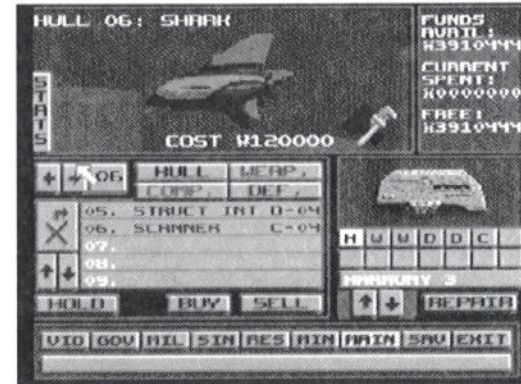
SECTOR MAP transfers you to the sector map screen which gives you a comprehensive representation of the entire galaxy. There is a ring around the last planet selected from the planet list, and the name of this planet is displayed at the top left of the map. Left and right arrows are located at either side of the map area and are used to rotate the view. In-flight missions appear as either red or green letter *H*'s, depending on their stance. Syndicate fleets, of which you are aware, are designated by the letter *S*, and neutral fleets of which you are aware by an *N*. Underneath the MAIN map are two columns of buttons, separated by a small text box. Each column has three buttons in it.

The left column contains VIEW, SHOW/HIDE MASN and SHOW/HIDE AGNT buttons. VIEW allows you to see the planet you have selected in the sector map, along with a short description. The VIEW button then toggles to display MAP, allowing you to return to the sector map. SHOW/HIDE MISSION will remove your missions from the map box and then display them again. SHOW/HIDE AGENT works in much the same way.

The right column contains GRID ON/OFF, ZOOM IN and ZOOM OUT. GRID ON/OFF toggles the reference grid on the map on and off. ZOOM IN magnifies the contents of the map, and ZOOM OUT does the opposite. Zooming in sufficiently will switch off the Grid. Clicking on exit returns to the previous screen.

## Buy Section

The next function button is labeled BUY, and selecting it tells the Executron to transfer you to the Military marketplace.



There are a number of steps that must be completed in order to make a successful purchase. To outfit a ship you must first select a hull type, and then, if you wish, select weapons, defenses or computers to attach to that hull. After your ship is complete, you can name it as you wish and it is ready for battle. In addition, you may sell damaged or working items from a currently owned ship (at a reduced price, of course), trading up to even more powerful ones. Engineers on the planet Tool design most of the items for sale, though items from other agents (including those developed in Harmony's R&D labs) are also available.

The screen is divided into four main areas. In the top right corner of this screen is a small funds box that lists funds available, current funds spent and funds free. Current funds spent represents the amount it will cost you to buy all the items currently in your hold account. As you add and remove items from your ships the current funds spent will change, and when you complete your transactions the current funds will be subtracted from the funds available, to make them equal to funds free.

Pictures of the hulls, computers, defense and weapons will be displayed in the top left corner of this screen. At the top of this picture box is the name of the item and its number. Clicking on the button marked STATS will toggle the picture of that item with its statistics, clicking again will toggle it back. The statistical information includes:

Cost of item
Top Speed of operation
Crew required (general staff)
Strength Rating of hull
Short description of item in question

In the lower right corner of the picture is the manufacturer's logo. Items manufactured on the planet Tool are represented by a wrench crossing the capital letter *T*. Items from Dice Industries, for obvious reasons, are represented by a pair of dice. A stylized *H* is the logo for R&D labs on Harmony. (See RES section for details).

There are four equipment types in the Buy screen: HULL, WEAP, DEF, and COMP. Hulls, weapons, defenses, and computers can be bought from each department, respectively. To change from one department to another, use the four department buttons under the picture/stats box.

To move through the items in any department, use the left/right arrows beside the catalogue number, underneath the picture box. The number beside the arrows will correspond to the number of the item currently shown.

Underneath the selection arrows are three more buttons and in more or less the middle of the screen is the items list- a list of all the items mounted on the starship currently displayed in the ships box. Damaged items will be listed by Executron in dark gray, working items will be listed with their item number at the right. At the side of this box is a set of arrows with which to move through the list. Also, clicking on the item's button in the ships box will jump to that item. The button directly above the arrows is the return button. It is marked with the big red *X* and a small arrow above it. Below this are three function buttons at the very bottom of the selection box. They are HOLD, which places an item in your shopping basket; BUY, which purchases all held items; and SELL, which returns unpurchased items or sells back purchased ones.

In the lower right of the screen is the ships box, a display with a series of small buttons below it, and a set of arrows. This box is for viewing all the ships already in your armada, as well as any you are in the process of buying or re-equipping. You can only make changes to one starship at a time. Use the arrows to tell Executron to move through the list. The ship that is currently selected will be displayed in the ships box, and its name will be written underneath it.

To name (or rename) a ship, click on its name in the ships box. The Executron Holo-keyboard will appear, and the letters can be either chosen by mouse, or the keyboard can be used.

The small buttons are representative of ship's equipment. The first will be labeled *H* and the rest will be some number of *W*'s, *D*'s and *C*'s. The *H* represents the hull of the ship, and the *W*'s, *D*'s and *C*'s represent mounting ports on the ship where weapons, defenses and computers can be mounted. When the *W*'s, *D*'s and *C*'s are shown colored (in red, blue and green respectively), the starship has an item mounted on that port. When the *W*'s, *D*'s and *C*'s are in light gray the port is empty, and white indicates the item mounted on that port is damaged.

Underneath this row of buttons, and next to the arrows is the REPAIR button. Clicking on the REPAIR button while a damaged ship is in the window of the ships box starts repairs on all damaged systems. Executron will advise you at the message bar when repairs are completed.

To purchase and equip a starship you must first buy a hull. When you select Buy you will be in the hull department, so use the arrows under the picture of the first hull to move through all of them until the desired one is reached. Then click on HOLD.

The HOLD button indicates that you want to "take this item off the shelf and put it in your basket." You can actually purchase the item with the BUY button, but while the item is merely on HOLD you can easily "put it back on the shelf" if you later decide you do not want it. Items on HOLD appear highlighted in the equipment list.

When you purchase a HULL the Executron immediately places it in the ships box, and its name is the hull name, followed by a number. Feel free to rename the ship, as detailed previously. The items list refers to this ship, and it naturally only has one item, the hull.

Once a hull has been put on HOLD, you can move through the WEAPON, DEFENSE, and COMPUTER departments, and select items to attach to that hull. You will not be allowed to exceed the capacity of the hull you have selected, so watch the small buttons in the ships box to see which mounting ports have been filled, and which are still available. Each time you HOLD an item it will be added to the equipment list. To scroll through this list to let Executron show you what you have already purchased, use the arrows to the left.

At any point during this process you can work on other ships in your armada by moving through the list with the arrows in the ships box. You can also put another hull on HOLD and begin equipping it as well.

Clicking on BUY underneath the items list will actually purchase all the items currently on HOLD for the ship being displayed. The highlights will disappear, and the Current Total and the Available Funds will be adjusted accordingly. Be certain when you click on BUY because removing items after they have been

purchased means you must sell them back at a reduced price. Note that if you are equipping multiple ships, you must select BUY for each one independently.

To remove items from the hull displayed in the ships box, use the RETURN button. Clicking on RETURN indicates to the Executron that you no longer desire the item the arrow is pointing at. It will be marked with a line through it. If the item is highlighted (i.e., if it is on HOLD) selling it will simply make it disappear from the list and place it back on the shelf. The current total and free funds will be adjusted accordingly.

If the item has already been purchased (i.e., it has a gray background), a stroke will be placed through it, and the sell-back price will be subtracted from the Current Total. Items with a stroke through them are slated to be sold (similar to on HOLD). If you change your mind, remove the stroke by clicking the RETURN button again. Note that damaged items are sold back the same way as working items. To sell back a hull, you must first sell back all the items mounted on it.

To actually sell items back you must click on SELL. Clicking on SELL removes all the items "slated to be sold" on the starship being displayed. All items with a stroke will be removed and Current Total and Available Funds will be adjusted accordingly. Structurally Sound items are bought back at 75% of their original cost, damaged items at 50%.

Clicking on EXIT from this screen returns you to MIL.

## Battle Section

The far right function button takes you to the BATTLE control center. From this screen the Executron can help you orchestrate the strategy of any starship battle, move ships around, give orders in terms of who to attack and with what weapons, and when to retreat if necessary. Note that if you choose not to let the Executron influence the battle at all, your captains and officers will fight to the best of their ability with the weapons and ships they have.



Along the two sides of the screen are a column of five boxes. There is one box in the left column for each ship you have in battle, and one box along the right for each ship the enemy has in battle. If either you or the enemy starts with less than four ships, the empty boxes will simply be light gray. If there are more than four ships to a side, then select the up/down arrows below the boxes to scroll through them.

Two information meters are located across the middle of each active box. The two bars indicate the level of structural integrity and crew morale. Note that a ship may start a battle without its life bar at full, if that ship was damaged from a previous battle.

In the middle of the screen is the battle grid which shows the relative positions of all the ships in this area of space. Located on the grid are both the enemy and Harmony fleet. The two arrows at the left and right are to rotate the battle grid for a better vantage point on the action.

Under the battle grid is the stats window. It is a scrolling box with arrows at the side. Normally it is empty, but you can call up the stats of any ship on the screen (either yours or the enemy's). To call up the stats of one of the ships, you double-click anywhere in the ships box, or on the ship itself on the battle grid. To call up the stats for an enemy ship the process is identical.

Initially you will not be able to view any of the items on the enemy ships except for the ship number. Every time an enemy ship fires, the number of that ship's active weapon appears in the weapons row of that ship's box. Also, any time the enemy ship uses a defense to counter one of your shots, it will appear.

When the stats of a ship are being displayed, the ship's box is replaced with a larger box which is actually a 6x3 grid. The first column has a red *W*, a blue *D* and a green *C*. The first row is the weapons for the ship, written with a red number. There are up to five weapons on a ship. If the ship has less than five weapons, the blank boxes are gray. If a weapon is damaged, it is shown in dark gray. The primary weapon is indicated by highlighted text. The defenses and computers work similarly, but there are five defenses and only three computers maximum, and there are no primaries listed for defenses and computers.

The Executron will advise you with useful and not so useful messages from the ships. All messages start with something like "Ship 8, The Artful Dodger, reports that our laser cannon is damaged. We are trying to repair." You may also receive other, more general messages.

At the lower left of the screen is a button marked PAUSE BATTLE; selecting this button pauses the action and puts statistical battle information on the MAIN screen. This information consists of the number of active ships, inactive ships, retreated ships, and ships completely destroyed. Also included here are the DSP

speed settings which control how quickly battle information reaches the Executron display. This is done with the two buttons surrounding the DSP speed read-out. At the bottom right is the RESUME button which continues the battle.

To send an order to a ship, first highlight the ship by clicking on it once, either on the actual ship on the grid or anywhere in the ship's box. The ship is highlighted both on the grid and around its box. You may highlight as many of your ships as you want, from one to all. To un-highlight a ship, click your left mouse button or click on the ship's box a second time.

You can issue two kind of orders, multi-ship and single-ship. Multi-ship orders can be sent to many ships at once, all the ones that are highlighted. If a multi-ship order is issued and no ships are highlighted, it is issued to all of them. Single-ship orders may only be issued to one ship at a time. If a single-ship order is issued when more than one ship is highlighted, only the last ship highlighted will receive it. If a single-ship order is issued when no ships are highlighted, nothing happens.

The Executron equips you with five function buttons on the lower half of the screen; these are the order issuing buttons.

First is a button labeled ATTACK, short for "All-Out Attack." It is a multi-ship order. When this order is issued to a ship, it will remain where it is and will exert all its energy into the attack viciously and as often as possible, with little regard for its own safety. As an indication of ships in All-Out Attack mode, the name of the ship changes to red (it is normally green). To bring the ship back to normal status, either order the ship to move to a specific location (covered below), or highlight it and click on NORMAL button, which brings it back to normal status. Note that ships on All-Out Attack have reduced defensive capabilities.

The next order is DEFEND, short for "All-Out Defense." This is also a multi-ship order. When this is issued to a ship, the ship will stop attacking, and channel all the ship's energy to the defensive systems, and to evasive maneuvers. As an indication of ships in All-Out Defense mode, the name of the ship will be printed in blue. To bring the ship back to normal status, either order the ship to attack an enemy ship (covered below), or highlight and click on NORMAL.

Note that your ships may go from All-Out Defense to All-Out Attack (and vice-versa) without having to pass through the Normal stage.

As mentioned above, the button labeled NORMAL is to restore ships in ATTACK or DEFEND to normal status. When in normal status, the name of the ship is in green. NORMAL is a multi-ship order. Please note that ordering a ship to go to a status that it is already in will have no result.

The top of the next column is a button labeled PRIMARY, and it issues the order to switch the primary weapon. This is a single-ship order. When the button is clicked, it toggles to DONE, and the name and number of that ship appears at the top of the stats box. Also indicated are the weapons on that ship, numbered with the current primary weapon highlighted (similar to when the stats of the ship are displayed, but only the weapons are shown). If you click on any other weapon, that weapon will be highlighted and the previous weapon will be un-highlighted, as only one weapon can be highlighted at any time. When the desired primary weapon has been highlighted, clicking DONE empties the stats box, un-highlights the ship and toggles the button back to PRIMARY. Note that damaged weapons cannot be chosen as the primary weapon.

Your last military option is to order your ships to RETREAT. Ships that have been told to retreat will take the fastest route off the battle grid. When a ship is no longer on the battle grid, its box goes blank, and it cannot re-enter the grid until the battle is over. This is a multi-ship order.

The Executron can also order a ship to a new point in space. First highlight a ship, and then click on the new point. This is a single ship order. A ship will move to the new point in a straight line. The speed at which it travels is governed by the top speed of the ship. It is possible to highlight a starship already moving (to a new point) and give it orders, even to move to a different new point. If a ship is given an order that contradicts its current order, it will discard the original order and carry out the new one.

To have a ship attack a specific enemy vessel, highlight the Harmony ship (or ships) you wish to send the orders to and then click on the enemy ship with the right mouse button. This is a multi-ship order.

After a ship has taken a certain amount of damage, its on-board computer systems will go down permanently, making the ship essentially inactive (though life-support function will remain on-line). When a ship is inactive, the word "Inactive" will be displayed automatically by the Executron across the corresponding box. If the ship takes any more damage beyond that point, it is vaporized and all traces and record of it disappear from the galaxy. The word "DEAD" appears across the ship's box. This process applies to both your ships and the enemy's. Full and thorough repairs can only be done on Harmony.

When one of your ships is hit, it is possible that one of the items mounted to that ship may be damaged. If this happens you will receive an appropriate message, and when viewing the stats for that ship the item will be marked in gray. If there are junior officers aboard the ship (that is, any officer beyond the compulsory captain), they will attempt to repair the item if possible. Note that items will be fixed in the order that they are damaged, and that the more junior officers there are on board, the more items that can be repaired simultaneously.

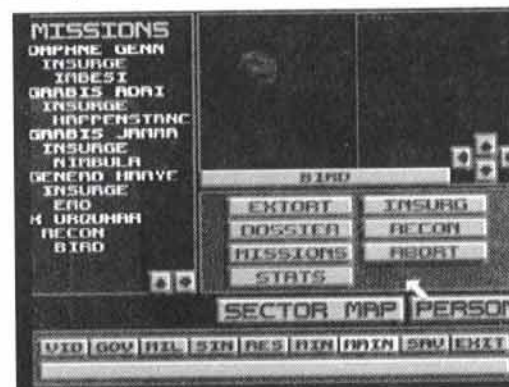
When the primary weapon of one of your ships is damaged, the next weapon on the list will automatically become that ship's primary weapon. In addition, you will receive a message from that ship stating that the primary weapon has been damaged and a new weapon has been assigned.

Note that there is a repair analysis computer which improves the officers' chances of repairing an item. This is different from the repair computer, which is actually equivalent to another officer.

When the battle has ended, clicking on EXIT once again takes you back to the Military screen.

## SECRET INTELLIGENCE NETWORK

This area can be reached by clicking on SIN from the screen transfer panel. The Secret Intelligence Network, or SIN, can be used to unearth hidden facts about important people in the galaxy, and in some cases extort money from them. Your agents can also be sent to reconnoiter planets that you do not have complete files on, and finally, they can be sent on insurgence missions to other planets in order to raise public opinion towards Harmony's struggle.



In addition, the SIN takes care of security on Harmony. This is an automatic function, but the head of the SIN, Mr. Fredericks, will report to you on any security infractions or other happenings that warrant your attention.

Along the left edge of this screen is the stats/text box. It contains a list of the basic statistics for the SIN area. Budget and Staff are adjusted with arrows here too. There is a minimum budget and staff for the SIN area. See the section covering the Governor area for details.

The Executron lays the screen out similarly to the MIL area, except for the middle right function buttons. These buttons are labeled EXTORT, DOSSIER, MISSIONS, INSURG, RECON and ABORT. At the bottom of the screen, just above the transfer buttons, are SECTOR MAP and PERSON buttons.

Note that you cannot order a mission to be started if there aren't any agents available. If you try to start a mission when there are no agents available, the automatic Executron overrides will display a message letting you know of the staff shortage. New agents can be hired to the SIN area at any time by moving to the Personnel screen.

To abort a mission already in progress, click on ABORT from the neutral settings of the screen, and then click on the appropriate mission from the list given in the stats/text box.



## Dossier on Planetary Representatives

To have a SIN agent perform a background investigation of a person, click on DOSSIER. This will bring up a list of all the important people in the galaxy. Choose a person simply by clicking on his or her name. When this is done, the Executron will issue a confirming message. The first available agent will take on this mission, which can be completed without his leaving Harmony by using the inter-galactic communications network.

When the mission is complete you will receive a message from the agent about the results achieved, and any changes or updates made to the person's dossier can be read at the VID area.

## Extortion Missions

To order a SIN agent to pressure someone for money, you must have previously had SIN successfully compile a dossier. The stats/text box will display a list of all those upon whom successful dossier missions have been carried out once you have selected EXTORT. Click on the name of whoever you wish to have your agents pressure. Please note that only those characters who have a "skeleton in the closet" are susceptible to extortion. When you have chosen the object of the extortion mission, the Executron will send you a confirming message. The first available agent will take the assignment. Again, this can be done without the agent having to leave Harmony. When contact has been made, you can receive the reply at the MAIN panel. The person can either agree or disagree to your terms. If they agree, the effect will be reflected in your status. However, most people do not respond well to blackmail, so be cautious.

## Reconnoitering Planets

To have an agent run a reconnaissance of a planet, first scroll the planet list which appears in the stats/text box until the name of that planet appears in the list. Then click on RECON, and then on the planet's name. You will receive a confirming message that the orders have been sent.

The first available agent will take the mission, but a reconnaissance of a planet requires that the agent actually get to that planet. The agents cannot fly ships by themselves, so you must move to the Military area and send a mission to the planet to which you have ordered the reconnaissance. The agent assigned to the reconnaissance mission will wait on Harmony until the first mission to the appropriate planet becomes available. The agent will then board that mission automatically.

When the agent has completed the reconnaissance, he will transmit the information directly to Harmony from his present location, confirming that the mission has been completed. Any new or updated information can be viewed via the SECTOR MAP.

## Insurgence Missions

You can send an agent to start a whispering campaign on another planet in support of Harmony's struggle. Start by clicking on INSURG, and then click on the planet's name. You will receive a confirming message that the orders have been sent.

Again, the first available agent will take the mission, but the insurgence of a planet requires that the agent actually gets to that planet. The agent assigned to the insurgence mission will wait on Harmony until the first mission to the appropriate planet becomes available. The agent will then board that mission automatically.

When the agent has completed the insurgence mission, he will transmit a confirming message directly to you. If the public opinion of a planet is sufficiently high, the leader of that planet may decide to assist Harmony in some way against the Syndicate. However, the discovery of your subversive activities may lead to quite the opposite effect.

When the Harmony fleet reaches the appropriate planet, the agent cannot shuttle down to the planet if the Harmony fleet is engaged in battle. If the Harmony fleet cannot orbit the planet without fighting, the agent will delay the assigned mission.

When the mission is completed, if there is a Harmony fleet in orbit the agent will have a standing order to rejoin the fleet. If there is not a Harmony fleet in orbit, the agent will immediately request one, and every two months thereafter, until you send a new mission to retrieve the agent. Again, the agent cannot rejoin the fleet if its ships are engaged in battle.



Once you have a manager and staff for a research group, you can assign the group a research direction. All discoverable items have an item type (i.e.: laser, magnetic, organic, etc.). The list of available item types includes:

Electrical	Laser	Magnetic	Missile
Nuclear	Organic	Thermal	General

At any time during the set-up of a group or when assigning it a research direction you may click on CANCEL, which will cancel the entire project. Once the group has been assigned an item type, click on INIT PROJECT and the team will begin working on it.

CANCEL also duplicates the STOP PROJECT button. Clicking on it when no project is selected will bring up the projects list. Select a project and it will be stopped. Clicking on INIT PROJECT restarts it as always. Clicking on CANCEL again stops the project.

You may scrap a project at any time. This is done by bringing up the project using STATS, or by cycling to the correct one using the arrow buttons at the top of the project box. Then click on SCRAP. If you click on SCRAP without a project displayed in the window you will be shown the list from the STATS button. After selecting the correct project, click SCRAP again.

When a project is scrapped you will receive a confirming message. Scrapping a project will disperse the research group and make its members available for other projects. It will also destroy any collective momentum this team has achieved.

When the project has been completed, the project manager will call the you from the RES area and give you a description of the newly invented item. If the item is intended for the military, it will henceforth be available to you through the Buy screen.

Every Research project manager has two specialties, and when the name of a supervisor is put on the blank form, that supervisor's specialties will be listed under his or her name. (There is no relevance or importance to which of the skills is listed first or second.)

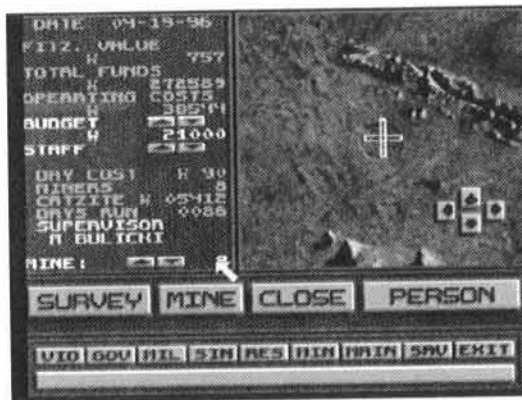
At any time the you may click on STATS to tell the Executron to display all of the current projects in the projects box. Click on one of the projects listed and this will take you to the STATS screen for that project.

When a project has been completed and approved, the supervisor (and his team) will be available to start another one. Restart them by choosing a new research

item type (if desired), adding or subtracting from general staff, and then clicking on INIT PROJECT again.

## MINING

To reach this screen, click on MIN from the screen transfer panel. This area is used for controlling the mining department. As Overlord, all you need do is suggest where on Harmony to survey, and based on the survey reports, where to mine. You can read reports on any mine and close mines if necessary.



Along the left edge of this display is the stats/text box. There are also additional statistics specific to the MIN department. The current trading price for Fitzholnium is displayed near the top of the box. Budget and Staff are controlled via a set of arrows. There is a minimum budget and staff for this area. Please see the section covering the Governor screen for details.

At the bottom of the stats/text box is the Mine number listing, also with a set of arrows. This is a concise listing of all the active mines on Harmony, with basic statistics. These statistics are:

Daily cost of operating the mine
Number of miners assigned to work there (general staff)
Value of the Fitzholnium extracted today
Number of days in operation
Foreman's name

The arrows allow you to move through the list of all the currently active mines on Harmony. As you do, the Executron will display a satellite photo of the mine. The upper right corner of the screen is a map of the surface of Harmony, relayed to you by satellites that constantly circle the planet. You can move the view presented by using the four directional arrows in the lower right corner of the map or by moving the Holo-pointer to the edge of the screen. If you slide the map around at the start of the game you will find the capital city of Perfect, as well as

one or two active mines. Other landmarks include a mountain range with a lake along the base. The rest of Harmony is more or less barren.

All mines will be labeled with a mine number, and as the mines are open longer you will notice that their size will increase. On Harmony they practice open-pit mining. Areas that have been surveyed (but not mined) will be marked by survey villages.

The four function buttons on this screen are SURVEY, MINE, CLOSE and PERSON.

### Surveying

To start a SURVEY, indicate a spot for surveying. Then use the Holo-pointer to select the SURVEY function button. The survey report will be sent to you in approximately a week's time. If you choose to survey a spot that has already been surveyed (even if it already has been mined), the Executron will immediately display the report for that spot. Similarly, if you survey a mine (open or closed), you will immediately be shown the survey for that mine. As mentioned above, spots that have already been surveyed will be marked on the map.

### Opening a Mine

Opening a MINE is a similar process. Simply click on the spot on the map that you wish to mine and then click on MINE. If you review later satellite information on that spot on the map you will find that a mine has indeed been started, and it will increase in size as time progresses. Also, your monthly income will increase, as will the maintenance costs for the mining area. Although a mine starts small, as the miners strip it of its ore the mine will increase in size. For this reason you will not be permitted to start a new mine too close to an existing mine. If you open a mine on a spot that has not been previously surveyed, a survey will be completed automatically within the first month.

Each mine requires eight workers to operate it. If there are not eight free workers in the mining area, you cannot open a mine. You can requisition workers from the general pool of workers, but if there are none left, you may have to help a few of your planetary neighbors in hopes that they will send you some more workers (this applies to all areas where workers are needed).

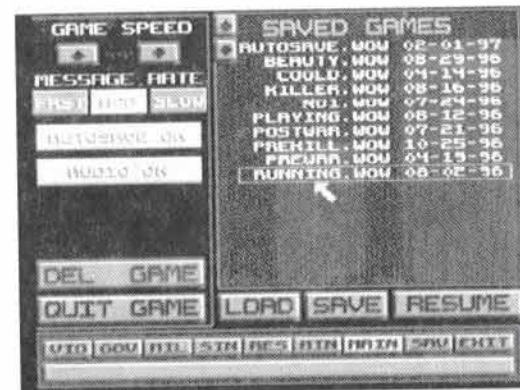
### Closing a Mine

The button labeled CLOSE is for closing an existing mine. To close a mine, simply click on CLOSE and then click on the mine you wish to close, and the Executron will issue the necessary orders and protocols. It is advised that you close mines which are dwindling in profit or are not breaking even.

To re-open a mine, proceed as if you were starting a new mine on the site of a closed but existing mine. You can not mine on uneven or mountainous terrain, nor can you mine in water.

## LOAD AND SAVE SCREEN

Access this area by clicking on SAV in the screen transfer panel. Use SAV to record a current situation in memory, load a previous one, or simply pause what you are doing to attend to urgent, non-Overlordian matters. The clock stops and the game pauses while you are here.



The right-hand side of this screen displays previously saved files. The left side has a number of large buttons. If the Executron operates too quickly or too slowly, simply adjust the desk speed up or down using the arrow buttons. The speed ranges from one to ninety-nine, with ninety-nine being the fastest rate.

To load a game either click on a file title from the list, and then click the LOAD button, or select LOAD directly. This will bring up the Executron's graphic Holo-keyboard. Input the file name by selecting the appropriate keys, and then select the OK button. Or simply type in the file name on your keyboard, and press Return.

SAVE works much like LOAD, calling up the keyboard and asking you to input a file name. The Executron inserts the suffix WOW at the end of every file (this is also visible from DOS). File names may only be up to 8 characters long.

DEL GAME allows you to delete a highlighted game, or to specify one on the keyboard to delete.

The AUTOSAVE button turns the automatic backup feature on and off. It is marked AUTOSAVE ON to begin with, and will save a backup copy of all pertinent information on the first of each month. The default AUTOSAVE file is named AUTOSAVE.WOW. Please note that if you had a particularly good game but had to quit for some reason, the file AUTOSAVE.WOW will still be visible from DOS. This will enable you to copy the AUTOSAVE.WOW file, to a unique filename in order to preserve the saved game file for future use.

Clicking the AUTOSAVE button will toggle it to AUTOSAVE OFF, meaning that the backup procedure is now turned off.

Double Clicking the quit game button allows you to power down the Executron 1200 and recuperate.

The last button is marked RESUME and functions like the EXIT button in the screen transfer panel, taking you back to the last screen you visited.

## THE RENEGADE'S GUIDE TO THE GALAXY

Hello, and welcome to the Renegade's Guide to the Galaxy. This book was printed on Zaphroxi, by the custom book labs. It is tailored to your needs as Overlord of Harmony and contains specific information for you alone. All intergalactic rights are reserved.

The purpose of this book is to assist you in understanding the basic problems in running Harmony, and to provide some valuable background information on key places and people in the known galaxy. The reader is welcome to ignore the contents of this publication, but does so at his own risk.

There are some historical events of which you should be aware, in order to better understand the geo-politics and economic realities of the region.

### History

A long time ago were the Great Wars. They ravaged the galaxy and damaged many planets, reducing the level of technology on some to the almost primitive level. The inhabitants of our galaxy had spent eons developing a civilized existence, and it was all destroyed in a matter of years. The stories of the Great Wars are told in hushed voices, so terrible was their effect. Shrouded in mystery, they all tell of an enormous destructive force which ended the wars and nearly brought total annihilation with it.

After the War, a previously small and meaningless planet (Zokbar J) seized the opportunity and pounced on the broken pieces, slowly defeating the fragmented empires one by one until a substantial power base was created. It was rumored that the Zokbarians made a deal with whomever was behind the destructive force, and this assured their relative safety. They now call themselves the Syndicate, and they will not rest until they control all of known space. They are ruthless and cruel, and bent on total domination.

Artifacts of the Wars still remain throughout the galaxy, the most prominent of which is The Eyeball, a huge computer as big as a planet. Its official title is PQXt 345/7h42, and it is the most powerful computer in existence. Rumored to have a still active defense system, it has lain dormant and untouched for as long as anyone can remember. There are other remnants of the wars around the galaxy: an outpost here and there, an old satellite, and one region of space that still has an active minefield that no one has cleared.

Since the wars, the main commodity of this galaxy has been Fitzholnium tri-gem ore. Fitzholnium tri-gem (or "Fitz" for short) is a very unstable molecule, with a high propensity to explode if handled incorrectly. However, it is extremely useful in a variety of military and auxiliary areas as a powerful fuel for interstellar ships and in other military applications. There are only six planets in

all of known space with large enough quantities of Fitz to be profitable for mining. Three of them are owned by the Syndicate, who consumes all they can produce. Two others are independent. The last is the planet Harmony.

Harmony alone produces three-fifths of all the Fitz in known space. The planet is almost solid Fitzholnium, and that is its primary defense. Anyone wishing to take over Harmony would be foolish to fire at the planet, for too large an explosion could set off a chain reaction that would destroy Harmony completely. The Syndicate knows that to truly control the galaxy, they must control the supply of Fitzholnium, and to do this they must rule the planet Harmony.

The Syndicate keeps moving onward, and stopping them will be difficult. The syndicate's goal of Manifest Destiny is one which will be accomplished, unless you can do something to stop them.

The Syndicate controls one side of known space, which has three population and defense heavy planets, one space station and three small Fitzholnium mining planets. The configuration is such that the three main planets and the space station are more or less arranged around the three smaller planets, with a minefield between the two.

Finding a solution is more complicated than just making money or being a military power. Encouraging exploration, investigation and knowledge is equally as important. Make friends and enemies carefully because you never know what will come out of relationships made in haste.

Remember, you are Overlord of Harmony, and like any political leader, foreign affairs are only half the concern. Don't forget about your own citizens. Check their opinion of you. Pay them a fair wage or suffer the consequences. Giving them too much money is just as careless, as it encourages misbehavior and deprives the state of needed resources. There is a balance between kindness and temperance on your part.

## Strategy

You must generate revenue for financing your defenses against the encroaching syndicate, and for financing interstellar exploration and conquest.

Other than cost, there is no downside to research. There are pitfalls, however. If you are expecting a specific result from the research teams keep in mind that nothing works all the time. Factors both within and beyond your control can work to subvert any experiment. As well, project managers have a certain amount of autonomy with regards to research direction. They may come up with something similar to what you required, but it will rarely be exactly what you need.

The economy cannot run on the sale of Harmony research products alone. Whatever you do to generate revenue, remember there is an up and down side to everything. Extortion is quick, and relatively easy but can make enemies in a hurry. Planning an insurgence campaign is fraught with pitfalls. You can lose agents and fleets of spacecraft at an unknown planet.

Mining is a safe way to make money, but it is labor intensive and costly. Keep one eye open for mines which have ceased to be profitable, as Fitzholnium is generally found near Harmony's surface.

You are not operating in a vacuum. While you take care of your own immediate concerns, bear in mind the larger issues. There are forces at work in the galaxy and you must be wary of them. The Syndicate is not waiting around until you are good and ready to fight them. The natural defenses of a high amount of Fitz in the ground will only hold out for so long. A way might be found to overcome those defenses, unless you take the proper steps.

Military might is a good deterrent for invaders, but this is also one of the quickest ways to spend your money. Choose your weapons and ships with a close eye on the bottom line. The flashiest option doesn't always get the job done. The more officers on board each vessel, the better prepared it is for battle. Moreover, the more officers you have, the more money goes out the door in wages.

There is no one right way to defeat the Syndicate and make the galaxy safe. This is the real thing, and your decisions affect other people as much as theirs affect you. The choices you make can lead to victory, or straight into the hands of death.

To assist you in making decisions, there are a number of intelligence reports which you can refer to for information. The Renegades Guide has compiled these reports on most of the known planets and personalities. These are the most detailed descriptive accounts available anywhere on the inter-galactic communications network.

## A Planetary Compendium

The great majority of these planets are independent planetary states. However an alarming number of them are becoming aligned with the Syndicate. It is advised that you refer to your SECTOR MAP for the most recent updates. Here they are as follows:

**Azure Dawn:** **Coordinates: -108, 280, -120**

A small planet nestled between two larger ones, Esbastista and Keyops.

**Bird:** **Coordinates: -480, 480, -400**

This is the farthest planet from Harmony. The planet itself is unique in that there are bacteria on the planet that mutate very quickly and are very easy to manipulate. Thus, the people of this planet have become very good in the biological sciences and have developed bacteria that do all sorts of bizarre things. They are neutral in terms of the Syndicate/rebel war, primarily because they are physically so far from the hotbed of it all. High-tech planet, medium population.

**Ceddran:** **Coordinates: -40, 420, -160**

This is an alien planet, though planet is a loose term. Really, it is a ball of loose bits of matter and lots of different gases all swirling together.

**Cylur:** **Coordinates: -160, -176, 216**

The largest of the three inner planets of the Syndicate is also the most heavily populated, but it is still a mining community, as far as we can tell.

**Emo:** **Coordinates: -216, -136, 120**

This small planet has limited quantities of Fitzholnium, which are being mined as quickly as possible. It is one of the three inner syndicate planets.

**Esbastista:** **Coordinates: -152, 144, -200**

Large, powerful, and ambitious, this planet is near to Azure Dawn and Keyops.

**The Eyeball:** **Coordinates: 80, -120, 64**

The artificial computer planet I/g56-743, commonly known as the Eyeball. It was developed as an experimental defense system by someone during the wars; whoever built it never had a chance to activate it. It lies dormant just on the edge of the Syndicate's territory. The Eyeball has latent defense systems that the creators built. In addition to being a defense system, the Eyeball is suspected to be one of the greatest super-computers of all time.

**Finagle:** **Coordinates: -332, -220, 120**

Little is known about this Syndicate planet. It is one of the three primary population centers and is also home to a large military installation.

**Haltrot:** **Coordinates: 80,-320, 120**

More or less your standard planet in most respects. Medium to high tech level, space flight, etc. There are trace quantities of Fitz here. One company which more or less dominates the planet is D.I.C.E. Inc. (Definitive Ideas on the Cutting Edge). They have made quite a lot of money in the sale of Fitz-based tools and weapons. The Dice company's logo is, appropriately enough, a six sided die, and it appears with all of their products.

**Happenstance:** **Coordinates: -120, -120, 200**

The only known large-scale, fully self-sufficient space station in existence. It appeared a few years back and is well-protected.

**Harmony:** **Coordinates: 0, 0, 0**

A small mining planet that alone produces three-fifths of all the Fitzholnium trigen in the galaxy.

**Hemholtz:** **Coordinates: 24, -72, -136**

A barren planet which has a methane atmosphere. This is a hard place to live on because of the constant explosions of flame when a tiny spark happens. The methane atmosphere extends some distance beyond the planet, and ships that travel at high speeds (that is, speeds requiring rocket thrusters) stand a good chance of becoming flying briquette. Travel in this atmosphere must be done by pulse rockets (which are normally used for takeoffs and landing, not as severe so as not to damage the planet they are taking off and landing from).

**Hobbman:** **Coordinates: -96, 8, 120**

Medium to high tech level, large planet, reasonably close to Harmony. High population.

**Huygen:** **Coordinates: 120, 28, 136**

This is a bland little planet, normal in every respect. There is nothing unique about it at all. However, the appearance of a place can often be deceiving, and there is a feeling that the people here are hiding something.

**Imbesi:** **Coordinates: -280, -80, 40**

A large Syndicate planet, it holds almost one-third of the entire Syndicate populace. Also a military stronghold.

**Keyops:** **Coordinates: -64, 142, -160**

Large and powerful, this ambitious planet is near Azure Dawn and Esbastista.



**Knornphell:** **Coordinates: 40, 40, 0**  
Low tech planet, the inhabitants are savages and not at all aware of the existence of other life in the universe. Low population.

**L'll'y'yy'rww:** **Coordinates: 240, -160, -160**  
Planet of rough alien creatures, but vastly superior to humans in every way. Heavy psi powers, the population of this planet is separated into several sects, and every sect has a group mind. The sects are divided based on the skills of the members (medical, fighters, scientists, etc.). They are fierce warriors, and honorable combatants. However, they consider the human race snotty and beneath contempt. Inhabitants of this planet are roughly humanoid.

**Nimbula:** **Coordinates: -240, -200, 320**  
This is the farthest planet from Harmony. It is in Syndicate space. The Syndicate have made it heavily industrialized, despite the high population. Pollution there is the worst in the galaxy. It is well-protected.

**Pihzda:** **Coordinates: 80, 320, -40**  
Standard planet, not really that close to Harmony, but one of Harmony's regular Fitz customers. Medium to high tech. Generally non-violent.

**Pfipfif:** **Coordinates: -40, -20, 80**  
Small Fitz mining planet, independent. Produces about a sixth of what Harmony does. Deals mostly with the Syndicate. Somewhat close to Harmony.

**Raryl:** **Coordinates: -256, -160, 96**  
One of the inner planets controlled by the Syndicate, this is a mining outpost much like Emo and Cylur. Nothing else is known, but there is widespread speculation about the nature of the mining community here.

**Rasputin:** **Coordinates: 120, -40, 0**  
Small planet physically close to Harmony, this planet was populated with colonists from one of the two military planets of the three major planets in Syndicate space. They have mostly severed ties with their home planet. They are a high tech planet (because of their background) but are not terribly wealthy as they are still struggling to survive. They left Syndicate rule because they disliked the oppression, but they will not openly oppose the Syndicate for fear of annihilation.

**Rimble:** **Coordinates: 248, 96, -48**  
A planet which caters to the hedonistic pleasures of everybody. Anything can be acquired on Rimble, as long as you have the money to pay for it. There is no government, it's every man for himself. This is a favorite hang-out for the worst elements of known space: pirates, mercenaries, drug dealers, tax auditors and foreign rocket-ship mechanics. There are several gangs, the biggest and meanest of which is the Miscreants.

**Soraya Nebula:** **Coordinates: 280, 380, -240**  
A huge gaseous cloud in one of the outer systems. There was once an important battle here, during the great wars. The significance of this battle did not survive future generations, and its outcome and participants are unknown.

**Sve'n-gha'llywn:** **Coordinates: 320, 120, 320**  
This is a bizarre planet set right in the heart of a radio galaxy on the other side of Harmony from the Syndicate, and quite a ways away from Harmony, as well.

**Tarso:** **Coordinates: -272, 120, 216**  
About two-thirds of this planet is inhabited by the Bahal commune. The Grand High Exalted and also very Groovy Kahuna is named Quishhan Bahal. The basic idea behind the Bahal faith is that whatever the High Kahuna says is straight from the lips of the Cosmic Chaos, so you better believe it. The Cosmic Chaos shuns all not of the faith, and thus, the Bahal Commune has no alliance with either the Syndicate or the rebels. Medium population.

**Thornwood:** **Coordinates: 0, -240, 0**  
This place enjoys a medium population and a very green environment. High tech planet, but with little interest in space flight. Mostly a self-supporting people, so inter-galaxy trade is limited. The inhabitants of this planet try to do most jobs manually without sophisticated machines, and thus do not trade extensively with Harmony (not needing Fitz for machines as most planets do). They do, however, export a lot of food to the Syndicate military planets.

**Thyzahn:** **Coordinates: 216, 216, 216**  
Rich planet, full of executroid type people who live for stocks, trading, etc. The planet itself is very wealthy, and while it does not have an army or anything like that, it has hired a very good crack command team to protect it from invaders. While not actually a member of the Syndicate, many of the extremely rich on Thyzahn have money invested in Syndicate operations and would hate to see the Syndicate destroyed. Chairman of the Board for this planet is Temik Milhouse IV.

**Tool:** **Coordinates: -400, 80, 0**  
Where the best engineers in the galaxy can be found. Chief Engineer is Katrina Vannes. Basically a peace-loving planet, these people believe that the best defense is "I'm bigger than you are, so don't make me angry." Essentially, Tool makes the best weapons around, and everybody buys from them; the player buys all their starships from them and most of their weapons. However, they are also really cautious and keep the best defense systems for themselves, making the planet very difficult to attack. This is a good place to find Engineering specialists; most of Harmony's research team studied here. Tool uses a good amount of Fitzholnium and is on friendly terms with Harmony.

**Uhl'mumay:**

This planet was a known military outpost during the great wars and was specialized to nuclear weapons. During the final stages of the wars terrible destruction occurred here and everything went up at once. The planet was contaminated by radioactive fallout, and it is assumed that there are no survivors.

**Coordinates: -64, 64, 0****Zaphroxi:**

A high-tech planet of snot-nosed scientists who believe they are creation's gift to mankind. There is no government on this planet; the governing body is the University of Zaphroxi, a most prestigious Math/Sciences university. Zaphroxi uses a healthy amount of Fitzholnium in experiments, and so has established trade practices with Harmony; however, it would be incorrect to say the two planets are on friendly terms, as Zaphroxi is equally condescending to everybody.

**Coordinates: 480, 0, 0****WHO'S WHO IN THE GALAXY**

The important citizens of the Galaxy will be knocking on your door, so we at Renegades Guide have provided a report on who's hot and who's not this week. Note that with all the local squabbles, territorial conflicts, back-stabbing, and secret plots this list may soon be outdated. Refer to your TeleVID for the most frequent updates. Here they are as we know them currently:

**Nowell Ainchrist:** Currently the last living descendant in the Ainchrist line, the many times great-granddaughter of the man to discover Harmony's Fitzholnium richness, Noel Ainchrist. Though she inherited her current position, she is more than qualified and does an excellent job.

**Joseph Annuber:** Head scientist for Thornwood. His family was killed several years ago in a severe storm and since then has been completely devoted to his work. Graduated from Zaphroxi with honors, most of his work deals with increased growths for plants and crops on Thornwood.

**Keif Bai-ley:** The prime minister of Pizhda. Since his wife died several years ago Bai-ley has had only two loves: his daughter and politics. He was elected on a platform of planet-wide peace. He is completely non-aggressive and will always try to talk before acting. He seems completely trustworthy.

**Petra De Jonge:** The president of Haltrot, home of DICE industries. Dejonge's interest has always been in keeping DICE prosperous, she has in the past only favored bills and doctrines that directly benefit DICE. Similarly, she has vetoed proposals that would likely damage DICE.

**Lai-Nor Egri:** The Dean of Zaphroxi. Egri's IQ is apparently just over 190, well over the previously highest naturally occurring IQ ever recorded. It is no surprise he heads the most prestigious institute for scientific knowledge in known space. He is generally helpful when possible.

**Mr. Fredricks:** Head of SIN, Harmony. Very little is known about this man other than the fact that he is very effective and very frightening. He ran, almost single-handedly, Harmony's security until recently.

**Rackhert Gerschen:** Head of Harmony's military program. He is a veteran of several skirmishes with L'll'y'yy'rw and Esbastista. Gerschen makes an excellent commander with finesse and skill that is unsurpassed. Loyal to Harmony and its overlord.

**Jennel Girgis:** Born on Rasputin, she holds the position of High Coombacha. She also received military training with the Syndicate forces but later renounced them as incompetent. Through her unmatched fighting ability she defeated the previous Coombacha and is still undefeated.

**Quishhan Gybesh:** His full title is the Grand High Exalted and very Groovy Kahuna of the Gybesh Commune, which he himself founded. He has been known to use drugs on his worshippers to keep them compliant. However, by using his followers for agricultural projects he has vastly improved the economy of Tarso.

**Eadna Ja'ak:** The Tribal Chief of Knormphell. She is a minor mutant, so extremely strong she can best most men on Knormphell. In addition, she has an extremely high pain tolerance through contests of strength she was made head of the largest tribe on Knormphell.

**Jo Kelle:** The Queen of Huygen, she was originally sixth in line to the throne. The five heirs in line before her met with untimely demises. Fortunately she seems content with this level of achievement, and has made no attempts to expand her power beyond the planet Huygen (yet).

**Jerov Laddry:** Known only by reputation, Jerov Laddry is the Syndicate's most powerful agent. He is apparently able to get in and out of anywhere without detection. Rumor says he has a private satellite as his headquarters, but its location is unknown.

**Selwyn Larcher:** Larcher inherited his money and his position as the President of DICE, but he is fully worthy of the position. The company has prospered under his command, but his favorite method of expanding the company is by hostile takeover of a rival. He is thoroughly unscrupulous in his business dealings.

**Pixor Meunier:** While never a great leader, Meunier has always been a great supporter of other leaders. He commands the entire military power of the planet Keyops and is currently loyal to Dre'han Van Cott of Esbastista. While they are currently non-active, past history shows they are liable to act aggressively at any time.

**Temik Milhouse IV:** Elected unanimously to his current position of Chairman of the Board of Thyzahn. Rumor indicates that this is partially due to blackmailing most of the key members of the Board. He is a major stockholder on Thyzahn and reputed to have virtually no scruples when it comes to negotiating a deal.

**Maissa Pariag:** Possessing virtually no natural resources of its own, Azure Dawn has still managed to flourish under Pariag's direction. She has nurtured the planet into a beautiful vacation spot and has maintained a peaceful alliance with all other planets in the galaxy through careful negotiation.

**Nico Ronquillo:** At the top of Pfpifif's very loose government, Ronquillo has been with this mining community for some time. His hard work and efficient methods are the only thing keeping Pfpifif from going bankrupt.

**Remy Sib'broue:** The highest stockholder on Thyzahn, he controls 51% of the planet's stock. His greatest pleasure is in crushing a fellow businessman. He will always seek to act in his personal best interests.

**Sinn Somermaat:** Somermaat represents the collected governments on Hobbman, and while she officially has no power, she is skilled at swaying the opinion of the governments to any solutions she perceives as the best solution for all.

**Elysia Sybarrite:** Graduated top of her class in business administration, worked as a law consultant for five years with Galactic Universal Kinetics. Born on Harmony, she was overwhelmingly re-elected governor six years running.

**Glaska Terr'don:** Grew up on a farm on Thornwood, where her hard work and endurance were quickly recognized. She started as a community representative and eventually became Thornwood's head speaker.

**Armor Uvgod:** Graduated on the honor list from Zaphroxi, he then went on to complete a second degree on Tool. A brilliant theoretical scientist as well as an outstanding engineer. He has been working on Harmony for the last seven years.

**Dre'han Van Cott:** Commander in Chief of the forces of Esbastista. Van Cott has been responsible for many of the small skirmishes around the galaxy, as he is always seeking to expand his power. Harmony has contributed resources to fighting him in the past but never engaged him directly. He has always dealt fairly in business with Harmony, recognizing the need for Harmony's Fitzholmium.

**Katrina Vannes:** While in undergraduate studies, Vannes was one of Tool's top students, and pioneered an entire new branch of biological engineering. Her genius and inventiveness was beyond what Tool's professors had seen previously. With her tireless work and devotion it was inevitable she would eventually be Chief Engineer.

**SPOILERS  
AFTER THIS  
PAGE!!!!**

**YE BE  
WARNED!!**

**Warning:**

The following section contains Highly Confidential Material. Cheaters are advised to read the material contained herein. Honest people are advised to remove this section from the *Maelstrom* User's Guide and destroy it immediately.

## THE MAELSTROM HINT GUIDE (For Overlords Who Feel Compelled to Cheat)

by Skave McGlade, Esq.

Howdy tyros, glad ya could make it. As Grandpappy Skave always says, winnin' is fine when ya do it by the rules, but only a moron doesn't cheat when it's gold-plated easy ta do.

Now before we get started here, Skave'll give ya a tip in case ya hafta destroy these docs fer some reason - an' by the way, if yer gonna eat 'em, Skave suggests Tabasco an' L'll'y'yy'rwriian firewater. But Skave digresses.

If fer any reason ya can't get ta these docs, ya can always ask Skave in person. Ta get access ta the Skave private advice line, just send one o' yer SIN boys out ta Rimbles on a recon mission. They'll find Skave an' the Miscreants soon enough. Then ya can dial 1-800-SKAVE when ya want some advice on how ta handle the universe. Skave's a busy guy, so chances are my squeeze'll take the call, an' he'll get back ta ya. (Skave always needs the cash.)

Okay, on ta business. Lemme warm up Skave's mystic crystal ball, an' we'll watch the future unroll in technicolor. Right off the top, yer gonna get a call from Glaska Terr'don, the big cheese over on Thornwood. Treat her nice, she's a sweet kid. She'll tell ya that some egghead named Annuber's been snatched, an' ask fer yer help. Lemme tell ya right off, this guy's no good. Dig up a little info on the guy an' you'll see what we're talkin' about here. Anyway, the Syndicate snatched Annuber an' shipped him off ta Happenstance, that hunk o' metal over in the Syndicate sectors. Just leave him there, he'll be fine. What ya gotta do is jump over ta Thornwood right away an' poke around fer clues, 'cause chances are ya can find somethin' that'll tell ya what the doc was workin' on. And that can be useful later. Now don't worry about sending yer best fleet 'cause there ain't gonna be a fight - a tin can with wings'll do it. But get yer hydrogen burnin' quick. The Syndicate'll clean up the mess as soon as they can an' ya gotta get there first. By the way, did ya know that a fleet composed of a single Fox-type hull is undetectable unless it attacks? Just thought ya'd like ta know.

While yer worryin' about this, somethin' else is goin' down on Bird. The skullsweaters over there have been playin' with their toys a little too strong, an' all heck's gonna break loose pretty quick. Yer gonna wanna go help 'em - it's worth the effort. However, I should warn ya that the Syndicate sludge has also sent a group o' ships over ta help as well. So! This is what ya gotta do. Take some o' yer startin' capital an' whip up a decent ship or two, an' sent off the bunch o' them ta Bird even afore ya get called. Then when the trouble goes down, yer right on hand ta help an' reap yer rewards. With any luck ya can be finished faster than yasmir fruit through Grandma Skave. And if yer still there when the bad boys show up, yer equipped ta deal with 'em.

This may seem like a lot o' action, but if things get tense, don't forget that ya can slow things down a bit from yer options screen.

Now, all through this mess the Syndicate's gonna be hitting a handful o' other planets. They're generally gonna start with Knormphell, but they like ta mix up the pattern every so often, so ya can't really say fer sure. However, every so often ya should flip over ta yer sector map offa' the Military section, an' look fer planets that have been snatched by the Syndicate. They'll be shown in red. While yer there, check out any missions that they might have flyin' around, an' maybe ya can stop em' before they start.

Don't forget ta keep an eye on things on Harmony. Keep yer engineering boys hard at work, 'cause the cheapest an' best weapons are gonna come from the labs on Harmony. Keep pushing the electro-magnetic type doodads, an' Skave'll tell ya why. There's a planet buried at the heart o' the Sve'n star system, but ya can't get ta it 'cause of all the cosmic interference. The only way yer gonna get ta these guys is ta build a special transmitter that can cut thru ta 'em. Once ya call 'em they'll send ya help, well worth the effort. So get yer guys goin' on buildin' that radio!

Anyway, after a while things are gonna start bubblin' on Azure Dawn. Those hotheads on Keyops an' Esbastista are gonna try an' make trouble fer poor Maissa Pariag, who never hurt anyone in her considerably lengthy life. Now, Azure Dawn's one o' yer major Fitzholnium consumers, a smart Overlord'd keep a handy eye on her. Ya can't pick on Esbastista, though, 'cause Dre'han Van Cott keeps yer minin' machines chuggin', an' if ya tick him off it'll cost ya big time. The thing ta do is ta send a regiment or six over ta Keyops an' show Pixor Meunier how ta rumble Harmony style. Without Keyops, Esbastista ain't gonna move, an' Azure Dawn is safe. Problem solved, no muss, no fuss.

In the mean time, ya should keep minin' on Harmony, 'cause that's where yer major source o' money's gonna come from. Not only that, but I have it on good authority that there's a starship buried near the lake, right near yer capital city o' Perfect. If ya manage ta find the starship, fix it up, it's worth more ta ya as a ship than as scrap metal, doncha know.

Have ya spoke ta Keif Bailey yet? He's gonna have some problems 'cause he's got some nutty rule about not keepin' a proper fence around his yard. That Syndicate flyboy, Jerov Laddry is gonna grab Bailey's daughter an' get Keif ta pressure ya into sending over a bunch o' yer ships into a nasty rumble. Don't waste the tin, 'cause ol' Skave knows where they're hidin' the girl. Laddry keeps a tiny bolthole in orbit around Pihzda, too small ta catch with yer normal scans. What ya should do early on in yer career is ta send out a SIN team ta recon Pihzda, an' they should smack right the heck into it. Then when Bailey starts whinin' ta ya, send another SIN mission right back, an' they'll know where ta

look fer the girl. Don't waste a whole fleet, send one o' them stealth ships, an' sneak in an' sneak out. Without the girl Laddry ain't got nuthin', an' Bailey should throw some cash yer way fer yer trouble.

Speaking of SIN, yer aware that Laddry an' some other Syndicate hotshots regular take sneak shots at Harmony, ain't ya? Something like once every couple months yer gonna get some sort of underhanded problem, if yer ain't careful. Now, ol' Skave knows about security - spent the best years o' life sneakin' around it. What ya gotta do is throw them all the money ya can, an' keep the heck outta their way. And don't worry about what yer penny pinchers tell ya, ya can't waste money in security.

Now, while yer diggin' oversized gopher holes all over the face of yer nation, ya might try pokin' yer nose around the base o' the mountains. Skave knows a lot 'bout geology, an' it's better than twelve ta seven that if ya take a chunk outta a base of the mountains, yer'll find a nifty little mineral called catzite. When ya dig it up, yer'll get a call from a chump named Larcher, head o' DICE Industries. He's lookin' ta buy the stuff, ta make super-lasers. If ya sell the stuff, yer'll get a good price, but the Syndicate'll have the same access ta the weapon that yer do. On the other hand, if ya keep the stuff ta yerself yer Research folks'll probably whip up the laser themselves, an' then it'll be just yer toy. This one's yer call, kid, but Skave says there's nothing like lots o' ready cash ta keep a battle moving.

Hey, Skave's got another handy tip fer ya. During battle, ya might want ta focus all yer ships on just one of the other guy's, ta make sure ya kill it. Then move on ta the next ship until the whole fleet's gone. Skave's won a canoeful of fights that way. It's a great twist from the old style.

Just when ya thought it was safe ta let yer government out ta play, Skave's got a feelin' that the background music's in minor keys. Skave knows the way Jerov Laddry thinks, an' I feel pretty certain that sooner or later he's gonna make a grab at one o' the heads of yer departments on Harmony. No creativity fer this guy, though, he's gonna play hide the head in one of those orbiting satellite thingies. Ya gotta find them before this all goes down, but Skave knows the magic word. Send out recons ta Ceddran, Tarso, an' Pihzda, though if yer already found the one at Pihzda from the earlier grab, no need ta find it again. The other two are somewhat more than a little obscured, ya may have ta look more than once ta find them. Anyway, once Jerov pulls the old snatcheroo, send out three agents ta yer three spots, an' Skave's yer uncle. Don't worry about a fight, Laddry's a lover, not a fighter.

Crystal ball's getting a bit fuzzy, but Skave's got a few more gems ta impart ta ya afore we all move along. Here's a nifty nugget Skave shoulda shot ta ya earlier, but better late than dead. If ya send a fleet out ta the Soraya Nebula, there's a prize inside. Any good smuggler knows the legend of the Lost Ship of the Bat-

tle of Soraya, all ya gotta do is send any old fleet out there, an' ya got an extra ship fer yer fleet. Better than being hit with a frozen frog, Skave always says.

How're we doin' here? Still with Skave? Okay, about two or three years after ya start playin' this gig, the lovely Lady Sybarrite should notice that someone's messin' with yer Fitz prices. It don't take a Tarsonian feeper ta smell fungus growin'. Laddry's in cahoots with a joe from Thyzahn, name o' Sib'broue. Ya gotta admire Laddry, he's more or less untouchable. But Sib'broue got his weak points, they all do. Before this goes down, ya gotta run a background check on Remy Sib'broue, an' give yerself lots o' time 'cause ya may hafta try a couple o' times. They make good security on Thyzahn. When yer Fitz stock goes funny, throw some heat on Sib'broue by havin' yer SIN send him a little extortion note. He'll back down 'cause he's a jelly fish, an' no harm done. Watch out fer Laddry, though, he'll try an' get his licks in even if ya stop his partner.

Ya been rememberin' ta check the Syndicate's progress on other planets, on top o' everythin' else? Don't feel shy about warmin' 'em up with a little social call every so often, Skave knows that might makes right with these boys. Ya might also send a couple snoop missions over ta the Syndicate sectors, just ta check out yer competition. Play the shadows though, 'cause the Syndicate leaves the big guns circlin' their home turf. If ya put the pieces together right, ya might notice that what Doc Annuber's been puttin' together is a new weapon fer the bad boys. He's makin' armed an' dangerous killer vegetables. Tough ta stop an' they breed like bunnies. The last couple planets the Syndicate takes over'll use these babies. If ya can find the planet where they breed the green ghashlies, hittin' it hard will buy ya some extra time.

Couple years ago Skave had ta kick the butt of a guy named Zoran, nuttier than a fruitcake with wings. Showed up on Rimble claimin' ownership o' the place, right o' blood or some such nonsense. Skave showed him blood, lemme tell ya! Anyway, Skave's got it on good authority this jimbrone's gonna show up at yer place at some point. Don't talk, don't argue, as soon as he gets there take every last rock ya got an' throw it as hard an' fast as ya can. Get yer first shot off fast. It'll confuse him an' ya can aim yer second careful-like. Skave says Zoran's bad, an' kickin' the tar outta him's good.

Alright, an' now we come ta the grand finale. The fat lady's gonna sing, an' no cracks about Skave's mother. If yer been playin' yer cards right, at this point ya should have amassed a sizeable fortune with such stuff as insurgency, extortion an' sellin' weapons fer fun an' profit. I especially emphasize the sellin' of yer technology, always big money in that.

With all this moolah ya got, yer should have bought some fancy military planet hoppers, loaded up with all the extras in case o' trouble. Yer Military should have seasoned veterans, an' all yer ships should be in good repair. Finally, yer should have taken Skave's advice an' sent some SIN agents ta recon an' find out

which o' the Syndicate planets contains the main headquarters for the slimy little treethogs. Now yer ready ta finish this whole mess off.

Load up yer biggest an' best, make sure all yer ships have as many officers as yer can muster, pump up the military budget an' the wages fer good measure, an' set a course fer the Syndicate sectors. Hop right ta whichever planet's got the headquarters, 'cause all the planets are heavily protected, an' yer don't wanna waste time an' resources muckin' about with the wrong one. Beat the tar outta them, an' friend, that's all she wrote.

Well, Skave's crystal ball's over-heated like a lady on Valentine's Day. I read all that I can, I can't read no more. Best o' luck ta ya. Keep yer nose clean an' yer aim steady. An' if yer ever in the Drooling Sloth on Rimple, tell 'em Skave sent ya!

## Credits

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And a very special thank you to Christina Upton for use of her boundless imagination.

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