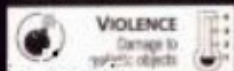


MILLENNIA

ALTERED DESTINIES



ESAC ADVISORY



VIOLENCE
Damage to
space objects

TAKE 2

Millennia: Altered Destinies

Installing the Game:

System Requirements:

Millennia requires a minimum of a 386 processor with at least 580K of core memory and 6 MB of free RAM configured as Expanded (EMS) memory. It also requires a mouse and 5 MB of free hard disk space for installation.

To check how your memory is configured, boot your system and go to your root directory DOS prompt. Make sure that you have exited Windows and turned off any other TSR programs such as Navigator or another menu program. At this point, your prompt will most likely appear as “C>” with a flashing cursor. From this prompt, type “Mem” and press <Enter>. This will cause DOS to display your computer’s current memory configuration. If the display indicates that you have less than 6 MB free EMS (or no EMS at all) or your “Largest Executable Program Size” is less than 580K, you will need to consult your DOS manual on memory management or install an independent memory manager on your system.

You may also be able to solve your memory problems by creating a boot disk. Take 2 has included a boot disk creation program on your millennia CD. This boot disk program works for most systems. It does not alter your hard drive or permanent system files in any way. If you notice any unusual behavior while using the boot disk created by the program, refer to the boot disk instructions (BOOT.TXT) found in your Millennia game directory. It will help you to make any necessary corrections to the boot disk files.

To run Boot Disk Maker, put the Millennia CD into your CD ROM drive and change your cursor to the drive letter. Now type “Bootdisk” and press <Enter>. Be sure to have a blank floppy disk handy, and follow the instructions displayed on your screen.

Installation & Setup

To install Millennia on your computer, insert the game CD into your CD ROM drive, then, from the DOS prompt, change to your CD ROM drive letter (by typing that drive’s letter such as “D” or “E” following by a colon then press <Enter>.) Your prompt should now be the letter that you just typed followed by a colon (:), and a greater-than sign (>). For example, if your CD ROM drive letter is “D”, the prompt should now be “D>”. At this prompt, type “Install” and then press <Enter> and follow the instructions displayed on your screen. This will install Millennia on your system and configure the game to run with your hardware. If you later change your system hardware and wish to update your Millennia configuration you may do so by going to the game directory (Take2\Mill\ by default), typing “Setup” and pressing <Enter>. This will access the game’s setup utility and allow you to change your configuration.

Once the game is installed, you may start it by typing “Mil” from the game directory prompt. By default, this directory name will be “Take2\Mill\>”, but may have been changed by the player during the installation process.

To play the game you will need to use the mouse to control your interface as described below. To exit the game, press F10 to bring up the “Game Options” screen and click on the red square next to the title “Quit Game”.

Getting Started

Background:

On a routine cargo run from Jupiter to Earth you have been abducted from your freighter by a seemingly omnipotent entity who recruits you to save his world, and possibly your own. It seems that Echelon Galaxy has been overrun by a race of viral creatures called microids. You are required to establish four other species within the galaxy to counter this enemy and help them develop into civilizations of roughly equal power within 10,000 year time frame. You are to be sent into this galaxy in an alien ship, and left to your own devices with no guaranteed way of returning home. What is more, as your mission begins, you are given the vaguest of hints that this sequence of events has happened before, in alternate reality, with disastrous results.

Winning the Game:

You have two goals in Millennia. You must restore equilibrium to the Echelon Galaxy as proscribed by the entity that sent you here, and you have to find a means of escaping that galaxy once you have accomplished this. The order in which you undertake these aims is entirely up to you. You will find that in the process of realizing one of these ends, you will necessarily have to thwart the other. In a balanced galaxy, none of the indigenous species can evolve far enough or control sufficient power to develop the technology that you need to escape. It will often be necessary to undo your hard won accomplishments to achieve new ones. Just remember that it is precisely this aspect of a time travel simulation that makes it so complex and so appealing. It adds a whole new dimension to strategic planning.

So, take some time and learn your way around your ship. Familiarize yourself with its capabilities and limitations. Then strap yourself in and prepare to immerse yourself in the Millennia ethos. The most important thing that you can remember as you begin this game is that you need not limit your thinking to the standard three dimensions of conventional strategic simulations, as Millennia offers you four.

Using Your Ship

Interface

Millennia is played through a first person interface that allows the player to sit behind the controls of an XTM Trans-Time Machine. With this vessel you will be able to traverse both time and space in your efforts to defeat the Microids and restore equilibrium to the Echelon Galaxy. Each time your actions change the history or projected time line of that galaxy, a temporal storm will ensue. The severity of these storms is directly dependent on the magnitude of the events that you have affected. If you commit an act that makes the successful completion of your assigned mission impossible, the ensuing temporal storm will be so powerful that it will destroy your ship and you along with it.

The XTM comes equipped with an onboard artificial intelligence called ANGUS (Automated Navigation Guidance and User System). No matter where you go within your ship ANGUS will be there to assist you in your endeavors. You can access his advice at any time by pressing the Advisor button which appears on every interface screen. ANGUS is pretty free with his opinions though, and will often provide you with them without your needing to ask.

As a rule, you will access the ship's controls by using your mouse to control the virtual representation of your hands on the screen. Moving the mouse around without depressing any buttons moves your character's right hand over the screen. If you wish to press a button that is within reach of your right hand, simply move that hand over to the button and click the left mouse button. To control your character's left hand, hold down the right (second) mouse button while you move the mouse. To press a ship's control button with your left hand you need only hold down the second mouse button, move the hand over the desired button and then left click. Using this interface, you can access virtually all of Millennia's functions without ever taking your hand off the mouse.

In addition to the mouse driven interface, there are several keyboard commands that are included in the game. All but one these hot keys duplicate regular game functions and are included for the player's convenience. However, the "Game Options" function can only be accessed through the keyboard.

Game Options

The Game Options function is accessed by pressing the F10 key. This function allows you to set detail levels for game play, turn on/off animation's and AI options, as well as save, restore, and exit the game. To change a setting in the game options screen, move the mouse cursor over the red box next to the desired function and left click. A dull red box next to a settings title indicates that that option is turned off while a bright red box means that it is turned on. Your game is paused while you are in the Game Options screen.

There are eight slots available to the player in which to store saved games. It is a good idea to save your game in more than one place. This will allow you to restore it prior to any one of several critical events as you progress. To save a game in one of the slots, click on the red box in the "Save" (right) column that is associated with the appropriate slot. The interface will then allow you to type in a name for the game that you are saving. When you are satisfied with the name that you have chosen, press <Enter> and then the game will be saved to your Millennia directory. To restore previously saved games, click on the red box in the "Load" (left) column that is associated with that game's title. This will load the saved game selected and take you into that game at the point where you saved it. If, during the process of saving or restoring a game you decide to abort the procedure you may do so prior to pressing <Enter> by pressing the <ESC> key.

To quit to DOS or return to the game from the options screen, simply click on the red square displayed next to the function desired.

Hot Keys

As mentioned previously, there are a series of hot keys that you can use in place of the mouse interface to travel to different chambers within the ship. Pressing F1 takes you to the Main View Chamber, F2 transports you to the NAVCOM, F3 to the Transporter

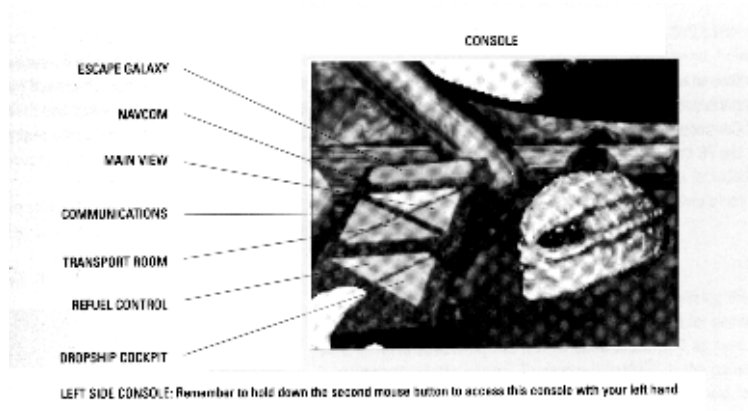
room, F4 to the Communication's Link, F5 sends you to Refuel Control and F6 goes to the drop ship cockpit. To bring up the "Game Status" screen in any room of the ship, press the F8 key. For a full description of each of these interfaces, see "Ship's Functions", below.

Key Stroke	Function
F1	Main View
F2	NAVCOM
F3	Transporter
F4	Communications
F5	Refuel Control
F6	Drop ship
F8	Game Status
F9	Escape Status
F10	Game Options

Getting Around the Ship

There are six chambers that you access within the XTM by pressing on of the buttons on the left hand side of the interface. These rooms are the Main View, NAVCOM, Transporter, Communications, Refuel Control, and Drop Ship Cockpit. The left side of the interface remains constant throughout the game. It will always be the same no matter which of the ship's chambers you are in. Remember to hold down the second mouse button to control your character's left hand and then click on the interface button associated with the location that you wish to access. Having the "Button Help" function in the Game Options screen turned on lets you know immediately which button takes you to which location by simply passing your hand over it.

The oblong bar at the top of the left side of the console is used to escape from the Echelon Galaxy (if you can) when your mission is complete. Clicking on this bar displays an exterior view of the XTM along with the current status of each of the four systems critical to your return journey. As you acquire replacements for these systems, the changes to your ship will be reflected on this screen. If all the systems are in place, clicking on this bar will initiate your return journey to your own galaxy and time.



Ship's Function's

Main View

The Main View is the XTM chamber where you will find yourself each time you start a new game. It contains a large view of the area immediately outside your ship, a smaller screen displaying the ship's chronometer and location, and a console of buttons. Aside from the Advisor button, which appears on every interface screen, the Main View has a Scanner button, an Engage Drive button and five Weapon Selection buttons which can be accessed by using your character's right hand.

The Scanner button is used to inform you about the planet that you are orbiting. pressing this button will cause ANGUS to scan the surface and display any pertinent information about the planet on the main screen. This information will include the planet name, aspect, range, and climate type. It will also provide you with the current date, your ship's repair status and fuel supply. If the planet has been seeded, the nature of the occupying species, it's IQ rating as of the current date, and an icon that shows the events transpiring on the surface will also be displayed.

(Picture of panel, top of page 11 in the millennia man.)

The Engage Drive button is used to propel the XTM to a new location within time and space. You must have first selected the planet and time that you wish to travel to in the NAVCOM screen before you can get to that location. Once your destination has been plotted in NAVCOM, you can initiate the journey to that location by clicking on the Engage Drive button.

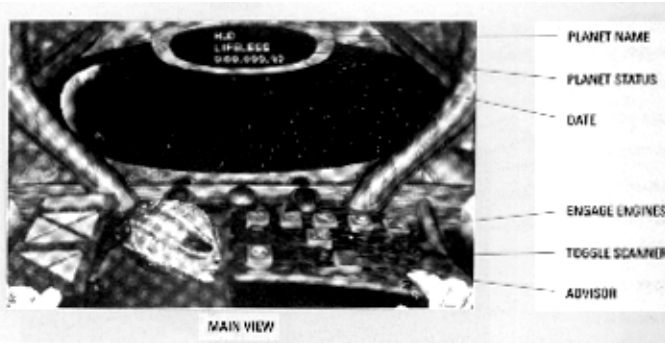
The five buttons along the top of the console are used for selecting the weapon that you wish to arm during a game combat.

Navcom

Navcom is the XTM's navigation interface. It is the place where you will choose star systems to travel to and select times at which to visit them. it is also where you can monitor the progress of a planet through time. It is from here that you will observe the development of each species in order to identify crisis events and the invention of technologies within its timeline.

The planet that you are orbiting and the current date are displayed in the upper left corner of the NAVCOM screen. Directly beneath this is a read out which shows the targeted planet name, occupying species (if any), target date, distance from your current location and fuel required to travel to that time and place.

(picture at top of page 12 in millennia man.)



The large screen in the center of the interface shows the Galaxy map. The manner in which this map displays its information is controlled by the interface console buttons below it. The top row of buttons, those with the color circular labels, are used to display the stars occupied by the species of the corresponding color. Piscines are blue, Reptoids are yellow, Slothoids are blue-green, Entomons are green and the Microids are red. White star systems are unoccupied and those that are mottled pink and gold contain gas giants which are valuable for refueling your ship. Pressing one of these buttons will cause star systems occupied by a particular species of the corresponding color at the time of the target date. The Back Date and Date Forward keys (Left and Right arrows) are used to change the target date. The Zoom In and Zoom Out buttons increase or decrease the magnification of your view.

The Target Mode button allows you to select a star system on the galaxy map for information or travel. Press target mode and then click on a system that you wish to target. The map will now draw a line from the planet that you are currently orbiting to the system that you have targeted. In order to travel to the target system (assuming you have enough fuel for the journey, of course) go to the Main Viewer and push the Engage Drive button. You must select a target system in order to exit the target mode.

Pressing the Display Histogram button will cause the Galaxy map to be replaced with a time wheel. This is a graphical representation of the target planet's history. The target year is displayed in the center of the screen. The target date can be changed by using the Back Date and Date Forward buttons. Each one-hundred year segment of that planet's history is shown as an icon. This icon symbolizes the defining event that transpired in that century, with red bordered icons identifying the event as a crisis and green borders meaning an invention. Click on ANGUS's advisor button to have him explain exactly what the selected icon represents.

Insert graphic

The "Status" button will access the Game Status screen. This display Histogram wheels for each of the four species that you are attempting to assist in their struggle against the Microids. It also projects a likely outcome for the game given the player's current choices and influences upon each race's history. You can manipulate the wheels, together, in this screen in the same way that you do in the regular Histogram screen, but you cannot target a time for travel. The double right arrow button will move time forward to the year 10,000 while clicking on the double left arrow button move the wheels back to the current time.

TRANSPORT

This is where you transmit objects and technology to receive them from a planet's surface. The top right portion of the screen represents the transmission platform and storage area of the ship. Clicking on Store Toggle will switch the view between the transmission platform and storage area of the ship's storage area of the ship. At the start of a new game, four of the items in your storage hold are species seed of the Echelon galaxy. There is one for each of the races. Each seed is a genetically engineered morph or chameleon like creatures that adapts it's physical appearance to emulate a member of a specific indigenous species. Once seeded, the morph will also act as an emissary between yourself and the seeded species as you attempt to influence its evolution. Your emissary is effectively ageless. If left unmolested by outside forces, he will stay on the planet where he was seeded until the end of the 10,000 year time frame encompassed by the game.

To transmit an item to the planet's surface, switch your view from the transmission platform to the storage conveyor. You can scroll this conveyor by using the left and right arrow buttons on the console. Clicking on the advisor button will have ANGUS give you a description of the item currently shown on the conveyor. The item shown will be transferred to the transmission platform when you click on the Store Toggle button. Once an item is on the platform, you can send it to the surface by clicking on the Transmit button. Before sending or receiving objects (other than species' seeds) you will need to click on the Scan for Temple button. This will have the XTM locate the planet's temple, and show you what, if any, technology has been placed there. If the temple platform is empty, you can then transmit objects to the planet.

To transmit an object from the temple ship to your ship, clear your transmission platform of any objects by scrolling the conveyor to a blank space and pressing the Store Toggle. Now, press the Transmit button and the desired item will be retrieved by your XTM.

COMMUNICATIONS LINK

The communications screen allow you to contact your emissary on the planet's surface and provide him with instructions. You can make the connection by left clicking on the connect line button on the console. When activated, the line will alter the screen to show your emissary, as well as an image of ANGUS who will function as your translator. The bottom third of the screen displays the dialogue translated by ANGUS along with your response options. Select an option by highlighting it with your cursor and clicking on it. You may exit the conversation at any time by choosing "Link off" from the response options.

REFUEL CONTROL

Your XTM needs fuel for all of its functions. Everything from interstellar, to engaging in combat, to maintenance and repair consumes some of your onboard fuel supply. The source of fuel to power your ship is the gravitational fields of planets. Although all planet supply you with some fuel in the form of a trickle flow the best sources are large, somewhat amorphous planets know as Gas Giants. The planet you can

actually fly by and graze their atmospheres in an effort to rapidly replenish your fuel supply. You can locate Gas Giants from within the NAVCOM screen and get to them through the normal interplanetary travel sequence (see main view and NAVCOM)



The Refuel Control screen provides information on your current fuel supply, the mass of the gas giant (if present) in the system, the amount of fuel received from the planet nearest your present location (trickle flow), the projected yield from a fly-by in blobs (a gravitational fuel unit). At the top right of the screen is a graphic representation of your fuel storage tank indicating the amount of fuel it contains.

Clicking on the Initiate Fly-by button will bring your ship close enough to a gas giant (if one is present) to refuel it quickly. Due to friction with the Gas Giant's atmosphere, this procedure can potentially cause damage to your ship. ANGUS will inform you of any damage incurred during a fly-by. You can abort a fly-by that is in progress by clicking on the Abort Fly-by button.

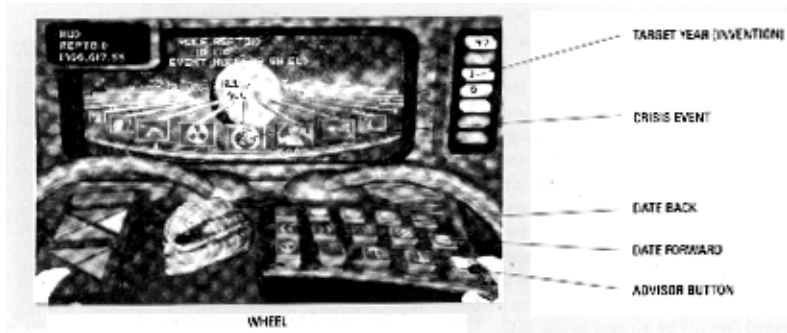
Whether it be a from a fly-by or a battle, damage to your ship can be assessed by clicking on the Damage Report button. To repair this damage, click on the Repairs button. A cut-away view of the XTM will appear in the viewer along with a cursor. As you can move your cursor from system to system, its condition will be displayed in the small screen at the top of the interface. Select damaged systems to repair by clicking on them. The cut-away view can be scrolled by moving the cursor to the edges of the viewer. Exit by clicking anywhere outside the cut-away view of the ship.

DROPSHIP

The Dropship is used to make sorties to a planet's surface. Use the Scanner button to find the city that you wish to fly to, then press the Engage Engines button to travel to that location. Once on the planet's surface, you can use the Scanner button to toggle through available targets. When you are centered on the desired target, press the Fire Laser Pulse button to destroy it. When you are ready to return to the XTM, press the Engage Engines button again.

COMBAT

When the XTM is in the immediate vicinity of a hostile planet or group of ships, the Main View screen will alter to display its combat mode.



The five buttons along the top of the console are used for selecting the weapon that you wish to arm during the game combat. Not all of these buttons will be connected to a weapon system at the beginning of the game. Some weapon's systems will need to be acquired during the course of the game in order for them to be available when entering combat.

In combat mode, the left side of the Main View shows you the number of target ships opposing you, the weapons system you have selected, and the amount of fuel that you have onboard. It will also provide you with a report on all ship's systems that have been damaged. The small screen at the top center of the interface now acts as a rear view to display opponents that may be behind you.

To control your ship during combat, you will need to hold down the second mouse button. If you move the mouse button during combat while the second button is depressed, your ship will move and pivot in conjunction with it. This ship's movement will be indicated by a small red square on the main view screen which follows your mouse's movements directly. The crosshairs at the center of the screen indicates where the armed weapon is aimed. To discharge this weapon, press the left mouse button. The small red cross on the screen indicates the general direction of the nearest opponent. This is displayed to help you in steering your ship toward an enemy during combat.

You can still access the available right console buttons during the combat sequences by clicking on them without having the second mouse button depressed. In Combat Mode, the Engage Drive button will propel your ship back to the planet you orbited prior to the one where combat is taking place. The weapons buttons can be used to select a weapon to arm during combat.

**This document contains the following: 1) Millennia updated information
version 0.5 2) Millennia manual**

1) Millennia updated information:

Hello, and welcome to Millennia. As is usual with these projects, the manual had to be written well before the game had been finalized, so it was necessary to make a few changes here and there as we ironed out the wrinkles. Also, we wanted to include some tips for installation and a few strategies for game play that you may find helpful.

System Requirements:

Millennia requires a minimum of a 386 processor with at least 580K of core memory and 6 MB of free RAM configured as Expanded (EMS) memory. It also requires a mouse and 5 MB of free hard disk space for installation.

To check how your memory is configured, boot your system and go to your root directory DOS prompt. Make sure that you have exited Windows and turned off any other TSR programs such as Navigator or another menu program. At this point, your prompt will most likely appear as "C>" with a flashing cursor. From this prompt, type "Mem" and press <Enter>. This will cause DOS to display your computer's current memory configuration. If the display indicates that you have less than 6 MB free EMS (or no EMS at all) or your "Largest Executable Program Size" is less than 580K, you will need to consult your DOS manual on memory management or install an independent memory manager on your system.

You may also be able to solve your memory problems by creating a boot disk. Take 2 has included a boot disk creation program on your millennia CD. This boot disk program works for most systems. It does not alter your hard drive or permanent system files in any way. If you notice any unusual behavior while using the boot disk created by the program, refer to the boot disk instructions (BOOT.TXT) found in your Millennia game directory. It will help you to make any necessary corrections to the boot disk files.

To run Boot Disk Maker, put the Millennia CD into your CD ROM drive and change your cursor to the drive letter. Now type "Bootdisk" and press <Enter>. Be sure to have a blank floppy disk handy, and follow the instructions displayed on your screen.

Once the game is installed, you may start it by typing "Mill" from the game directory prompt. By default, this directory name will be "starhill\sci-fi\Mill>", but may have been changed by the player during the installation process.

To play the game you will need to use the mouse to control your interface as described below. To exit the game, press F10 to bring up the "Game Options" screen and click on the red square next to the title "Quit Game".

Gravis Ultrasound Users

GUS users may need to run "Loadpats" before running Millennia. You can include these in your Mil.bat if you prefer.

Mouse Problems:

If you are having difficulty with your mouse or are getting no mouse at all in the game, go to your DOS prompt and type "Mouse" then press enter. The screen should display the mouse version installed on your computer. If your computer is using

Microsoft Mouse Version 8.20, contact Microsoft for an upgrade.

If you are having trouble with a technical situation that is not addressed here, please feel free to contact TAKE 2 Tech. Support, on (412) 539-6407.

GAME PLAY UPDATES

Change to Gas Giants button in NAVCOM

The Gas Giants identification button in the XTM Navigation screen has been altered slightly for your convenience. Pressing the button now turns off all stars that are not Gas Giants on the Galaxy Map. The Gas Giant systems will not change color (i.e. White for unoccupied, Red for Microid, Yellow for Reptoid, etc.), but will be the only ones displayed. While the map is in this mode, the seventh light on the console to the right of it will glow purple.

Escape Galaxy button:

Pressing the Escape Galaxy button no longer displays the exterior view of the XTM as described on page 6 of your manual. If you press this now, and you have the necessary equipment, you will initiate the escape galaxy wormhole sequence. If the proper equipment has not been installed, ANGUS will let you know. If you want to see the graphic display that shows you the equipment already installed on your XTM, as well as that which is still required, press the F9 key.

Changes to Advisor Button:

ANGUS now supplies you with information only in the Transport and Navigation screens. These ended up being the only places where he could really be of any use. So click on the advisor button to have ANGUS display descriptions of Histogram icons and items on the Transport room belt. In the other rooms, pressing this button will have no result.

Axis:

At the center of the Echelon Galaxy there is a star system with a barren planet called Axis. This system is the place where the player will find himself at the beginning of a new game. This system contains a moderate risk Gas Giant and cannot be colonized or terraformed by any species. This planet has been placed in the game to act as a home base for the player. Whenever ANGUS pulls you out of a battle where you are taking too much damage, he will bring you to Axis.

Losing The Game:

In the manual, you will read a description of a lose game sequence where a temporal storm would shatter your XTM. This was to occur when you did something that would make finishing the game impossible. As the game developed, we realized that, given the multitude of options available to the player at any point in the game, it is nearly impossible to determine when it would be appropriate to tell him that he had lost. Therefore, the lose game

sequence is not included in the game.

HINT AND TACTICS

Getting Started

For basic hints on getting started, please check the manual that was included with your copy of *Millennia: Altered Destinies*. This manual will provide you with some game background and tell you how to use the first person interface. As this is a strategy game, it is essential that you at least refer to the game manual during play. We have done our best to keep that document brief and easy to read.

As you are already aware, you begin the game at the controls of a time traveling space craft known as an XTM. You have been placed here by an alien who wants you to use the XTM to defeat a race of evil aliens known as "the Microids" and restore equilibrium to his galaxy. As play commences, you are informed by ANGUS, your ship's computer that four systems essential to your return trip have been irrevocably damaged in transit. In order to escape the Echelon Galaxy you will need to have these systems replaced by the indigenous species. These replacements each require the resources of an advanced civilization and as play begins none of those civilization yet exist.

First, here is some background information on each of the species (other than yourself) that you will encounter as you play *Millennia*. Hopefully the information provided will give you some hints on how to deal with each friendly race, and explain to you the motives of your enemies.

Reptoids:

The Reptoids are a bellicose and militant species that are native to worlds with desert environments. They are powerful warriors that delight in violence and bloodshed and despise weakness in any form. Their strong sense of personal honor has a tendency to overshadow their good judgment when confronted by a crisis. In general, they do not thrive in an atmosphere of calm and monotonous prosperity.

Entomons:

The Entomons are an insectoid species that inhabit warm, tropical planets. They are hard workers and excellent mathematicians that perform well in rigidly structured groups with a defined hierarchy. Individualism is a concept that is totally foreign to them. They tend to lack imagination when dealing with problems and to rely too heavily on a very constricted form of logic.

Piscine:

These are a race of aquatic creatures that live beneath the seas of oceanic planets. They are in general a friendly species, that tends toward individualism and believes in democratic principles. They are excellent farmers and clever inventors that do well when they confront aggression with technology rather than brute force.

Slothoids:

The Slothoids are a mellow, philosophical species that combines the ambition of a contented hamster with the physique of polar bear. They are native to planets with frozen tundra environments where they spend much of their free time in meditation and religious contemplation. They are powerful opponents when aroused, but are usually too complacent to be bothered. Their fondness for new religious fads is an indulgence that often leads them into trouble.

Microids:

Little is known of these creatures. They appeared inexplicably in Echelon in the game year 200. They quickly converted the first planet that they encountered to a volcanic environment, and set it up as base of operation for subjugating all other star systems in the galaxy. They are reputed to be small, semi mechanical creatures that work in concert to produce incredibly efficient space craft and weapon's systems. They are known to be extremely prolific and aggressive, with no regard for other life forms and a voracious appetite for conquest.

Hoods:

These are a race of mysterious time travelers of uncertain origin. It is likely that their meddling in the timelines of the Echelon Galaxy has created the crisis that now threatens their own existence. It was the hoods that perfected the XTM with the assistance of the four non Microid species and then recruited the player to assist them in their endeavors. Now they find themselves in a contiguous time loop where they alternately assist the Microids and then the other races in a futile attempt to restore balance to Echelon.

Questions and Answers

To assist you in playing the game for the first time, we have assembled a series of questions and answers that we hope will address your basic concerns. We have found these to be the questions most often asked by those that have never played Millennia before.

IF YOU ARE A HARD CORE GAMER WHO LIKES TO FIGURE EVERYTHING OUT FOR YOURSELF

STOP READING HERE.

The following will give away some (but not all) of the games secrets that you may wish to discover on your own. Once again,

for information on working with the interface, please refer to the manual where it is explained thoroughly.

"How do I seed a planet?"

To seed a planet go to the ship's transporter room. Click on the scanner button to identify the planet environment. Each of the game races is suited for a specific planet environment. Reptoids - Desert, Slothoid - Tundra, Entomon - Tropical and the Piscine - Oceanic. To access the seeds, click on the store toggle button. The transmitter will slide open and reveal a conveyor belt. By clicking on the left and right arrow buttons, you can scroll the conveyor. An object description can be obtained for each item that appears in the window by clicking on the advisor button. Move the appropriate seed into view on the conveyor and click on store toggle to move it to the transmitter pad. Now, click on the transmit button to send the seed to the surface.

"What is a Seed?"

Each seed is a genetically engineered morph or chameleon like creature that adapts its physical appearance to emulate a member of a specific indigenous species. Once seeded, the morph immediately sets about influencing the planet's population to undertake the initial steps for creating a recognizable civilization. His first task is always to construct a temple that serves as a platform for transmission of technology to and from the planet's surface. The morph will also act as an emissary between yourself and the seeded species as you attempt to influence its evolution. Your emissary is effectively ageless. If left unmolested by outside forces, he will stay on the planet where he was seeded until the end of the 10,000 year time frame encompassed by the game.

"Why can I seed only one planet for each species?"

There is only one seed for each species. Keep in mind that the seed is not the DNA for a species but a personal emissary for you to use to organize and communicate with the indigenous primitive life forms that already exist in the Echelon Galaxy. This emissary will help you to build one of four distinct and necessary empires.

"What is a temporal storm?"

A temporal storm represents the disturbance in the time space continuum that is created by changing an existing history. As a device in the game, the temporal storm occurs when you or some other entity changes time.

"What does it mean when I have done nothing to effect time and all of the sudden a temporal storm happens.?"

This is an indication that an alternative version of yourself, one that has been sent in to assist the Microids, has done something to effect the timeline of one of your friendly species. He is your alter-ego.

"What is a Hood Attack?"

The hoods are the sixth species indigenous to the Echelon Galaxy. If the "Hood Attack" icon appears in your timeline, it indicates the intervention of hoods from another time space continuum. These hoods are motivated by their own concerns and are attempting to address problems relevant to their own time.

"What is the best strategy for choosing a planet to seed?"

There are three concerns that should be addressed when selecting a planet for seeding. The first is proximity to the Microid home world and the second is access to fuel for time/space travel. At the beginning of play and before you seed a planet, go to the ship's navigation chamber (F2) and look at the star map. You will see a single red star among all the white ones. This is the Microid home world. If you advance time, using the right arrow button on the interface, you can watch the Microids spread across the galaxy until they occupy every star system. Note the star systems that are conquered last. These would be the best choices for seeding. Be sure to move the target time back to the actual date before seeding a planet! Otherwise you will be dropping your seed on the planet too late for it to develop enough to defend itself. Millennia is designed so that even the most experienced players will require at least 3000 years to bring any race up to the point of development necessary to meet the victory requirements.

Fuel is the second concern to take into account when choosing a planet to seed. Time and space travel require a considerable amount of fuel. With this in mind, it is often wise to choose a star system that contains a gas giant to place your seed. Go to the navigation chamber and click on the "Gas Giant" button to eliminate all star systems from the galaxy map that do not contain gas giants. Seeding planets in these systems will allow you to refuel as you need to without traveling to a distant system.

A third concern is proximity to the other three "friendly" races. As the various species develop and advance they will start competing with each other for control of star systems. Some species are more aggressive than others, but as a general rule, it is a good idea not to seed planets too close to each other.

"I seeded a planet and then went to the Histogram it showed an 'Unoccupied Planet'."

This is a common mistake for new Millennia players. It will happen when your ship is targeted on a planet other than the one that you have seeded in the NAVCOM screen. To correct it, press the "Target" button in the navigation interface. You will see a line drawn from the planet that you are occupying to one that is targeted. Move the target cross hairs over top of the planet that you are orbiting and click on it. Now check the Histogram again. The proper timeline should be displayed.

"I ordered my emissary to do something but I didn't get a temporal storm, and when I checked the Histogram the planet's timeline had not changed."

Not every solution offered in a conversation is going to change the course of history. Some solutions fail. Others lead to time lines that were even worse than the original one. If the timeline has not changed, go back to your emissary and try another option. Because alternative versions of you can never be in the same place on the material plane at the same time, your emissary will usually not recognize the fact that you have spoken to him already. As far as he is concerned, this is your first encounter at that crisis event.

Also, don't assume anything about the four races that you are assisting. Just because one course of action is appropriate for one species, it is not necessarily so for another. Remember that your goal is to develop each species into its most viable form for survival against the Microids, not to create a utopia for them.

"What do the red and green borders mean on the icons in the Histogram?"

The red borders on Histogram icon represents a crisis event. These are turning points in a species' history, and often represent the times when it is most advantageous to communicate with your emissary.

The green borders represent significant inventions developed by a species. Any invention can be beamed up from the planet's surface with equipment found in the XTM's transport chamber, though it is not always advisable to undertake this course of action.

"Why doesn't my emissary have anything to say to me when I contact him?"

This usually happens when you are contacting the emissary during a noncrisis time period. If the targeted time on the Histogram shows a crisis event when you are getting this result from contacting your emissary, make sure that the targeted time is the

same as the actual time. You may need to travel through time to talk to your emissary about the targeted crisis.

"No matter which course of action I choose in a conversation for a crisis, I cannot effect the Histogram timeline."

Not every crisis can be solved by conversation. Sometimes your emissary is powerless against the catastrophe confronting him. Other times, he is oblivious to his impending doom. At these junctures, the player may have to tamper with the timeline or travel to the planet's surface to correct a problem.

"How do I refuel my ship?"

The source of fuel to power your ship is the gravitational fields of planets. Although all planets supply you with some fuel in the form of trickle flow, the best sources are large, somewhat amorphous planets known as Gas Giants. These planets you can actually fly by and graze their atmospheres in an effort to rapidly replenish your fuel supply

The Refuel Control screen (F5) provides information on your current fuel supply. Clicking on the Initiate Fly-by button here will bring your ship close enough to a gas giant (if one is present) to refuel it quickly. Due to friction with the gas giant's atmosphere, this procedure can potentially cause damage to your ship. ANGUS will inform you of any damage incurred during a fly-by. You can abort a fly-by that is in progress by left clicking on the Abort Fly-by button

"I'm traveling through time and all of the sudden, I'm floating in a greenish void with another XTM facing me. What's going on?"

You are in the fifth dimension. One anomaly of time travel is that on rare occasions you will actually meet another version of yourself outside the material plane. He is traveling in the same continuum but from another time. When you encounter this phenomenon you can use it to your advantage, if you are very clever....

"What does it mean to achieve Equilibrium?"

You can achieve equilibrium in the Echelon Galaxy by eradicating the Microids and then developing each species to a point where it controls approximately one quarter of the star systems at the game year 10,000. This is one of the two objectives that you must achieve to win the game. Unfortunately, in accomplishing this, you often find yourself unable to accomplish the second goal which is repairing your ship so that it can escape back to Milky Way.

"How do you win the game?"

You have two goals in Millennia. You must restore equilibrium to the Echelon Galaxy as proscribed by the entity that sent you there, and you have to find a means of escaping that galaxy once you have accomplished the balance. The order in which you undertake these aims is entirely up to you. You will find that in the process of realizing one of these ends, you will necessarily have to thwart the other. In a balanced galaxy, none of the indigenous species can evolve far enough or control sufficient power to develop the technology that you need to escape. It is possible to escape the galaxy without restoring equilibrium, but, the consequences of this course of action is arguably worse than doing nothing at all.

FINALLY

Remember, crises are random and the game will not play the same way twice. You may get the same crisis for two different races, but the solution will most likely not be the same. The planets are also random, as is the pattern of Microid conquest. If you get stuck and want a hint, be sure to call us at 1 (900) 28TAKE2. One way or the other we should be able to give you the information that you need to get going.

With that being said, dig in and have fun. We hope that you will be pleasantly surprised with what promises to be unique experience in strategy gaming. We had fun with this one and we hope you will too.

Take 2 Interactive Software

2) Millennium Manual:

Millennia: Altered Destinies

System Requirements:

Millennia requires a minimum of a 386 processor with at least 580K of core memory and 6 MB of free RAM configured as Expanded (EMS) memory. It also requires a mouse and 5 MB of free hard disk space for installation.

To check how your memory is configured, boot your system and go to your root directory DOS prompt. Make sure that you have exited Windows and turned off any other TSR programs such as Navigator or another menu program. At this point, your prompt will most likely appear as "C>" with a flashing cursor. From this prompt, type "Mem" and press <Enter>. This will cause DOS to display your computer's current memory configuration. If the display indicates that you have less than 6 MB free EMS (or no EMS at all) or your "Largest Executable Program Size" is less than 580K, you will need to consult your DOS manual on memory management or install an independent memory manager on your system.

You may also be able to solve your memory problems by creating a boot disk. Take 2 has included a boot disk creation program on your millennium CD. This boot disk program works for most systems. It does not alter your hard drive or permanent system files in any way. If you notice any unusual behavior while using the boot disk created by the program, refer to the boot disk instructions (BOOT.TXT) found in your Millennium game directory. It will help you to make any necessary corrections to the boot disk files.

To run Boot Disk Maker, put the Millennium CD into your CD ROM drive and change your cursor to the drive letter. Now type "Bootdisk" and press <Enter>. Be sure to have a blank floppy disk handy, and follow the instructions displayed on your screen.

Installation & Setup

Once the game is installed, you may start it by typing "Mill" from the game directory prompt. By default, this directory name will be "starhill\sci-fi\Mill>", but may have been changed by the player during the installation process.

To play the game you will need to use the mouse to control your interface as described below. To exit the game, press F10 to bring up the "Game Options" screen and click on the red square next to the title "Quit Game".

Getting Started

Background:

On a routine cargo run from Jupiter to Earth you have been abducted from your freighter by a seemingly omnipotent entity who recruits you to save his world, and possibly your own. It seems that Echelon Galaxy has been overrun by a race of viral creatures called microids. You are required to establish four other species within the galaxy to counter this enemy and help them develop into civilizations of roughly equal power within 10,000 year time frame. You are to sent into this galaxy in an alien ship, and left to your own devices with no guaranteed way of returning home. What is more, as your mission begins, you are given the vaguest of hints that this sequence of events has happened before, in alternate reality, with disastrous results.

Winning the Game:

You have two goals in Millennia. You must restore equilibrium to the Echelon Galaxy as proscribed by the entity that sent you here, and you have to find a means of escaping that galaxy once you have accomplished this. The order in which you undertake these aims is entirely up to you. You will find that in the process of realizing one of these ends, you will necessarily have to thwart the other. In a balanced galaxy, none of the indigenous species can evolve far enough or control sufficient power to develop the technology that you need to escape. It will often be necessary to undo your hard won accomplishments to achieve new ones. Just remember that it is precisely this aspect of a time travel simulation that makes it so complex and so appealing. It adds a whole new dimension to strategic planning.

So, take some time and learn your way around your ship. Familiarize yourself with it's capabilities and limitations. Then strap yourself in and prepare to immerse yourself in the Millennia ethos. The most important thing that you can remember as you begin this game is that you need not limit your thinking to the standard three dimensions of conventional strategic simulations, as Millennia offers you four.

Using Your Ship

Interface

Millennia is played through a first person interface that allows the player to sit behind the controls of an XTM Trans-Time Machine. With this vessel you will be able to traverse both time and space in your efforts to defeat the Microids and restore equilibrium to the Echelon Galaxy. Each time your actions change the history or projected time line of that galaxy, a temporal storm will ensue. The severity of these storms is directly dependent on the magnitude of the events that you have affected. If you commit an act that makes the successful completion of your assigned mission impossible, the ensuing temporal storm will be so powerful that it will destroy your ship and you along with it.

The XTM comes equipped with an onboard artificial intelligence called ANGUS (Automated Navigation Guidance and User System). No matter where you go within your ship ANGUS will be there to assist you in your endeavors. You can access his advice at any time by pressing the Advisor button which appears on every interface screen. ANGUS is pretty free with his opinions though, and will often provide you with them without your needing to ask.

As a rule, you will access the ship's controls by using your mouse to control the virtual representation of your hands on the screen. Moving the mouse around without depressing any buttons moves your character's right hand over the screen. If you wish to press a button that is within reach of your right hand, simply move that hand over to the button and click the left mouse button. To control your character's left hand, hold down the right (second) mouse button while you move the mouse. To press a ship's control button with your left hand you need only hold down the second mouse button, move the hand over the desired button and then left click. Using this interface, you can access virtually all of Millennia's functions without ever taking your hand off the mouse.

In addition to the mouse driven interface, there are several keyboard commands that are included in the game. All but one these hot keys duplicate regular game functions and are included for the player's convenience. However, the "Game Options" function can only be accessed through the keyboard.

Game Options

The Game Options function is accessed by pressing the F10 key. This function allows you to set detail levels for game play, turn on/off animation's and AI options, as well as save, restore, and exit the game. To change a setting in the game options screen, move the mouse cursor over the red box next to the desired function and left click. A dull red box next to a settings title indicates that that option is turned off while a bright red box means that it is turned on. Your game is paused while you are in the Game Options screen.

There are eight slots available to the player in which to store saved games. It is a good idea to save your game in more than one place. This will allow you to restore it prior to any one of several critical events as you progress. To save a game in one of the slots, click on the red box in the “Save” (right) column that is associated with the appropriate slot. The interface will then allow you to type in a name for the game that you are saving. When you are satisfied with the name that you have chosen, press <Enter> and then the game will be saved to your Millennia directory. To restore previously saved games, click on the red box in the “Load” (left) column that is associated with that game’s title. This will load the saved game selected and take you into that game at the point where you saved it. If, during the process of saving or restoring a game you decide to abort the procedure you may do so prior to pressing <Enter> by pressing the <ESC> key.

To quit to DOS or return to the game from the options screen, simply click on the red square displayed next to the function desired.

Hot Keys

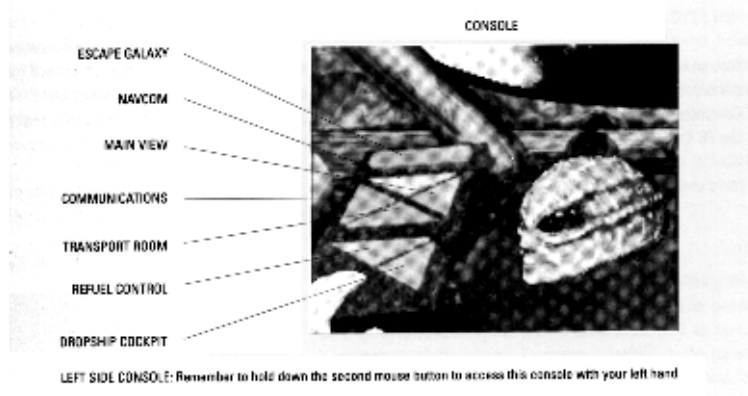
As mentioned previously, there are a series of hot keys that you can use in place of the mouse interface to travel to different chambers within the ship. Pressing F1 takes you to the Main View Chamber, F2 transports you to the NAVCOM, F3 to the Transporter room, F4 to the Communication’s Link, F5 sends you to Refuel Control and F6 goes to the drop ship cockpit. To bring up the “Game Status” screen in any room of the ship, press the F8 key. For a full description of each of these interfaces, see “Ship’s Functions”, below.

Key Stroke	Function
F1	Main View
F2	NAVCOM
F3	Transporter
F4	Communications
F5	Refuel Control
F6	Drop ship
F8	Game Status
F9	Escape Status
F10	Game Options

Getting Around the Ship

There are six chambers that you access within the XTM by pressing on of the buttons on the left hand side of the interface. These rooms are the Main View, NAVCOM, Transporter, Communications, Refuel Control, and Drop Ship Cockpit. The left side of the interface remains constant throughout the game. It will always be the same no matter which of the ship's chambers you are in. Remember to hold down the second mouse button to control your character's left hand and then click on the interface button associated with the location that you wish to access. Having the "Button Help" function in the Game Options screen turned on lets you know immediately which button takes you to which location by simply passing your hand over it.

The oblong bar at the top of the left side of the console is used to escape from the Echelon Galaxy (if you can) when your mission is complete. Clicking on this bar displays an exterior view of the XTM along with the current status of each of the four systems critical to your return journey. As you acquire replacements for these systems, the changes to your ship will be reflected on this screen. If all the systems are in place, clicking on this bar will initiate your return journey to your own galaxy and time.



Ship's Function's

Main View

The Main View is the XTM chamber where you will find yourself each time you start a new game. It contains a large view of the area immediately outside your ship, a smaller screen displaying the ship's chronometer and location, and a console of buttons. Aside from the Advisor button, which appears on every interface screen, the Main View has a Scanner button, an Engage Drive button and five Weapon Selection buttons which can be accessed by using your character's right hand.

The Scanner button is used to inform you about the planet that you are orbiting. pressing this button will cause ANGUS to scan the surface and display any pertinent information about the planet on the main screen. This information will include the planet name, aspect, range, and climate type. It will also provide you with the current date, your ship's repair status and fuel supply. If the planet has been seeded, the nature of the occupying species, it's IQ rating as of the current date, and an icon that shows the events transpiring on the surface will also be displayed.

(Picture of panel, top of page 11 in the millennia man.)

The Engage Drive button is used to propel the XTM to a new location within time and space. You must have first selected the planet and time that you wish to travel to in the NAVCOM screen before you can get to that location. Once your destination has been plotted in NAVCOM, you can initiate the journey to that location by clicking on the Engage Drive button.

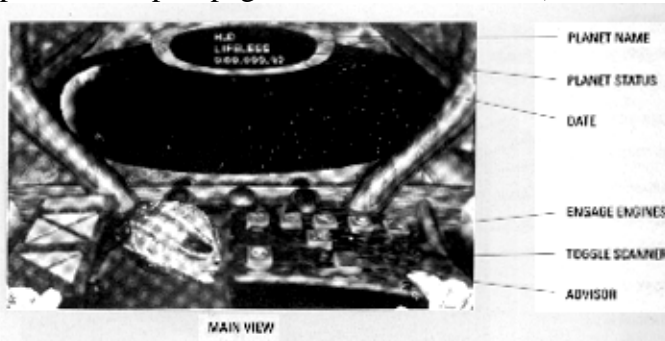
The five buttons along the top of the console are used for selecting the weapon that you wish to arm during a game combat.

Navcom

Navcom is the XTM's navigation interface. It is the place where you will choose star systems to travel to and select times at which to visit them. it is also where you can monitor the progress of a planet through time. It is from here that you will observe the development of each species in order to identify crisis events and the invention of technologies within its timeline.

The planet that you are orbiting and the current date are displayed in the upper left corner of the NAVCOM screen. Directly beneath this is a read out which shows the targeted planet name, occupying species (f any), target date, distance from your current location and fuel required to travel to that time and place.

(picture at top of page 12 in millennia man.)



The large screen in the center of the interface shows the Galaxy map. The manner in which this map displays its information is controlled by the interface console buttons below it. The top row of buttons, those with the color circular labels, are used to display the stars occupied by the species of the corresponding color. Piscines are blue, Reptoids are yellow, Slothoids are blue-green, Entomons are green and the Microids are red. White star systems are unoccupied and those that are mottled pink and gold contain gas giants which are valuable for refueling your ship. Pressing one of these buttons will cause star systems occupied by a particular species of the corresponding color at the time of the target date. The Back Date and Date Forward keys (Left and Right arrows) are used to change the target date. The Zoom In and Zoom Out buttons increase or decrease the magnification of your view.

The Target Mode button allows you to select a star system on the galaxy map for information or travel. Press target mode and then click on a system that you wish to target. The map will now draw a line from the planet that you are currently orbiting to the system that you have targeted. In order to travel to the target system (assuming you have enough fuel for the journey, of course) go to the Main Viewer and push the Engage Drive button. You must select a target system in order to exit the target mode.

Pressing the Display Histogram button will cause the Galaxy map to be replaced with a time wheel. This is a graphical representation of the target planet's history. The target year is displayed in the center of the screen. The target date can be changed by using the Back Date and Date Forward buttons. Each one-hundred year segment of that planet's history is shown as an icon. This icon symbolizes the defining event that transpired in that century, with red bordered icons identifying the event as a crisis and green borders meaning an invention. Click on ANGUS's advisor button to have him explain exactly what the selected icon represents.

The "Status" button will access the Game Status screen. This displays Histogram wheels for each of the four species that you are attempting to assist in their struggle against the Microids. It also projects a likely outcome for the game given the player's current choices and influences upon each race's history. You can manipulate the wheels, together, in this screen in the same way that you do in the regular Histogram screen, but you cannot target a time for travel. The double right arrow button will move time forward to the year 10,000 while clicking on the double left arrow button move the wheels back to the current time.

TRANSPORT

This is where you transmit objects and technology to receive them from a planet's surface. The top right portion of the screen represents the transmission platform and storage area of the ship. Clicking on Store Toggle will switch the view between the transmission platform and storage area of the ship's storage area of the ship. At the start of a new game, four of the items in your storage hold are species seed of the Echelon galaxy. There is one for each of the races. Each seed is a genetically engineered morph or chameleon like creatures that adapts it's physical appearance to emulate a member of a specific indigenous species. Once seeded, the morph will also act as an emissary between yourself and the seeded species as you attempt to influence its evolution. Your emissary is effectively ageless. If left unmolested by outside forces, he will stay on the planet where he was seeded until the end of the 10,000 year time frame encompassed by the game.

To transmit an item to the planet's surface, switch your view from the transmission platform to the storage conveyor. You can scroll this conveyor by using the left and right arrow buttons on the console. Clicking on the advisor button will have ANGUS give you a description of the item currently shown on the conveyor. The item shown will be transferred to the transmission platform when you click on the Store Toggle button. Once an item is on the platform, you can send it to the surface by clicking on the Transmit button. Before sending or receiving objects (other than species' seeds) you will need to click on the Scan for Temple button. This will have the XTM locate the planet's temple, and show you what, if any, technology has been placed there. If the temple platform is empty, you can then transmit objects to the planet.

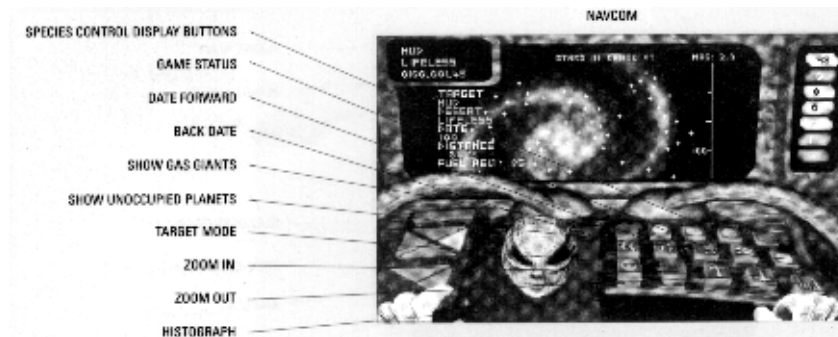
To transmit an object from the temple ship to your ship, clear your transmission platform of any objects by scrolling the conveyor to a blank space and pressing the Store Toggle. Now, press the Transmit button and the desired item will be retrieved by your XTM.

COMMUNICATIONS LINK

The communications screen allow you to contact your emissary on the planet's surface and provide him with instructions. You can make the connection by left clicking on the connect line button on the console. When activated, the line will alter the screen to show your emissary, as well as an image of ANGUS who will function as your translator. The bottom third of the screen displays the dialogue translated by ANGUS along with your response options. Select an option by highlighting it with your cursor and clicking on it. You may exit the conversation at any time by choosing "Link off" from the response options.

REFUEL CONTROL

Your XTM needs fuel for all of its functions. Everything from interstellar, to engaging in combat, to maintenance and repair consumes some of your onboard fuel supply. The source of fuel to power your ship is the gravitational fields of planets. Although all planet supply you with some fuel in the form of a trickle flow the best sources are large, somewhat amorphous planets know as Gas Giants. The planet you can actually fly by and graze their atmospheres in an effort to rapidly replenish your fuel supply. You can locate Gas Giants from within the NAVCOM screen and get to them through the normal interplanetary travel sequence (see main view and NAVCOM)



The Refuel Control screen provides information on your current fuel supply, the mass of the gas giant (if present) in the system, the amount of fuel received from the planet nearest your present location (trickle flow), the projected yield from a fly-by in blobs (a gravitational fuel unit). At the top right of the screen is a graphic representation of your fuel storage tank indicating the amount of fuel it contains.

Clicking on the Initiate Fly-by button will bring your ship close enough to a gas giant (if one is present) to refuel it quickly. Due to friction with the Gas Giant's atmosphere, this procedure can potentially cause damage to your ship. ANGUS will inform you of any damage incurred during a fly-by. You can abort a fly-by that is in progress by clicking on the Abort Fly-by button.

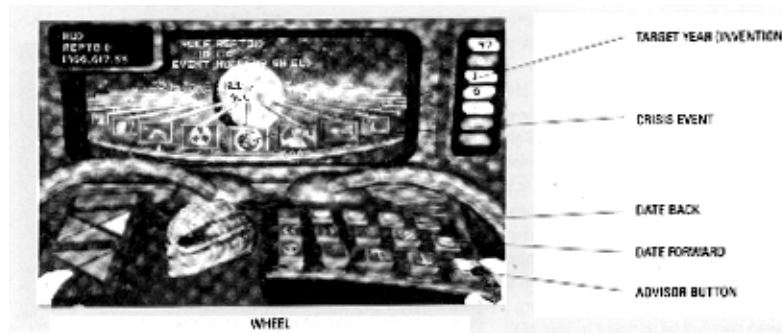
Whether it be a from a fly-by or a battle, damage to your ship can be assessed by clicking on the Damage Report button. To repair this damage, click on the Repairs button. A cut-away view of the XTM will appear in the viewer along with a cursor. As you can move your cursor from system to system, its condition will be displayed in the small screen at the top of the interface. Select damaged systems to repair by clicking on them. The cut-away view can be scrolled by moving the cursor to the edges of the viewer. Exit by clicking anywhere outside the cut-away view of the ship.

DROPSHIP

The Dropship is used to make sorties to a planet's surface. Use the Scanner button to find the city that you wish to fly to, then press the Engage Engines button to travel to that location. Once on the planet's surface, you can use the Scanner button to toggle through available targets. When you are centered on the desired target, press the Fire Laser Pulse button to destroy it. When you are ready to return to the XTM, press the Engage Engines button again.

COMBAT

When the XTM is in the immediate vicinity of a hostile planet or group of ships, the Main View screen will alter to display its combat mode.



The five buttons along the top of the console are used for selecting the weapon that you wish to arm during the game combat. Not all of these buttons will be connected to a weapon system at the beginning of the game. Some weapon's systems will need to be acquired during the course of the game in order for them to be available when entering combat.

In combat mode, the left side of the Main View shows you the number of target ships opposing you, the weapons system you have selected, and the amount of fuel that you have onboard. It will also provide you with a report on all ship's systems that have been damaged. The small screen at the top center of the interface now acts as a rear view to display opponents that may be behind you.

To control your ship during combat, you will need to hold down the second mouse button. If you move the mouse button during combat while the second button is depressed, your ship will move and pivot in conjunction with it. This ship's movement will be indicated by a small red square on the main view screen which follows your mouse's movements directly. The crosshairs at the center of the screen indicates where the armed weapon is aimed. To discharge this weapon, press the left mouse button. The small red cross on the screen indicates the general direction of the nearest opponent. This is displayed to help you in steering your ship toward an enemy during combat.

You can still access the available right console buttons during the combat sequences by clicking on them without having the second mouse button depressed. In Combat Mode, the Engage Drive button will propel your ship back to the planet you orbited prior to the one where combat is taking place. The weapons buttons can be used to select a weapon to arm during combat.