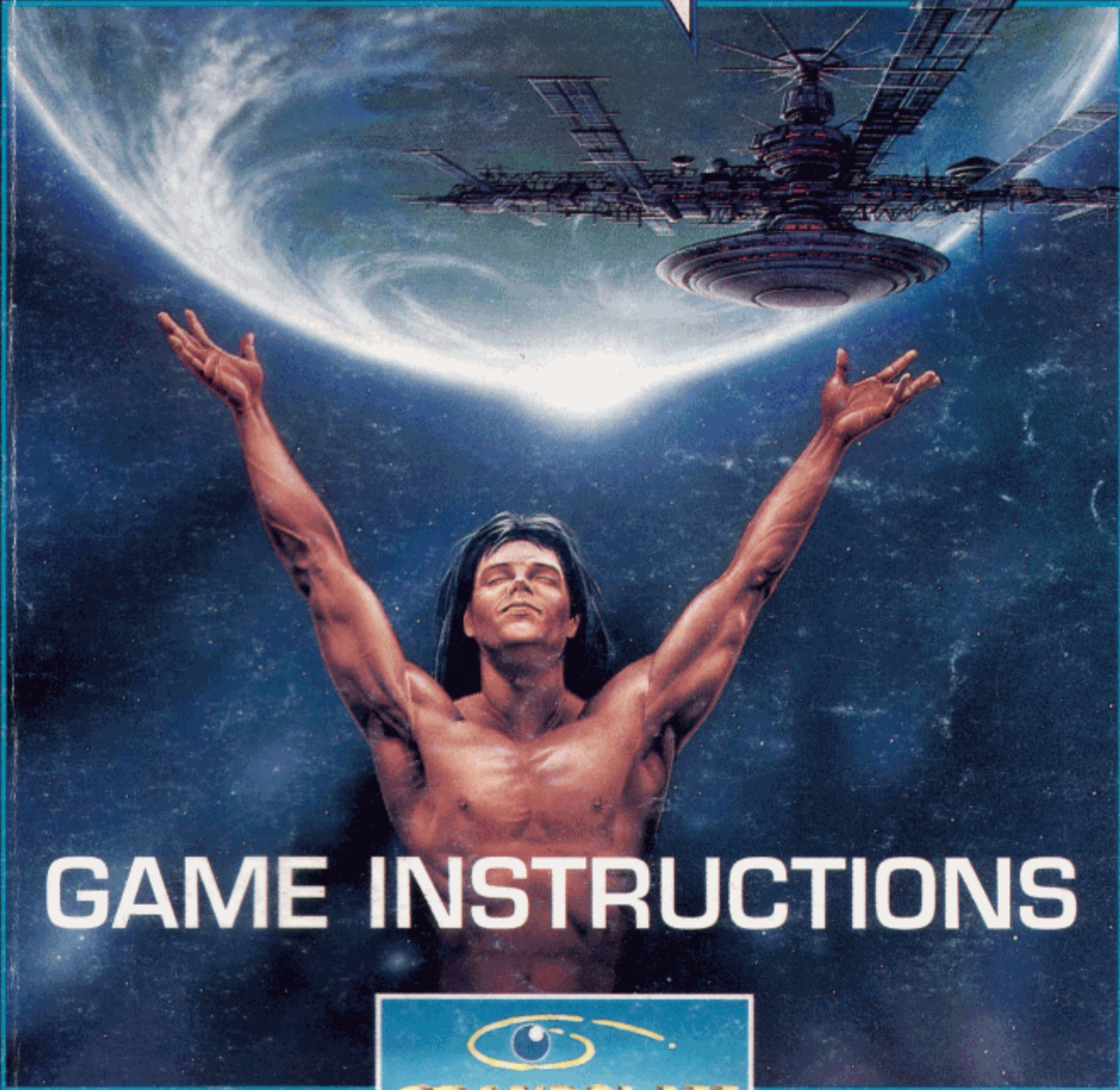


# REUNION



**GAME INSTRUCTIONS**



# **New Earth Governmental Information Department**

## **Internal Memorandum**

**2927 - 7 - 15**

**To the President of the New Earth Colony,**

**Congratulations on your appointment!**

Constitutional law dictates that I am required to supply you with the information contained in this book. As a respected states person you should (of course) be aware of most of the facts presented. In the event that your memory is a little "rusty", this book will provide a sufficient refresher and / or point of reference.

Another feature of the Compendium is a comprehensive guide to my higher functions, which are restricted from normal users. It is recommended that you familiarise yourself with these functions before you officially take office in one months time.

May I wish you every success with the Reunion initiative.

Yours most faithfully,

The Colony Central Computer System.

# COMPENDIUM

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**Presidential Edition. Security Code 2112-1001**

## Overview

This book has been compiled by the finest minds at our Universities and Academies. It is designed as a quick guide to the History, Geography and Philosophy of the New Earth people, as well as providing a complete user guide to the Colony Central Computer System. Please note that certain computer functions are restricted according to user security clearance. This guide should be personally tailored to your own security level. Any anomalies should be reported to the Ministry of Information immediately.

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# Foundation of New Earth Colony

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## Chronology of Important Events.

By the Professor of History, New Earth Arts Centre.

### Late 20th Century - Old Earth:

Collapse of Earth's Biosphere begins. Unco-ordinated measures to slow down collapse are implemented with negligible success.

### 2048:

Earth Biosphere highly damaged. Surface in some areas subject to dangerous levels of radiation. United Nations members agree to devote all resources into saving the planet. Populous angry at removal of self-determination. There are major acts of civil unrest in member countries.

### 2057:

Renegade Ministers, backed by several influential corporations, try to seize power in a coup. Several Ministers are imprisoned. The corporations are dissolved and all their facilities are commandeered by the U.N.

### Late 21st Century:

Most Earth nations now actively involved in U.N. Initiative.

### 2109:

Helped by release of an artificially produced "ozone replacement" the holes in the ozone layer begin to get smaller.

### 2109 - 2502:

The Earth enjoys a period of prosperity and peace. All weapons are abolished, humanitarian and ecological problems are gradually eliminated. Any nation showing aggressive tendencies is dealt with swiftly by U.N. Military forces. Eventually the Earth is a conflict free zone. In this enlightened atmosphere of unity scientific progress accelerates.

**2563:**

Over 50 years of dedicated research comes to fruition when the U.N. Nuclear research laboratories successfully combine elements of Einstein's Unified Field theory with anti - matter physics, creating a new form of space craft propulsion. The new form of power can literally "Warp" the fabric of space and therefore bring points within it closer together. This makes travel between Solar Systems in a relatively short time period a distinct reality.

**2568:**

After a six month voyage, the probe "Hermes" reaches the star Proxima Centauri - becoming the first man made object to reach another star system. The relative speed obtained is nearly Eight times the speed of light.

**2575:**

Two fully equipped research ships leave Earth. Their brief is to find other Earth type planets suitable for colonisation. Each ship is sent to a different initial destination and carries a crew of 1500 people.

**2589:**

After 14 years of exploration a mayday call reached Earth from "Explorer 1". The last recorded transmission received was as follows: "Something approaching at incredible speed....It's huge, spherical, glowing....My God, it..."

There is still no further understanding of this message and the crew of Explorer 1 are listed as "Missing, presumed dead".

**2609:**

Explorer 2 completed her mission successfully, returning to Earth after locating several habital planets in a distant but reachable section of the Galaxy.

**2615:**

Explorer 2 is refitted in space dock and made ready to travel back to the new planets.

## **2616:**

A strange uprising begins on Earth. People are becoming hostile and overthrowing the establishment. A bloody conflict ensues in which the growing number of rebels are victorious. The last order of the old regime was the emergency departure clearance for Explorer 2.

Explorer 2 leaves the Sol system behind and heads for the new planets. The new launch window causes the ship to pass through an uncharted asteroid field on its voyage. There is damage to the warp field generators.

## **2621:**

Explorer 2 arrives at the new solar system. The stress of deceleration causes the generators to explode. The crew escape using safety pods. Most do not make it to the New Earth.

New Earth colony formed. The struggle for survival begins.

## **Present Day Situation. Stardate 2927:**

New Earth is now a thriving community. Self sufficient, stable and free from conflict and disease. The question of the Colony's day to day survival is no longer an issue for concern. Slowly we have developed to this point, avoiding the mistakes of our Old Earth ancestors and now our eyes are turning outwards to the stars. What lies out there? Is there life on other worlds? Could we colonise other planets in our Solar System? Inevitably our eyes will wander further across the void, to the distant Sun that warms the planet of our forefathers. What has happened since we left there, or more importantly perhaps, what happened to make us leave?

It has been decided that the prime directive of the new administration will be to accomplish a reunion between the Old Earth and the New. We have bided our time and consolidated our position. Now we feel that the time is ripe to start this ambitious venture. This is the test that we feel inexorably drawn to, the unavoidable fate of our people. It is our destiny....

# THE SOLAR SYSTEM

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## The known Planets.

Astronomy was a forgotten subject for many years as the earliest colonists fought to survive on New Earth. The recent completion of the new Observatory means that the bodies of the Solar System are finally beginning to be catalogued. Our Solar System consists of three known planets, although gravitational influences on the outermost planet indicate the presence of at least one other major body in the system. More advances in astronomy, such as detailed surface observations of planets and moons, are expected to occur as a result of the Reunion project.

**Note:** Presidential discretion is given when naming newly discovered planets, although this is usually delegated for lesser heavenly bodies. In the past this has been used as a novel way of honouring important citizens or remembering historical events.

## Amnesty:

Amnesty is the star at the core of this system. Amnesty is very similar to the star Sol and is therefore unremarkable in itself, although the presence of life on the planets in the system would warrant Amnesty a mention in any Encyclopaedia.

## Klaatoo:

This world was discovered by the eminent scientist Klaatoo using a self-made telescope. Klaatoo is twice as large as New Earth and is thought to have a very rocky surface. A very high surface temperature is almost a certainty due to the close proximity of Amnesty. It is not known whether Klaatoo has any natural satellites.

## New Earth:

The home of the first Terran colonists to leave the Sol System. New Earth looks remarkably similar to the old Earth, although the planet's diameter is less than half that of the old Earth. The climate of New Earth is extremely pleasant, having a mean temperature slightly higher than that of old Earth. An abundance of useful ores can be found beneath the surface of the planet, a fact that was essential to the survival of the colonists. The skies of New Earth are often turned Crimson by the usage

of processed Lepitium ore as a coolant in Nuclear Power stations. These fumes are totally harmless to living organisms and soon dissipate in the atmosphere. The effect is stunning but unfortunately the fumes can obscure the stars to ground observers.

New Earth has only one natural satellite which is approximately one-third the size of New Earth. This moon is named "Apollo" in honour of the spacecraft that first took men to the moon of old Earth. Unlike the Terran moon, Apollo has an atmosphere and Initial scans indicate the presence of minerals beneath the surface. It is thought that Apollo would make an excellent choice for the first off-world colony.

The third planet from Amnesty is **Zeus:**

This giant planet is approximately five times the size of New Earth. Because of the difficult observation conditions and distance, little is known about this planet. It is theorised that the planet is mainly water, which would account for the blue colour of the surface, but we will not know for certain until the planet is visited. It is not known if Zeus has any natural satellites.

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## GOVERNMENT

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New Earth is governed by a democracy. The adult population of the colony elects a leader, and this leader is then free to govern by decree. The elected leader (or President, as he or she is referred to), is restricted by the colony constitution which enables the President to be removed by a vote of no-confidence. This is very rare and strong reasons must be given before the referendum is held. The constitution states (in simplified terms) that the President must:-

- A.** Supply comfortable living conditions for the people.
- B.** Protect the people from Invasion.
- C.** Refrain from using oppressive force and taxation against the people.

The President must appoint Advisors (or Commanders, as I like to call them) to fulfil certain roles within the Government. For example, if you do not have an Advisor in charge of Development, you will not be able to develop prototype machines. These Advisors have a certain amount of autonomy and are allowed to make Command decisions so a good choice is essential. Advisors must also be paid a fee for their services. This varies with age and experience but can be extremely high. In some cases



it may be better to employ a less able, but in-expensive Advisor. There are four Advisory posts which need to be filled by humans. These are Construction Advisor, Development Advisor, Fighting Forces Advisor and Space Fleet Advisor.

Advisors are chosen by the President from a pool of three suitable candidates. The candidates themselves are nominated by the Colony Central Computer, which selects them from the entire population of the Colony.

Currently, the following candidates are available for appointment.

## **Construction Advisor (Builders)**

Responsible for the construction and maintenance of Colony Installations.

**Arwen Nielson:** Arwen left the Technical academy three years ago after achieving exemplary results in her examinations. Since then she has been working "in the field" for the surveying department. Her wide sphere of the knowledge would be a valuable asset. Unfortunately, Arwen has little experience of high pressure situations.

**Elanor Brady:** An experienced Government administrator, Elanor has been responsible for the extensive power station modification programme. Methodical and highly reliable, Elanor is known as a person to get the job done. Occasionally she is accused of unnecessary procrastination when a project has to be completed quickly.

**William Forbs:** Forbs is a legend in the construction industry. Starting off as a simple workman, William has steadily worked his way to being the most highly respected construction manager on New Earth. There is a saying "if Forbs can't build it, it can't be built!". Unfortunately, this expertise has a very high price.

## **Development Advisor**

Responsible for the development of prototype machinery.

**Sapphire Fox:** Sapphire is the youngest person ever to receive the New Earth Innovation Award, given for advancements in brain wave analysis. A good example of this is the prototype "thought recorder" Sapphire wears on her head. Sapphire is regarded as a developer of immense potential and great things are expected of her.

**Thomas Dempsey:** Thomas holds patents for more new inventions than any other person on New Earth. Seemingly tireless, Thomas has been known to work without sleep for days on end until a problem is solved. Because of his great age, Thomas is not quite so productive as he used to be. His experience, however, is unequalled.

**Klaatoo:** Klaatoo is a true scholar. As well as possessing excellent design skills, Klaatoo is an accomplished Violinist, Astronomer, Philosopher and Historian (His specialist topic is Old Earth science fiction movies). Superficially apathetic in nature, his mind is engaged in deep thought almost constantly. Unfortunately, his fee is high.

## Fighting Forces Advisor

Responsible for the direction of Battles.

**Michael James:** Mike is relatively inexperienced fighter, a fact that can be discerned by the lack of noticeable bionic implants. A champion Gladiator at the New Earth games (held every 5 years), Mike is also an excellent Spaceball captain. Virtual-battle simulations show that Mike has an excellent aptitude for the job.

**Kyle Douglas:** Kyle was heavily scarred during a battle exercise in the Great Desert and now has to wear a face mask with image -enhancing equipment over his left eye. Kyle is an extremely brave fighter and a superb tactician who has a wealth of combat experience. For such a qualified person, his demands are relatively low.

**MACH:** MACH is a Cyborg, half man - half machine. An ex-army General, MACH was killed during a terrorist attack on his patrol but was restored to life using advanced bionic techniques. His already extensive knowledge is now supplemented by a positronic brain as powerful as a super computer. He is a formidable opponent.

## Space Fleet Advisor

Responsible for all the Space pilots and for co-ordinating their movements.

**Bruce Jordan:** Bruce has just graduated from the Military academy where he scored impressive results in the combat simulation tests. A young man with excellent potential. Bruce would be a superb choice as Advisor if he did not lack "real battle" experience. For those on a low budget, his inexperience might be a risk worth taking.

**Jack Benson:** A hardened veteran of many simulation campaigns, Jack has demonstrated an outstanding ability both as a pilot and strategist. Jack continues the proud family tradition of producing excellent pilots. His grandfather Bryan once defeated a whole armada of grade 10 simu-fighters single handed.

**Julie-Anne Roxford:** An immensely talented Pilot, Julie-Anne was recruited into the Military after recording a perfect score in college aptitude tests. Julie-Anne has a unique flair for obtaining the most out of her machinery and manpower, and is widely regarded as a strategical genius. Unfortunately, like most geniuses, she is occasionally erratic.

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# COLONY CENTRAL COMPUTER SYSTEM CONTROL INTERFACE GUIDE

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## Control Protocols

Information is accessed from the computer using an intuitive "point and click" interface. A pointer is visible on screen which can be moved around using a "Mouse" controller (Sapphire Fox is currently developing a thought activated interface to replace this antiquated system). When the pointer moves across an interactive part of the screen, depressing the left mouse button (and occasionally the right mouse button), will access that function. This is called "Clicking". The function to be performed is displayed in a window in the top right section of the screen.

For convenience, the most important computer functions are displayed as "Icons" at the top of the screen. If there are more functions available than can be displayed, the icons are divided into two rows. You may switch between rows by clicking the Red Arrow icon. This is always the icon on the right of the row.

Please note: The computer interface is intelligent and will not display certain icons unless you are able to perform that function

Just below the icons is a bar divided into three sections. The Left section describes the function of the icon or part of screen the pointer is currently pointing at. The middle section displays how many "Credits" are currently in your Treasury. Credits are mostly raised through Taxation.

The Right section displays the current Time. A New Earth "day" consists of 24 "Time Periods" (hours) and a "month" consists of 30 "days". There are 12 months in a New Earth Year. This system was chosen to mirror as closely as possible the date system of Old Earth and is not based around the movement of New Earth around Amnesty. Clicking on the clock with the left mouse button will increase the rate that time progresses. The right mouse button increases the timer rate further.



The following functions are always available as icons at the top of the main screen.

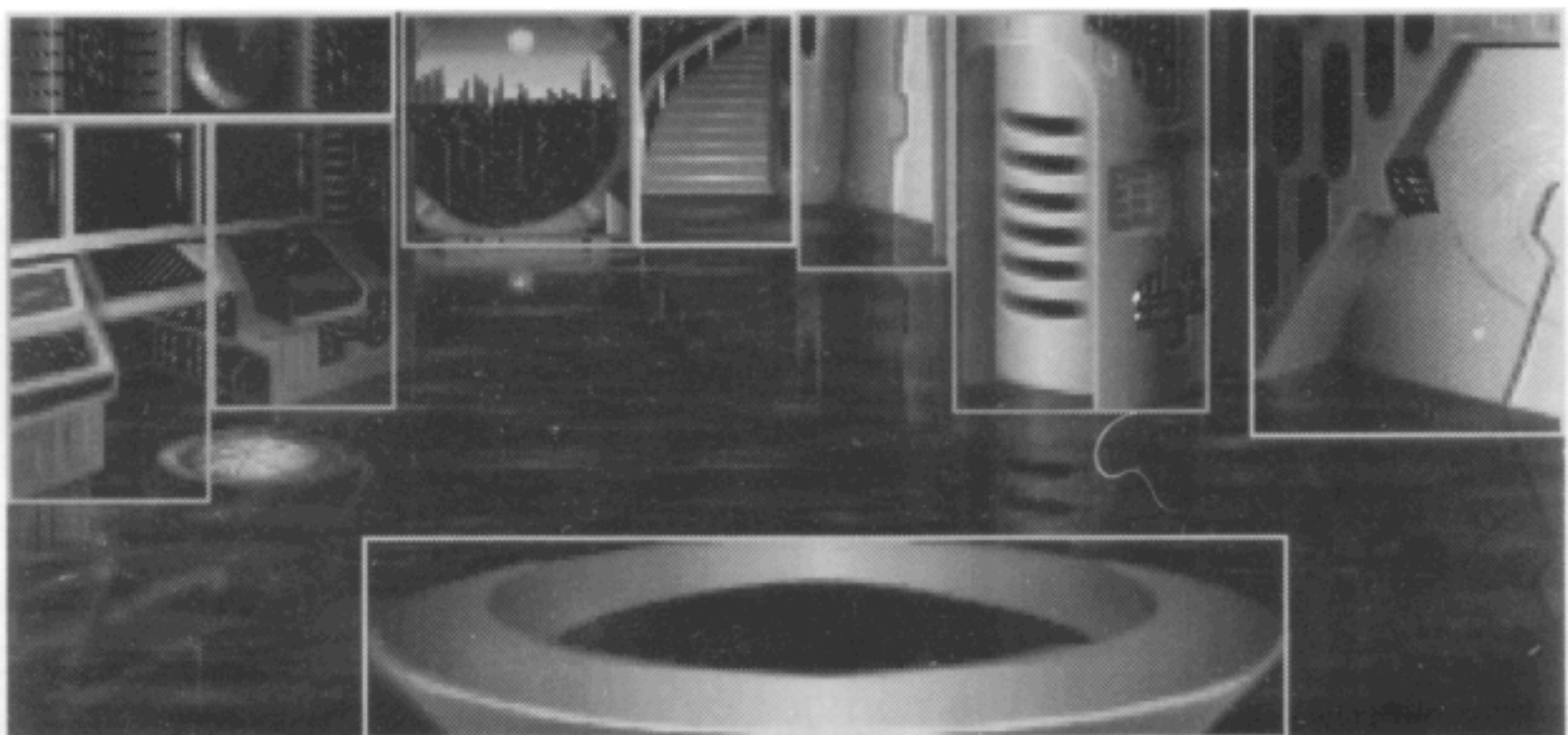
Information-Buy, Research Design, Ship Information, Galactic Map, Planet Main, Messages, Commanders, Space Local, Disk Operation, Main Computer.

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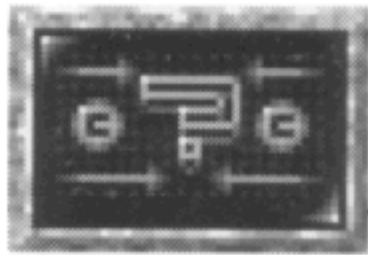
## MAIN SCREEN

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This is your control room. All the important computer functions can be accessed from here. You may use the icons or click on a certain part of the screen to activate a function. For example, try clicking on one of the doors.



In the middle of the screen is a table. This is where you and your Advisors (if you have employed any) sit and discuss policies. Clicking on an Advisor will engage him or her in conversation (There is no icon for this function). You may ask them questions on several subjects, as well as asking for their advice or guidance. You can also send an Advisor to University. This improves his or her Scholarly level. Developers can attend a specialised course to improve a certain area of their knowledge. These areas are Math, Physics, Electronics and Artificial Intelligence. More details of this are given under the "Commanders" section.

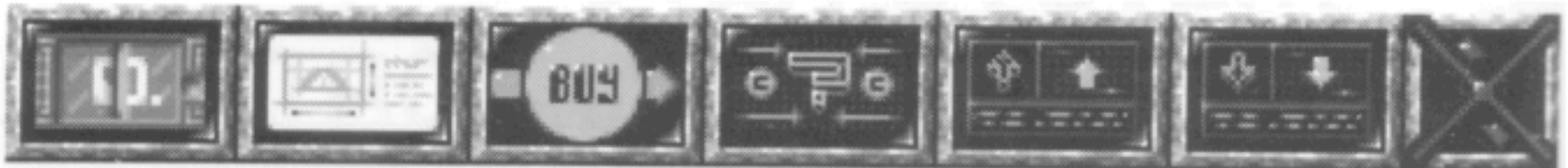


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## INFO-BUY

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Clicking on this icon accesses the Information-Buy screen. The icons now change to become relevant for this screen.



The first icon (in the top-left corner) takes you back to the main screen. The RESEARCH-DESIGN icon activates the RESEARCH screen (see later). The BUY icon lets you buy the selected item, new icons appear to let you adjust the quantity of items to be purchased. Certain items cannot be "bought" but are "built", For example, The Nuclear Generator. These items are paid for when you give the order to start construction. If an item cannot be purchased the message "This cannot be produced" appears at the bottom of the screen.

The SELECT ON/OFF icon toggles between displaying the list of your inventions or a 3D model of the currently selected item. PROJECT UP/DOWN enables you to choose between inventions. There are a total of 35 inventions to develop. Clicking on the invention picture reveals the type of ore and the amount of ore required to produce one item. When buying items, these numbers represent the amount of ores required to produce all the items ordered. At the bottom of the screen, text may be displayed. This will be one of the following messages.

**Bought Items:** This displays the number of items bought, but not yet made. You may decrease the number by clicking on the minus icon. (This message is only displayed when the item is being produced).

**Stores:** Shows you the number of items produced and waiting in the storage houses.

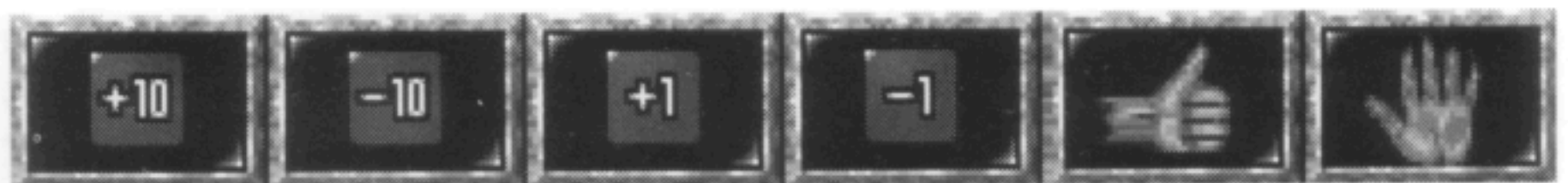
**Time To Go:** The time to go until all the bought items are produced. (This message is only displayed when the item is being produced).

**Total Price:** The total price of the ordered items. (This message is only displayed when the item is being produced).

**This Cannot Be Produced:** This message is displayed if the object is built, rather than produced. The cost is paid when orders are given to build the item. (This is usually from the Planet Main screen).



## BUY ICONS



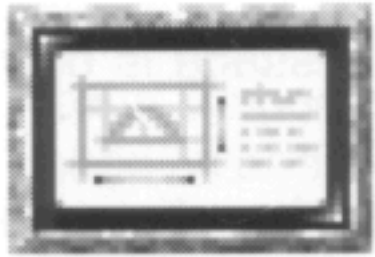
**Add/Minus Ten:** Add or Subtract ten items from the number of items ordered.

**Add/Minus One:** Add or Subtract one item from the number of items ordered.

**OK:** Buy the goods selected. (Production will now start).

**Cancel Buy:** Exit from this screen.

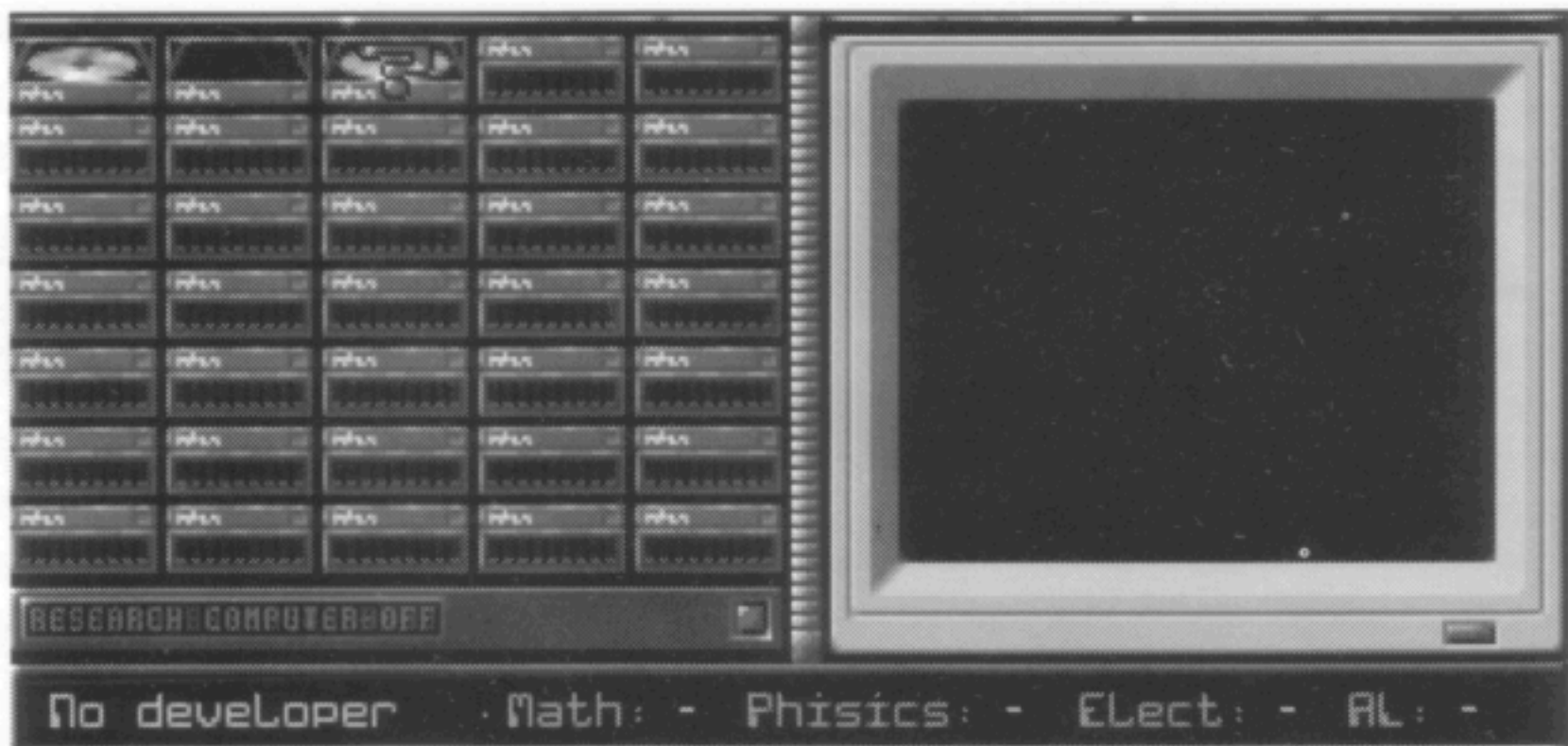
If you do not have enough Credits or Ores to pay for and manufacture an item, the missing quantity will flash red. This means that you will not be able to increase the quantity of items ordered until you have either more Credits or more Ores.



## RESEARCH-DESIGN

---

This icon accesses the Research screen. This is where prototype machinery is developed which can then (usually) be mass produced to order through the INFO/BUY screen.



At the bottom of the screen is the name of your Development Advisor and the level of knowledge that he or she has in certain scientific fields. These are Math, Physics, Electronics and Artificial Intelligence. On the Monitor (The right hand side of the screen), data concerning the invention is displayed. This is the Name of the invention, the current State of development and the minimum technical level required from your Development Advisor to construct a prototype of the invention. The left hand side of the screen contains a bank of 35 slots. Each slot contains an optical disk to hold data regarding new inventions. These slots can be in one of several conditions.

**Closed:** This slot contains no data regarding an invention at this time.

**Empty:** This invention is ready for Analysis, but not for production.

**Disk and Question mark:** A prototype of this invention can be produced.

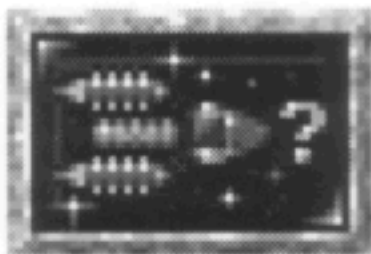
**Closed with flashing LED's:** A prototype is under development.

**Disk:** Research is completed and a prototype produced.

Click on an empty slot or a slot with a question mark initialises development. If the LED's on the slot do not flash, development is halted. There are two possibilities why development may be stopped. Firstly, you do not have a Development Advisor. Secondly, your Development Advisor does not have the required technical level to produce a prototype. If this is the case you will have to either send him to University and improve his technical levels, or hire a more qualified Advisor.

Development can be halted by clicking on the slot. If development is restarted at a later point, it will be continued from where it was abandoned.

The only icons on this screen are MAIN SCREEN and INFO-BUY



## SHIP INFO

This screen lets you monitor the movement of your Spacecraft.

On the right hand side of the screen, information regarding the composition of the Spacecraft Squadrons is displayed. If you click on a Squadron with the left mouse button it becomes the active Squadron, denoted by a red light. If you click on a Squadron with the right mouse button you will enter the Group screen.





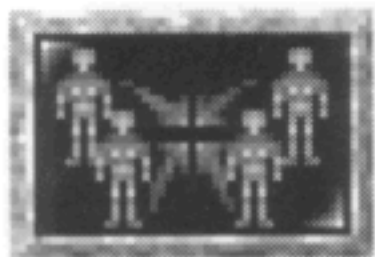
## The Conditions are:

1. The Squadron is on a moon or planet.
2. The Squadron is currently in orbit around a moon or planet.
3. The Squadron is travelling between planets.
4. The Squadron is preparing for a Hyperspace Jump.
5. The Squadron is in Hyperspace.
6. The Squadron is coming out of Hyperspace.

Different types of Squadron are denoted by different colours.

- Red** - Military Squadron.
- Green** - Pirate Forces.
- Blue** - Trade Squadron.
- Grey** - Satellite Carriers.
- Brown** - Earth Defence Forces.

To access planet defence forces click on the CHANGE icon at the bottom of the screen. Planet forces can only exist where there is a colony.



## NEW UNIT

---

This icon forms a new Squadron of Ships. You may give the new Squadron a name or use the default name of "New Group". Below this is displayed the type of Squadron you are creating. This can be Carrier (for Satellite Carriers), Trade, Army, and Planet Forces.

**SATELLITE CARRIERS** will only carry Satellites.

**TRADE GROUPS** are useful for carrying items between planets and moons. Since production facilities are concentrated on New Earth, it is advisable to carry Ores mined off-world back to New Earth for production.

**ARMY GROUPS** are fighting units divided into two parts. The Space fleet, which are responsible for combat in space, and Ground Forces which will attack ground installations. You may switch between the two sections by clicking on the large red arrows on GROUP screen.

**PLANET FORCES** are the same as Army Groups except that they stay within the confines of their planet's atmosphere. Planet forces only exist where there is a colony.



When you have named the group and chosen its type, click on the OK icon to create it or the ABORT icon to cancel it.

The New Unit icon will only appear if you have invented a machine which may leave your planet.

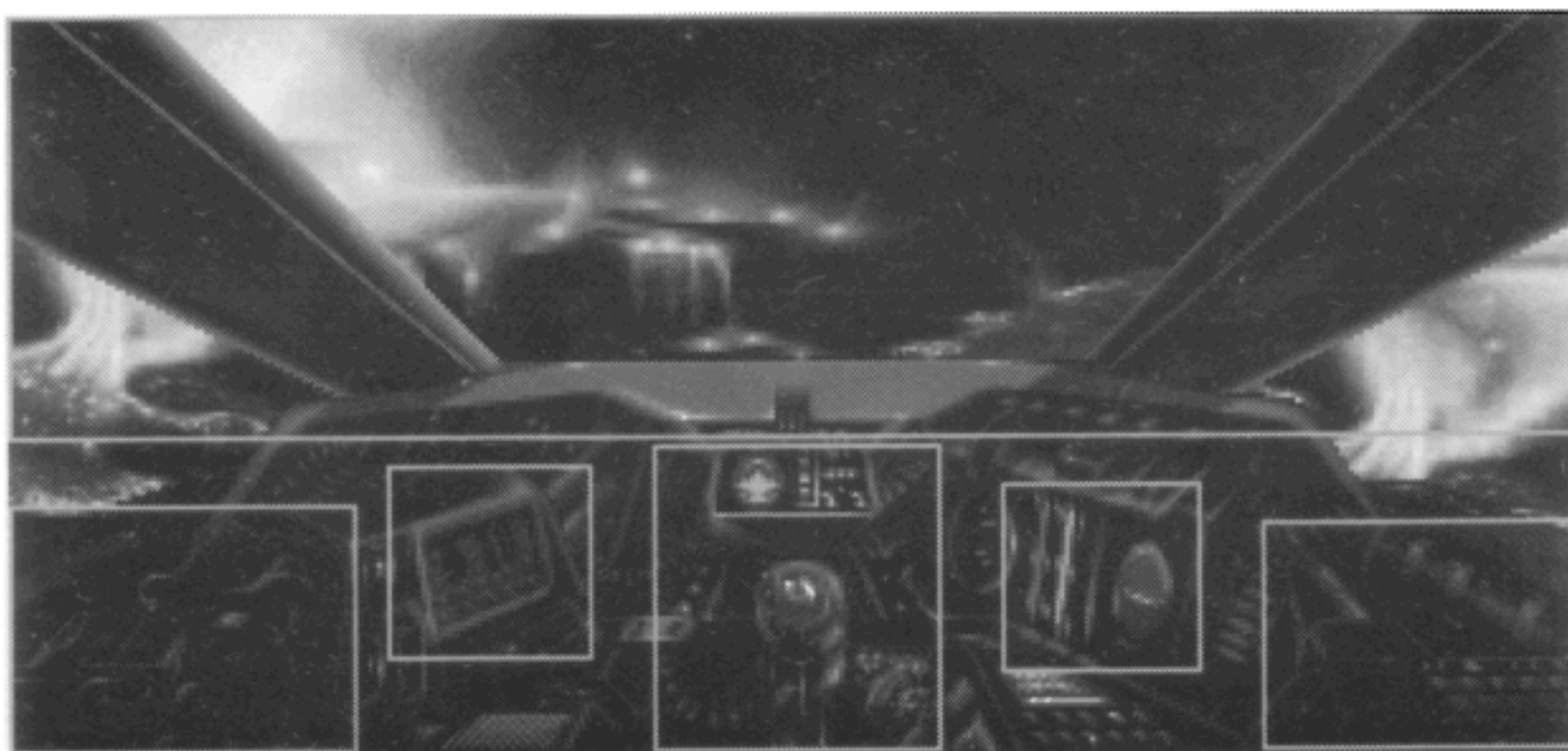


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## CONTROL PANEL

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Control Panel: Enters the cockpit of the selected Squadrons lead ship.



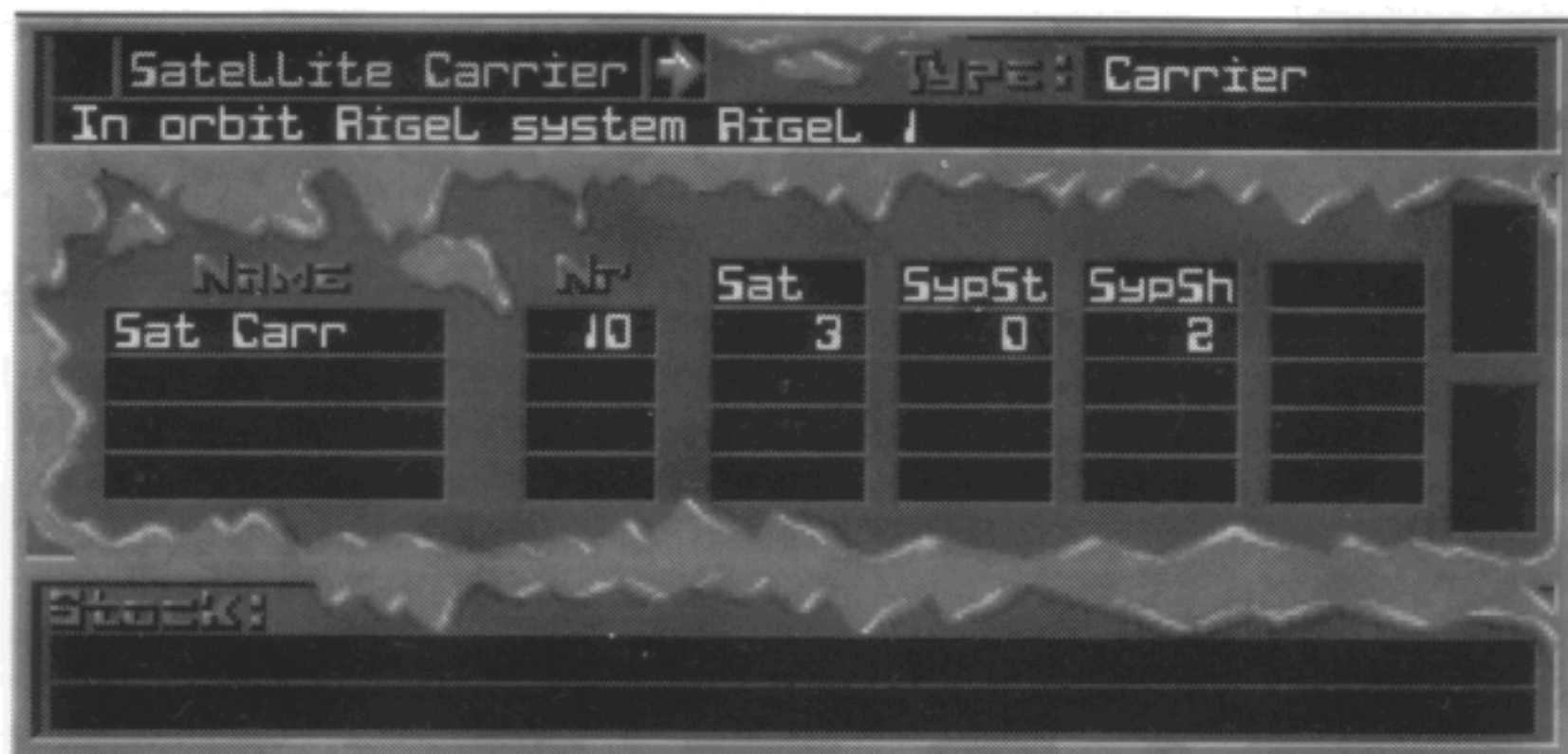
Clicking on the Window whilst landed will access the Planet Main screen. The Control Panel is split into several sections. The Launch Lever launches or lands the ship. If the ship is a trade ship, clicking on the left hand monitor will access the cargo screen. From here you can transfer goods between planets that have a colony or miner station. Clicking on the joystick allows you to select a destination to travel to. If you click the right mouse button on a planet, that will be your destination. If you click the left mouse button on a planet you will zoom in and be able to select a moon as a destination. Clicking the dials on the right hand side of the screen accesses the Ship Information screen. Clicking the Keyboard will access the Group screen.



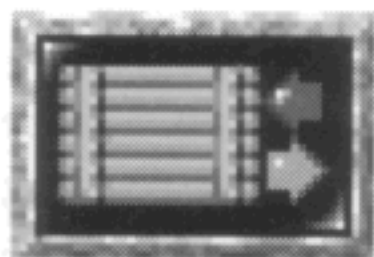
## GROUP

---

Enables the contents of the Squadron to be modified. For example, ships may be added or removed, weapons may be fitted to the ships, etc. A group can have four types of ship and each ship can have up to four types of weapon. You can only put the appropriate ships into a group, for example, a trade ship cannot be put into an army group.



Clicking on the number of ships with the left mouse button will increase the number of ships in the platoon. You can use the right mouse button to decrease the number of ships. Weapons can be added using the same technique. Clicking on the Group name allows the name to be modified. Clicking on the arrows scrolls through the different groups.

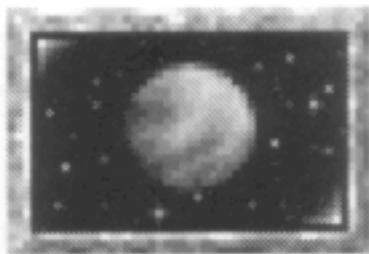


## TRANSFER

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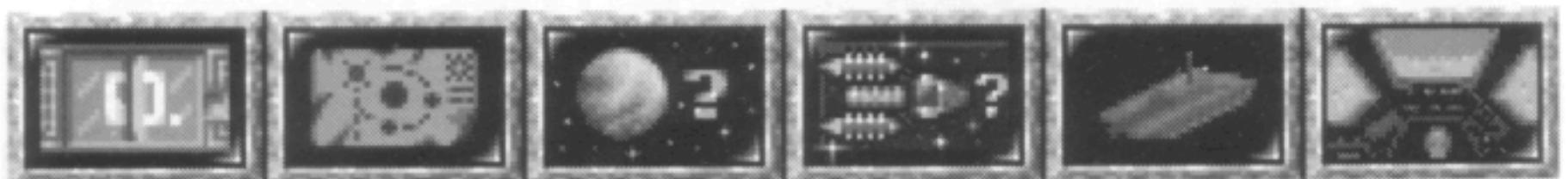
This icon only appears if you have a ship capable of transferring cargo. From the transfer screen you may transfer cargo to the hold of your ships from the stores of your colonies. This enables you to move items to where they are most needed. Clicking on the arrows with the left mouse button will transfer one item of the selected cargo to your ship or colony, using the right mouse button will transfer as much cargo as possible.

| Planet         |  |                                 | Ship |
|----------------|--|---------------------------------|------|
| 121925         |  | Detoxin                         |      |
| 50871          |  | Energon                         |      |
| 92199          |  | Kremir                          |      |
| 165010         |  | Lepitium                        |      |
| 28204          |  | Raenium                         |      |
| 40018          |  | Texon                           |      |
|                |  | Hunter                          |      |
|                |  | Trooper                         |      |
|                |  | Battle tank                     |      |
|                |  | Aircraft                        |      |
|                |  | Missile Launcher                |      |
|                |  | Laser cannon                    |      |
|                |  | Twin Laser gun                  |      |
|                |  | Missile                         |      |
|                |  | Plasma gun                      |      |
|                |  | Miner droid                     |      |
| Space: 0/30000 |  | Storage space on planet: 165000 |      |

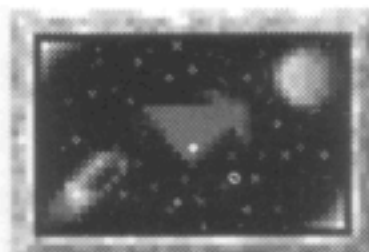


## PLANET MAIN

This icon is always available on New Earth, but will only appear in space if your ships are in orbit around a planet or moon or if they have landed on its surface. You may reach the Main Screen, Galactic Map, Planet Information, Ship Information, Planet Forces and Control Panel from here. The Planet Forces icon will only be displayed if you have a colony on this planet or moon, the Control Panel icon is only displayed if you accessed the Planet Main screen from a Squadron.



Other icons may also appear depending on what items you have with your Squadron or in the Stores. These are as follows.



## ADD SATELLITE

This is only displayed if you have satellites in stock. If you launch a Satellite it will go into orbit around the planet or moon and continuously transmit information regarding the planet. This information is displayed on the Planet Information screen. Satellites also enable you to view the surface of the planet. You may only have one Satellite orbiting a planet or moon.



## **ADD SPY SATELLITE**

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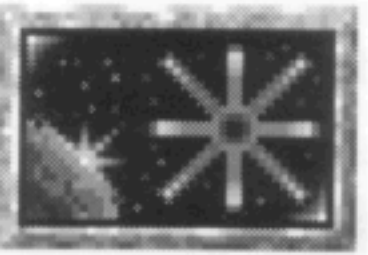
This Satellite is similar to the normal Satellite except that it manufactured using advanced "stealth" technology. This renders the Satellite nearly invisible to radar tracking stations. This will come in very useful when information is required on "occupied" planets or moons as it is very rare that a Spy Satellite is discovered.



## **ADD SPY SHIP**

---

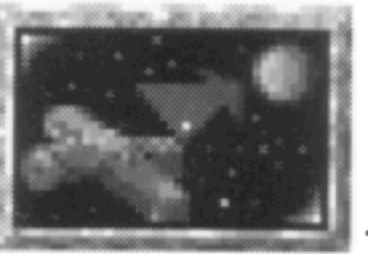
This icon is only displayed if there are Alien installations on the planet and a Spy Satellite is orbiting the planet. Spy Ship's are manufactured using the same technology as the Spy Satellites and are therefore nearly impossible to track. The Spy Ship actually enters the target planets atmosphere and provides a more detailed report than a normal Spy Satellite. This includes details of enemy forces which are displayed by clicking on the planet owner picture on the Planet Information screen.



## **ADD SOLAR SATELLITE**

---

This Satellite captures solar energy and transfers it to the planet or moon below. A maximum of five can be placed in orbit around a single planet or moon. Solar Satellites can only be constructed where there is a Colony and the Satellite itself must be transferred to intended planet or moon from the place of manufacture.

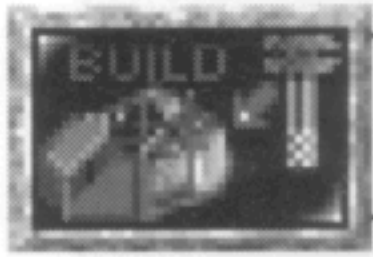


## **ADD MINER STATION**

---

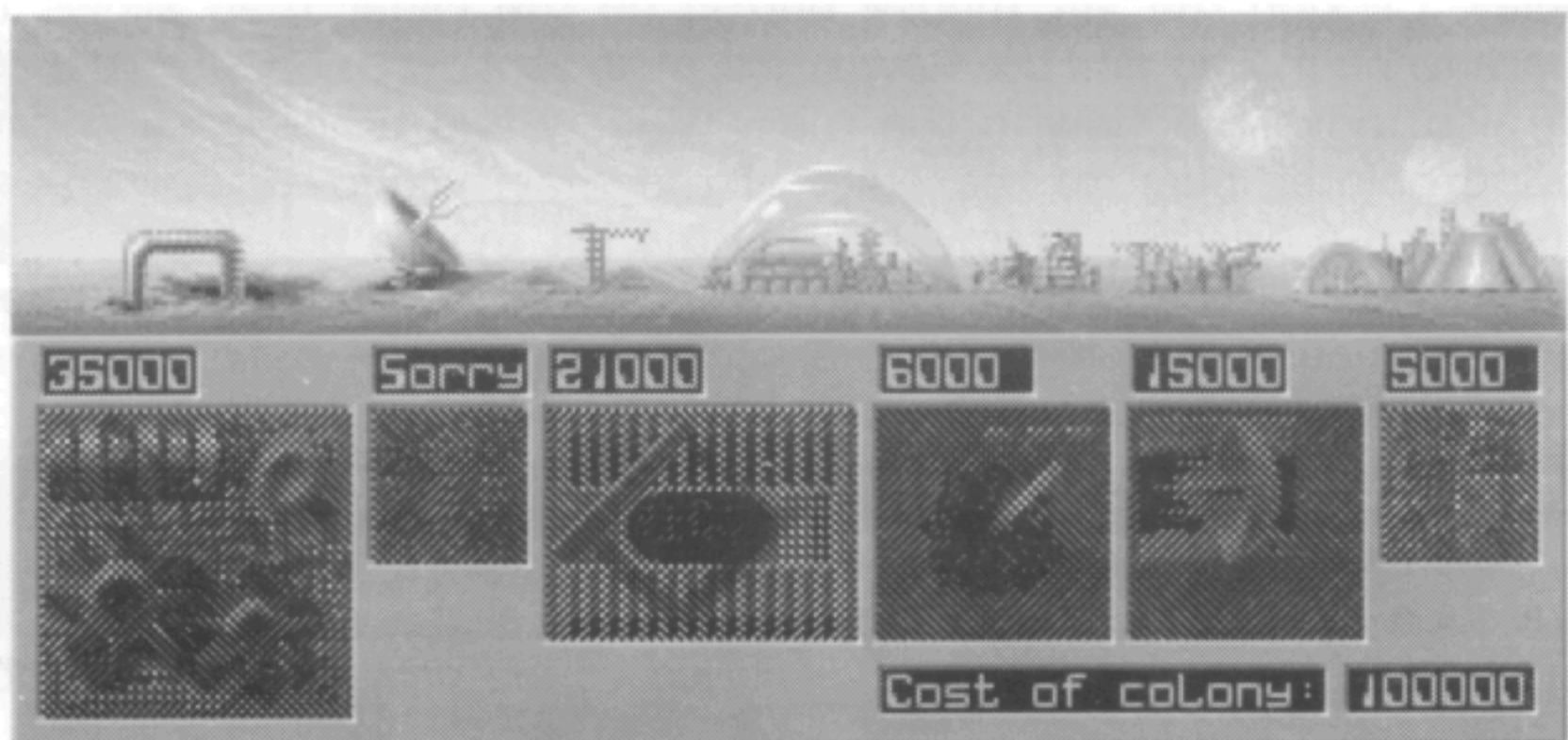
Miner Station's are automated facilities used for extracting useful ores from a planet or moon. If a planet is suitable for mining but cannot be colonised, constructing a Miner Station will let you extract the ores without the need for human presence. As soon as the Miner Station is

deployed, extraction will start. Miner Stations have a limited stockpile facility, so you will have to periodically transfer the ores to the stores of a planet. If the stockpile limit is reached, mining will cease. Miner Stations must be transferred by ship to the intended planet of deployment.



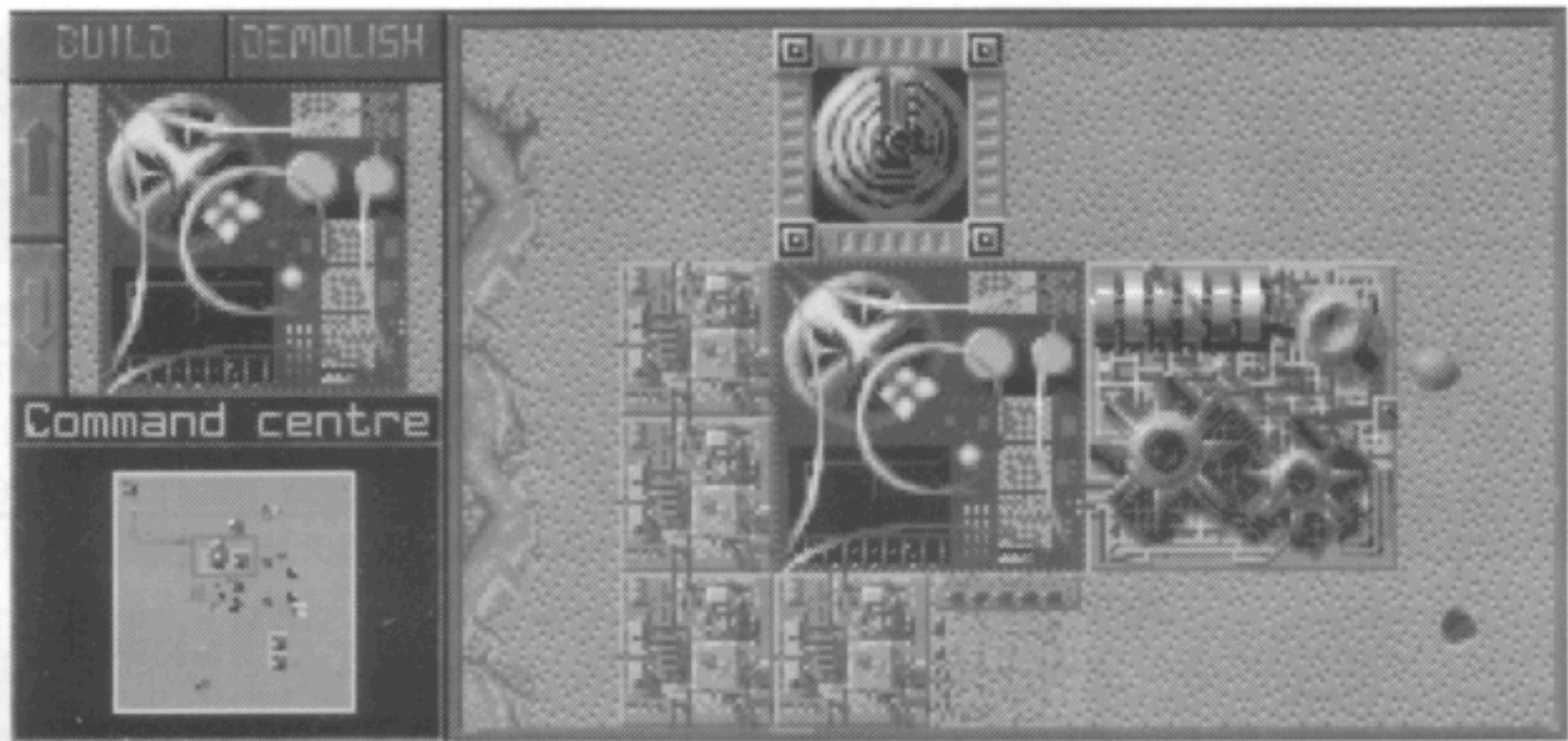
## ADD COLONY

This icon only appears if a planet or moon is capable of sustaining human life. This information is displayed on the Planet Information screen if a Satellite is in orbit around the planet or moon. When this icon is selected



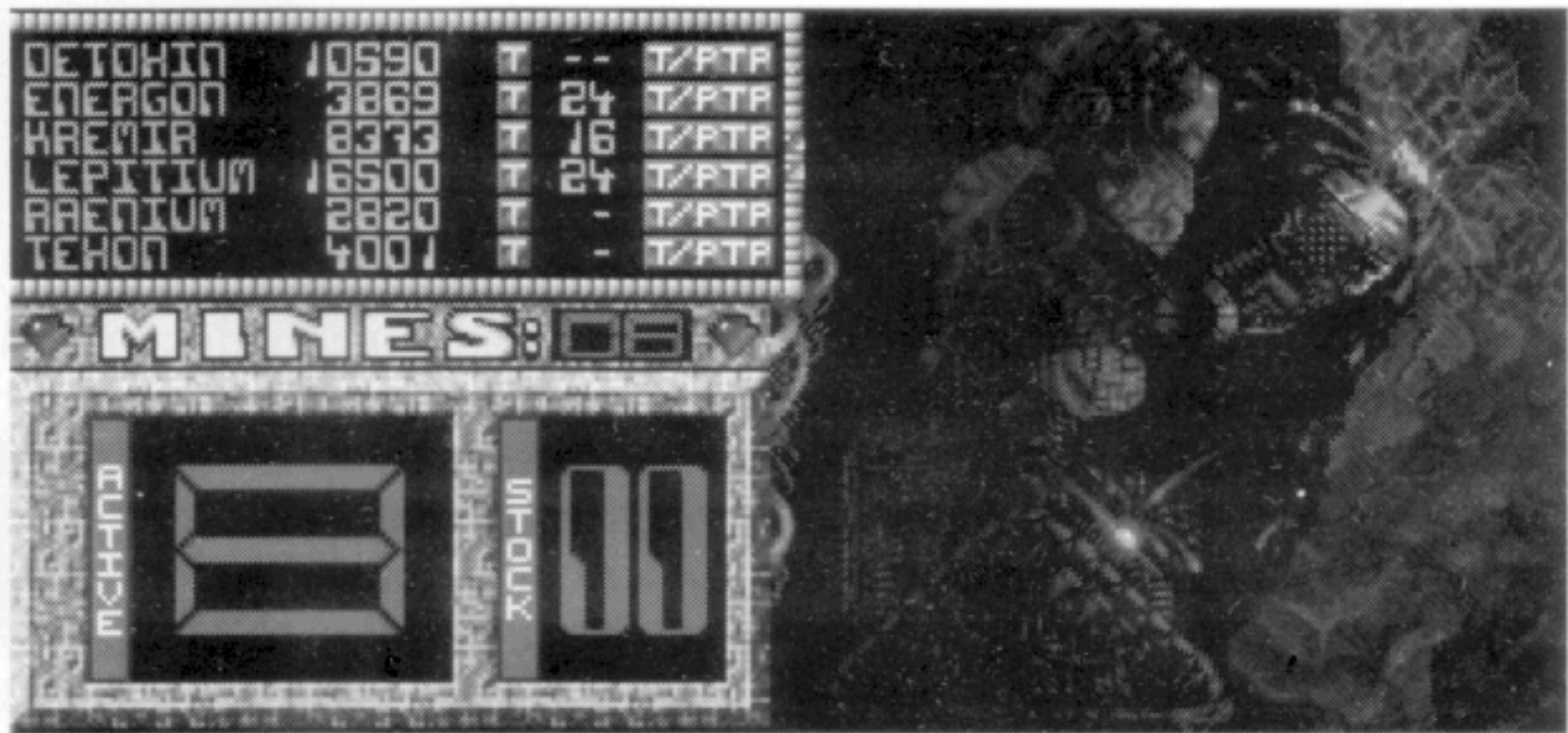
a screen is displayed showing the installations you may construct. The Colony Control Centre (which MUST be constructed for a colony to exist) costs 100,000 credits. Any extra buildings will increase the costs. Once you have selected the buildings to be constructed you will have to wait a while before the installations are finished. Some installations cannot be constructed on certain types of terrain.

On New Earth this screen is always available. A satellite must be deployed to view other planets or moons. The screen is split into three sections. The top left part of the screen shows the installations that may be constructed (If there is not a colony on the planet, no buildings are available). Below that is a surface map of the planet or moon. This is generated and updated using a radar system, therefore if you do not possess a radar installation a map is not displayed. A small square on the map shows the current surface sector that is enlarged in the main

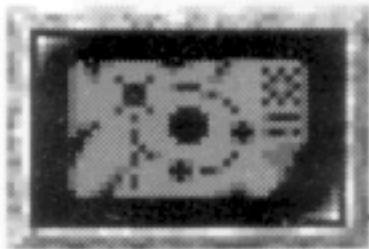


display. Clicking the left mouse button on the radar map allows the square to be moved and the view in the main window to be changed. You can also move the view in the main window two other ways. Firstly, moving pointer near to the edge of the main windows changes the pointer into a direction arrow. Clicking the left mouse button scrolls the screen in the direction that the arrow is facing. Secondly, holding down the right mouse button whilst the cursor is over the main display will scroll the map in the direction the mouse is moved.

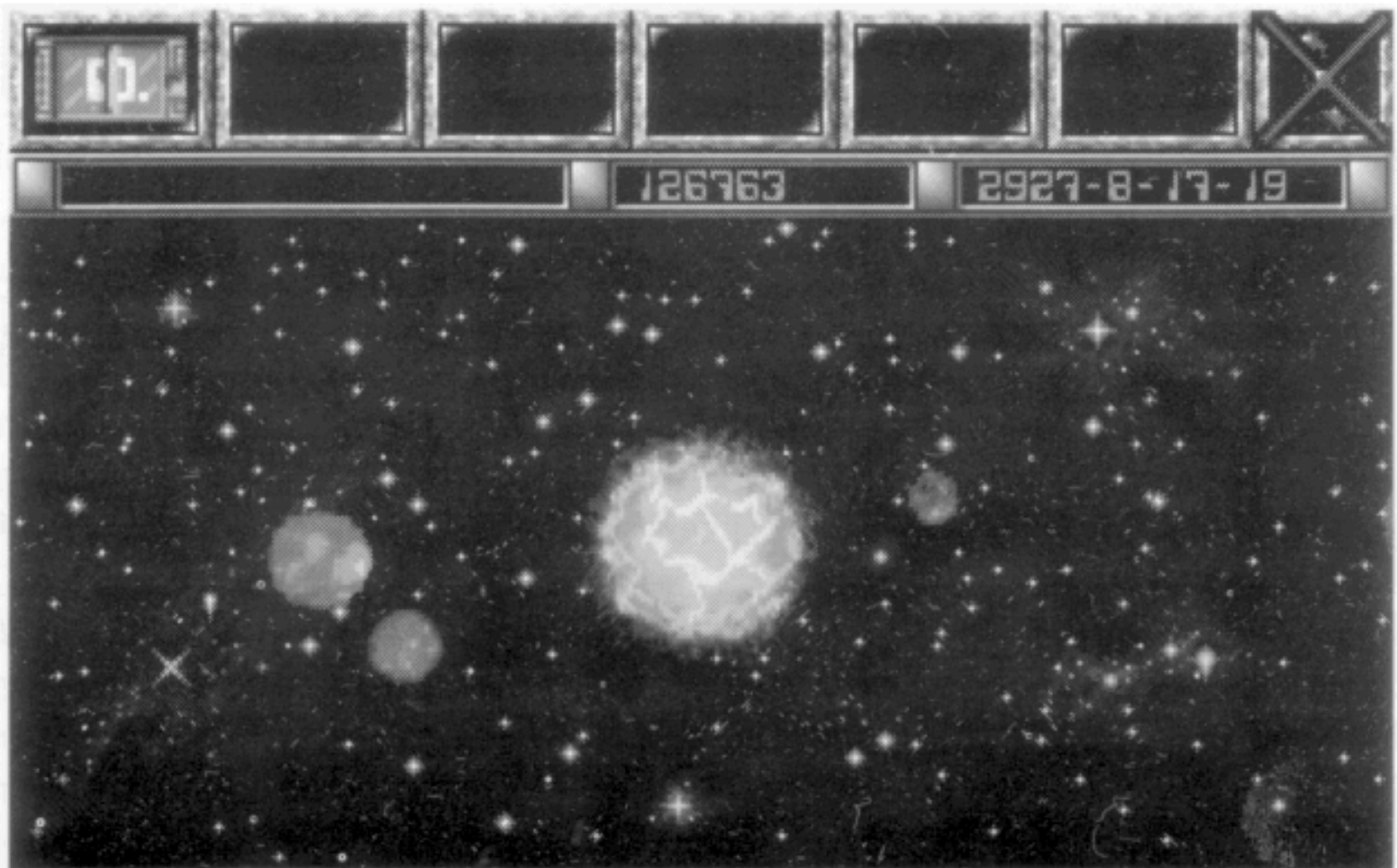
If you have a colony on the planet, installations that you can construct are displayed in the top left part of the screen. You may view each installation by clicking on the arrows to the left of the installation picture. The name of each installation is displayed at the bottom of the window. Clicking on the building picture will display more information. Clicking on the build icon enables you to construct the selected installation. Select the area to be built on by moving the foundation grid over the main display area and clicking the left mouse button. Construction will not commence if you do not have enough Credits to pay for the installation or if you tried to place the installation on an unsuitable surface. To cancel construction, click on the Build icon and then click on the installation you wish to cancel. If an installation has progressed too far then it cannot be cancelled. If an installation does not have sufficient power to work it will flash red. In this instance you will have to construct a Power Station to provide the required amount of energy. Once an installation is operative, clicking on it will provide you with its operational status, power output/consumption, workforce and efficiency rating. Clicking on the demolish icon enables you to remove an installation. The amount of workers that you have is important as they are eligible for taxation. Clicking on a Mine displays a special screen. This shows how many Miner



droids are working in the mines and how much Ore they are producing. One mine may employ one Miner Droid, therefore increases in Ore production require the construction of a new Mine, then deployment of a new Miner Droid. Click on the Add Droid icon to place a Droid in a mine.



## GALACTIC MAP





The list of known solar systems is displayed on the right of the screen. It is expected that many solar systems will be discovered in the search for Earth. To take a closer look at a planet, click on it with the left mouse button. This shows the planet and it's system of moons (if discovered). To view the surface of the planet or any moons, click on them with the left mouse button. Clicking on the right mouse button displays any information gathered from satellites about the planet or moon. This



information can also be revealed by clicking on the **Planet Information icon**. Information revealed includes the name of the planet or moon, population, tax rates, terrain type, temperature and ore content. If the planet or moon is inhabited, clicking on the face of the owner will reveal extra information about them.

|   |   |   |
|---|---|---|
|  | YOUR PLANET'S NAME: New Earth   |   |
|  | POP: 134674 people find you sympatic  |   |
|  | TAX: Normal   |   |
|  | LEVEL: Super tech   |   |
|  | TYPE: Earth Like. colony  |   |
|  | DIAMETER: 8745 KM   | TEMPERATURE: 299 °K   |
|  | DETONIA : YES<br>ENERGOA : YES<br>HAEMIA : YES<br>LEPITIA : YES<br>AAEPIUM : NO<br>TEHOA : NO | Colony<br>Energy shield<br>1 Space station<br>8 miner droid |

Below is a picture of the planet. Clicking on this to enter the Ship Information screen. Clicking on the small surface picture will enlarge it.



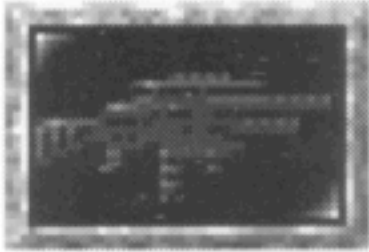
If you are viewing a planet or moon, a zoom out icon appears on the icon bar. This takes you back to the Galactic Map.

If you are viewing a planet, the right hand side of the screen shows any squadrons in the system. You may select your squadrons by clicking on them with the left mouse button. Other icons are available are as follows.



## MOVE UNIT

After clicking on this icon you must select your destination. Once selected, the ships will move there automatically.

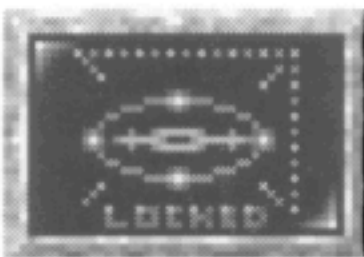
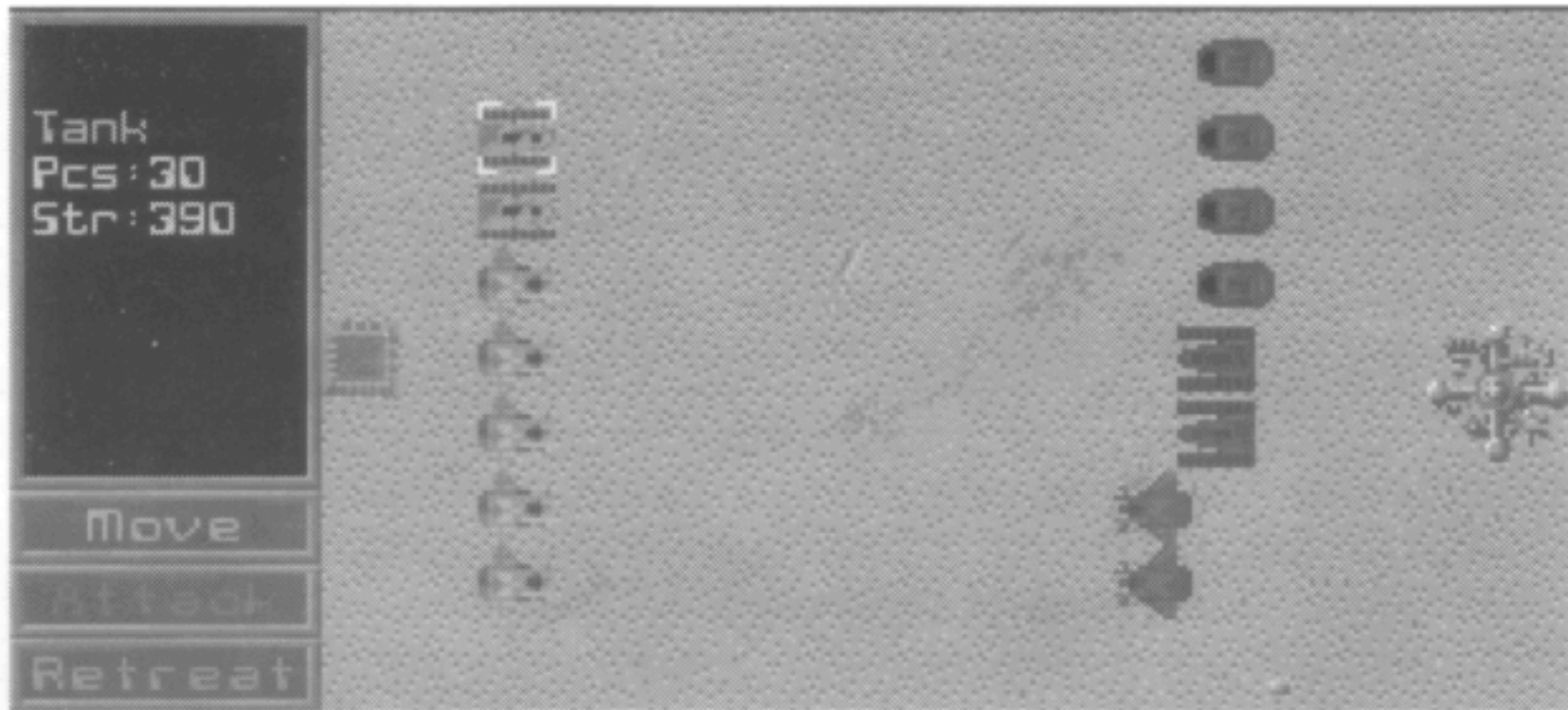


## GROUND WAR

Initiates an attack on an enemy colony. The outcome of this battle depends on many variables. These include who is your planetary forces advisor, how many forces you have and the quality of their machinery. You can rearrange your platoons of tanks and missile launches by building new units (using the icons at the top of the screen) or by clicking on each individual unit box to add or remove items from it. Use the left



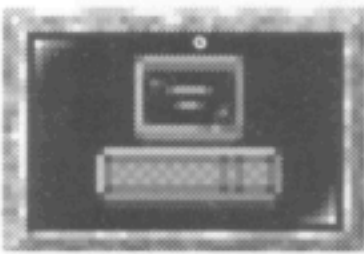
button to add units, use the right button to remove units. When this is completed, click on the OK icon. The conflict is viewed from directly above the battlezone. Vehicles will attempt to defend themselves but can be controlled by clicking on the vehicle you wish to move, clicking on the MOVE icon, then clicking on their destination. You can force vehicles to attack an enemy by clicking on your vehicle, clicking on the ATTACK icon, then clicking on the enemy unit you wish to attack. Be sure to use your forces wisely. For example, transfer groups move faster than tanks, but tanks have greater firepower.



## ATTACK

---

This lets you attack alien fleets. Click on a planet or moon and if an alien fleets symbol appears on the right hand side of the screen next to your own, you can attack. Click on the alien fleet symbol and then click on the Attack icon. The outcome of the battle depends on the quality of your ships, the amount of ships in your fleet and the skill of your Advisor. All these are matched against your opponent. You can view the battle using remote camera but once the decision to attack has been made the battle is fought without external interference. The order to retreat may be given, but defeat is then certain.



## MESSAGES ICON

---

Lets you review messages and other relevant information that you have received during the game. As data is often received at a very high rate, this is a surprisingly useful feature.



## COMMANDERS ICON

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From this screen you can hire your Advisors. The Advisors are split into four groups and each group is accessed from the relevant icon at the top of the screen.



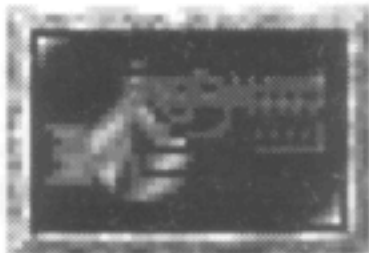
## **CONSTRUCTION ADVISER**

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## **DEVELOPMENT ADVISER**

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## **FIGHTING FORCES ADVISER**

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## **SPACE FLEET ADVISER**

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To hire an advisor, click on him or her then click on the Hire Icon.

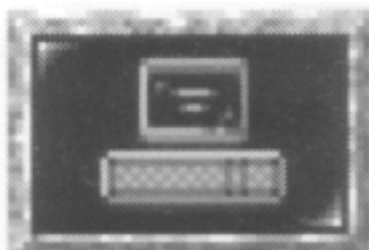
For more information, read the section on Government near the front of the manual.



## **SPACE LOCAL**

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This is the main Bar on New Earth. A lot of people pass through this bar and useful information can be obtained from talking to them. To talk to someone, click on their head. To finish conversation, click on the end talking icon.

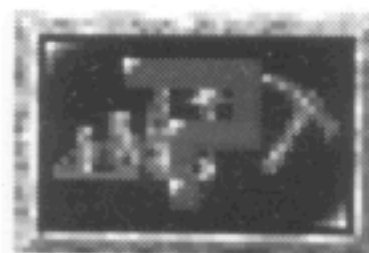


## **MAIN COMPUTER**

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This computer provides a useful database of information.

Using the icons at the top of the screen you can view all the useful planets you have discovered. All the planets you are currently occupying



and all the planets that aliens are occupying.



## DISK OPERATION

On the left hand side of the screen are the names of saved games. Click on one so it is hi-lighted then click on Load or Save, depending on what you want do. In the bottom right hand corner you may select sound effects or music. I and II buttons change the music. The square button stops the music. The E button switches on and off the sound effects. Clicking on the Exit to DOS icon will quit to DOS.



Whilst in the Disk Operation Screen, the game is paused.

---

# THE REUNION TEAM

---

|                    |  |
|--------------------|--|
| PC Programming:    | Istvan Kiss                                    |
| Amiga Programming: | Krisztian Jambor                               |
| Graphics:          | Tamas Fodor                                    |
| Graphic Design:    | Rosza Karoly, Balazs Karazdi,<br>Jozsef Kovacs |
| Music:             | Tamas Kreiner                                  |
| Game Design:       | Csaba Gyarmati, Gabor Feher                    |
| Box Artwork:       | Zoltan Boross, Gabor Szikszai                  |
| Instruction Manual | Stylus Design.                                 |
| Project Manager    | Steve Sargent<br>Gabor Feher                   |

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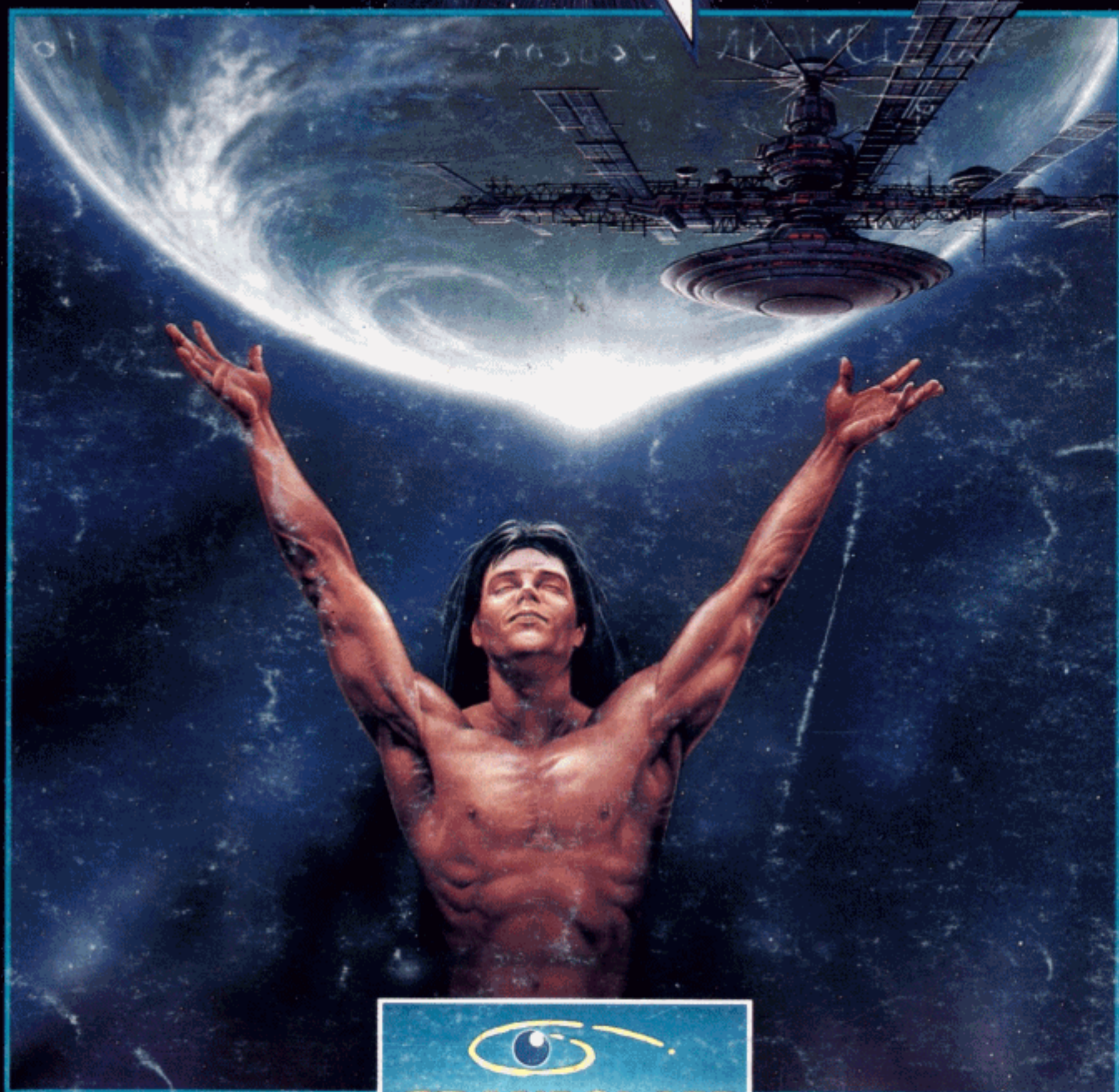
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