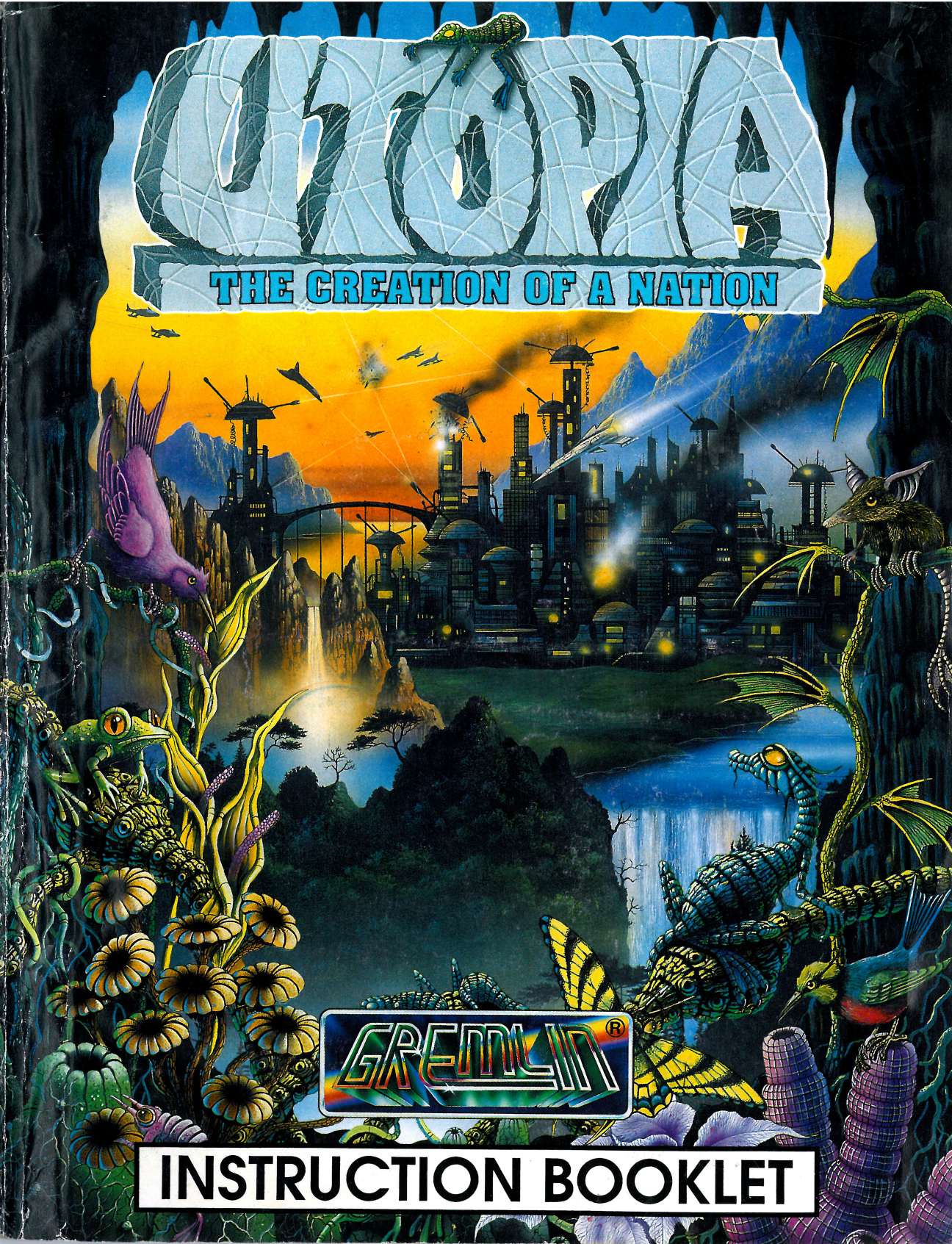
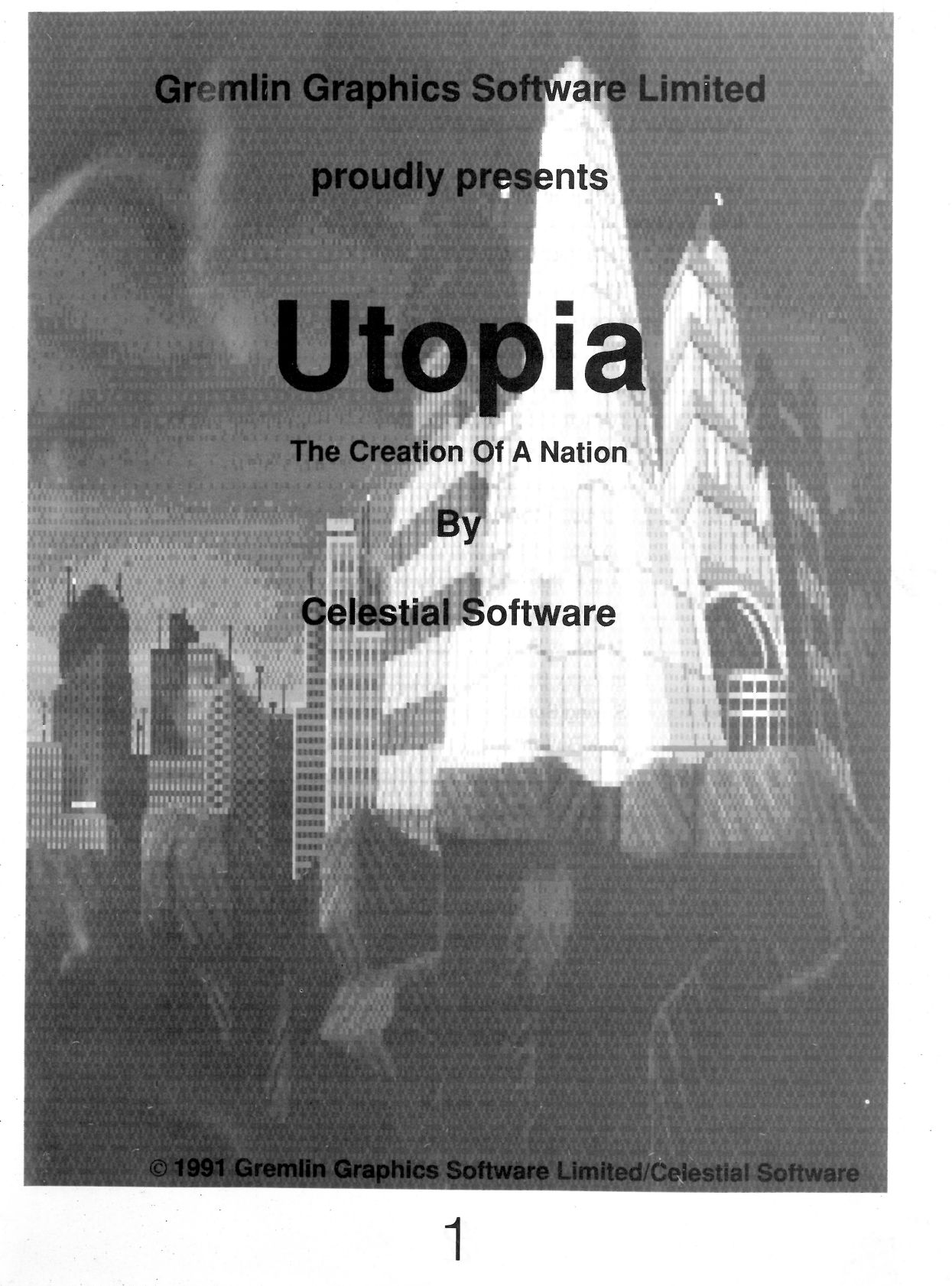


WORLD

THE CREATION OF A NATION



INSTRUCTION BOOKLET



Gremlin Graphics Software Limited

proudly presents

Utopia

The Creation Of A Nation

By

Celestial Software

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TABLE OF CONTENTS

Instructions en Français page 41 a 86

Scenario	6
Introduction	10
Quality of Life	10
Main World View	11
Pionter	11
Direction Arrows	11
Quality of Life	11
Warning Indicators	11
Funds	11
Date	11
Status Indicator Box	12
Pause Button	12
Map Button	12
Finance Button	12
Advisers Button	12
Industry Button	12
Spying Button	12
Disk Button	12
Buildings	13
Constructing a Building	13
Arms Lab	13
Chemical Plant	13
Command Centre	13
Flux Pod	14
Fuel Tank	14
Hospital	14
Hydroponics	14
Laboratory	14
Laser Turret	14
Launch Pad	14
Life Support	15

Living Quarters	15
Mines	15
Missile Launcher	15
Power Station	15
Radars	15
Scaffold	15
Security HQ	15
Ship Construction Yard	16
Ship Types	16
Solar Panel	16
Sports Complex	16
Store	17
Tank Construction Yard	17
Workshop	17
Wreckage	17
The Map Screen	18
Map Window	18
Magnified View Window	18
Building Window	18
Ore Button	18
Fuel Button	19
Radar Button	19
Movement Indicator Button	19
Power Button	19
Weapons Button	19
Exit Button	19
Key	19
Markers	19
Placing Markers	20
The Markers Button	20
Placing a Marker	20
Removing a Marker	20
Finance	21
Altering Tax	21
Altering the Research Grant	21

Trade	21
Manual Trade	22
Trading	22
Advisers	23
Senior Psychiatrist	23
Colony Administrator	23
Head of Research	23
Civil Engineer	23
Financial Consultant	24
Supreme Commander	24
Industry	25
Recruiting Technicians	25
Alien Races and Spying	26
City Defence	27
Combat	27
Deploying Tank Units	27
Deploying Space Ships	28
Landing a Ship	28
Making a Ship Hover	29
Building a Launchpad	29
Fuel Usage	29
Attacking an Enemy City	29
Using Disks	30
Exit	30
Music	30
Format Game Save Disks	30
Save Game	30
Load Game	31
Load Scenario	31
Tutorial	31
Music Disk Option	31
Sound FX On/Off	31
Information	32
Research	32
Scientists	32
Laboratories	32

Money	32
Military Grant	32
Civilian Grant	32
Random Events	32
Crime	32
Theft	33
Murders	33
Terrorism	33
Assassinations	33
Scenarios	33
Colony Simulation	33
Colony Support	33
Construction	33
Industry	33
Trouble Shooting Guide	34
Quality of Life	36
Inventions	36
Bomb Detector	36
Compressed Fuel Tanks	37
Fusion Cruiser Spaceship	37
Fuel Detector	37
HDX Missile Launcher	37
Hover Tank	37
Land Mine	37
Long Distance Radar	38
Matter Transporter	38
Meteor Screen	38
Ore Detector	38
Space Moss Convertor	38
Plasma Gun	38
Morgro Hydroponics	39
Solar Generator	39
Spy Satellite	39
Tank Teleport	39
Vaccination	40

CHAPTER ONE

THE SCENARIO

'Movement in sector Y6 commander.'

'What is it?'

'Unknown. I estimate it to be a number of vehicles travelling at 200 kmh. It's in the region of Kamzi City, and they're moving in this direction. ETA fifteen minutes.'

'Assemble the Battle Council in room C6. Get me ground and air reconnaissance reports now!'

Stepping into his office, Pacharelli closed his door and leaned against it, taking a deep breath. 'It could be an error in the monitoring equipment', he thought. He knew it wasn't. He also knew it wasn't interference, it wasn't some of his own craft, and it wasn't a mistake. The attack the colony had been expecting for several weeks now seemed to be under way.

Taking another deep breath, he left his office, and hurried to the lift. Coming out of the lift, he cleared his throat, knowing that any wavering in his voice might be interpreted as uncertainty. He reached Council Room 6, to be met by his assembled council, and numerous computer operators.

'Air reconnaissance: report'

'As yet nothing has been sighted. However, spy reports suggest that...'

'Yes, I've read the reports. Ground reconnaissance: report.'

'Vehicles now identified as Kamzi assault craft, all heavily armed. New ETA: Ten minutes.'

'Defence, what's the status?'

'We're on full shield, full radar and all defence turrets are operational. We are as prepared as we'll ever be.'

'Then, council, give me some defence stratagems.'

Jordans' deep Lurethan brogue filled the room. 'I suggest we despatch a squadron of bombers to intercept them immediately. That way we can dispose of them and avoid unduly worrying the people.'

'I disagree', interjected Delfi, her aggressive tone seeming somewhat misplaced. 'If we intercept them with bombers, then we leave the city vulnerable to an air attack. Intercepting with tanks at ground level, whilst preparing for an aerial battle would strike me as a more intelligent approach.'

'Engineering, how soon will the spaceships be ready for launch?'

'Five, maybe ten minutes.'

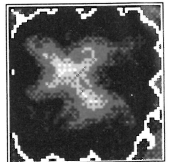
'Then it's academic. Red Alert status. Prepare all defences for immediate deployment, and also make sure that all evacuation craft are ready for immediate use. Council, prepare for battle.'

'Enemy craft should be in combat range within two minutes. I am projecting visual onto main screen now.'

The screen cleared of the radar map and showed the view from one of the reconnaissance cameras mounted outside the city. Five assault craft were seen speeding across the ground, the rough terrain causing them no problems.

'Lieutenant Delfi, magnify one of the craft..... okay. Engineering, any information on those roof mounted missiles?'

'Nothing as yet, but we will have soon; scanners are showing massive amounts of energy being converted on each of the craft, and I suspect that the missiles are



being prepared for launch at any moment....'

The five craft all launched their missiles before grinding to a halt, throwing up clouds of dust and gravel. Having stopped, they spun on the spot and headed back across the desert.

The screen changed, showing the large plan view of the city again, now with five blips heading towards it. In an instant, five more blips appeared, this time moving from within the city, to intercept the incoming missiles. As they met, four of the blips disappeared, leaving the remaining six to pass each other.

'They must have some sophisticated cloaking device on the missiles to enable them to get through. Divert power to all perimeter defences for maximum defensive efficiency.'

'Missile impact any second now.... Full screen on predicted perimeter defence...'

The screen changed again to show the three missiles hurtling towards the cities defences. Base turrets were showering the missiles with fire, most missing as they spun and arced their erratic way onwards. One was hit, and exploded into vast plumes of green smoke that, heavier than the atmosphere of the planet, slowly fell to the surface to form an eerie green fog.

'What the....'

'Sensors are indicating a bacteria Commander, and if it reaches any of the processors it's going to be in the system in minutes.'

'Close all processors and go to emergency air supplies. How long do we have?'

'Fourteen days of air, then we're in trouble.'

'Commander, the other missile....'

Pacharelli turned to face the screen to see one of the missiles hit the reserve command centre, which then imploded leaving a mass of scaffolding and wreckage.

'What the hell happened to defence? How did that missile get through. And where's the other?'

'We've hit the first one, Commander. The second got through because according to our monitors and defence, it didn't exist.'

'Commander, you're not going to like this; there are four more groups of five vehicles heading towards us. ETA on the first group is just five minutes. Suggest we order the..'

'Evacuation of all civilian personnel. Agreed. Immediately.'

The third wave of missiles was now striking, and the other two were lining up to take advantage of the hole that the second wave had so effectively made in the colony defences.

'Commander, we've no chance. There's no way we'll be able to neutralise the third wave.'

'They've left us wide open. Unless we evacuate all staff now, we'll be dead within the hour.'

'No. We'll stay and fight. There has to be a way to defeat them.'

Delfi was annoyed now. 'Commander', she exclaimed, 'With all due respect, I don't see why we should all stay here and die just because you've got some insane idea of going down with your ship. All civilians are evacuated, and if the remaining staff are evacuated now, the odds are we'll save at least ninety percent of the colony population.'

Pacharelli tried to rationalise such an easy and effective assault on his city and he couldn't believe that his defences had been breached so fast. He hesitated a moment, then cleared his throat again.

'You're right. Signal the evacuation now. Set colony auto-destruct for ten minutes.'

He was, of course, the last to step into the passage leading to the evacuation craft. Behind him he could hear the sound of his colony being thoroughly destroyed and razed. He stepped into the airlock, awaited the signal, and opened the door leading to the evacuation craft.



A second later, stepping out of the airlock, he was greeted by Livono, his friend over many years of work for the Colony Project. Behind Livono, people bustled by, carrying out their usual duties. It was as loud as any other busy office corridor.

'Well done Pachie, not a bad display', said Livono, handing Pacharelli a coffee.

'No chance.. I was lousy. One destroyed colony, nine percent casualties. No chance. I'll never get the post.'

'You don't know that yet.'

'Come off it. I've no chance. What did you manage?'

'Saved the colony with twelve percent casualties. But it's irrelevant. Yours was an entirely different simulation. It was, if I'm not mistaken, pretty much the exact circumstances and events leading up to the Evanreisna Sector Four catastrophe twenty six years ago.'

'Nope, can't remember. You'll have to enlighten me.'

'Okay. The colony was lost there too, but with some differences. The Commander decided to stay on and fight, but couldn't figure out why they had hit the reserve command centre instead of the active one. As it turned out, the reason was so that the command centre, and the council staff, could be captured. They used them to access the Colony Program computers and provide other information.' Livono paused.

'And?'

'As an immediate consequence of the information they managed to extract, we lost seventeen neighbouring planets and all the various research projects being carried out on them. As an on-going consequence we've lost the whole of Sector Four, at a conservative estimate six thousand colonists, and so far twenty nine planets and still counting. You got away with one lost colony and four hundred casualties. Slight difference.'

'All the same, perhaps there is a way of saving the colony and going on to destroy the... what are they called...Kamzis, that's it.'

Livono thought for a second. "I doubt it. Classic text book mess up first time round, that's for sure. C'mon, let's have a proper drink.'

Pacharelli took a deep breath and cleared his throat. He knocked on the door, and heard a muffled sound from beyond it. Taking it for assent to enter, he pushed the door open to be greeted by a long table, a chair on one side, and five on the other, occupied by various high ranking officers and division heads.

'Welcome Commander', said the tall man seated in the middle. Standing, he offered an outstretched hand to Pacharelli.

'Allow me to introduce myself. I'm Senior Colony Project Commander Bossuet, this is Senior Colony Social Administrator Torrapan, this is Senior Colony Preservation Commander Spiranza....'

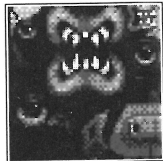
He nodded to each in turn.

'Senior Colony Psychiatrist Delfi you have already met of course, and finally Senior Colony Project Director Coleman.'

Each nodded in turn as they were introduced, with only Delfi offering a 'Hello'. Beyond the cursory nods, Bossuet was the first to speak.

'We were all impressed with your performance yesterday. As you will probably know by now, your simulation was based on the facts that we know about the Evanreisna disaster.'

'Yes, I realise that now, but what I'm not certain of to any degree is why that particular scenario. I mean, all the others were given colony crises scenarios that were self contained.... like collapses of vital systems, or... or things like that. It's just that mine



was so different from anything that anyone else had to do.' Pacharelli paused for a second, and was about to continue his questions when Delfi interrupted.

'Your colony administration skills are beyond question. The work you've been doing on the Gata-Epsilon Space Station, and latterly on the associated colonies, have left us in no doubt about that. What we didn't know about was your battle logic. How you would react to a basic no win situation. Your... I hesitate to use the word pig-headed....'

'I would prefer headstrong.'

'Quite. Your...headstrong nature is well documented, and commonly regarded as one of your more predominant traits. What we needed to do was to put you in a situation where it was obvious that you would wish to fight to the last to defend the colony, but whether you would be able to recognise such a no win situation or not, and get out with as many people alive and as little physical loss as possible.'

Spiranza spoke next.

'In the event, you exceeded our expectations, actually saving the second highest number of people on that virtual reality simulation ever.'

'Who saved more?'

'Me, but that's not the point. You performed more than admirably, and as a consequence we are offering you the role of Colony Leader in the proposed colonisation of the Omicron-Kappa planets orbiting the Rhebus sun.

'Now this is going to be a difficult task, which involves the colonisation of ten planets. Unfortunately, Rhebus is on the edge of the Open Systems, and as such, the chances of the Vacullo Federation having outbases there are pretty good. This means as well as establishing the colonies, you are likely to meet with resistance on some, or even all of the planets as you progress. If you decide to decline this opportunity it won't be held against you if you apply for another posting later.'

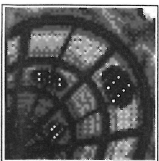
'Here', said Torrapan, 'is a file containing all the information we have on the systems which you might find useful in making your decision.' He handed a file to Pacharelli as he stood up.

Pacharelli followed suit, and stood.

'That is all Commander Pacharelli. You must now decide. Good Luck.'

He shook each of the five outstretched hands in turn, and walked to the door. Closing it behind him, he leaned against the wall and allowed his head to fall slowly back against the wall.

'Yes!'



CHAPTER TWO INTRODUCTION

This manual is a more in depth guide to playing Utopia, covering all the functions available, and indicating how everything can be manipulated to suit your game.

Quality Of Life

Whilst Utopia is an open ended game, the achievement of a high Quality of Life rating can be regarded as your goal. The Quality of Life figure on the main screen gives an indication of how the colony is managed, and how affluent the colonists perceive themselves to be. Earth will reward medals for the maintenance of a high quality of life, once 80% has been sustained for a length of time. Similarly, a medal will be awarded at 90%. You can regard the achievement of 80% Quality of Life as an indicator of sufficient skill to move onto the next scenario.

There are numerous factors that will influence the Quality of Life standing. It will reflect more readily long term trends, so do not expect it to start plummeting if tax has been increased a little. Similarly, do not think that as there has been no immediate change, your people are satisfied with the new level of tax.

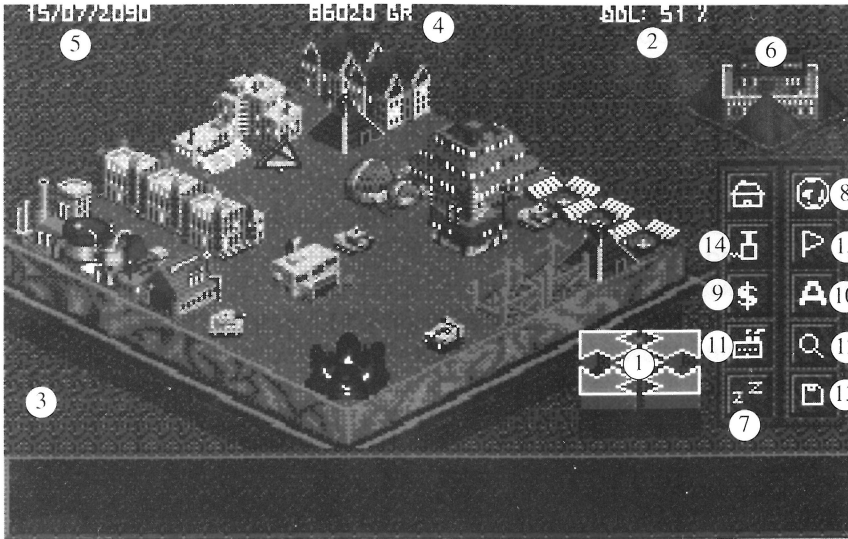


Fig 1
Main World View

Morale can be seen as an indicator of your Quality of Life, but only short term. Morale is a reflection of the type of things that will affect your colonists, but it is a very transient thing: Morale might decline one day, but might rise in a month if a brilliant military victory is scored, whereas your Quality of Life might not change perceptibly throughout. A rating of current morale is available by selecting the Psychiatric Adviser.



CHAPTER THREE

MAIN WORLD VIEW

This is where all the action takes place. This window contains your view of the planet surface. Below is a brief description of each of the functions that will be found on the main screen. The more important, or those which lead to sub-sections will generally be covered in their own chapter.

Pointer

Practically every action in the game is carried out by moving the pointer over an object and clicking on it. It will normally appear as a standard arrow pointer on screen, but will differ in one important instance:

Moving the pointer over the display will change it to a flashing yellow square. This square indicates where any action instigated will be carried out. If, for example, you are in 'Build' Mode, and wish to place a building on the planet surface, the square indicates where on the planet surface it would be placed. Similarly, should you be in Information Mode, the building which is on the flashing square will be the one that information can be obtained on.

1 Direction Arrows

These direction arrows allow you to view the different areas of the planet surface. Click on the direction arrows with the left mouse button to move the display one square in the chosen direction. Click on the arrows with the right button to move by six squares. Holding the left button down over one of the direction arrows will give continuous scrolling until it is released.

2 Quality of Life

This is the current Quality of Life indicated as a percentage.

3 Warning Indicators.

These will warn of certain dangerous situations which might arise. They will, however, only appear on the screen when needed. The indicators are:



Light Bulb

Your colony has insufficient power and some buildings or functions might not work adequately.



Running man

A special event has happened somewhere. Click on this to move the display to where it is. Click again to return to your previous position.



Knife & Fork

Your colonists have insufficient food.



O₂

Your colonists have insufficient air/life support.

4 Currently Available Funds

This is the money currently available to you.

5 Date

The current colony date.



6 Status Indicator Box

This shows your current Mode. The Modes available are:

Red 'i' symbol

You are in **Information** Mode.

In Build or Demolish Mode Information Mode can be entered by clicking anywhere on the screen with the right mouse button. In Information Mode the map can be interrogated by clicking on buildings with the left button. The building name will then appear in the Message Panel. Some buildings have an Information Panel where more information is provided, or where the various parameters can be altered. (see later)

Demolish Truck

You are in **Demolish** Mode.

Any Building

You are in **Build** Mode.

This will allow buildings to be placed on the planet surface. How to build, and the type of building which can be constructed on the planet surface, are described in their own chapter later.

7 Pause Button

This pauses the game. Click on it again to continue. Whilst in pause mode all sprites stop and no colony simulation takes place. However, several information gathering tasks can be performed:

- Scrolling freely about the map.
- Accessing the Advisers.
- Accessing the Map Screen.

8 Map Button

This will show the Map Screen. See the separate chapter later.

9 Finance Button

This will take you to the financial section of the game. See the separate chapter later.

10 Advisers Button

This takes you to the adviser section of the simulation. More on this in the Advisers chapter.

11 Industry Button

Will access the section from which the industrial aspects of your colony can be manipulated. Again, this section has it's own chapter later.

12 Spying Button

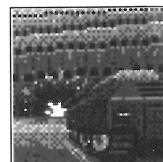
The sub section which allows an exploration of the terrain around your colony in order to seek out other alien races. See separate chapter on spying later.

13 Disk Button

Scenarios can be loaded, and partially completed games can be loaded and saved in this section. See the extensive chapter later.

14 Demolish Button

A note on secondary screens. When in a secondary screen or Information Panel, the game is paused, which enables a free and lengthy examination of the data on the screen/information panel.



CHAPTER FOUR BUILDINGS



When the Build Button is clicked on, an Information Panel will be shown offering the chance of selecting a particular type of building that you wish to place on the map. Click on any of the building graphics to select that building and the name and cost will then appear. Clicking on the arrow button (to the right of Exit) will cycle you through the three screens of buildings. In this Information Panel, buildings will change as you succeed in inventing new ones.

When you Exit, the status indicator box on the main screen shows the selected building. One can be built by clicking on a free square on the display with the left button. As many can be built as required, or as are affordable.

Constructing a building

When a building is constructed, scaffolding appears on the map where you have clicked. Colonists now work to erect the building chosen, which can take from one week to four months with an average of one month. It also takes a different number of colonists (typically twenty) to finish. The scaffolding will change to your chosen building upon completion and will become immediately operational. The colonists that have worked on it will now be made available for other work. If too much construction is undertaken at any one time there will not be enough colonists available for employment in this area. An important factor in deciding the site of a building is the proximity of a Flux Pod is that it is for the delivery of power and communication to the construction. No building should be more than twelve squares from a Flux Pod and thus, if you try to construct a building too far from a Flux Pod, an error message will occur.

The Buildings

Following is a brief description of each type of building, its purpose, and the part that it will play in the development of your colony.

Arms Lab

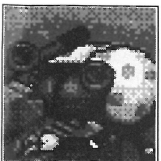
When manned by technicians, this building produces weapons.

Chemical Plant

This building extracts fuel from the ground when manned by technicians. Fuel automatically goes to the Fuel Tanks. The actual output from a Chemical Plant depends upon the yield of fuel underneath it. Use the Map Screen to locate fuel deposits and try to build on a square in close proximity to them.

Command Centre

This is critical to the security of your colony. As many can be constructed as you like but only one can be active at any time. In an enemy attack, the Command Centre will be a primary target, and it is therefore good planning to have another ready to take over. If your active Command Centre is destroyed for any reason, another is picked automatically and made active. Several functions are unobtainable without an active Command Centre, but this is left for you to find out. In the Command Centre Information Panel, the arrowed button, to the right of Exit, toggles the Centre active or inactive.



Flux Pod

Surplus power is automatically stored in a Flux Pod, for later use when enough power cannot be produced. They also determine where buildings sites should be, as **all buildings need to be within twelve squares of a Flux Pod**. The amount each Pod can store and the amount it currently holds, is given in an Information Panel when you select the building in Information Mode.

Fuel Tank

Surplus Fuel is stored here. The Information Panel indicates the maximum storage and how much is currently being held. There is also an indication of the number of Fuel Tanks you possess.

Hospital

It is not necessary to have a Hospital but they do assist in improving morale and curing disease and any viruses that may attack the colonists. You may have as many Hospitals as you wish, the more the better. The Information Panel details the number of Hospitals and the medics you employ which can be recruited from the Industry Information Panel.

The arrowed button to the right of the Exit button allows the birth rate in the colony to be altered to the desired rate. It can be None, Low, Medium or High. If all births are to be prevented it can be set to None. Obviously this is only a temporary measure. Set it to High if you want to provide cash bonuses for your colonists to procreate. This ability to affect the birth rate will enable you to have an established and stable colony with a good equilibrium.

Hydroponics

Food is grown within special culture environments, relying upon nutrients brought in from Earth. Each Hydroponics dome can provide food for one hundred people every month.

Laboratory

When manned by Scientists (recruited from the Industry Information Panel), scientific research will occur. (See Research later) Laboratories and research need not be invested but you stand to gain special devices and weaponry if you do so.

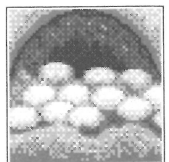
Laser Turret

These are used to defend the colony. When built, they enter 'auto-seek' mode, continuously rotating in search of a target to fire at. Their range is a 30 degree cone stretching out for about six squares in the direction of the barrel, and if an enemy is detected, they will fire upon it at regular intervals and enter into 'fixed' mode in the assumption that several enemies are attacking from the same direction. A rotating turret can be forced into 'fixed' mode by clicking on it with left button when in information mode.

You may alter the facing of a turret at any time by clicking on it with left button, which will rotate it clockwise by thirty degrees. Simply keep clicking until it faces the desired direction.

Launch Pad

These are necessary for the construction and holding of spaceships. Though a spaceship can land on any flat piece of land, it is advantageous for it to land on a Launch Pad in order for refuelling. Launch Pads are also necessary for the construction of spaceships. Tanks can drive freely across a Launch Pad so you must ensure that they do not obstruct spaceships trying to land.



Life Support

This building sucks in the unbreatheable atmosphere of the planet and transforms it into oxygen to feed the colony buildings. Each Life Support can provide air for four hundred colonists every month, and has a facility to store surplus air for later use, though this is not unlimited. Once full, you have a reasonable fail-safe against running short of air in the future, for example if there are more colonists than the Life Support can supply, or if a Life Support is under construction.

Living Quarters

Special apartments where all colonists live. Each building provides space for fifty colonists.

Mine

When manned by technicians, this building extracts ore from the ground which is automatically stored for future use in the construction of tanks and spaceships. The actual output from a Mine depends upon the yield of Ore underneath it. Use the Map Screen to locate deposits and build on a square with ore nearby.

Missile Launcher

Each Missile Launcher has a single missile which can be launched by the player by clicking on it with the left button when in information mode. An Information Panel pops up with a reminder of how many missiles are available. The missile will then attempt to locate a target within its range and if it cannot do so the Information Panel will inform you, and the missile will not be fired. Once it is fired, the ground it occupied returns to normal terrain and can be built on again.

If a target is found, a message will confirm this and another button will appear next to the Exit button. Simply click on this to fire the missile. Once in flight it will home in on its target which cannot be altered. If the target is destroyed before the missile reaches it, the missile will explode harmlessly in the air.

Power Station

This is the main means of generating power for your colony. Every month each Power Station will generate 50MW of power. (The power stats on the Colony Administrator Information Panel are in MW also.)

Radars

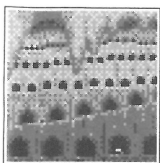
These buildings are crucial for scanning the approach of enemies. Your own tanks and spaceships have a special transponder code meaning that their position can be located anywhere on the map whether they are in the range of Radars or not. Enemies can only be detected within Radar range. To see the area of the map covered by your Radars, use the Radar mode in the Map Screen. Position the Radars for effective cover, preferably without gaps and without overlap.

Scaffold

This appears on the map whilst a building is being constructed and will automatically turn into the desired building when construction time is over.

Security HQ

You may wish to build one or more Security HQ's and recruit Security staff if crime presents a problem in the colony, (The Senior Psychiatric Adviser will give you an indication of crime levels). The numbers employed in security to control the crime level must be gauged by you.



Ship Construction Yard

Use this building to construct new spaceships of any type. Click on the Ship Yard with the left button when in information mode, and an Information Panel appears showing pictures of the different ships that can be built. Click on a picture and the Information Panel will advise of the length of time it will take to build that ship. If the number of colonists working in Ship Yards is increased (via the Industry Information Panel) then the time will therefore decrease. Naturally, the larger ships take longer to build. For details on the ships see the section entitled Ship types. If you have selected a ship but decide not to build one, click on Exit to abort. If you want to build the ship, click on the Build button and the Yard will then begin to build that ship.

Each Yard can only build a single ship at any time so several Yards are required if you wish to build more than one ship at a time. Clicking on the Ship Yard whilst it is constructing a ship brings up an Information Panel informing how much construction time is remaining. There is no need to keep a constant check on development, as a noise will sound every time a ship is completed.

When the ship has been finished you must have a Launchpad adjacent to the Ship Yard, where the ship will appear. If there is no Launchpad, a warning message will be received and the Ship Yard can do no further work until one is built next to it. The construction of ships requires ore and weapons to be in the Stores and messages will warn you if there is insufficient materials to build the ship. As soon as materials become available then construction on the ship will continue.

Ship Types

There are five types of ships (not including the Fusion Cruiser which is described in Inventions) listed below, along with a rating one-five of their armour and of their offensive strength. Naturally, the more powerful the ship, the longer it takes to construct, and the more ore and weapons units it requires during the construction.

Name	Armour	Offence
Explorer	1	0
Fighter	2	2
Assault Craft	3	3
Cruiser	4	4
Warship	5	5

Solar Panel

An alternative method of generating power that is cheap and quick to build, though each one only generates 2MW per month. They are also useless during a solar eclipse so you may suffer power shortages during such times.

Sports Complex

Your people need rest and relaxation to keep their morale high, so it may be advisable to construct Sports Complexes for their enjoyment. When you click on a Sports Complex with the left button in information mode, an Information



Panel appears.

If you are informed that an event may be called, then to do so click on the button next to Exit. The event will open on the first day of the next month and will last an entire month. Calling an event boosts the morale of the colonists but means that little work is done and therefore industrial output may be lowered since everyone is in attendance. Only one event may be called in any one month no matter how many Sports Complexes you have, but there can only be an event once in every three months. The Sports Complex Information Panel gives a reminder of how long before another event can be called.

Store

Various items are stored here automatically and a warning will be given when your Stores are full, so that more can be constructed.

Tank Construction Yard

This building is used in the construction of new tanks. Unlike the Ship Yard, there is no Information Panel, simply recruit colonists into Tank Yards using the Industry Information Panel and construction will begin. Tank Yards continually construct tanks, automatically beginning another as soon as one is finished. Each Tank Yard can only build a single tank at any time. Typically, with the maximum number of ten colonists in each Tank Yard, it will produce one tank every two or three months. Note: If you want to slow or stop tank production you must sack Tank yard Technicians by reducing the Required Technicians figure in the Industry Information Panel.

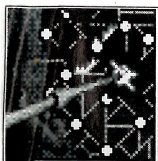
When the tank has been built it will appear in any free square adjacent to the Tank Yard. Thus, up to eight tanks may be around a Tank Yard at any one time. If all eight squares are occupied, you will receive a warning message and that yard will perform no more construction until a space is cleared for the tank to appear into. Remember too, that constructing tanks requires ore and weapons to be in your Stores. Messages will warn you if you have insufficient materials to build the tank, but as soon as they become available, construction on the tank will continue.

Workshop

Each workshop produces Tech Goods, the amount depends upon how many Technicians are employed. Tech Goods serve no purpose to the colony and are solely for trading, so the construction of Workshops is not necessary.

Wreckage

Wreckage is formed when either a building is demolished or the enemy destroys one. You may clear wreckage by using the 'demolish' option.



CHAPTER FIVE THE MAP SCREEN



Clicking on the Map Screen button loads the Map Screen. The information available is as follows.

Layout

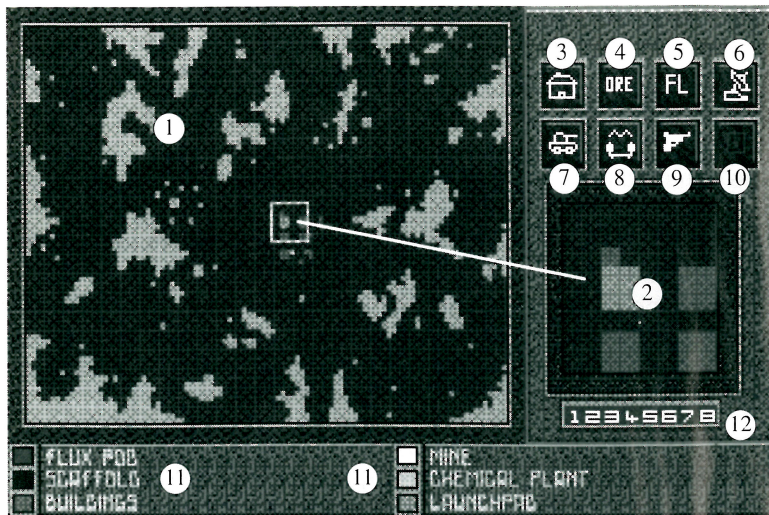


Fig 2
The Map Screen

1 Map Window

This shows the whole of the planet surface which has been cleared for possible colonisation. The planet carries on beyond the edges of this boundary, but the entire area shown is the area of expansion available to you.

2 Magnified Display Window

This window, to the right of the main map, is a plan view of the area currently shown in isometric 3D on the main screen. It is also the area enclosed in the white square on the main map. Clicking the left mouse button on any area of the main map will take the white square to this area, and also display this section of the map in the magnified display window. When you exit this screen, the area represented in the magnified display window is the area of the main map that you will be taken back to .

Above the magnified display window are two rows of buttons which represent the following:



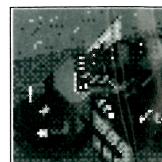
3 Building Button

Shows where all the buildings are, and highlights a few you wish to know about, such as Mines and Flux Pods. Scaffolding is also shown, and the grey areas indicated when this button is clicked are terrain features.



4 Ore Button

Shows deposits of ore that can be mined (see details on Mine). Ore is only detected within a small range of buildings, so as the colony expands more ore will be discovered.





5 Fuel Button

Identical to ore but shows fuel. (collected by Chemical Plants).



6 Radar Button

Shows every radar installation and its coverage. Upon examination this option can be used to ensure that your colony is properly covered by radar and that there are no gaps where enemies can slip in. Enemies are only shown on the map if they are within radar coverage, so if it is inadequate you will be susceptible to a sneak attack. Enemies are shown on this screen along with the positions of your own tanks and spaceships. Remember, there may be several enemy units just out of range of your radars, so be prepared.



7 Movement Indicator Button

Similar to the radar button, this screen shows all friendly and enemy units, but no radar coverage. However, this screen shows terrain features on the map so the directions an enemy attack is likely to come from can be judged. E.g. Down a narrow gap between two mountain ranges. Use this screen in conjunction with the radar coverage screen for best results.



8 Power Button

This shows all your Power Generation Buildings, Command Centres and Matter Transporters.



9 Weapons Button

Shows the location of all ground based weaponry, such as Missile Launchers, Turrets and Land Mines.



10 Exit Button

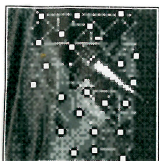
Return to the main screen.

11 Key

Under the main map is a key that explains each of the objects on the map. Clicking on the various buttons above the zoom window will effect what the colours on the map represents.

12 Markers

A row of eight numbers below the zoom window indicates which of the eight markers are available for use. The markers are used for manipulating tanks and for carrying out effective combat. They are covered in more detail later.



Placing Markers

Clicking anywhere in the zoom window will lay a marker there. The first available marker will be placed and a flashing number between 1 and 8 will show where the markers are. Similarly, a red dot will flash on the map window. Clicking on a marker on the zoom window will remove the marker making it available for use elsewhere.

The Marker Button (see Fig 1 [15])

The markers are often used in conjunction with the map screen, which is the reason for covering it in detail here. You have eight markers available to place anywhere on the map and they are used primarily to mark the destinations of sprites.

Placing a Marker

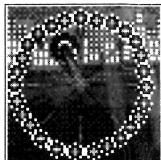
To place a marker on the display, click on the Marker Button. A prompt message instructs you to click on a square on the display where you wish to place the marker. Click with the left button over any square and a marker will appear there. The first available marker will be placed, so marker One will appear before Two and so on. The marker will remain until it is removed.

Removing a Marker

To remove a marker click on the Marker Button with the left button over the marker you want to remove. It will disappear and be available for use elsewhere. You can also position markers from the map screen.

A quicker way of laying/removing markers is to position the flashing yellow pointer over a square and press a key from 1 to 8. This will position a marker there with the number pressed. Note that if the marker was already somewhere on the map, it will be moved to this new position. Similarly, you can remove a marker by positioning the box over the marker and pressing any key 1 to 8.

Pressing the 'D' key will remove all markers from the map.





Finance Button

Clicking on this brings up the main Finance Organisation Panel. This shows the amount of each item that is available for trading, your current funds, the current rate of income tax and current Research Grant values. From this screen it is also possible to manipulate a number of the various parameters.

Altering Tax

To alter Income Tax, click over the present figure with the left button and type in the new value, then press the Return key. Valid values are 0% to 20%. This value will not take effect until the first day of the next year, and when it does take effect it will last for at least a whole year.

Altering the Research Grant

To alter the Research Grants, click over either figure with the left button. You can then enter the amount of money you wish to add to that grant. Note: This is a cumulative value, so if the present value was 2000, and 3000 was entered, the new grant total will be set to 5000. If you do not carry out any research, the long term effect may be to the detriment of your colony.

Trade

The table shows various data used in trading. There are two types of Trading in Utopia, depending upon how interested you are.

Autotrade is handled by the computer, once every month. If you have no interest in performing trade yourself the computer can do it for you. The computer will trade a certain percentage of your total goods every month, and this percentage is set in the **Cmmdr Retains** column which specifies the percentage of each trade item that you wish to retain for your own use. To alter these figures just click on one of them with the left button and enter a value between 0% and 100%. As you alter the percentages, the **Tradeable Units** column indicates the amount of items that the computer will use for trading. If this column reads 0 then none of that particular item can be traded by the computer.

The **Total Units** column indicates the total amount of each trade item in your stores. If the Retain figure is set at 100% it means that you want to keep all the units for your colony and Autotrade will trade none of them. If you set the Retain figure to 0% it means that you do not wish to keep any units and Autotrade may trade any or all of the units. Note: Remember that fuel, food, ore and weapons are needed by your colony so it is inadvisable to set the Retain figures to 0% or probably any figure under 50%. Remember, if Autotrade trades these units then you have none left for your colony. Gems and Tech Goods are not used by the colony so it is safe to trade them all. Typically, you may set the Retain figures as follows:

Fuel 50%
Food 80%
Ore 50%
Gems 0%
Weapons 50%
Tech Good 0%



Monitor this screen throughout the game to see what sort of surplus you can build up, which will help in your decision as to what Retain figures are to be set.



Manual Trade

The Money Button takes you to a second Information Panel concerned only with manual trade.

You may only indulge in manual trade once per month. After that, you will not be able to access this second Information Panel until the next month. Note that in a month where you perform manual trade, no Autotrade will take place.

This second Information Panel is similar to the first but shows greater details of market trends. **Avail Units** shows the total number of units you have of each item. **Price** shows the current market price for each unit. **Supply** shows how many of each type of item is available for you to buy. **Demand** shows how many is requested by other planets, and thus the maximum number to sell. There is never a fixed supply and demand for any one item. Supply and demand varies every month, as does the price.

Trading

First click on the button corresponding to the item you want to buy or sell. Then click on buy or sell. Assuming that there is a supply or demand for that item you will be asked to type in the number you want to buy or sell. The transaction will then take place and the table updated.

Remember not to sell all your units of food, ore, fuel and weapons, as your colony will require some. If there is a shortage of a certain item then it may be easier to buy it using this Information Panel rather than construct the appropriate building. Remember though that in the long term it is better to construct buildings to make the colony self sufficient. Prices may go up just when you are short of money, or there may be months when there is no food available to buy.

Should you want your stores to make room for more important items, but find there is no demand for it, the 'Dump' option can be used. Click on the button representing the item you want to dump, then, instead of choosing 'Buy' or 'Sell', click on the 'Dump' button, and then type in the number to dump. The items will disappear from your stores.



CHAPTER SEVEN ADVISERS



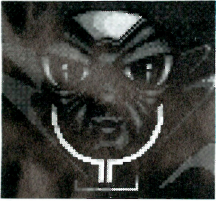
Clicking on the adviser button loads the adviser screen. Your six advisers are shown and waiting to report to you. Simply click with the left button over the one you wish to hear a report from. Click in the large gap between advisers to exit this screen and return to the game.

As you click on an adviser, two panels will appear; one giving details of the report from the adviser, the other giving a photo with some details about the person. Click anywhere with the left button to finish communicating with that adviser. You may hear reports from as many as you wish before returning to the game. The advisers available to you are as follows:



Senior Psychiatrist:

The Senior Psychiatric Adviser reports on the types of people in your colony, such as normal Colonists, Technicians, Medics, Scientists and Security. She also reports the current birth rate, and the birth and death totals for the last month and also the status of crime and the morale of the colonists. Keep an eye on these two reports. She also gives the Population Density which is the percentage of occupied Living Quarters. As long as it is at or below 100%, you have enough space for your colonists, but if this figure rises above, some of your colonists will be homeless, and their morale will decrease.



Colony Administrator:

He reports details about air, food, fuel, power and ore, showing how much is stored, how much was produced last month, and how much was used in the previous month and year. Make sure that your monthly usage figures are not greater than the production figures. If they are, then you are not producing enough to support your colony - your stored reserve will be gradually used up causing a severe shortage, and your colony to suffer. The warning lights on the main screen will tell you when this happens.



Head of Research:

He reports upon your current tech level (see Research), the number of laboratories and scientists you have, and the amount of money left in the Research Grants. Make sure you keep them topped up or scientific development will be restricted.



**Civil Engineer:**

He reports on all the buildings you have in your colony.

**Financial Consultant:**

He reports your monthly and yearly income and expenditure. Income is from:

Colony Support Grant: This is given every month for the first few years to help you get the new colony off to a good start.

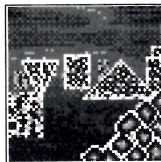
Trade: Profit you have made from selling surplus items.

Income Tax: The tax you earn from your people.

**Supreme Commander:**

He details how many of each type of tank and spaceship you own and on whether they are on the map or attacking an enemy city. He reports on how many ground-based weapons you have available, and also gives information on how many of your own and enemy forces have been destroyed in the game so far - an indication of how effective you are in combat.

You can also access the adviser Information Panels without entering the Advisers Screen, by clicking on the function keys from F1 to F6.



CHAPTER EIGHT INDUSTRY



Click on this to get an Information Panel detailing your various industries.

Tech indicates the current number of Technicians working in any particular industry. **Max Tech** indicates the maximum number that can work in a particular industry. This is usually ten technicians for every industry building.

Reqd Tech is where you can specify the number of technicians required in each industry (see below).

Vac is the number of vacancies for each industry. This figure is basically the number of required technicians minus the current number of technicians.

Month Prod summarises the production of each industry during the last month. Note that the last three industries have no product.

The more technicians employed in an industry, the more items will be produced each month. However, the more technicians you have, the less colonists are available for other tasks such as the construction of buildings. If you have too many technicians, they may produce too great a surplus and your stores will quickly fill up. At the end of every month, all output from each industry goes direct to your Stores, or in the case of a Chemical Plant, to your Fuel Tanks. Tanks produced in a Tank Yard will appear next to the Tank Yard. Ships produced in a Ship Yard will appear on a neighbouring launchpad.

Recruiting Technicians

To recruit technicians, click with the left button over one of the **Reqd Tech** figures. Type in a new value. Over a period of several months, available colonists will apply for and fill the vacancies, causing the current number of technicians to rise and the vacancies to fall. Once the current number of technicians reaches the required number, no further recruitment will be carried out. You are, however, able to set the required number higher than the maximum allowed, and in this way plan for future growth. Recruitment will stop when current technician levels reach the maximum, but if another industry building is constructed, the maximum technicians will increase and recruitment will start again.

Recruiting allocates more colonists to industries with the largest number of vacancies. In other words, vacancies are filled on a pro rata basis. To force quicker recruitment into a particular industry, set the vacancies artificially higher than is required. Note: you can reduce the amount in any industry simply by lowering the Required Technician figure or setting it to 0. The surplus will be immediately sacked to become normal colonists.



CHAPTER NINE ALIEN RACES AND SPYING

Alien Races

Simulating the activities of a space colony is fun, but it is more exciting if there are other aliens intent on ultimately controlling the whole of the planet surface. In Utopia, there are ten such races, all stored on the Scenarios disk.



Clicking on the Spy Button on the main screen takes you into the Spy Information Panel. There are four levels of spying, and in each instance the following message will be presented:

Insufficient funds for spying

No spying will take place unless the amount of money currently available in the form of the Intelligence Grant is increased.

Low level surveillance

A minimal amount of spying will be carried out, but the Information provided will be a mix of basic facts and speculation.

Normal intelligence activity

A good level and regular supply of fairly reliable Information will be supplied.

Special operatives in Use

The best agents will be used in the field to carry out dangerous infiltration missions, and the level and quality of Information will be the best available.

In general, it can be assumed that the higher the level, the more information your spies will obtain about the enemy's city, tech level and offensive forces, and the more warning you will be given about an imminent attack.

To put money into the Intelligence Grant, click on the existing grant figure and enter the amount you want to add to the grant from the keyboard. This grant is also accumulative.

Spies are sent into the field automatically- simply provide the funds, and the computer controls the rest. This fund will be used up by the spies over time, at a rate dependant upon the level of spy activity. The higher the spy level, the quicker the funds will be used up. Keep an eye on this figure, because if it falls to zero, no spying will take place until further funds are allocated. The standard procedure is that one operative will set up base some distance from the enemy city, and from there will correlate the activities of the field agents, and send messages back to the colony based on the information passed onto them.

The main window of the spy panel will show the latest spy report (if any). You can cycle back through previous spy reports by clicking on the button next to the Exit button. As you cycle through, the reports become more outdated.

Some spy reports will come with illustrations that the spies have managed to obtain. If there is such an illustration it will appear in the box beside the text.

Clicking on the Exit button will return you to the main game.



CHAPTER TEN CITY DEFENSE

The main reason for wanting to carry out spying is to know when the inevitable attack on your city will occur, what type of weaponry the enemy will use, and how best to be prepared for the assault. You can be sure that the assault will happen at some point, and here we present a guide on how to defend your city, and how to counter attack. Of course, you could counter-attack before they attack you....

Combat

You have four methods of attack at your disposal, which are tanks, spaceships, laser turrets and missile launchers. There is an optional fifth, Land Mines, but they are only available when they have been invented. We will cover tanks and spaceships in detail later, but first, some general ideas.

Laser Turrets and Missile Launchers are fixed in position on the map, so think carefully where you locate them. Missiles have a limited range so need to be near the edge of your colony, but they also need to be protected. Laser Turrets are best built where they can cover a wide area without obstacles. For best effects, circle your colony with them to cover all approaches. For more details on Laser Turrets and Missile Launchers, see Chapter Three:Buildings.

Tanks and spaceships will automatically fire upon enemies within two or three squares of them. For the best effect, scatter tanks throughout to act as sentries. Keep up reserves on the edge of your colony ready to deploy to any part of the map, to counter an enemy attack. Spaceships have the advantage of being able to fly over any obstacles, and unlike tanks they also possess several weapons which enables them to cause more damage when they attack. For greatest flexibility, keep stocks of tanks and spaceships.

Deploying Tank Units

Whilst your colony develops, you will presumably have been allowing for the inevitable attack, which invariably means having a number of tanks and spaceships on hand to spring to the defence of the colony. Victory, however, is not just a matter of having more and better armaments than your enemy, but is also dependant upon the effective deployment of the ships. All craft will automatically attack an enemy craft once it is within about four squares of it so your priority is to manoeuvre tanks and ships into an area where they can carry out combat.

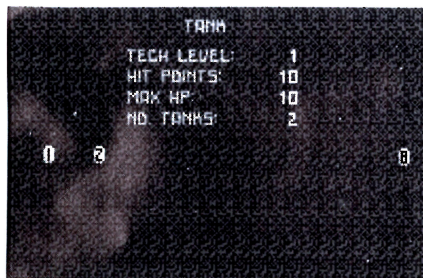


Fig 3
Deploying Tank Units



The first step is to click on one of your tanks with the right mouse button. An Information Panel appears giving details of the tank you have selected, and also the number of tanks owned altogether. If the message 'No Markers available' appears, then there are no markers on the map and this tank cannot be given orders. If one or more markers have been positioned on the map, they will appear in the Information Panel.

You can order a tank in three ways:

To send the chosen tank to a marker click on the marker icon in the Information Panel. A message will confirm your action, for example, 'Sending tank to marker x'. Simply click on Exit and the tank will begin moving to the chosen marker (See Figure 3).



To send several tanks to a marker click on the marker icon, as above, but when the new screen appears, click on either of the two buttons next to the Exit button.



You will be asked to type in the number of tanks you want to send. Once you have done this, click on Exit and several tanks will begin moving to the chosen marker.

The two buttons are very similar in action but distinctly different. The one illustrated with a small flag will send several tanks nearest to the marker. Thus, if you enter five, the five tanks nearest to the chosen marker will travel towards that marker. The one with a tank will send several tanks nearest to the selected tank to the marker. Thus, if you enter five, the chosen tank and the four tanks nearest to it will be sent towards the chosen marker. Experiment with these modes and you will find cases when each one is the more useful.

The last button is used to stop (Ⓜ) a tank when it is moving. Tanks will normally only stop when they cannot negotiate an obstacle or have reached their destination. You can stop them at any time by clicking this button. To make the tank move again, you must program in a new destination.

Deploying Spaceships



Fig 4
Deploying Spaceships

Selecting a spaceship brings up an Information Panel. The type of ship is given as well as details such as fuel remaining and hit points. Below, its current mode (orders) is given. Like the tank Information Panel, one or more marker icons may be shown.

To send a ship to a marker, click on the marker icon and a message will confirm your action. The ship's Mode will change to either 'Flight - land upon arrival' or 'Flight - hover upon arrival'. Click on Exit and the ship will now fly to the chosen marker. Upon arrival it will land or hover depending upon the current mode.

You can alter the mode to 'Hover upon arrival' by clicking the Hover button when the Mode is 'Flight - Land upon arrival', and vice versa.



Landing a ship

To land a ship when in flight or hovering, simply click on the Land button until the mode becomes Landed. If the mode was



'Flight - Hover on arrival' you will have to click Land twice. When you now click Exit, the ship will stop and land. If the ship can not land, because there is a building, sprite or terrain feature in the way, it will automatically go into hover mode.



To make a ship hover click on the Hover button until the mode becomes Hovering. If the mode was 'Flight - Land on arrival', you will have to click Hover twice. When you now click Exit, the ship will hover without moving. If it was previously landed, it will take off and hover.



Building a Launchpad

The last button is Build Launchpad which enables an Explorer ship to have the option of building a launchpad. To do this however, it must be landed. When you select Build Launchpad, the ship will take off and scaffolding will appear on the ground below it. If it is not possible to build the launchpad due to obstructions, the ship will abort and simply land again. Otherwise, it will remain hovering until the launchpad is built and will then automatically land upon it.

Fuel Usage

Once a ship has been built it will not contain any fuel unless there are fuel tanks nearby. If a ship is built and there are no fuel tanks around the launchpad a fuel tank will have to be built before you can fly the ship. But remember, fuel tanks can only be filled if there is a chemical plant in the vicinity. Ships use up fuel performing the following actions: landing, taking off, flying and hovering. If possible, land a ship when not in use in order to preserve fuel. **You can refuel a ship by landing it on a launchpad, but only if it is within eight squares of a Fuel Tank.** The ship will automatically refuel, attempting to fill its entire tanks if there is sufficient fuel available. Tanks never use fuel.

Attacking An Enemy City

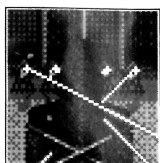
Defence is only half of the combat, and although you will never see the enemy city except in the spy reports, you can attack it, and send your craft to destroy it.

Once your spies report the location of the enemy city, you can opt to send tanks and spaceships to attack it. This is your chance to damage their city and stunt their development, or even totally destroy them once and for all. When your forces are sent to attack the enemy city, they are removed from the map and therefore can play no part in defending your own colony. The actual attack upon the enemy city is handled by the computer. Reports may be received about its progress from your spies, via the Spy Information Panel, and the strength of your forces at the enemy city can be seen by looking at the Supreme Commander Adviser. An option to send reinforcements is available at any time.



To send a spaceship to the enemy city, access the ship in the normal way, then click on the Alien City Button. When you exit the sprite Information Panel, the spaceship will fly off the map towards the enemy city and automatically attack upon arrival.

To send one or more tanks, access the tank in the normal way, then click on the Alien City Button. You will be prompted for the number of tanks to be sent, and those nearest the tank clicked on will be sent to the enemy city and automatically attack on arrival.



CHAPTER ELEVEN USING DISKS


 Clicking the Disk Button on the main screen takes you into the disk option screen and from here, you can load and save games as well as load new scenarios.



Fig 6
Disk Options Screen

At the bottom of the screen is a message panel used for instruction. Above that is a listing window which can hold the names of the ten save areas on your disk, or the ten scenarios on the scenario disk.

There are six control buttons:



1 Exit

This button returns you to the game.



2 Music

This button turns audio on or off in the game.



3 Format Game Save Disk

Before unfinished games can be saved, a blank disk must be formatted. Insert a blank disk in the internal drive and click on Format. You will be reminded that if you continue the Format process, all data on the disk will be destroyed. Either press Return to continue the Format or click the mouse button to abort. After you press Return there will be a short delay and then the disk will be ready for use.



4 Save Game

Insert the formatted game save disk in the internal drive and click the left mouse button.

The listing window will display the names of any games already saved on the disk. An entry named Empty indicates that nothing has been saved there yet. There are ten save slots. Click on the slot in the listing window you want to save the current game into. You then have the choice of naming the saved game or accepting the computer's



generated name. By default, the computer will name the game with the current colony date. (e.g. '05/07/2092'.) Simply click the left mouse button to accept this name, or press Return if you want to enter your own name. If you choose a title of your own, a cursor will appear in the listing window. Type in your name (up to sixteen characters) and press Return. (You may delete characters by pressing Backspace.) The game will now be saved onto the disk in the slot you have selected.



5 Load game

To restore and continue playing a game you have previously saved, click on Load Game. Insert your game save disk in the internal drive and click the left mouse button. The listing window will display the names of any saved games on the disk. Slots marked as Empty are exactly that. Click on the slot containing the name of the saved game you wish to load. It will then be loaded, and when Exit is clicked, the game can be played.



6 Load Scenario

To load a different scenario, click on Load Scenario. Insert a scenario disk in the internal drive and click the left mouse button. The listing window will display the names of the scenarios on that disk. Click on the slot containing the name of the scenario you wish to load. When you click Exit, you will now be playing this scenario.



7 Tutorial

See Quick Start Guide for further details.



8 Music Disk Option

While playing Utopia there is the option to play background music and sound effects. Alternatively you can de-select either i.e. you can play music with or without sound effects, or turn both off. **Please note that unless you have expansion memory you will not have the music option, you can only play the sound effects.**

To select a piece of music while playing Utopia click on the Select Music button. The listing window (10) will display the tunes available. Click on the slot containing the name of the tune you wish to load. The tune you have selected will then load and commence playing. To return to the game click on the Exit button.



9 Sound FX On/Off

This button turns the sound FX on or off in the game.



CHAPTER TWELVE

INFORMATION

Research

Your scientific level is rated on a scale of one to ten, called Tech Level. The game begins at Tech level one, and will progress up levels as scientific research is carried out. The three factors needed for research are:

Scientists

Recruit using the Industry Information Panel.

Laboratories

Construct them by using the Build button on the main screen.

Money

Set the two grant figures in the finance organisation panel by clicking Finance on the main screen. Scientific research will actually occur if you provide no money at all, but it will be painfully slow. For best results, recruit as many scientists as you are able to and put as much money into the two Research Grants as you can afford. Also, as the grant totals get lower over time, remember to deposit more money so that research is not interrupted.

You will be told when the tech level is advanced and also of any inventions that are made and how they can be implemented. It is impossible to go down tech levels, so once an invention is made, the benefits of it are reaped for the entire game. The two grants are used for different aspects of Research:

Military Grant

Most research draws from this fund, striving for the development of new weaponry or better defence systems to deter enemy attacks.

Civilian Grant

Non-military research draws from this grant, resulting in inventions that serve no purpose in war but assist nonetheless. All research into environment sciences is also made using the Civilian Grant. It is therefore vital to supply a Civilian Grant as well as a Military Grant, to enable your scientists to invent new ways of making the industrial environment friendly, and thus improve the Quality of Life figure.

Random Events

Several events may occur during the game that have nothing to do with the enemy, and which can either help or hinder. Normally, a message will be received to inform you of what is going on, or the 'Go to Event' warning button will flash. Clicking on this will take you to the scene of the event in order for the situation to be assessed. Clicking on it again will return you to your previous location. All the events are self explanatory, but we leave you to discover their effects for yourselves.

Crime

It is in your interest to keep crime down. Crime, however, will increase as the population rises and as the morale and quality of life of the colonists deteriorates. See Security HQ for the way in which a Security team can be set up to seek and arrest criminals. Crime tends to follow these patterns:



Theft - Crime cartels operate within your colony. The people decide that you are not giving them a good deal so they band together in teams and hack into your colony financial computers. Be prepared to see crucial colony funds disappearing.

Murders - More serious. Expect to see regular deaths in and around your colony. Such murders lower the people's morale rapidly.

Terrorism - Expect to receive bomb threats from terrorists if the management of the colony proves unsatisfactory to the people. Terrorists are without mercy and will simply destroy colony buildings with no apparent reason in order to voice their protest. More security men should be recruited if you suffer such attacks and it is crucial that the running of the colony is effectively improved.

Assassinations - This is your final hint that it is time you retired - the colonists will employ an off-world assassin to murder you. You may receive warnings or you may not.

Scenarios

The scenario disk comes with ten different scenarios to play. The scenarios can be played in any order by accessing the disk options screen (see Disk Button), but it is advised that they are played in the position set as they are in order of increasing difficulty. In each scenario a colony is commanded on a different planet. Each planet is home to a different alien race which, like you is not indigenous, but is aiming to establish a colony on the planet. In turn, each alien employs different tactics to attack the colony; some use primarily air-based weaponry, others land-based, whilst others employ a mixture of both. The game you are playing can be saved at any time, to continue later, again by accessing the disk options screen. You can use the same screen to load the further expansion disks that Gremlin will issue in the next few months.

Colony Simulation

This section gives an insight into the simulation involved. The exact rules are not given, but these notes should assist you in gaining more of an understanding of the game. It outlines background information only and can be completely ignored without having an adverse affect on your playing ability.

Free Colonists are available to do any type of job, and each month, free colonists may be recruited to perform the following tasks, in order of priority:

Colony Support

Colonists are taken to work in the Hydroponic domes, Power Stations and Life Support to ensure an adequate supply of food, power and air.

Construction

Colonists are employed to work on any constructions that have been ordered to be built.

Industry

A certain number of Colonists are recruited to fill vacancies in industry, but if too many buildings are constructed at any one time, not only will all the free colonists be used up, but industrial vacancies will not be filled.



The number of deaths each month depends upon the number of enemy attacks and the level of supplies of food and air. If there is a shortage of either, the death rate will rise dramatically. However, it can be lowered by building Hospitals and recruiting medics. Statistics can be obtained regarding the number of each type of colonists and the birth and death rate from the Senior Psychiatric Adviser.

The morale of your colonists is very important to the simulation, and is affected by numerous factors, many of which also effect Quality of Life. In particular, crime is very influential upon lowering morale. The Senior Psychiatric Adviser gives an indication of the colonists' morale.

Trouble Shooting Guide

This section can be used to rectify problems which may arise and will enable the colony to regain a better equilibrium.

Q: You have tried to construct a building on the map but are unable to.

A: You are trying to build on top of another building.

A: You are trying to build on top of a sprite.

A: You are trying to build on wreckage or a terrain feature.

A: You do not have enough money to build it. Try later.

A: You do not have enough colonists available to build it. Try later.

A: The colonists are at a sports event or are on strike.

Q: Information cannot be obtained by clicking on buildings.

A: You must be in information mode. Click the right mouse button.

A: The game is paused. Unpause it.

Q: You cannot perform manual trade.

A: You have already performed manual trade this month.

A: Trading computers are inoperative. Wait for them to be fixed.

A: You have no active Command Centre.

Q: Too many colonists are dying.

A: The colony birth rate is set too low. Change it to a higher level by clicking on a hospital.

A: You have insufficient food or air. Check to see if the main screen warning lights are flashing. Build Hydroponics to produce more food, and Life Supports to produce more air.

A: If your population is large (perhaps several hundred or more), you may need to build more than one Hospital. Multiple Hospitals lower the death rate, but remember to recruit enough medics.

A: Your colony is overcrowded. Check with the Senior Psychiatric Adviser to find out what the Population Density is. If it is 100 or more, build more Living Quarters.

A: Colonists are being murdered. Check with the Senior Psychiatric Adviser to find out what the crime rate is. If it is too high, build Security HQ's.

A: People are dying from a virus. They will eventually recover, but more quickly if there are one or more Hospitals and plenty of medics.

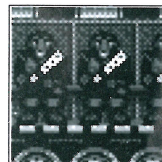
Q: Industrial vacancies do not seem to be filling.

A: All colonists are being used in construction. Try later.

A: There are too many vacancies but not enough colonists. The vacancies will be filled eventually, but it may take time.

Q: No tanks are being built.

A: Ensure you have plenty of weapons and ore units in your Stores. If you do not, then either use trade to purchase some or build mines and Armament Laboratories, remembering to recruit technicians for them.



- A: Ensure your Tank Yards have a neighbouring free space for the tank to appear into.
- A: Ensure you have an active Command Centre.
- A: Recruit more technicians into the Tank Yards.
- A: You have insufficient power. (The Power warning light on the main screen will be flashing.) Produce more power by building Solar Panels or Power Stations.

Q: No spaceships are being built.

- A: Check all the points given above for help with constructing tanks. All factors above apply to spaceship construction too.
- A: Ensure your Ship Yards have a neighbouring launchpad for the spaceship to appear into.
- A: Check that you have instructed the Ship Yard to build a ship. Click on the Ship Yard with the right mouse button and it should confirm that one is under construction. If not, follow the instructions in the manual for constructing spaceships.

Q: You cannot get a tank to move.

- A: See the section in the manual on using markers. First, place a marker then select the tank with the right mouse button, making sure your tank has a possible route to the marker. If the route is exceptionally complicated the tank may fail to get to its destination.

Q: Your Mines and/or Chemical Plants do not seem to be producing much Ore/Fuel.

- A: Recruit technicians to work in them. Use the Industry Information Panel.
- A: Use the Map Screen to check that they are built on squares with Ore/Fuel deposits. If you cannot see any, then make an effort to explore more of the planet in order to discover deposits.
- A: Your Stores/Fuel Tanks are full. Build more.

Q: Spaceships are running out of fuel and crashing.

- A: Ships are automatically refuelled whenever they land upon a launchpad, providing you have enough fuel stored in Fuel Tanks. Make sure you land spaceships on launchpads regularly, so that they refuel.
- A: For ships to refuel, a Fuel Tank must be within a few squares of the launchpad. Make sure that Fuel Tanks are not built too far away.
- A: Your Fuel Tanks are empty. Construct Chemical Plants or purchase fuel using trade.
- A: Always try to land a ship (not necessarily on a launchpad) when not in use to conserve fuel. Hovering in the air uses up fuel.

Q: The crime rate is high.

- A: Construct more Security HQ's and recruit Security men to work in them. This will lower the crime rate but it may take a couple of months.
- A: Raise the Quality of Life and Morale of your colonists. Read the appropriate sections in the manual to see how this can be done.

Q: No research seems to be taking place.

- A: Build more Laboratories and recruit Scientists.



A: Put more money into Research Grants, using the finance organisation panel, but remember to keep topping up the grants as they are depleted.

A: Research takes time. The Head of Research Adviser will hint when you are close to obtaining an invention.

Q: You keep being told to build more stores.

A: As your colony increases there will obviously be a need for more stores but those you have may be used inefficiently, so if you have a large surplus of an unused item, it should be traded.

A: There is a surplus of a particular item but no demand for it when you try to sell it, the Dump button in the trade Information Panel can be used to destroy the items and free up your stores. No money for these items will be received, of course.

Quality of Life

The Quality of Life is affected by many factors, too numerous to mention here. The following list, however, will provide you with an idea of some of the factors that will alter the Quality of Life.

Crime: Obviously, the lower the crime rate, the higher the perceived Quality of Life will be.

Morale: Aim to keep your people satisfied with enough air, food, power, living space and so on. Also hold regular sporting events to keep them entertained.

Battles: Winning battles or defeating an enemy attack will raise the morale of the people. Conversely, if the enemy manages to repel an attack, or even destroys sections of the city, the morale of the people will fall, thus affecting the Quality of Life.

Tech Level: As scientific knowledge is increased, devices will be created to make life easier and safer for the colonists.

Colony Size: In a well organised and established colony, there will be a feeling of greater security.

Population: The larger the population the easier and more interesting life is, as the work load can be shared and the people can interact socially on a larger scale.

Deaths: A low death rate along with controlled births leads to feelings of personal well being and security.

Taxes: Keep taxes as low as possible and the people will be grateful.

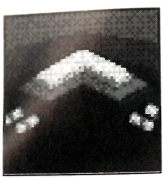
Colony Layout: Try to keep an ordered colony, and clear away any wreckage.

Environment: As industry expands and you embark on large construction projects, pollution of the environment will become a problem. Invest in the Civilian Research Grant which will be used to develop means of removing this waste thereby making your industry more environmentally friendly.

Inventions

As the tech levels are increased, new devices will be invented. When this happens an Information Panel will appear to describe the device. As a result, the graphics in the relevant section will alter, for example buildings will change to the new type.





Bomb Detector

An invention of a totally new and sensitive scanning device has been installed throughout the colony, especially at all launchpads and flight terminal buildings. As a result, even the smallest trace of any known explosive will be detected, and thus any likely terrorists or enemy saboteurs will be apprehended.



Compressed Fuel Tanks

A new way of storing fuel safely under great pressure has been discovered, allowing the storage of greater amounts in your fuel tanks. All future Fuel Tanks you build will employ this technique.



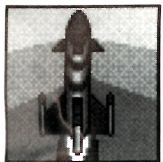
Fusion Cruiser Spaceship

A marvellous new discovery in nuclear physics has allowed your scientists and engineers to design a new Cruiser Spaceship that uses nuclear power instead of fuel. The main advantage of this is that such ships never require refuelling and are easier to construct. To build one, click on the graphic for it in the Ship Yard Information Panel. Constructing a Fusion Cruiser still requires ore and weapons though.



Fuel Detector

A new geological sonar device has been developed with the capacity to scan the entire surface of the planet for underground fuel deposits. Use the fuel mode on the Map Screen to see all fuel deposits on the map.



HDX Missile launcher

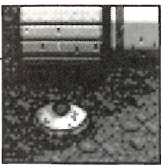
The weapon technicians and chemists have devised a new explosive called HDX (High Devastation eXplosive.) which has proven to be considerably more effective against enemy armour than normal missiles. The HDX warhead has less mass, and so the missile has a greater range, guided by artificial intelligence. All future Missile Launchers that are built will use this new HDX missile.



Hover Tank

Engineers have developed a new tank to supersede older tanks. From now on only these new Hover Tanks will be constructed. They have advanced armour and weaponry and also possess the means to hover up to 5m above the ground, allowing them to drive easily over moss, rocky terrain, ice floes, etc.





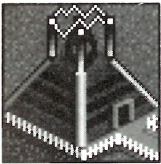
Land Mine

These intelligent mines can be placed all around your colony, and will only detonate when enemy land vehicles pass over them. To drop a land mine, select the Land Mine graphic from the Build Information Panel and proceed as if you were constructing any normal building. Mines cannot be moved once laid.



Long Distance Radar

The range of your radar installations has been enhanced by employing new greater penetration microwaves. All future Radars that are built will be of this type and are represented by a different graphic. Use the Radar Mode in the Map Screen to see the area of effect of these new radars. Note: the Radar building in the Build Information Panel will now change to a Long Distance Radar graphic.



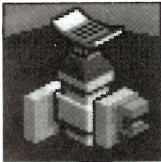
Matter Transporter

An incredible new discovery paves the way for future matter transportation instantaneously between two points. At present, only liquids can be transported. This building offers the facility to refuel your spaceships in flight. Every month, fuel is drawn directly from the Fuel Tanks in the colony and beamed into the tanks of your spaceships. If you possess a large number of spaceships, it is advisable to construct several of these Transporters, which should be in the proximity of Fuel Tanks.



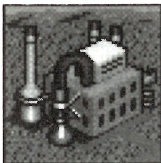
Meteor Screen

A new scanning device has been developed which can detect meteors on their approach to the planet from deep space. Once detected, a high-performance pulse laser is able to destroy the meteors harmlessly whilst still 100,000 km away. Consequently meteors will now pose no threat to the colony.



Ore Detector

A new geological scanner has been produced which has the capability to scan the entire surface of the planet for underground ore deposits. The location of all ore on the planet is now shown, and Mines can be positioned more effectively. The ore mode on the Map Screen can be used to see all the ore deposits on the map.

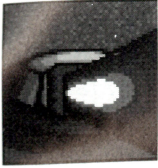


Space Moss Convertor

All the planets that are cleared for colonisation are covered by a strangely coloured space moss. It seems impervious to atmospheric conditions, storms and animals, and can even live and grow in a total vacuum. A way has been discovered to extract life-giving oxygen from the moss. By placing Space Moss Convertor buildings on it you can produce air for your colonists to supplement the output from the Life Support buildings. When invented, a new graphic for the Space Moss Convertor will appear on the Build

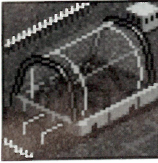


Information Panel. Construct one just like any other building, except that it must be built on top of Space Moss.



Plasma Gun

Scientists have now found a way to increase the power of your Laser Turrets, calling this new weapon a Plasma Gun. They are built and used in exactly the same way as Laser Turrets, but are more devastating. The Laser Turret building in the Build Information Panel has now changed to a Plasma Gun graphic.



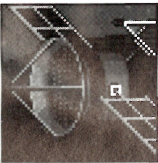
Morgro Hydroponics

Research into new bio-technology has resulted in the discovery of more efficient means of growing food. Though this new biotech allows food to be grown from basic algae building blocks, it can be shaped and flavoured to resemble any food. All future Hydroponics that are built will use this new Morgro design. The Hydroponics building in the build screen has now changed to a Morgro Hydroponics graphic.



Solar generator

Newly mastered superconductor technology can now be used to improve your Solar Panels. Each Solar Generator will produce twice as many MegaWatts as a normal Solar Panel. The Solar Panel graphic on the Build Information Panel has now changed to a Solar Generator graphic. You can no longer build normal Solar Panels.



Spy Satellite

A remarkable new satellite has been launched into orbit which can monitor the surface of the planet enabling the detection of enemy movements, even before the radar does. This is a crucial early warning device, which overrides the use of radar installations. All enemy units can be shown whenever they appear on the map, using the Map Screen.



Tank Teleport

A breakthrough in high energy physics has pioneered a means of beaming matter from one place to another. The Supreme Commander advises the construction of several Tank Teleports (select from the Build Information Panel) as a means of sending tanks immediately to the area where the enemy may attack. To teleport a tank, drive it onto any Tank Teleport square, click on the Tank Teleport with the left button whilst in information mode and an Information Panel will pop up indicating which of the eight



markers have been placed on the map. Simply select the destination marker and click on Exit and the tank will appear immediately at that marker.



Vaccination

An occupational hazard of establishing a colony on a remote world is that indigenous bacteria often attack our immune systems. Some enemy races have also been known to unleash a deadly strain of virus on the colony, taking their toll on the lives of colonists and their morale. Medics have developed an adaptable proto-enzyme that can seek out any new strain of virus and attack it, altering its own DNA to use the best means of attack. As a consequence your colonists now have virtually complete immunity to any future viruses.

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Credits

Original game concept by Graeme Ing
Robert Crack

Programming by Graeme Ing

Addition game concept by Sean Kelly
James North-Hearn

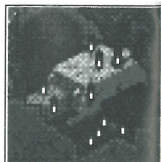
Manual by Sean Kelly

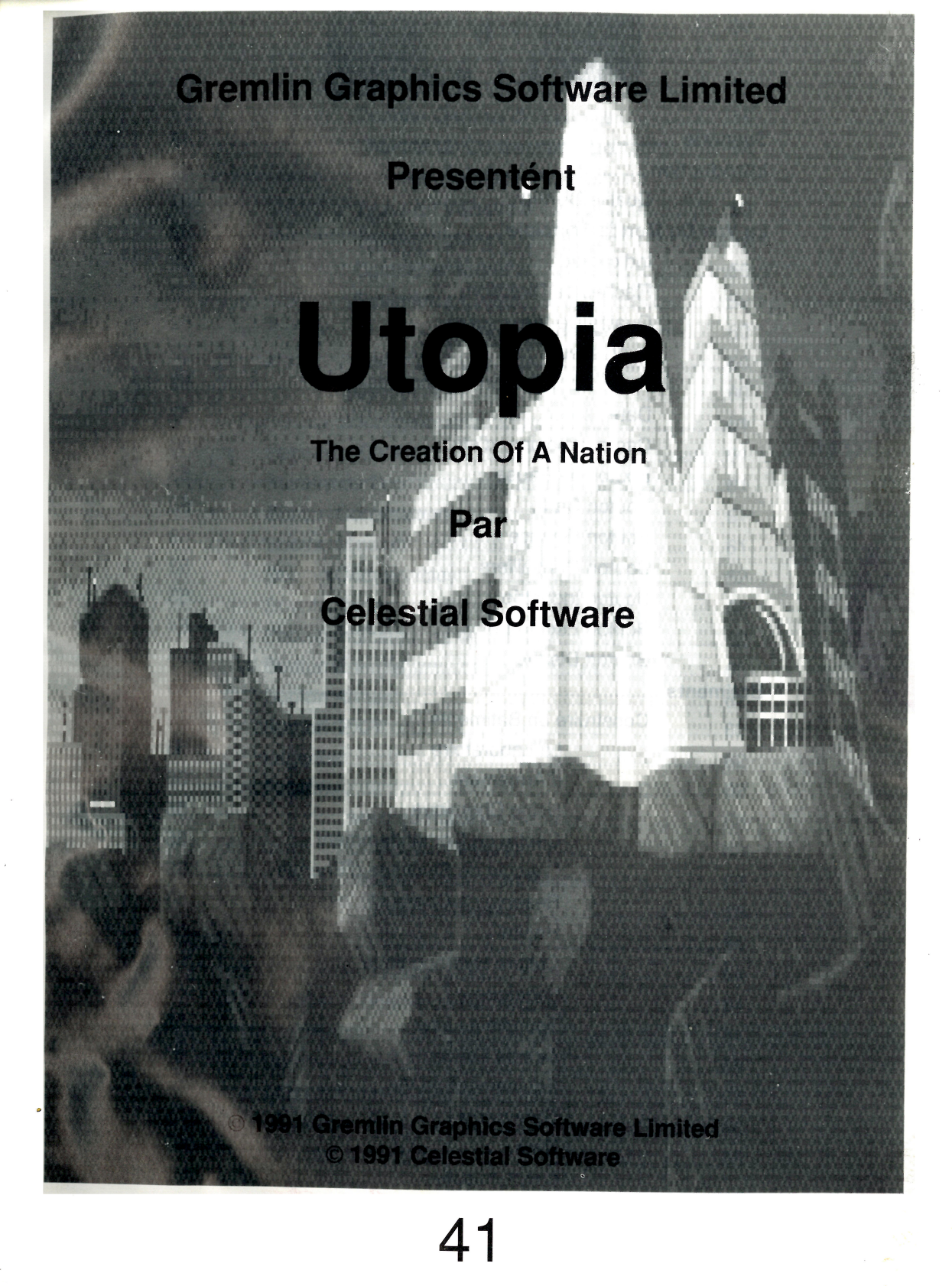
Graphics by Berni

Music and FX by Imagitech Design Limited

Product testing and evaluation by Tony Dawson
Matt Furniss
Rob Bowman
Anthony Casson

Produced by Gremlin Graphics Software Limited





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Présenté

Utopia

The Creation Of A Nation

Par

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**Jonah Hayes features in
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