USER'S GUIDE

Version 0.4.3427.36588 **DRAFT**

BOTF II

Updated June 30, 2010

How the Manual is Arranged

Part 1: Game Overview

Installation
Starting the Game
Overview of:
   1. Galaxy Management
      THE POPUP MENU*
   2. System Management
   3. Science Management
   4. Embassy Management
   5. Intel Management
      Basic Game Play Tips

*Gives access to all 5 aspects
of game management

Like the program that inspired it, **Supremacy** is not an overwhelming maze of menus or features that you may never completely master.

All game function falls into five main areas of play. These are listed in green at the left. Wherever you are, you can jump to any of the five areas of game management using the **POPUP MENU**.

There are things to learn in each of the five management screens but they all relate to developing the different aspects of your empire.

Part 1 of the manual introduces you to the basics of each of the five areas of game management.   It should be enough to get you started.

Part 2: Game Detail

Everything you need to
know about:

   1. Galaxy Management
   2. System Management
   3. Science Management
   4. Embassy Management
   5. Intel Management

Part 2 will be an expansion of each of the five areas of the game.

Part 3: Reference

Reference Values
Accepted Feature List

Part 3 of the manual documents reference values that are helpful for expert play.

While the game is developed, Part 3 will also list the **Accepted Features** to ultimately be included in the game. As they become part of the game, these features will be moved from this reference to Part 2 of the manual. When the game is done, Part 3 of the manual will only contain Reference Values.

More information will also be available in Trekpedia on the web

Part 1: Contents – Game Overview

Terms in this manual:
    PANEL – A working screen area (the entire screen display being discussed)
    DISPLAY – A subsection of a PANEL
    OPTIONS – Many PANELS have option buttons that change a DISPLAY in that PANEL
    SECTOR – One of the squares on the galaxy panel
    SYSTEM – A group of planets in a sector orbiting a sun (A "Solar System")
    GALAXY – All the sectors in the game you are playing

Supremacy is a labour of love and there is no charge for the program.   No fees were received for any part of its development.

Introduction:

Star Trek Supremacy is a fan developed, enhanced tribute to the popular 1999 PC game, "Birth of the Federation" by Microprose.   Birth of the Federation, more commonly abbreviated 'BOTF', was a turn-based empire-building game played within a randomly generated galaxy.   This ensured no two games would be exactly alike. Players could select from one of five major empires and compete with the other four for galactic domination. These empires were the United Federation of Planets, the Klingon Empire, the Romulan Star Empire, the Cardassian Union and the Ferengi Alliance. The game was set in the Next Generation era of the Star Trek Universe.

The galaxy was laid out in numbered square sectors many of which contained solar systems inhabited by minor races and alien entities. The galaxy also contained other stellar bodies including nebulae and worm holes. Players could take a chance and enter a worm hole that would either jump them to a distant sector of the galaxy or destroy their ship.

Empires expanded by the terraforming and colonization of planets combined with diplomatic annexation or military conquest of minor races.   Planetary systems could also be forcibly captured from other major empires.   Play involved exploration and diplomacy to establish strategic alliances, intelligence operations, technological development and turn based combat with vessels of rival empires. Exploration was aided by player-built outposts and star bases that supported expansion into distant space. Random events, such as Borg invasions, presented additional challenges for players.

There was also a multiplayer option. In either single or multi player mode, unclaimed empires and minor races were handled by an artificial intelligence system within the program.

Unfortunately, Birth of the Federation had a notorious memory leak that caused the program to crash unexpectedly. It also appeared to bog down the longer it was played. In this situation, scrolling of the map became agonizingly slow making it necessary to save and restart the game to clean up memory allocation.

Supremacy (BOTF II):

The Supremacy sequel is in its beginning stages of development. Notable improvements include:

- Higher definition graphics and resolution-scalable interfaces.
- More and larger map size choices (the current largest is 80 by 80 or 6400 sectors).
- Semi-transparent windows.
- Enhanced realism / beauty of the solar systems.
- Automatic detection and adjustment to the size of the monitor.
- Cleaner User Interface.
- Broader historic time span from the Enterprise series to Voyager (BOTF covered the Next Generation and Deep Space 9).
- The ability to plot an unlimited nonlinear course for a ship or task force using the CTRL key.
- More buildable technological elements tailored to individual solar systems and races.
- More star base options/types.
- More ship classes and models.
- Ships can be renamed.
- The ship construction queue is separate from the general construction queue.
- Unlimited capacity in each system construction queue.
- New diplomacy interface, interactions, and options.

- New technology interface with improved database information.
- Built-in automatic program updater.
- The addition of the Dominion as a major empire (Replacing the Ferengi who are now a minor race, albeit a particularly powerful one).
- Many more minor races are included, along with unique buildings, bonuses, and ships.
- The minor races will be capable of expanding and forming their own mini-empires.
- Ships will have the ability to scan systems.

These are some of the improvements to the game to date with more on the way.

Some of the Beautiful New Race Emblems for the Game

Federation	Cardassians	Dominion	Klingons	Romulans

Andorians	Bajorans	Bolians	Borg	Breen

Ferengi	Gorn	Hirogen	Kazon	Orions

Talaxians	Tholians	Trill	Vulcans	Yridians

Emblems by Zeleni

Installation: The installation of the game is straight forward.

The three stages to installation:
- Installing a Microsoft utility called NET Framework.
- Unzipping the downloaded file into any desired folder.
- Creation of a desktop icon shortcut to the game in its folder.

NET Framework can be found at:

http://www.microsoft.com/downloads/details.aspx?FamilyId=AB99342F-5D1A-413D-8319-81DA479AB0D7&displaylang=en

To Install the Program:
>Go to the Zip file for Supremacy that you downloaded from the site and double click on it.
>Select: **Extract All Files** (this is small in windows XP) from the Folder options on the left
>You get a window with: **Welcome to the Compressed (zipped) Folders Extraction Wizard**
>Click the **Next>** button at the bottom and get the following window.
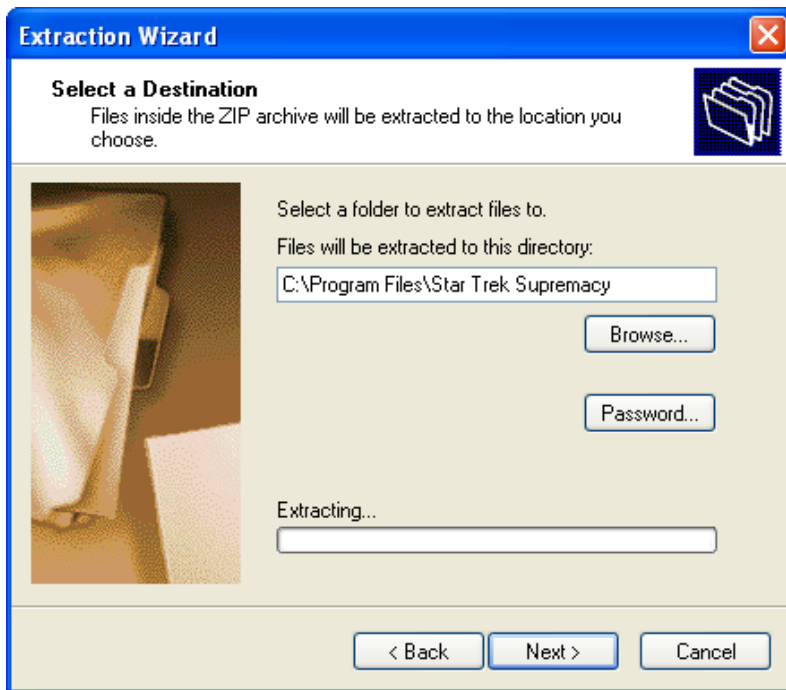
Enter C:\Program Files\Star Trek Supremacy as you see in the example to the left. Then Click Next> at the bottom.

You do not have to place the program in C:\Program Files. This is just one suggestion.

To make a desktop Icon: Click the Windows Start Button
>Double Click **My Computer**
>Double Click the **C:** Drive
>Double Click on **Program Files (or your directory for the game)**
>Find and Double Click on the folder **Star Trek Supremacy**
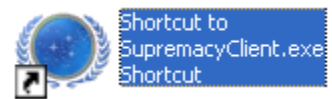>Find the Icon for **SupremacyClient.exe** in the folder
>Right click on it and select create shortcut which is 4th from the bottom -- You will get this
>Click on the blue area and type:
>>"Star Trek Supremacy" (replacing "Shortcut to Supremacy Client.exe Shortcut")
>Hit the enter key and then use your pointer to drag it to your desktop
>Close all the windows

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Starting a Single Player Game:

Double click on the **Supremacy** desktop icon you made. The program may download an update after you start it. Once the game is running you will see the following Menu in the lower right corner. In the example all the options are highlighted for clarity. In actual practice, some are dark when not available.
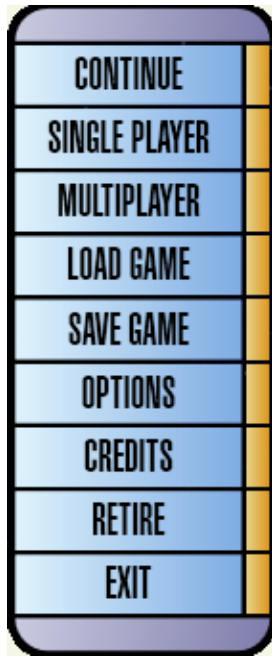
CONTINUE: Return to current game (i.e. after saving)

Start a new **SINGLE PLAYER** Game

Start a new **MULTIPLAYER** Game

LOAD a saved single player **GAME** OR **LOAD** a saved multiplayer **GAME**

SAVE a single player **GAME** OR **SAVE** a multiplayer **GAME**

1) Graphic **OPTIONS** 2) Music and Audio **OPTIONS** 3) Updater **OPTIONS**

Game Programming and Design **CREDITS**

RETIRE from a Game

EXIT Program

Click on **SINGLE PLAYER** and you get the following self-explanatory menu.
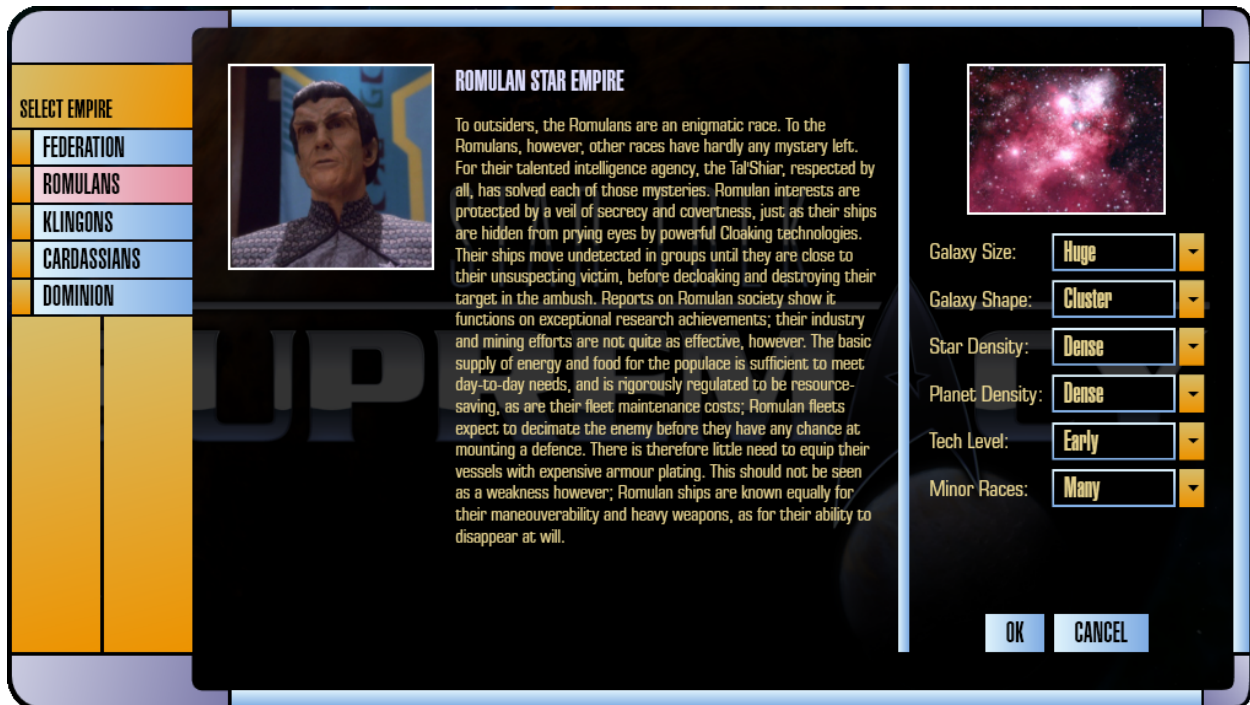
Starting a Multi-Player Game:

Click on **MULTIPLAYER** and you get the following menu

To host a multiplayer game:
Enter your player name and select **HOST GAME** at the bottom. Your game will then appear to other potential players in the box labeled **Servers on Network.**

For other players to see your host game they can enter your IP address (Example 192.168.1.22 in the graphic) in the area labeled **Direct Connect:**

Once you select **HOST GAME** you will be given a new screen with similar game options as the **SINGLE PLAYER** game. Select your options. Wait for other network players to join the game. After all their names appear on screen, launch the game with the button in the lower right corner of the main panel.
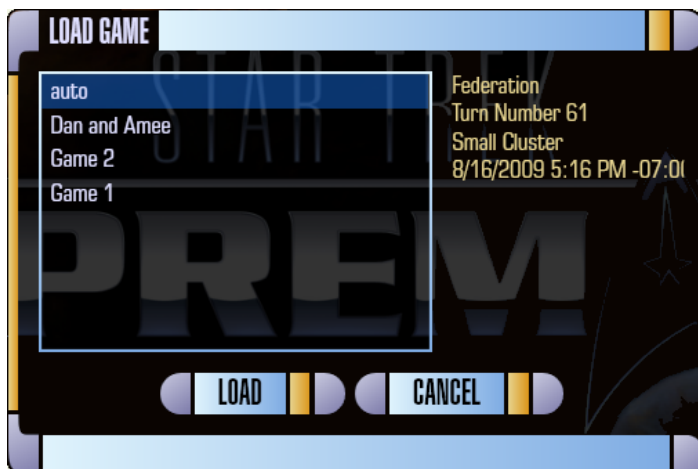
To Join a Game:

If your program detects other games on the network it will show them in the large box labeled **Servers on Network**. You can select one and click on **JOIN GAME** at the bottom.

You will then be given the option as to which empire you want to play.

Loading a Previously Saved Game:

Click on **LOAD GAME** and you get the following menu

As you highlight your saved games, information regarding the game is displayed to the right in yellow.

This list contains ALL saved games, whether single or multiuser.

Auto: Supremacy saves each turn for recovery from crashes. Highlight and load this option to take up where you left off in the last game you were playing.

GALAXY PANEL:

Once the game has started you will see the galaxy panel as seen below. Your selected empire begins in the solar system in the center of the red area (The area is green if Romulan or blue if Federation etc). Using the scroll wheel on your mouse **OR** the **Zoom in / Zoom out** buttons at the bottom you can zoom the galaxy map in and out. Each map square is a sector of space that may be highlighted with your cursor. Sectors require exploration.

If you double click on an unexplored or empty sector it will <u>center</u> in the galaxy display area. If you double click on one of your colonized sectors you switch to the system management display (page 15).

Important Icons:
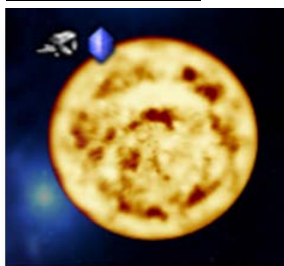
The blue crystal icon indicates **dilithium** in the solar system.
The icon to its left indicates the presence of **raw materials** in the system.
Both are desirable for ship construction.
The size of the sun image is scaled to the number of planets in the system (maximum of 10).

Planet Types (B, G, M, K, J etc) – List on Page 28 ➡

Planets that **are** terraformed have green letters
Planets that **cannot** be terraformed have blue letters
Planets that **can** be terraformed will have red letters
NOTE: the terraforming option is not yet available
Moons come Small, Medium and Large. Any planet
can have up to 5 moons. Moons will add to your system population when a structure is built on them.

STAR TREK SUPREMACY

The small sunburst icon indicates extra energy production capacity for the entire system.

The small green plant icon indicates extra food production capacity for the entire system.

Asteroids (far left) can be mined for raw materials. The asteroid sweeper increases this by 40% (in build menu page 17).

Systems with gas giants (Type B planets) or crystalline planets generate 10 deuterium/turn/planet.

Other stellar bodies that can appear in sectors include Neutron Stars, Quasars, Radio Pulsars, X-Ray Pulsars, Black Holes, Nebulae, Rogue Planets and eventually wormholes. Rogue planets will be found in Nebulae much like the Omarion Nebula where the Dominion home world is found.

Summary display – Galaxy Panel:

Click to play turn (you are about to play **TURN 1**).

Click for **SUMMARY** of events that occurred at last turn.

Summary of entire empire:

Credits can be used for diplomacy with minor races but will have minor effect on empires. They are also used for ship maintenance. Not implemented yet.

Current **Credits per Turn** (for the previous turn). Credits are taxes paid by the empire's population and increase as your population increases.

Morale: Empire population average. See page 29.

Research Points are displayed as total accumulated followed by current points per turn after the slash (from the powered research facilities in your empire).

Intelligence Points are similarly based on the total number of Intel facilities in your empire.

Requisition summary for entire empire:

Dilithium, deuterium (starship fuel) and raw materials are stockpiled and available to the entire empire.

    Dilithium on hand **/** Produced last turn
    Deuterium on hand **/** Produced last turn
    Officers on hand **/** Trained last turn
    Raw Materials on hand **/** Mined last turn

Note: This example also shows the starting resources for each player at the beginning of a new game at the beginning tech level. You get more if you start at higher levels.

The **Requisition** materials are necessary for ship building.
    Make sure:
        The **dilithium** refinery is built and powered.
        The **deuterium** plant is built and powered.

| ECONOMY | MILITARY | ZOOM IN | ZOOM OUT | CHAT | **Important GALAXY display buttons:**

ECONOMY: This button changes the GALAXY display to show **TRADE ROUTES**. The Task Force display changes to show trade route(s) available in your currently highlighted system.

MILITARY: This is the default setting when the game starts. The button replaces the **TRADE ROUTES** display (in the lower left corner) with the **TASK FORCES** display.

ZOOM IN: This button magnifies the **GALAXY** display. Each sector appears bigger and its text larger.

ZOOM OUT: This button lets you see more sectors in the available space. The detail gets smaller and text can become too small to read.

> Note: the **ZOOM IN** and **ZOOM OUT** buttons have the same effect as the scroll wheel on pointing devices (mouse or track ball).


CHAT   **Multiplayer chat:** Select the **CHAT** button to communicate with others in a multiplayer game.   The option is given to either send a message to all players or select a subset of players. The SYSTEM display changes to a text line for typing a message.

At this time the CHAT button does not highlight pink when it is selected and either the **MILITARY** or **ECONOMY** button appears to remain active. You must re-click the **CHAT** button to close the text space and cancel **CHAT** mode.


ECONOMY   **Trade routes:**

TRADE ROUTES

UNASSIGNED
0 CREDITS
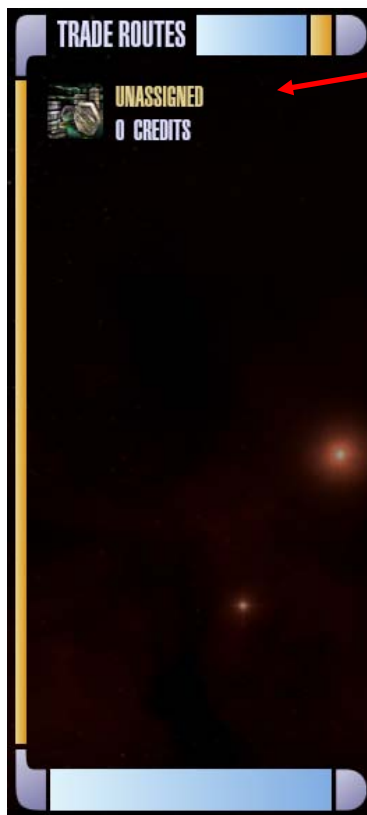
As a system's population expands a new trade route is created at multiples of 150.

The graphic at left shows an UNASSIGNED trade route for the solar system currently highlighted.   Assigning a trade route increases the number of credits accumulated with each turn.

Your trade routes are seen by selecting the **ECONOMY** button between the galaxy and system display.   Detail on trade routes, trading and how to assign them is discussed on page 26.
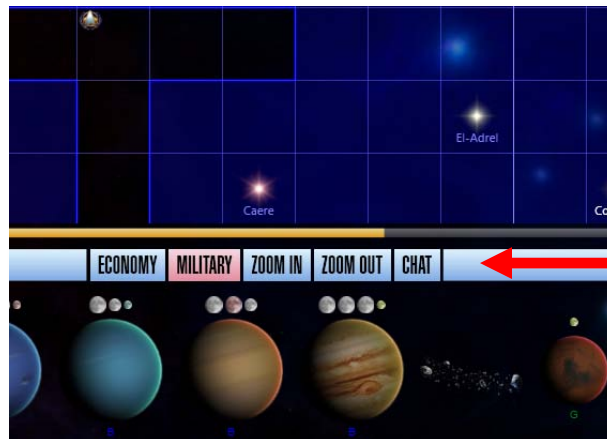
GALAXY display

GALAXY display Buttons/ CHAT

SYSTEM display

 Military management:

You will often jump between the **ECONOMY** and **MILITARY** buttons in managing your empire. When the **MILITARY** setting of the **GALAXY** display is selected, a list of the ships you have (if any) in a selected sector appears in the lower left corner of the **GALAXY** panel under the title **TASK FORCES** (see next section). The graphic at the right shows a sector (Sol) with one or more ships in it as indicated by the Starfleet emblem in the corner.

In the original BOTF, switching from **MILITARY** to **ECONOMY** hid the icons for military ships.

Task force deployment:

The following display is in the lower left corner of the **GALAXY** panel when in **MILITARY** mode.

The task force display of the main galaxy interface lists the ships in the currently selected sector. In the example screen shot you might think of each individual ship as its own "task force" as none of them are grouped yet. However, you can **REDEPLOY** more than one ship into a Task Force group.

The only purpose of Redeployment is to make ship movement easier. Grouping in task forces, saves you the tedium of individually directing each ship to the same place. At the bottom of the display is the button to **REDEPLOY SHIPS**.

When you select the **REDEPLOY SHIPS** option, the **GALAXY** display is replaced by a display showing the ships listed in the Task Forces display (seen at left). The **REDEPLOY SHIPS** button also changes to **ACCEPT DEPLOYMENT** as seen above. Click on **ACCEPT DEPLOYMENT** to return to the **GALAXY** display after redeploying your ships.

Detail on how to redeploy ships is described on page 25 (Part 2) of this manual and is currently under revision by the programmer.

In Supremacy, ships can be renamed (this currently has a bug in the programming). The new name will appear in place of the text you see in the **TASK FORCES** display example above. Thus, the "Heavy Cruiser II" might be renamed as "NCC 530 USS Venture."

In renaming ships you may want to adopt a convention of numbers for the different types of starships so that you can identify what type of ship it is. An example would be numbers in the 500's for Heavy Destroyer II's. You could also say HDII USS Venture or something that makes sense to you.

Ship's status:

While you are in **REDEPLOY SHIPS** mode you can look at each ship's status by selecting one of the ships in the vertical **TASK FORCES** list. The status of all the ships appears in the display at the bottom of the panel as depicted in the picture to the left.

The three colored indicators to the left of each ship are (from left to right):

- Shield strength   Maroon
- Hull integrity   Green
- Deuterium   Yellow

Ships draw deuterium from your empire's stockpile when they are moving inside their refueling range (shipyards and outposts). They only consume fuel reserves when outside the refueling range.

Ship's orders:

Right clicking on a ship in the task force panel brings up options appropriate to the ship in its current location.

Most ships have weapons but currently not all have the option to engage (enter battle with rival ships).

Battle capable ships can:

- Engage
- Avoid
- Escort (if other ships are in the same sector)

Construction ships can: (this currently has a bug in it and may cause crashes)

- Avoid
- Build station (the selection of station(s) to build is limited to your tech level)

Colony ships can:

- Engage
- Avoid
- Escort or Colonize system (if they are in a system that can be colonized)

Hospital ships can:

- Avoid
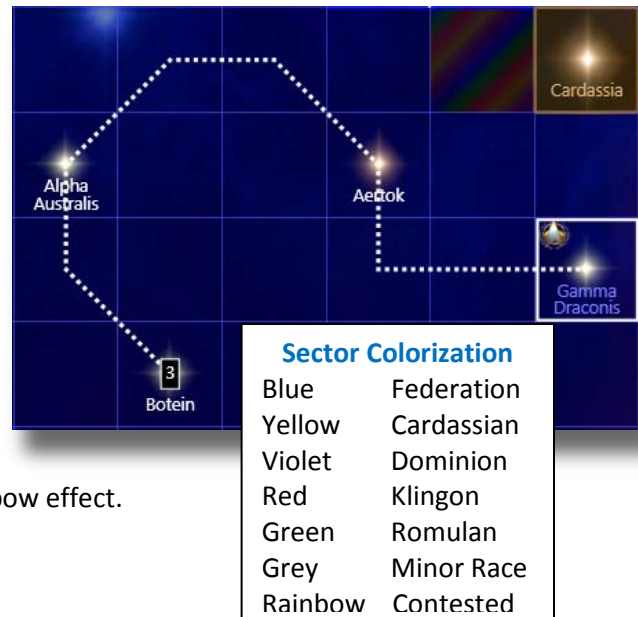- Engage

Transport ships can:

- Avoid

Ship's scanning:

> **Scan Power** is not the same as **Sensor Range**. Range signifies the outer limits a scan can reach. Scan Power signifies the accuracy and resolution of a scan. Scout ships have the highest resolution scanning capability.

Movement of ships in the galaxy panel:

At the right is an example of the ship movement flexibility in Supremacy. Holding the CTRL key while clicking the cursor on a sector creates a waypoint (directional shift) in any sector you choose. There are six waypoints in this example. The Starfleet insignia represents a ship or task force. The insignia is of course, race specific.

The ![3] in the last box indicates the number of turns required to get to that destination.

NOTE: In this image each square is a sector. Sectors are color coded if controlled by an empire. Contested sectors have a spectrum / rainbow effect.

Sector Colorization

Blue	Federation
Yellow	Cardassian
Violet	Dominion
Red	Klingon
Green	Romulan
Grey	Minor Race
Rainbow	Contested

Pop-up Panel Access Menu:

If you right click in **any open portion** of any of the game's panels you will get the menu to the left. This menu is used to maneuver between the five different panels for game management and opening menu. They are:

- **MAIN** – galaxy panel
- **SYSTEM** – colony management panel
- **EMBASSY** – diplomacy management panel
- **SCIENCE** – research management panel
- **INTEL** – intelligence management panel
- **MENU** – main menu

The **MENU** (main menu) selection is where you save your game and resume **OR** save your game and exit (discussed on page 7).

If you accidently get the Pop-up Access Menu and want to cancel it, just click on a free portion of your current panel outside of the Pop-up Access Menu and it will close.

MAIN – galaxy panel: You have already been introduced to the galaxy panel which is the first panel you see on startup. No matter where you are in the program, you can return to it by clicking on **MAIN** (in the upper left corner with a galaxy graphic) in this pop-up menu.

In the following pages we will look at the System, Embassy, Science and Intel Panels.

NOTE: In the current version of the game the Embassy and Intel Portions are only rudimentary (pages 21 and 22).

SYSTEM MANAGEMENT PANEL(S):

SYSTEM management panel – **Production** Option

The smaller display in the upper left corner (below the summary button) contains the same information as in the Summary Galaxy Display but on a system level.

Above it is the **SUMMARY** button (Enlarged for clarity). Click this to review events occurring in the last turn. Knowing this is useful for system management. In the future summary text will be color coded.

In the lower left corner is the display called the **BUILD QUEUE**. Items are added here from the **BUILD LIST** (page 17), a selection at the top of the panel. It is enlarged at the right (BUILD LIST highlighted).

The production display is used to assign the population labor pool for a (solar) system to key areas of growth and development. As population grows they must be assigned from the **Labor Pool** (at the bottom of the panel) to one of the work areas (at the top).

Labor can be allocated to food, industry, energy, research, or intelligence output. Moving labor requires that you subtract some, or all of the population from one production area, which adds population blocks to the **Labor Pool** at the bottom of the screen. You may then add labor to any of the other four work areas using the onscreen slider shown at the right. Or single click an orange bar at the level desired.

Recycle Unused Structures: Left click on the production icon to scrap one more at the next turn, right click on the same production icon to reduce the number scrapped at the next turn by 1.

STRUCTURES

Any structures you have built in a system are listed under this panel choice. If they are lit, they are powered. If they are not lit, they are not powered. If extra power is available, click on an unlit structure and it will power up. Click again to power it down. Right click on the structure and you can "Scrap" it. Scrapping a structure returns 25% of its build cost in credits to the Empire.

In the above panel there are 9 automated structures (not requiring a labor force) that have been built in this system. The system is pictured at the bottom. There is currently a bug in this screen where too many structures cause the display to revert to a single column of structures instead of a matrix. This will be fixed.

Viewing your solar systems:

There is a dropdown menu at the top to jump to management of your other systems (click the arrowhead at the right to open). This systems list is scrollable.

The drop down menu is not alphabetized but instead kept in order of colonization or annexation.   If you have many systems, you can start typing the name of the system on your keyboard while the menu is open and the program will jump you to the system name you are typing. Click on it and the displays change to information for the selected system.

BUILD LIST This display lists what is available for building based on technology level and previous construction. Yellow lettering indicates structure upgrades as science progresses. These are always at the top. Single click on the listed items to view and read about them.

Adding items to the queue:

Double click on the line item to add it to the **BUILD QUEUE** on the lower left. Objects that may only be built once will be removed from the build list after being selected.

Some objects may be built more than once. In these instances, the object will NOT be removed when selected. Two examples are food production structures (farms) and manufacturing structures (mass replicators or fabrication plants). In addition, these and other structures can be upgraded as technology advances (the yellow line items). When ordering upgrades to these structures the original structure will be removed from the build queue, since it makes no sense to put a lower technology version of the structure in the queue AFTER its upgrade. Instead, when the upgrade is done, the next tech level of the structure appears in the **BUILD LIST**.

Removing items from the queue:

To **remove** an element from the **BUILD QUEUE**, single click on it and it disappears. Items in the queue below it move up. Adding the item again will place it at the bottom of the list.

Special structures for minor races:

Minor races cannot build their own "special structures". These structures are unique to a race and may help morale and/or give bonuses. Sometimes the structure hurts morale. Empires can build these structures when the race has been annexed but NOT when they have been subjugated. If the minor race leaves your empire, the structures are lost.

SHIPBUILDING   Ships available to your current technology level are listed and described. <u>Double click</u> to add them to an open shipyard. <u>Single click</u> on the ship in the dock to remove it if you make an error in selection.
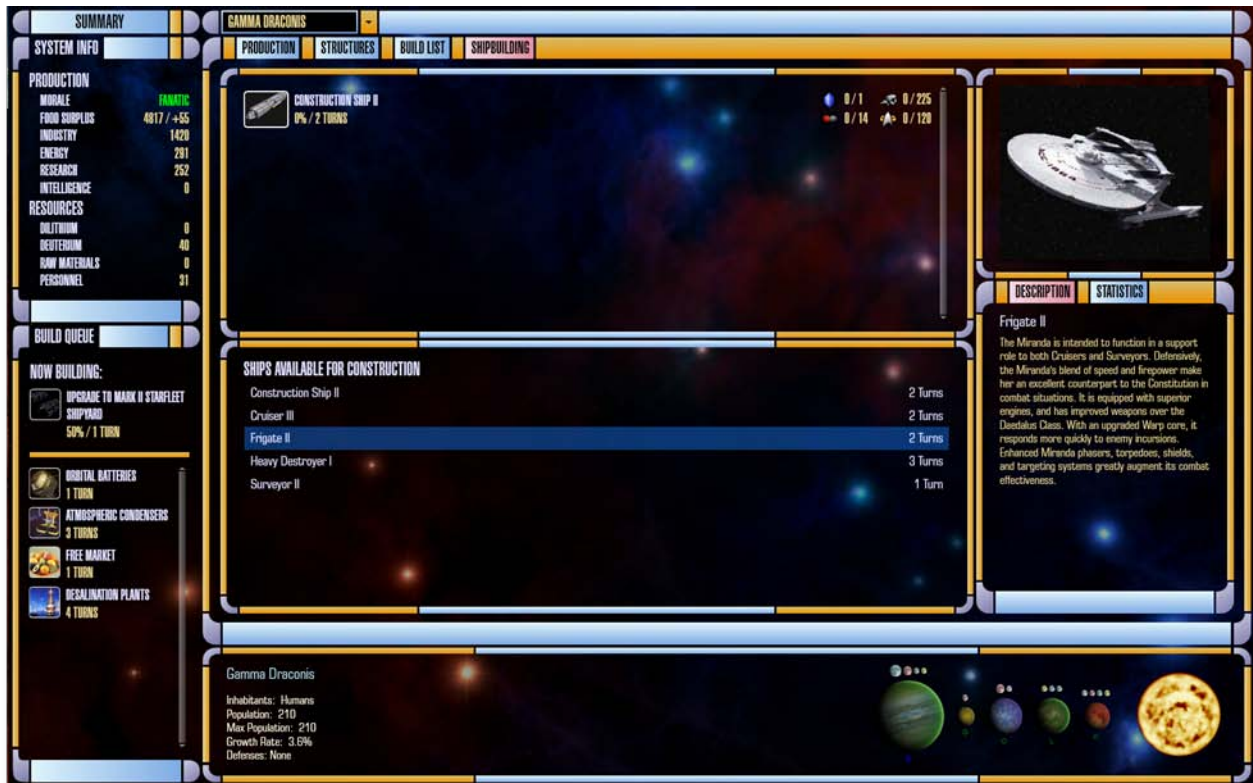
In the above graphic the Frigate II is highlighted in blue and appears in the panel in the upper right corner. Its description is just below it. The system where the ship is undergoing construction appears in the bottom panel. Dry docks for ship building are built in the build queue. As technology advances, you can build dry docks with the capacity for up to 4 ships at a time. Basic shipyards have 1 dock. Medium shipyards have 2 docks. Advanced shipyards have 4 docks.

To the right of a ship in dry dock are icons and numbers indicating materials and staff needed for its construction preceded by a figure for procurement progress in the construction.

The blue icon is **dilithium** (0/1), the fragmented icon is **raw materials** (0/225), the red and grey icon is **deuterium** (0/14) and the Starfleet emblem (0/120) indicates **personnel**.

Ship's description and statistics:

DESCRIPTION   To the right of the shipbuilding panel is a display with the ship's description.

STATISTICS   There is a second option button here to display the ship's statistics.
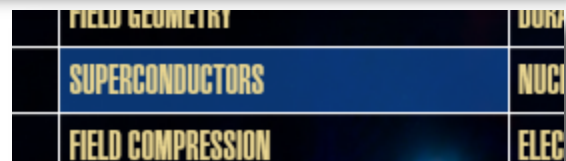
SCIENCE INFORMATION PANEL:

RESEARCH MATRIX

In the example above, Superconductor technology is highlighted in blue (enlarged in inset).

The bottom panel shows what structures have become available when superconductors are researched.

Yellow highlighted technology has been researched.
Bright white are currently partially researched. Grey topics have no completed research.

This portion of the display indicates the tech level a given field of science has reached (you have reached Level 10). The yellow bars graphically indicate the percentage of overall research effort allocated to the research area in question. There are six areas of research, **Biotech, Energy, Computers, Propulsion, Construction and Weapons**.

Allocate science resources by shifting them from one area to another.   Once you are satisfied with an allocation it can be locked by the little yellow and grey icon to the right of the percentage (currently locked at 17% as seen above).   If you increase research resources to an unlocked area, resources have to be subtracted from other unlocked areas (evenly). In this way, having five of the six research areas locked is the same as having them all locked.   Click on the icon to unlock it.   (UNLOCKED)

ENCYCLOPEDIA At the top you can select the Encyclopedia and look at the total technology available in the game.

SCIENCE Panel – **Encyclopedia** Option
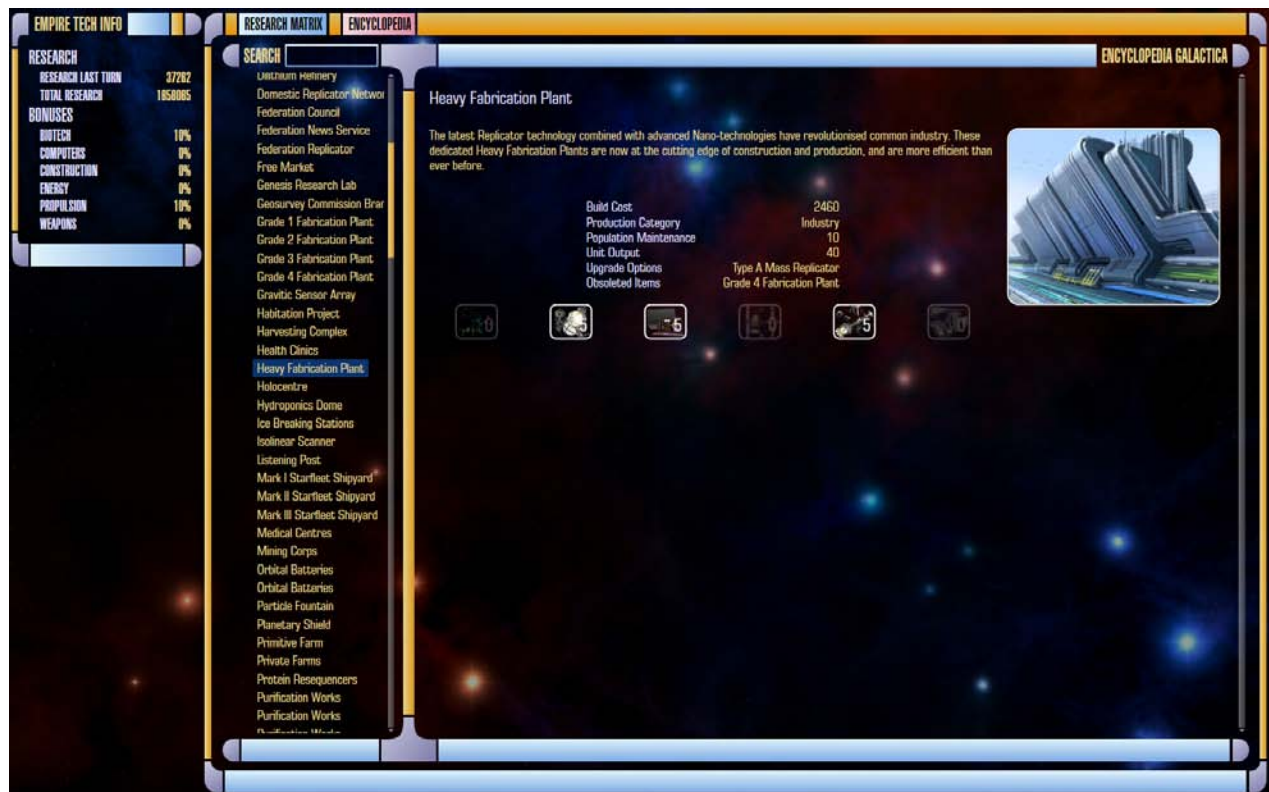
Highlight a technology item and an image and description are shown. Research levels needed for its production are also displayed and will be brighter (lit up) and contain a number for the level required. In the example above there are four tech icons lit with a number in them. Therefore an Advanced Solar Array requires those 4 items researched to a level four technology. The dark tech icons are research areas not necessary for the structure highlighted (i.e. you don't need any weapons technology for an advanced solar array).

The list is topical with major headings for Buildings, Ships and Star bases, etc and you can collapse sections by clicking on the white pointer to the left of the white topic text.

The panel in the upper left corner shows your overall research capacity based on the number of universities with personnel assigned (Federation). Bonus research capacity is granted by other special structures that can be built. These vary between the major races available for play.

       The Daystrom Institute or other race research facility
       Subatomic Simulators or race equivalent
       ASDB Complex (Advanced Starship Design Bureau) or race equivalent
       Genesis Research Lab or race equivalent
       Spacedocks, Science Stations, Outposts and Starbases
       All ships

EMBASSY PANEL:

OVERVIEW

In this display, if you click on one of the race pictures the display rearranges to show the diplomatic relationships. The Reset Graph selection at the lower right returns you to the full display. The lines to minor races will eventually be color coded in red for a state of war and green for a mutual alliance.

AGREEMENTS

INBOX

OUTBOX

Agreements: The list of current treaties in place.

Inbox: Incoming messages from major and minor races.

Outbox: Crafting messages to major and minor races. This function is more developed and shows a list of civilizations you have encountered at the top.   It is not currently functional. Future options for the "outbox" are shown at the right. They include **COMMEND**, **DENOUNCE**, **ISSUE THREAT**, **MAKE PROPOSAL** and **DECLARE WAR**.

COMMEND

DENOUNCE

ISSUE THREAT

MAKE PROPOSAL

DECLARE WAR
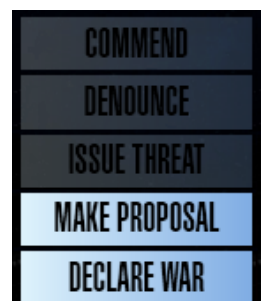
Diplomatic strategy:

Winning over races in the Embassy portion involves financial gifts and diplomacy backed by a good intelligence network. Familiarize yourself with each alien race. Not all races respond to money and some (Example - Vulcans) can be insulted by it.

INTEL PANEL:

At this point this option has no programming behind it and is for display only. A replacement is planned.

Game play tips:

In a newly colonized system, build a power structure first. Examples would be a charge collector, wind turbine or solar array – a power generating unit that requires the fewest turns. Build a structure for producing food as your second choice, followed by dilithium refineries, deuterium plants and a ship construction facility. However, even though shipyards can be built in any system there is little point in buil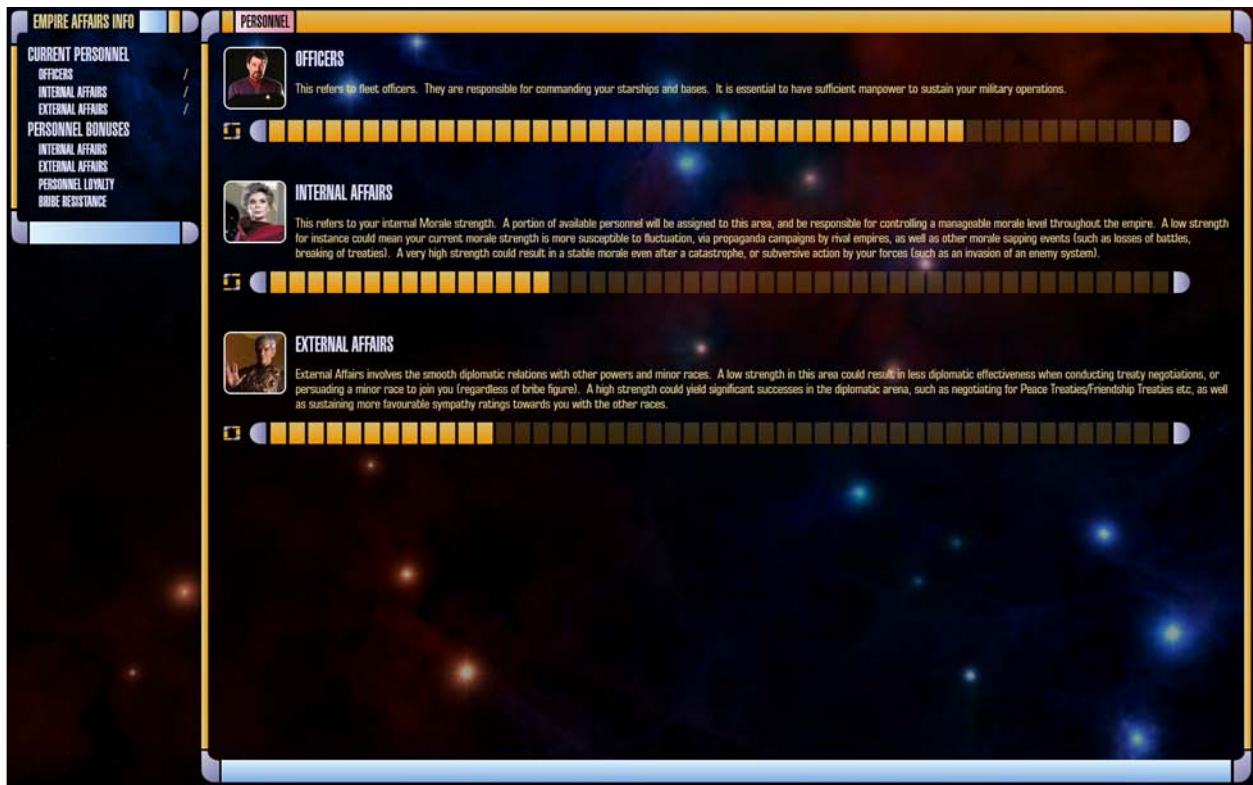ding one in a system with a limited population capacity and therefore low industrial output – ships will take forever to be built there. It is better to develop these systems toward specialization on intelligence or research.

Size up your population versus food production capacity and get started on increasing food production if needed. The population grows relatively fast in this game. You should be able to knock this out and then move on to other structures. Systems need food to grow and should always have spare capacity just in case.

Food is stockpiled but stockpiles won't last long when the people are hungry. It is better to build a manned food facility (automated farm under production option in the system management panel) rather than a special building in case the energy is needed to power another building. This prevents starvation and loss of morale. Facilities also produce more food per building than special structures generally do, and they are frequently upgradeable.

Early on, focus on developing your new colonies' food, energy, and industrial output. Don't bother building intelligence or research buildings until it is developed enough to support them without adversely affecting growth.

Watch your systems for the allocation of population to industrial activity. As the population expands it isn't always assigned to work areas.

Part 2: Contents - Game Detail

The Game Panels:

Multiplayer:

Galaxy Panel – TASK FORCES Display (Redeploy Ships)

The "Redeployment of ships" simply means grouping ships together in TASK FORCES to make movement between sectors easier. This saves you the tedium of individually directing each ship to the same place.

If you click on the panel labeled **REDEPLOY SHIPS** the galaxy display is altered to facilitate ship deployment. When you select a ship (the Heavy Destroyer II in the example) the other ships in the sector appear in the space formerly occupied by the galaxy display.

The **Heavy Destroyer II** is to the right.
It does NOT appear (notice it's not in the group below) when it is highlighted, but is now like a task force "lead ship" that you can join the OTHER 5 (in this example) ships to. The 5 example ships are as follows:

These ships are in order of the vertical display (again minus the highlighted ship). Join a ship to the "lead ship" by double clicking on one of the above icons. To remove the ship from deployment, double click on the ship's picture icon in the bottom panel.

You can make as many task forces as you like (to the limit of available ships). So you could add the Heavy Cruiser II and the Heavy Cruiser I to the task force with the Heavy Destroyer II. To make a second task force, you could select the Colony Ship III and add the Explorer II and the Cruiser IV to it. When you are done select **ACCEPT DEPLOYMENT** at the bottom and return to the galaxy screen.

Single clicking on a ship in the galaxy area opens a display (seen to the right) that allows renaming a ship (known bug in it). Once this is open you can also move to other ships and rename them. It also displays ship statistics.

NOTE: Closing this display is currently confusing. The only way is to highlight another ship and then re-highlight the first ship that opened the display.

PROGRAM NOTE: The current method of redeploying ships is going to be replaced by a drag and drop function for ship deployment. Look for this in future updates to the program.

Galaxy Panel – TRADE ROUTES Display

Assigning trade routes is an important source of credit revenue for your empire. Credits are used for diplomacy and to speed up the building of structures. Credits are also spent on fleet maintenance and more ships means higher maintenance costs to your empire.

In the graphic at the right the icon is labeled as UNASSIGNED. Trade routes become available when a system's population reaches 150 and a new one is added every 150 after that. A trade route allows you to trade with minor or major races with whom you have established treaties. This function is not yet available in the current software download.

Trade routes can be reassigned as needed to maximize revenue and promote good relationships with minor races. This is a future function not yet available.

In the original BOTF trade routes appeared as dotted lines between systems. The dotted line remained yellow if you could not establish a trade route and became green when you could.
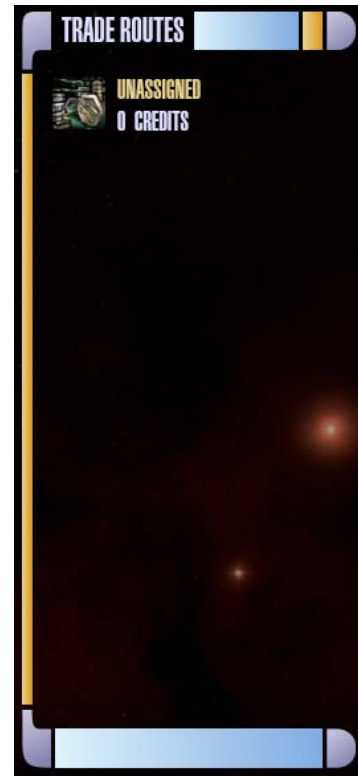
Area of influence:

In the above example you can see the Cardassian System with its Area of Influence in dark yellow. The Area of Influence begins at one sector and expands as your population grows. It will be 9 total sectors as seen in the Cardassian example when the population reaches 200 and 25 total sectors when the population reaches 300 (the Federation example in blue). Some systems have the capacity for 400 or more. The Area of Influence increases accordingly.
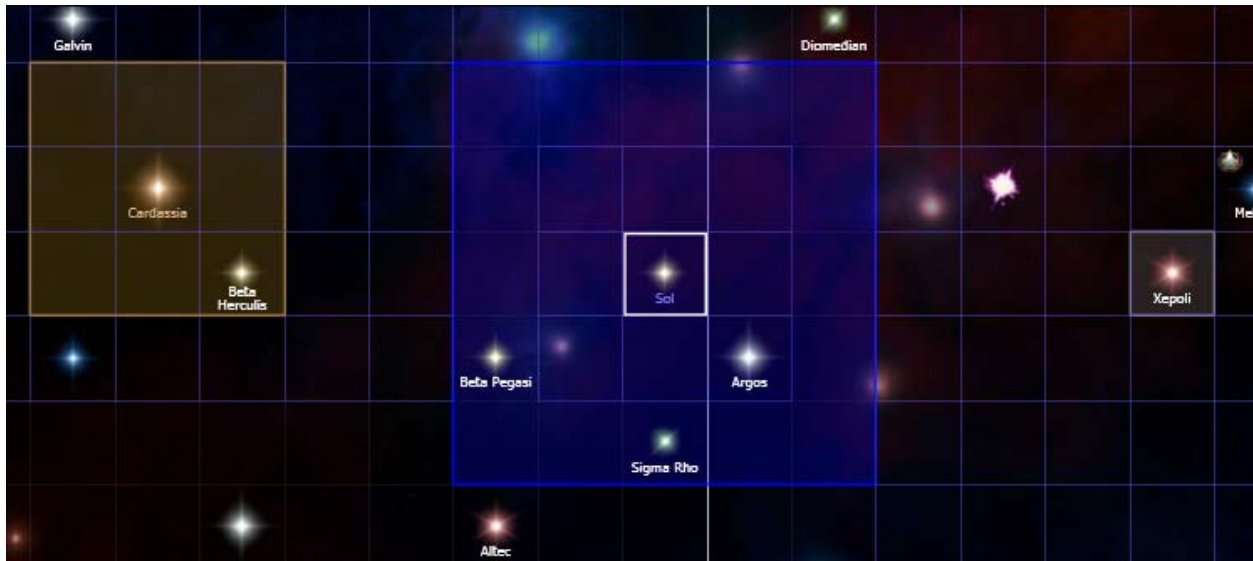
Minor races do not have an area of influence outside their sector.

System scan range:

A system's scanning range is one sector beyond the home sector (8 total sectors surrounding it). Building a scanner in a system increases its range. Rival ships outside this area cannot be seen unless there is a station or starship in position to scan the sector it is in.

System growth rate:

A system's population growth rate is the average of the growth rates of all the planets within the system. The growth rate also takes into account the type of planet and the race involved (page 28 – tables 2, 4 and 6). On your home system the growth rate will be 5% (ideal planet) until the population has reached its maximum and then becomes the average for the rest of the planets colonized within the system.

Part 3: Reference

Table 1: Planet Types

Class B	Gas Giant *
Class D	Crystalline *
Class G	Desert
Class J	Barren
Class K	Volcanic
Class L	Jungle
Class M	Terran
Class O	Oceanic
Class P	Arctic
Class R	Rogue
Class Y	Demon*

*Uninhabitable

Table 2: Planetary sizes and growth rates

These depend on whether the planet is ideal for the race or not.

Federation ideal:	Terran
Klingon ideal:	Jungle
Romulan ideal:	Terran
Cardassian ideal:	Desert
Dominion ideal:	Jungle

When a race is on its ideal planet type it has its highest growth rate.

Ideal	5% growth rate
Comfortable	4% growth rate
Marginal	2% growth rate
Hostile	1% growth rate

Table 3: Civilization Types

Minor Power
Developing Power
Expanding Power
Empire
_____

Tech Curve

Backward
Primitive
Developed
Sophisticated
Advanced
Supreme

Table 4: Planetary Preferences and Inhabitability Class - Growth Rates

	Ideal 5%	Comfortable 4%	Marginal 2%	Hostile 1%
Federation	Terran	Jungle/Oceanic	Desert/Arctic	Volcanic/Barren
Klingons	Jungle	Desert/Terran	Volcanic/Oceanic	Barren/Arctic
Romulans	Terran	Jungle/Oceanic	Desert/Arctic	Volcanic/Barren
Cardassians	Desert	Volcanic/Jungle	Barren/Terran	Arctic/Oceanic
Jem'Hadar*	Jungle	Desert/Terran	Volcanic/Oceanic	Barren/Arctic

*Dominion Founders live on a Rogue planet called The Great Link

Table 5: Starting Resources

Credits	5000
Dilithium	10
Deuterium	100
Officers	306
Raw Materials	1000

Table 6: Maximum Planetary Populations per Size of Planet

	Tiny	Small	Med	Large	Giant
Ideal	30	60	90	120	180
Comfortable	25	50	75	100	150
Marginal	10	20	30	40	60
Hostile	5	10	15	20	30

Table 7: Population & Production Facilities (starting population / maximum population)

Home Worlds:	Federation	Klingons	Romulans	Cardassian	Dominion	All Colonies
Population	87/195	80/180	98/220	107/240	80/180	50
Food	4	4	5	5	4	3
Industry	9	9	10	11	9	6
Energy	4	4	4	5	4	2
Research	4	4	4	5	4	2
Intel	4	4	4	5	4	2

Morale

Systems with a high morale will produce bonus industrial and research output. There will also be a small bonus to internal security, and your citizens may randomly decide to produce additional buildings, such as an extra Automated Farm, at no cost to your empire. Systems with low morale will produce less than their optimum industrial and research output. They will also be more likely to suffer from protests, strikes, and terrorist attacks. Systems with terrible morale may even splinter away from your own empire. You will need to invade them to get them back. Morale also affects credits received per turn.

Table 8: Moons

Size	Population
Small	1
Medium	2
Large	3

Table 9: Major Race Shipyard Construction Rate

Federation:	25%	50%	75%
Klingon:	30%	60%	80%
Romulan:	25%	50%	75%
Cardassian:	30%	60%	90%
Dominion:	30%	60%	90%

Table 9: Major Race Fleetyard Construction Rate

Federation	75%	100%
Klingon:		125%
Romulan:		125%
Cardassian:		130%
Dominion:		150%

Part 3: Accepted Game Features Not Yet Implemented.

General

 The game will include an artificial intelligence for managing major and minor races.

Galaxy Management

 The new interface for deployment of ships will be drag and drop.

 Planets will be terraformed using colony ships.

 Natural wormholes make it possible to jump long distances to other sectors or even quadrants of the galaxy. Some wormholes will be unstable and result in the destruction of your ship.

 Trade routes will be implemented.

System Management

Science Management

 There will be rotating 3D models of the starships for view in the encyclopedia.

Embassy Management

 In this section of the program you will interact with civilizations that you have made contact with. This typically happens when you occupy the same sector with one of the other race's ships or planets.

Intel Management

 In this section of the program you assign the level of undercover operations.

Manual by Captain Bashir with thanks to Matress_of_Evil, .Iceman and Zeleni