USER'S GUIDE

Version 0.7

BOTF II

Updated March 2024

How this Manual is Arranged

Part 1: Game Overview

Installation
Starting the Game
Overview of:
   1. Galaxy Management
      THE POPUP MENU*
   2. System Management
   3. Embassy Management
   4. Science 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 either the **POPUP MENU** or the **F1~F5** keys on your keyboard.

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 this 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. Embassy Management
   4. Science Management
   5. Intel Management

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

Part 3: Reference

Reference Values

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

Contents

Part 1: Game Overview

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 wormholes. Players could take a chance and enter a wormhole that would either jump them to a distant sector of the galaxy or destroy their fleet.

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 starbases 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 multiplayer 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):

Notable improvements in Supremacy include:

- Higher definition graphics and resolution-scalable interfaces.
- More and larger map size choices.
- Semi-transparent windows.
- Enhanced realism 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 starship or task force using the CTRL key.
- More buildable technological elements tailored to individual solar systems and civilizations.
- More space station options and types.
- More starship classes and models.
- Science Ships and Science Stations have the ability to survey stellar bodies to generate research.
- Starships can be renamed.

- The shipyard construction queue is separate from the planetary construction queue.
- Unlimited capacity in each system construction queue.
- New diplomacy interface, interactions, and options.
- New technology interface with improved database information.
- The addition of the Dominion as a major empire (replacing the Ferengi who are now a minor civilization, albeit a particularly powerful one).
- Many more minor civilizations are included, along with unique buildings, bonuses, and starships.
- Some minor civilizations are capable of expanding their area of influence.
- Almost everything in the game is customizable.

Some of the new Civilization emblems for the game

Federation	Cardassians	Dominion	Klingons	Romulans
Andorians	Bajorans	Bolians	Borg	Breen
Ferengi	Gorn	Hirogen	Kazon	Orions
Talaxians	Tholians	Trill	Vulcans	Yridians

Installation:

At this point in development, there is no installer yet. There should be one in the release version of the game, but for now you only need to unpack the Zip archive with the game's files to a location of your choice.

To make a desktop Icon:

Find and Double Click on the folder where you installed the game

Find the Icon for **SupremacyClient.exe** in the folder

Right click on it and select create shortcut -- You will get this

Click on the blue area and type:

"Star Trek Supremacy" (replacing "Supremacy Client.exe Shortcut")

Hit the Enter key and then use your pointer to drag it to your desktop
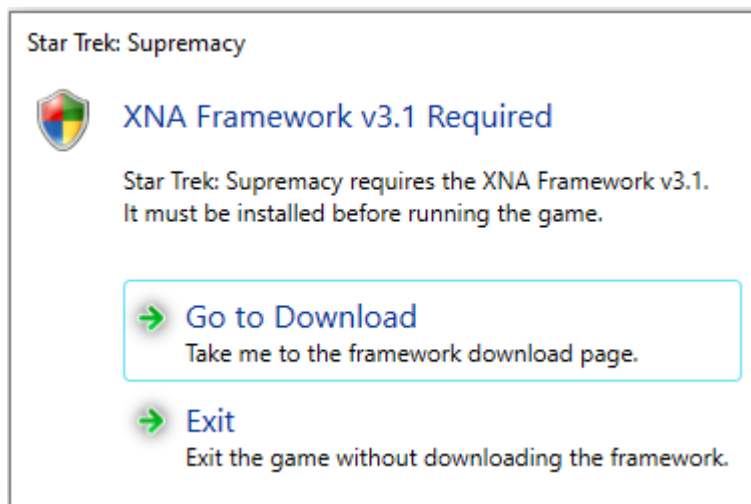
Close all the windows

In order to play the game, you need to install a tool called XNA Framework v3.1 (do not install v4.0), which is available *online* at:

https://www.microsoft.com/en-us/download/details.aspx?id=15163

If you do not have it installed when you run the game for the first time, you will be prompted to install it.

Starting a Single Player Game:

Double click on the **Supremacy** desktop icon you made. Once the game is running you will see the following Menu in the lower right corner. Some options are dark when not available.

CONTINUE playing the current game

Start a new **SINGLE PLAYER** game

Start a new **MULTIPLAYER** game

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

SAVE the current single player or multiplayer **GAME**
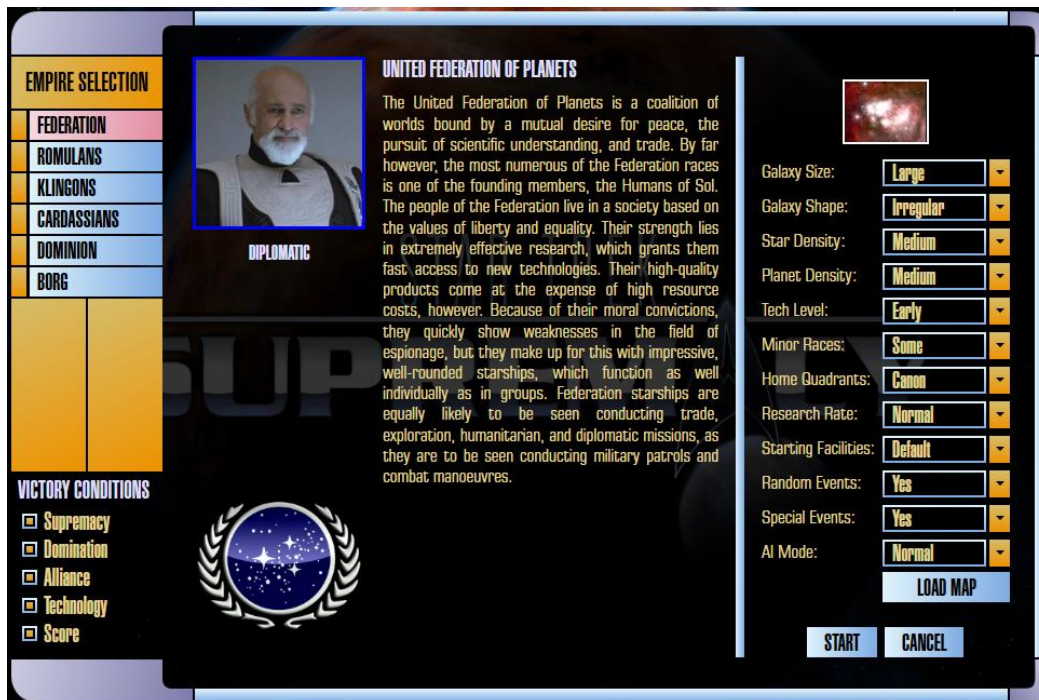
Start the **MAP EDITOR**

Change the game's **SETTINGS** for Graphics, Audio and Gameplay

Game Programming and Design **CREDITS**

RETIRE from current game

EXIT program

Click on **SINGLE PLAYER** and you get the following screen:

Starting a Multiplayer 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 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 **START** button in the lower right corner of the main panel.
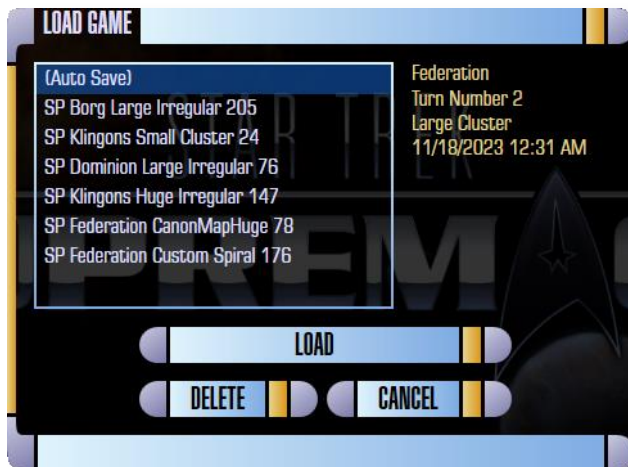
To Join a Game:

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 player (those starting with SP) or multiplayer (those starting with MP).

(Auto Save): 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 SCREEN:

Once the game has started you will see the galaxy screen as seen below. Your selected empire begins in the solar system in the center of the blue area (the area is green if playing the Romulans, red if playing the Klingons, 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.
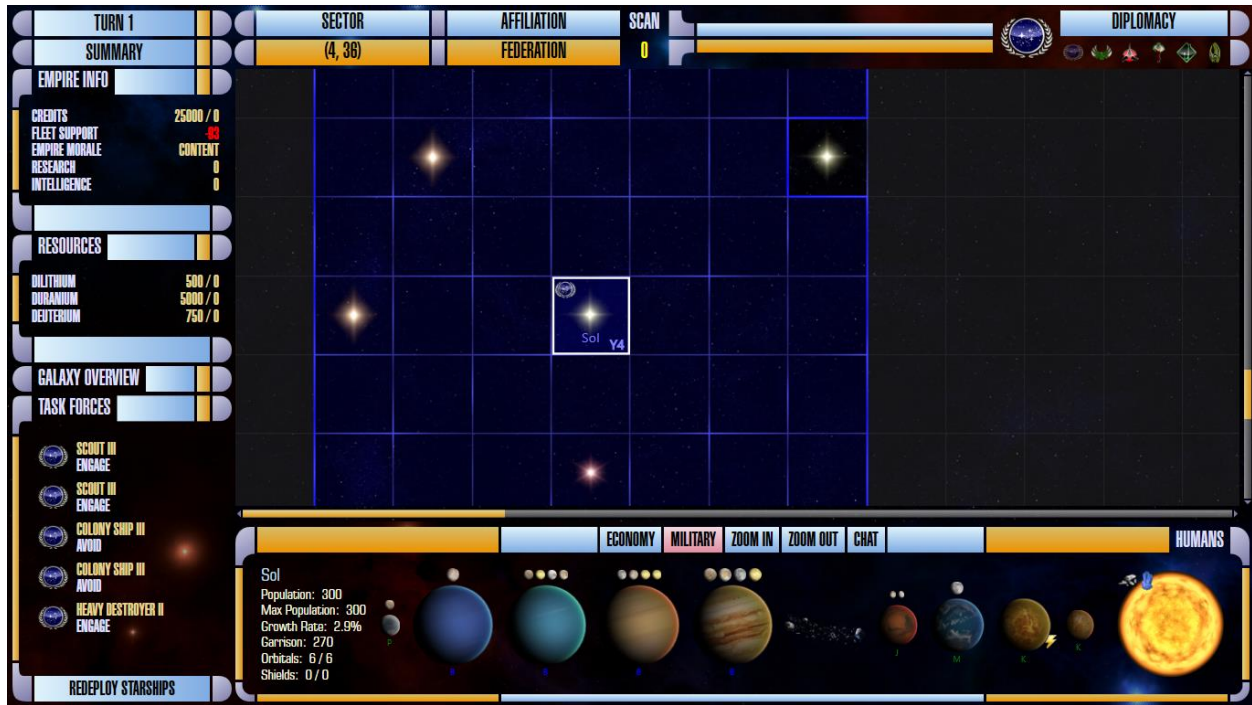
If you double click on an unexplored or empty sector it will center in the galaxy display area. If you double click on one of your colonized sectors you switch to the Colony Screen of that system (page 18).
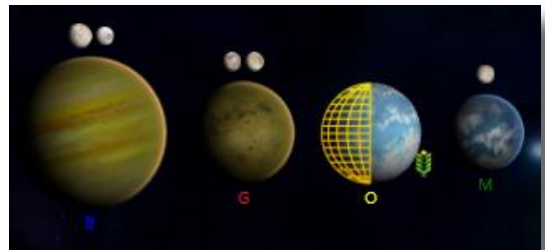
Important Icons:
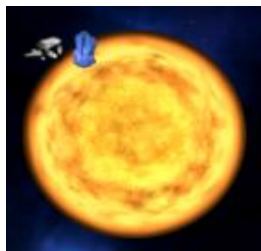
The blue crystal icon indicates **dilithium** in the solar system.
The icon to its left indicates the presence of **duranium** in the system.
Both are required for starship construction.

The maximum number of planets in a star system is 10.

Planets are categorized into types, according to their environments (B, G, M, K, J etc.) – List on Page 38 ➡

A star system can only be colonized if at least one of its inhabitable planets has been terraformed.
Colony ships are required for both terraforming planets and colonizing star systems.

Planets that **are** terraformed have green letters.
Planets that **cannot** be terraformed have blue letters.
Planets that **can** be terraformed have red letters.
Planets **currently** being terraformed have yellow letters.

Moons come Small, Medium and Large. Any planet can have up to 4 moons. Moons add to the star system's population when a specific structure is built.
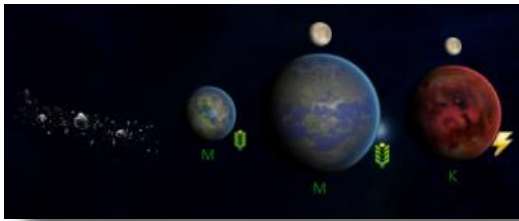
The small lightning bolt icon indicates extra energy production capacity for the entire system.

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

Asteroids (far left) can be mined for duranium, by building a specific structure in the system.

Deuterium is used as fuel for starship movement; it can be generated in nebulae and in star systems with Gas Giant (Type B planets) or Oceanic type planets.
Crystalline planets can generate dilithium when specific technology is researched.

Stellar phenomena that can appear in sectors include Neutron Stars, Quasars, Radio Pulsars, X-Ray Pulsars, Black Holes, Nebulae, Ion Storms and Wormholes.
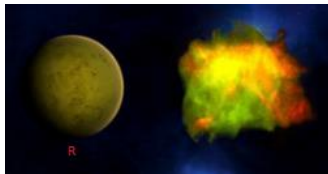
Rogue planets can only be found in Nebulae, much like the Omarion Nebula where the Dominion home world is found.
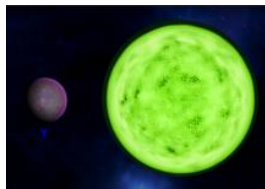
Demon planets can only be found in Green stars, and they can be used to synthesize Red Matter by building a Science Station in the sector. The first empire to do so achieves a Supremacy victory in the game, if that Victory Condition is enabled. To notice that synthesizing Red Matter will make every other major power in the galaxy become suspicious of your intentions, and your diplomatic standing with them will be affected.

Natural wormholes make it possible to instantaneously jump long distances to other sectors or even quadrants of the galaxy. Some wormholes are unstable and therefore do not have a fixed endpoint; a fleet travelling through one of these will be transported to a random sector in the galaxy, which may result in the destruction of that fleet.
The Borg can use their Transwarp Hubs as if they were artificial wormholes; unlike with wormholes, however, this form of displacement costs deuterium.

Summary display – Galaxy Panel:

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

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

Empire Info summary:

Credits shows the current credits the empire has in its treasury; the number after the slash represents the net variation from the previous turn.

Fleet Support shows the empire's available support to deploy new starships without paying maintenance.

Empire Morale shows the average morale of all the empire's colonies.

Research shows the current amount of points generated per turn (from the powered research structures in your empire).

Intelligence is similarly based on the total output of intelligence structures in your empire.

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

Credits are taxes paid by the empire's population and increase as your population increases; they're also generated by diplomatic agreements and trade routes established with other civilizations.

They can be used for diplomacy with other races, but will have minor effect on empires. They are also used to pay for the maintenance of your empire's armada (when above population support), and all your space stations. Purchasing items under construction also costs credits.

Resources summary:

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

Dilithium on hand **/** Produced last turn
Duranium on hand **/** Produced last turn
Deuterium on hand **/** Produced last turn

The **Resources** materials are necessary for ship building.
Make sure:

The Dilithium Refinery is built and powered.
The Duranium Mine is built and powered.

Duranium is also necessary for the construction of space stations and orbital batteries.
Deuterium is consumed by task forces when they move; each ship spends one unit per sector traveled, two if it is cloaked.

Important GALAXY screen buttons:

ECONOMY: This button changes the GALAXY screen 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).


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 Panel changes to a text line for typing a message.

The CHAT button highlights pink when it is selected. Re-clicking the **CHAT** button closes the text space and cancels **CHAT** mode.


Trade routes:
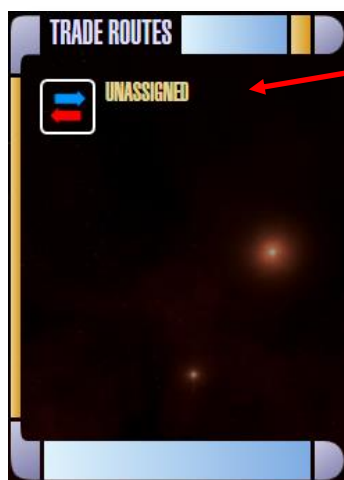
As a system's population expands, a new trade route is created at multiples of a given value, which depends on which civilization you're playing.

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 35.

GALAXY view

GALAXY display Buttons/CHAT

SYSTEM panel
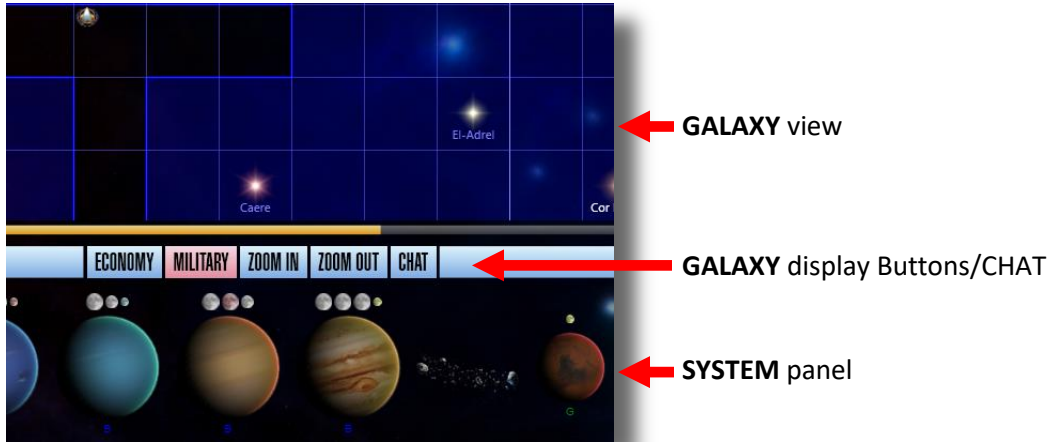
MILITARY   Military management:

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** screen under the title **TASK FORCES** (see next section). The graphic at the right shows a sector (Sol) with one or more task forces in it as indicated by the civilization's insignia in the upper left corner. The lower right corner indicates there is a shipyard in the sector, in the presented case with 4 docks, and the lower left corner will display the type of space station present in the sector, if any.

Switching from **MILITARY** to **ECONOMY** hides this information.

Task force deployment:
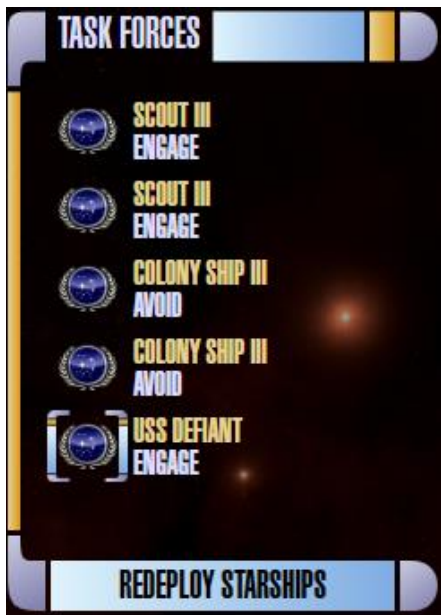
The following display is in the lower left corner of the **GALAXY** screen when in **MILITARY** mode.

The task force display of the main galaxy interface lists the starships in the currently selected sector. In the example screen shot you might think of each individual starship 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 STARSHIPS**.

When you select the **REDEPLOY STARSHIPS** option, the **GALAXY** display is replaced by a display showing the ships listed in the Task Forces display (seen at left). The **REDEPLOY STARSHIPS** 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 33 of this manual.

In Supremacy, starships can be renamed. The new name will appear in place of the text you see in the **TASK FORCES** display example above. Thus, the "Heavy Destroyer IV" might be renamed as "USS Defiant."

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 two colored indicators to the left of each ship are (from left to right):
- Shield strength (in green)
- Hull strength   (in purple)

Starships draw deuterium from your empire's stockpile when they are moving inside their refueling range (provided by your or an ally's shipyards and space stations).

Ship's orders:
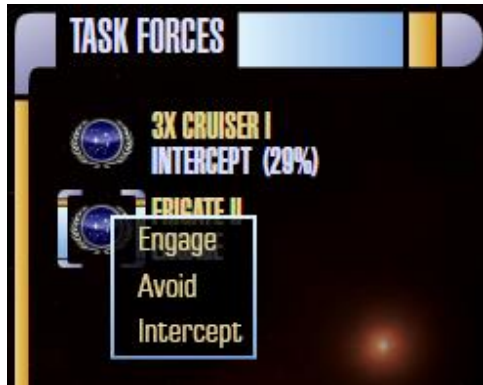
Right clicking on a starship in the task force panel brings up options appropriate to the ship in its current location.

Warships are armed and can thus enter battle with rival fleets. Some support ships have defensive weapons, which will only fire back when the ship is fired upon.

Battle capable ships can:
- Engage
- Avoid
- Intercept (if they have the Intercept ability)

Construction Ships can:
- Build Station (the selection of station(s) to build is limited to your current technology level)

Colony Ships can:
- Terraform Planet or Colonize (if they are in a system that can be colonized)
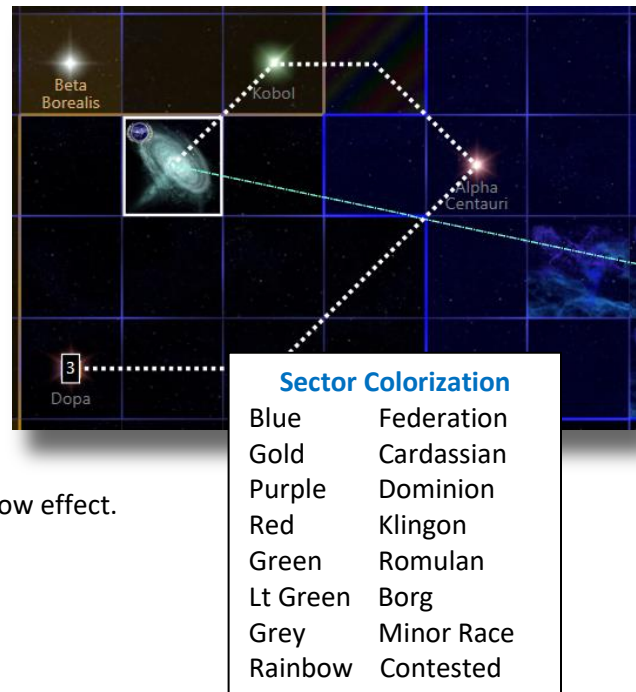
Starship's scanning:

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. Scouts have the highest sensor ranges of all ship types, whereas Science Ships have the best resolution scanning capability.

Movement of ships in the galaxy view:

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 four waypoints in this example. The Federation 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
Gold	Cardassian
Purple	Dominion
Red	Klingon
Green	Romulan
Lt Green	Borg
Grey	Minor Race
Rainbow	Contested

Pop-up Access Menu:

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

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

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

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

MAIN – galaxy screen: You have already been introduced to the galaxy screen which is the first screen 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 or by hitting the F1 key.

In the following pages we will look at the Colony, Diplomacy, Science and Intelligence screens.

COLONY SCREEN:

SUMMARY

COLONY screen – **Production** view

The SYSTEM INFO expander in the upper left corner (below the SUMMARY button) contains information about the system's output for each production type (Food, Industry, Energy, Research and Intelligence) and each resource (dilithium, duranium and deuterium).

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 lower left corner is the display called the **BUILD QUEUE**. Items are added here from the **BUILD LIST** (page 19), a selection at the top of the panel. It is enlarged at the right (BUILD LIST highlighted).

The build currently under construction can be purchased if enough credits are available to be spent, in which case the BUY button will be enabled. That structure will only be available to be used in the next turn.

PRODUCTION The production display is used to assign the population labor pool for a colony 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.

Subtract Labor ⊖ ▮▮▮▮ ⊕ Add Labor

Recycle Unused Facilities: 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. Clicking on an icon with either the Control or the Shift key pressed will increase or decrease the number of Facilities to be scrapped by 5 or 10 respectively.

Type 11 University
18 of 19 Active (Scrap 1)
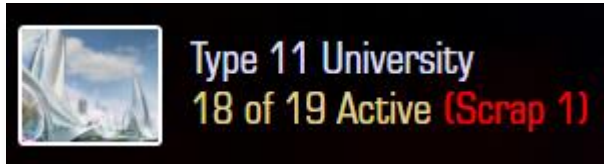
STRUCTURES Any structures you have built in a system are listed under this panel choice. If they are lit, they are powered. If they are not lit, they are not powered. If extra power is available, click on an unlit structure and it will power up. Click again to power it down. Right click on the structure and you can "Scrap" it. Scrapping a structure returns part of its build cost in credits to the empire's treasury.

COLONY screen – **Structures** view

In the above panel there are 12 automated structures (not requiring a labor force) that have been built in this colony. The star system is pictured at the bottom.

Viewing your star systems:

GAMMA DRACONIS ▼

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.

COLONY screen – **Build List** view

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 and manufacturing structures. 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 technology 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. If the minor race leaves your empire, the structures are lost.

SHIPBUILDING Ships available to your current technology level are listed and described. Double click to add them to the currently selected shipyard dock. Single click on the ship in the dock to remove it if you make an error in selection.

COLONY screen – **Shipbuilding** view
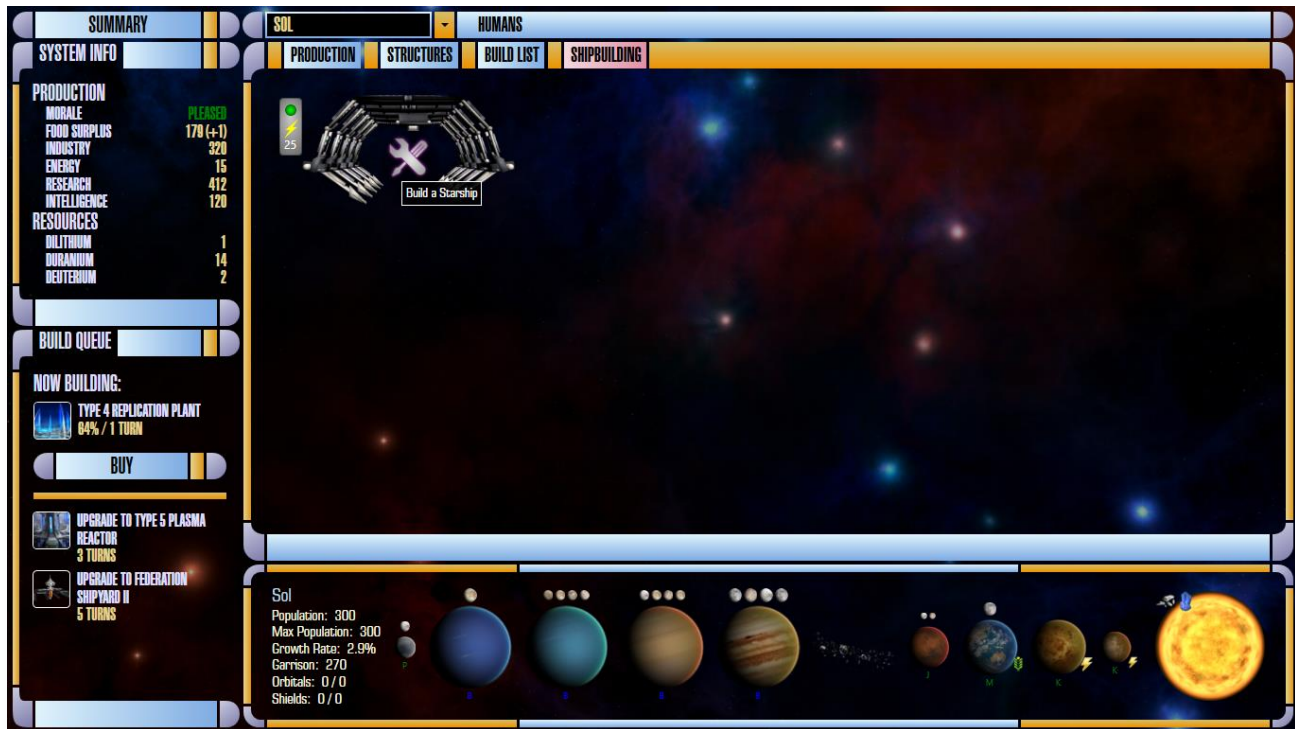
Ships available to your current technology level are listed and described. Double click to add them to the currently selected shipyard dock. Single click on the ship in the dock to remove it if you make an error in selection.

In the above graphic the Cruiser II is highlighted in blue and appears in the panel in the upper right corner. Its statistics are just below it. The system where the ship is undergoing construction appears in the bottom panel. As technology advances, you will be able to upgrade the shipyard to have dry docks with the capacity for more ships at a time. Basic shipyards have 1 dock, medium shipyards have 2 docks and advanced shipyards have 3 docks. Unique fleetyards have 4 docks.

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

The blue icon is **dilithium** (0/15), the fragmented icon is **duranium** (0/125).

Starship's description and statistics:

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

There is a second option button here to display the starship's statistics.

DIPLOMACY SCREEN:

RACE INFO

DIPLOMACY screen – **Race Info** view

TURN 310	CIVILIZATION	PERSONALITY	STATUS	TURNS	ATTITUDE	INCOMING MESSAGE	OUTGOING MESSAGE	ENVOY
	Romulan Star Empire	Secretive	Neutral	26	Neutral	None	None	
OVERVIEW	Klingon Empire	Militaristic	Friendly	65	Worshipful	None	None	Soval
RACE INFO	Cardassian Union	Treacherous	Neutral	0	Neutral	None	None	
AGREEMENTS	Dominion	Expansionist	Friendly	71	Receptive	None	None	
INBOX	Borg Collective	Assimilator	Eliminated	30	Enraged	None	None	
OUTBOX	Alsaurians	Warlike	Friendly	1	Cordial	None	None	
	Andorians	Warlike	Member	10	Worshipful	None	None	
	Argrathi	Deceptive	Member	1	Enthusiastic	Response	None	
	Bilanaians	Spiritual	Friendly	77	Worshipful	Treaty	None	
	Botha	Deceptive	Member	6	Enthusiastic	None	None	
	Bre'ellians	Peaceful	Member	179	Worshipful	None	None	

THE EMBASSY OF THE KLINGONS TO THE FEDERATION

DIPLOMACY REPORT

Home System: Qo'noS

The Klingons are some of the most feared warriors in the galaxy. Their quest for glory and honour in battle makes them masters in the field of combat; be it in ground or space-based combat, their weapons arm quickly and strike hard. Some of their warships possess cloaking devices, with which the Klingons strike from the shadows at their prey. Their vigorous industrial forges process countless masses of raw materials, keeping their resource-hungry war machine running, whilst gigantic hunting parties guarantee the population's food supply. However, all things that do not directly serve battle are of lower importance to them and thus are less effective. The Klingons consider espionage a cowardly and dishonourable act, but are willing to defend themselves through internal security as necessary.

KLINGON EMPIRE

REGARD

TRUST

AVAILABLE CREDITS: 158423

All civilizations that you have made contact with are listed in this view, with some important information about them.

The lower panel shows the civilization's Home System name; clicking on it will take you to its location in the galaxy screen. It also shows a description of the civilization.

Soval
Male Vulcan
Employed for 210 turns
Diplomacy

Current Mission
Diplomatic envoy to the Klingons
Status
Stationed at Qo'noS
Skill Levels
Charisma
Leadership
Empathy

RECALL ENVOY

If you have an envoy assigned to that civilization, a picture of that envoy will be displayed on the right of the EMBASSY text; if they have an envoy assigned to your civilization, their picture will be displayed on the left. Clicking on either image will display some information about the envoy.

Agreements: The list of current treaties in place.
Inbox: Incoming messages from major and minor races.
Outbox: Crafting messages to major and minor races. Options for the "Outbox" are shown at the right. They include **MAKE PROPOSAL** and **DECLARE WAR**.

Diplomatic strategy:

Winning over races in the Diplomacy portion involves financial gifts and diplomacy backed by a good intelligence network. Familiarize yourself with each alien race. Not all races respond to gifts in the same way; their Personality and their technological level affect how they react to proposals.

CIVILIZATION	PERSONALITY	STATUS	TURNS	ATTITUDE	INCOMING MESSAGE	OUTGOING MESSAGE	ENVOY
Romulan Star Empire	Secretive	Neutral	26	Neutral	None	None	
Klingon Empire	Militaristic	Friendly	65	Worshipful	None	None	Soval
Cardassian Union	Treacherous	Neutral	0	Neutral	None	None	
Dominion	Expansionist	Friendly	71	Receptive	None	None	
Borg Collective	Assimilator	Eliminated	30	Enraged	None	None	
Alsaurians	Warlike	Friendly	1	Cordial	None	None	
Andorians	Warlike	Member	10	Worshipful	None	None	
Argrathi	Deceptive	Member	1	Enthusiastic	Response	None	
Bilanaians	Spiritual	Friendly	77	Worshipful	Treaty	None	
Botha	Deceptive	Member	6	Enthusiastic	None	None	
Bre'ellians	Peaceful	Member	179	Worshipful	None	None	

THE EMBASSY OF THE ANDORIANS TO THE FEDERATION

NO ENVOY

ACTIVE AGREEMENTS

Treaty between the Federation and the Andorians; active indefinitely since Turn 300.
The Andorians sign a Membership Treaty and become members of the greater United Federation of Planets.

ANDORIANS
REGARD
TRUST

AVAILABLE CREDITS: 158423

Selecting an agreement in the lower panel allows you to break that agreement with the selected civilization. This action will have an impact on relations, depending on what type of agreement was terminated.

CIVILIZATION	PERSONALITY	STATUS	TURNS	ATTITUDE	INCOMING MESSAGE	OUTGOING MESSAGE	ENVOY
Romulan Star Empire	Secretive	Neutral	26	Neutral	None	None	
Klingon Empire	Militaristic	Friendly	65	Worshipful	None	None	Soval
Cardassian Union	Treacherous	Neutral	0	Neutral	None	None	
Dominion	Expansionist	Friendly	71	Receptive	None	None	
Borg Collective	Assimilator	Eliminated	30	Enraged	None	None	
Alsaurians	Warlike	Friendly	1	Cordial	None	None	
Andorians	Warlike	Member	10	Worshipful	None	None	
Argrathi	Deceptive	Member	1	Enthusiastic	Response	None	
Bilanaians	Spiritual	Friendly	77	Worshipful	Treaty	None	
Botha	Deceptive	Member	6	Enthusiastic	None	None	
Bre'ellians	Peaceful	Member	179	Worshipful	None	None	

OVERVIEW
RACE INFO
AGREEMENTS
INBOX
OUTBOX

NEW MESSAGE
DECLARE WAR

THE EMBASSY OF THE DOMINION TO THE FEDERATION

NO ENVOY

DOMINION

REGARD
TRUST

AVAILABLE CREDITS: 156423

OVERVIEW

In this display, if you click on one of the race pictures the display rearranges to show the diplomatic relationships of that civilization. The Reset Graph button at the lower right returns you to the default display of your civilization's relations.

The lines connecting each pair of civilizations are color coded according to the current relationship between them.

SCIENCE SCREEN:

RESEARCH MATRIX

In the example above, Transwarp technology is highlighted in blue (enlarged in inset).
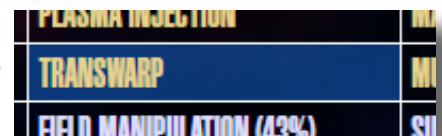
The bottom panel shows what structures have become available when Transwarp technology was researched.

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

This portion of the display indicates the technology level a given field of science has reached (you have reached Level 5). 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, Computers, Construction, Energy, Propulsion 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)

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

SCIENCE screen – **Encyclopaedia** view

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 is one tech icon lit with a number in it. The dark tech icons are research areas not necessary for the structure highlighted (i.e. you don't need any Weapons technology for a Duranium Mine).

The list is topical with major headings for Buildings, Ships, Stations, 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 research facilities with population assigned. Bonus research capacity is granted by other special structures that can be built. These vary between the major races available for play.

Stellar phenomena are also sources of bonus research; the research field in which that research is applied depends on the type of phenomena. Science Stations built in such sectors provide a constant influx of knowledge, and Science Ships can use the Survey order as long as their Science Ability is higher than the current survey level of the phenomena.

INTELLIGENCE SCREEN:

At this point, this feature is not fully implemented. The represented views are a work in progress.

MANAGEMENT

INTELLIGENCE screen – **Management** view
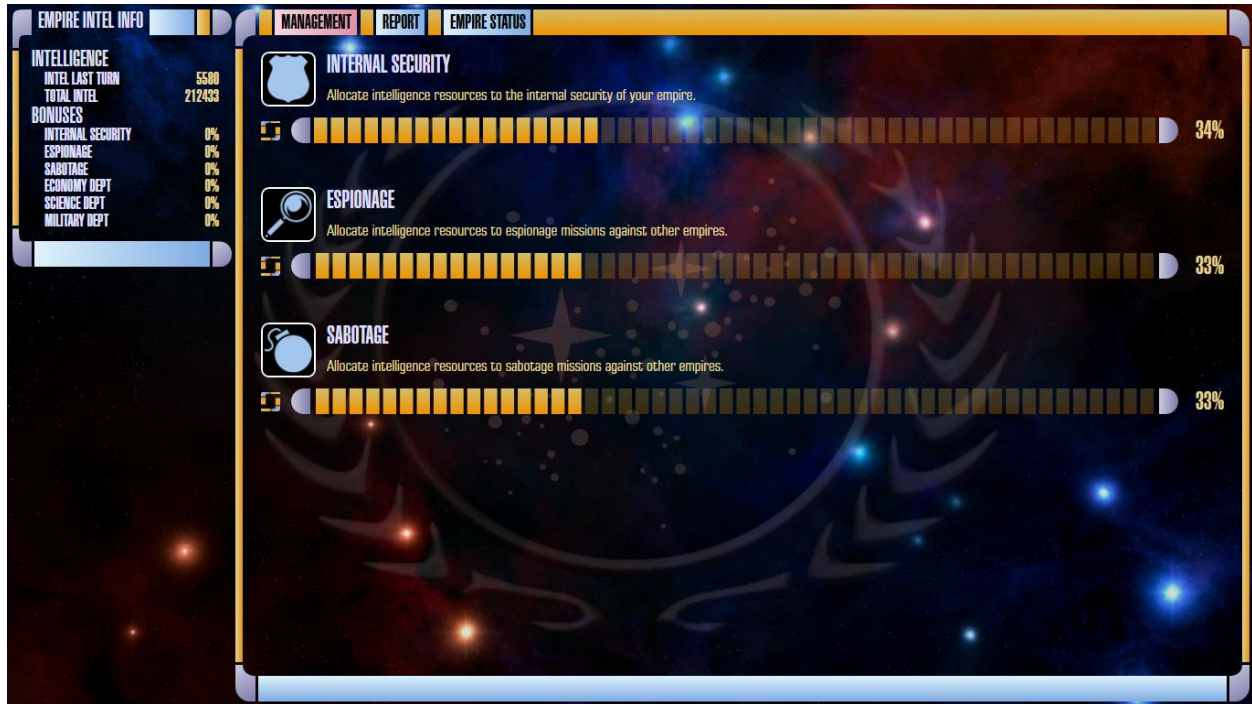
Here you will be able to assign resources to the various areas of intelligence. In the future, each contacted major civilization will have its own sliders for Espionage and Sabotage, once they are contacted.

REPORT

EMPIRE INTEL INFO

INTELLIGENCE
INTEL LAST TURN	5580
TOTAL INTEL	212433

BONUSES
INTERNAL SECURITY	0%
ESPIONAGE	0%
SABOTAGE	0%
ECONOMY DEPT	0%
SCIENCE DEPT	0%
MILITARY DEPT	0%

MANAGEMENT | REPORT | EMPIRE STATUS

TURNS AGO	SOURCE	DEPARTMENT	TARGET	LOCATION

DETAIL REPORT
No Report

EMPIRE STATUS

EMPIRE INTEL INFO				
MANAGEMENT	REPORT	EMPIRE STATUS		

INTELLIGENCE

INTEL LAST TURN	5580
TOTAL INTEL	212433

BONUSES

INTERNAL SECURITY	0%
ESPIONAGE	0%
SABOTAGE	0%
ECONOMY DEPT	0%
SCIENCE DEPT	0%
MILITARY DEPT	0%

	Sol	Romulus	Qo'noS	Cardassia	Omarion Nebula
		Neutral	Neutral		
Minor Races:	28	0	1	0	0
Systems Held:	174	50	65	57	60
Total Population:	34306	7117	10883	7580	9065
Average Morale:	FANATIC	PLEASED	CONTENT	CONTENT	PLEASED
Current Treasury:	13557	27636	22995	11212	14758
Military Score:	17829	1034	6386	3719	2102
Total Score:	36620	6814	13876	8798	8271

This view currently shows information that is not yet filtered; it might be used for checking how the AI empires are doing in the game, for testing purposes.

Game play tips:

In a newly colonized system, first check if you need to build a ship construction facility there, to expand the range of your task forces; if so, you may need to build a power structure first, like a charge collector, wind turbine or solar array – a power generating unit that requires the fewest turns. However, even though shipyards can be built in any system, it can take a while to build one in a system with a limited population capacity and therefore low industrial output. It is better to develop these systems toward specialization on intelligence or research.

Build a structure for producing food as your second choice, followed by Dilithium Refineries, Duranium Mines and Deuterium Plants.

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 view in the colony screen) rather than a special building in case the energy is needed to power another building. This prevents starvation. Facilities also produce more food per building than special structures generally do, and they are 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.

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

Systems with a high morale will produce bonus industrial and research output. 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 the amount of credits received per turn.

Part 2: Contents - Game Detail

The Game Panels:

Multiplayer:

Galaxy Screen – TASK FORCES Display

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 starship to the same place.

If you click on the panel labelled **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. Once this is open you can also move to other ships and rename them. It also displays ship statistics.

When renaming a ship, the new name will take effect when you highlight another ship or press the Enter key.

You can use the drag and drop function for starship deployment. You can use the Control key for selecting multiple starships from the list.

| Name:	USS Voyager
7x Phaser Arrays	60
4x Photon Torpedoes	100
Shield Strength	520 / 520
Shield Recharge Rate	36%
Hull Strength	250 / 250
Speed	2
Range	6
Scan Strength / Range	5 / 0
Intercept Ability	3%
Population Health	6%
Crew / Experience	160 / Veteran 2104

Galaxy Screen – 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 starships means higher maintenance costs to your empire. Space stations also have a maintenance cost, which is not covered by population support.

In the graphic at the right the icon is labeled as UNASSIGNED. Trade routes become available when a system's population reaches a certain value, and a new one is added every multiple of that value after that; that value depends on the civilization being played.

A trade route allows you to trade with minor or major races with whom you have established an Open Borders treaty (or better).
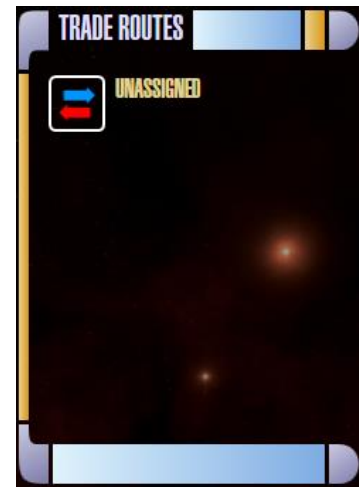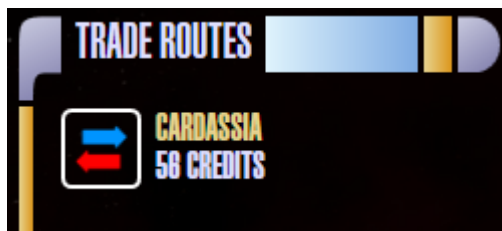
Trade routes can be reassigned as needed to maximize revenue and promote good relationships with other civilizations.

Cancelling a trade route before it expires will affect relations with the civilization you are trading with; the longer the time remaining until expiration of the treaty, the harder the effect on relations.
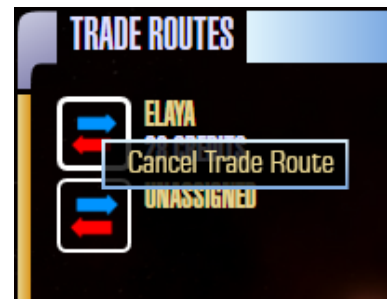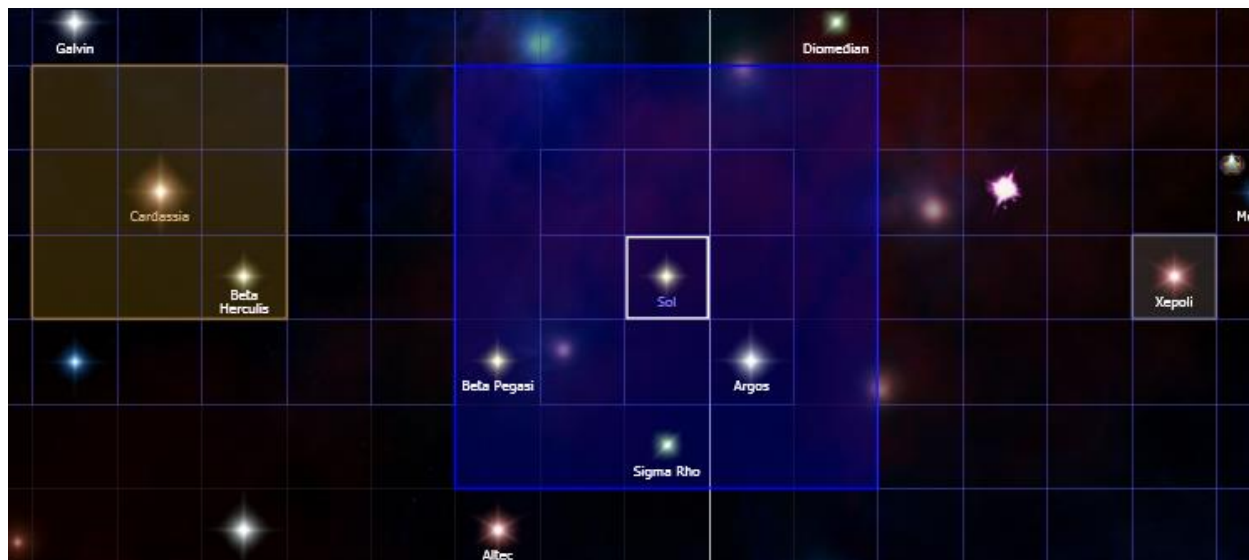
You can check all your current trade routes and their income in the Assets screen, in the Trade Routes tab, as shown below.

Area of influence:

In the above example you can see the Cardassia system with its Area of Influence in gold. 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.

Non-expanding minor races do not have an Area of Influence outside their sector.

System scan range:

A system's scanning range is one sector beyond its sector (8 total sectors surrounding it). Building a scanner in a system increases its range. Rival starships 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 terraformed planets within the system. The growth rate also takes into account the type of planet and the race involved (page 33 – Table 1).

The Galaxy Overview:

TODO:

KEYBINDINGS

ESC: Main Menu / close dialogs

F1: open the Galaxy Screen

F2: open the Colony Screen

F3: open the Diplomacy Screen

F4: open the Science Screen

F5: open the Intelligence Screen

F6: open the Assets Screen

F7: display the Summary dialog

F9: display the Keybindings list

F11: Cheat Menu (SP only)

F12: Reveal Map (SP only)

RMB: open the game context menu

CTL + LMB + drag: drag map

double-click: center map on sector

mouse wheel: zoom in/out

CTL + plus/minus: zoom in/out

PgUp/PgDn: move map up/down

arrow keys: move map

CTL + ENTER: end turn

CTL + S: save game

CLOSE

DIPLOMACY

DIPLOM

Galaxy Size: Large
Galaxy Shape: Irregular
Star Density: Dense
Planet Density: Dense
Tech Level: Developed
Minor Races: Some
Home Quadrants: Canon
Research Rate: Normal
Starting Facilities: Default
Random Events: Yes
Special Events: Yes
AI Mode: Hard

COLONIES	STAR SYSTEMS	PERSONNEL	SHIPYARDS	TASK FORCES	TRADE ROUTES			
Sol	300 / 300 (2.9%)	294	530	1				
Humans	Pleased (141)	102	160	13	Building:	Utopia Planitia		BUILD PURCHASED
	79%	271	800 x 2	2				
Shantil	100 / 100 (1.5%)	113	132	0				
Humans	Content (121)	1	0	5	Building:	Type 5 Replication Plant		22% / 2 Turns
	97%	132	800 x 2	0				

EMPIRE INFO

CREDITS	14046 / 919
FLEET SUPPORT	788
EMPIRE MORALE	PLEASED
RESEARCH	552
INTELLIGENCE	1170

Population Support: 1671
Fleet Maintenance: 883

Part 3: Reference

Table 1:
Planetary Preferences and Inhabitability Class - Growth Rates

	Ideal 4%	Comfortable 3%	Marginal 2%	Hostile 1%
Federation	Terran	Jungle/Oceanic	Desert/Arctic	Volcanic/Barren
Klingons	Jungle	Terran/Oceanic/Desert	Volcanic	Barren/Arctic
Romulans	Terran	Jungle/Oceanic	Desert/Arctic	Volcanic/Barren
Cardassians	Terran	Jungle/Oceanic	Desert/Arctic	Volcanic/Barren
Jem'Hadar*	Jungle	Terran/Oceanic/Desert	Volcanic	Barren/Arctic

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

Table 2:
Maximum Planetary Populations per Size of Planet

	Tiny	Small	Medium	Large	Huge
Ideal	50	80	120	180	250
Comfortable	40	60	90	130	180
Marginal	25	35	45	60	80
Hostile	20	25	30	40	50

Table 3:
Moons

Size	Population
Small	5
Medium	10
Large	15

Table 4:
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 5:
Civilization Types

Minor Power
Developing Power
Expanding Power
Empire

Table 6:
Tech Curves

Backward
Primitive
Developed
Sophisticated
Advanced
Supreme

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