

Exodus User Manual
Original Edition 1997

Note: Features of the Enhanced Edition
are not covered. Please refer to the ingame
manual for those.

Text

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NOTE

This part of the manual only contains the control functions of the game. However, to understand the game background, you should read the COMM.BOOK (page 35). For a quick test of the game, it will be the best if you use the quick start card.

ENTERING THE CODE

To enter the code you need to consult this manual. 'Offset' tells you which page you have to look at. A '/1' means, you find the code at the left bottom of the page while a '/2' points at the right bottom. Use the mouse to click on the desired numbers, or use the keyboard.

INSTALLATION

Insert disc 1 into the disc drive. Start the application '!ExInstall' and follow the instructions.

If the discs should be faulty, please send the complete package within 30 days to the following address:

Artex Services, 5 Cobham Way, Wimborne, Dorset,
BH21 19J, UK.

It will be replaced immediately.



THE START

Clicking on 'Conquer the stars' lets you start a new game, while you can continue an old game with Load a saved game. The player will be asked some questions now (for full explanation refer to the COMM.BOOK->Starting the game).

Galaxy size

Decides how big your galaxy will be. The size ranges from 15 to 40 colonizable solar systems.

Number of players

Decides how many players wish to play the game. For further information see 'Multiple Players' (page 34).

Flag

Here you may choose the flag of your empire.

Aim

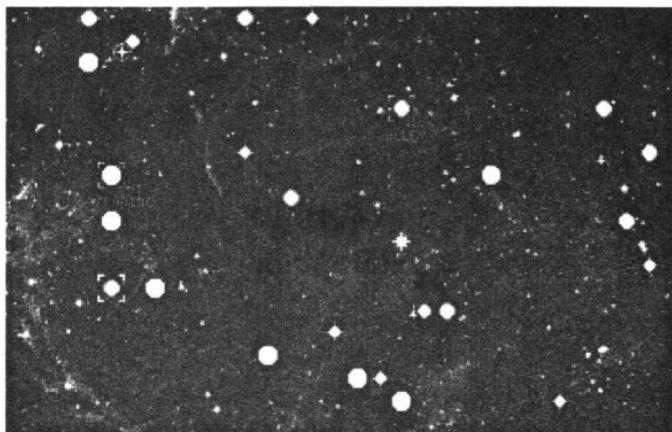
Determines the objective of the game. Further information about the selected game should be obtained inside the headquarters of the Space Guild Station.

Other races

How far shall the other races be developed? This is equivalent to the skill level of the game. If playing in multiple player mode, you can also choose to switch off the other races completely (and each player will start with 1000 MCredits).

After having answered these questions, the game will begin. The starship has reached a new galaxy and has entered the orbit of the Space Guild station. You will now see the star map.

THE STAR MAP



Whiskey
Month: 97
MCredits: 204
Planets: 5

This is the star Outpost.



FLY CTRL STAT ZOOM

LARGE WINDOW

Here you see all stars of the new galaxy that possess colonizable planets.



This is the Space Guild.



Your fleet circles round this star



Selected star



Marked star

LEFT STATUS WINDOW

Here you can read some facts about your game's current situation.

Name

The player's name

Month

The current month

Money

The player's financial means

Planets

How many planets the player's empire covers

RIGHT STATUS WINDOW

This window offers data about the star selected on the map.



This star has not been visited yet; no information is available.



If the star is known, its planets are displayed here. A yellow bar below the planet means that it belongs to the player's empire. A red bar indicates that it is held by another empire.



A space fleet is located in this system. (Single, private ships are not displayed here; you sometimes encounter them when leaving the system.)



USING THE STAR MAP

LARGE WINDOW

With the left mouse button, any star (or the Space Guild) may be selected. Data about the selected object can be found in the status window at the bottom of the screen.

FLY

Fly to the chosen star.

CTRL

Calls the Control menu (page 29). Here it is also possible to save or quit the game.

STAT

Calls the Statistics menu (page 31).

ZOOM

Enter the Space Guild (if your vessels are located there) or take a closer look at the actually selected star (if the star is known to you). This will lead to the planets map (page 8).

To label (already visited) stars for finding them again quickly, use the button CTRL and choose 'Set/Replace Star Markers' (or push the key 'M'). Then you can enter an information text and click on the desired star afterwards. By deleting the text, the marker will disappear.

The middle mouse button opens a small menu presenting the following functions:

*Show distances/travelling times proceeding from the chosen star
Save the game (using the latest save place)
Let one month pass by (i.e. wait one round)*



STAR MAP SHORTCUTS

M

Mark a star.

D

Show distances/travelling times

R

Recall messages of the previous month

S

Save the game (using the latest save place)

C

Call the Control menu (page 29)

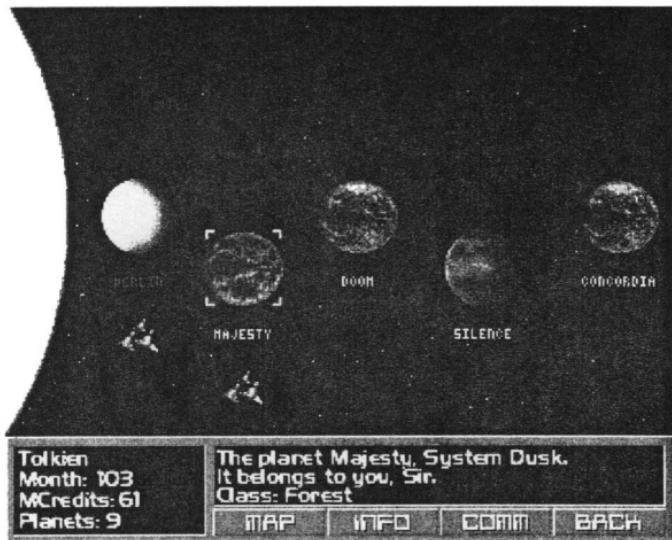
F

Fly to the selected star

Space

Wait one month.

THE PLANETS MAP



LARGE WINDOW

All colonizable planets of the selected solar system are displayed here. Not colonizable worlds, such as gas giants, are not displayed. If a name can be read below the planet, this means that the world is inhabited. A yellow name indicates that this is the player's planet, whereas a red name shows that the colony is owned by another empire. A planet carrying no name does not belong to any confederation. The selected planet is rotating, and its information are displayed in the right status window.



A fleet is in this system and belongs to the archon of this world.



LEFT STATUS WINDOW

This window shows the same information as it does on the star map (page 4).

RIGHT STATUS WINDOW

Information about the selected planet may be obtained here. Here can be seen who owns the planet and to which class it belongs.

USING THE PLANETS MAP

LARGE WINDOW

With the left mouse button a planet can be chosen. A click on the planet's name lets you change it. Information about the chosen object can be viewed in the status window at the bottom of the screen. Additionally, the following

buttons can be used:

FLEET

This button only appears at foreign worlds. It enables fleet activities (such as scout flights or bombardments). Refer to 'Warfare' (page 16) for more information.

MAP

This button only appears at the player's colonies and leads to the surface map of the planet (page 12).

COMM

This button fulfils three functions.

Unknown planets:

Contact the planet and possibly colonize it

Foreign planets:

Demand an audience with the planet's archon (to talk



*about trade, war, alliances etc, see: Communication,
page 32).*

Save the game (using the latest save place)

Own planets:

Let one month pass by (i.e. wait one round)

*Contact the colony to ship goods, build vessels and Air
Defence guns, change the climate (if science can
master this) and move (artificial) worlds.*

SHORT CUTS

S

INFO

Save the game (using the latest save place)

This calls the status screen (page 11).

I

BACK

Call the status screen (page 11).

This leads back to the star map.

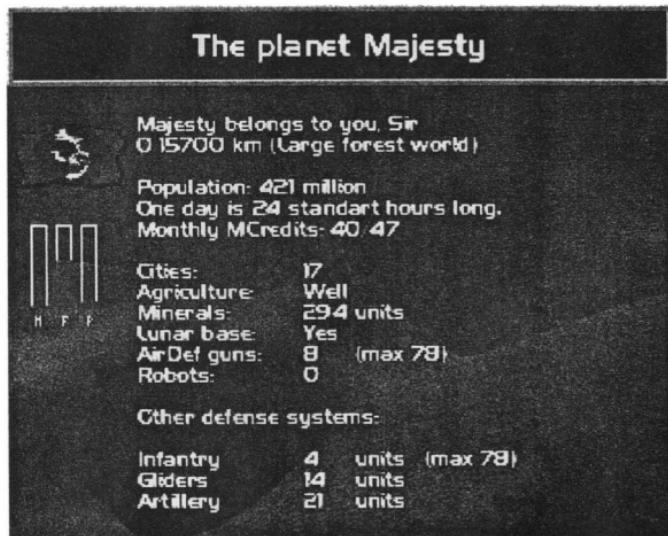
Space

The middle mouse button opens a small menu presenting
the following functions:

Wait one month.

*Show distances/travelling times proceeding from the
chosen star*

THE STATUS SCREEN



This screen contains many facts concerning the selected planet. Among other things you learn many details about the colony's defence power here.

MONTHLY MCREDITS

Amount of money that the owner receives monthly for possessing the planet and its cities. The last number says how much this sum would be without the money reserved for the army production.

MINERALS

Amount of mineral units that can be hauled by mining factories.

E X O D U S

If this planet belongs to you, you can see three bars at the left side of the screen that give information about the planet's depots:

M

Stored minerals

F

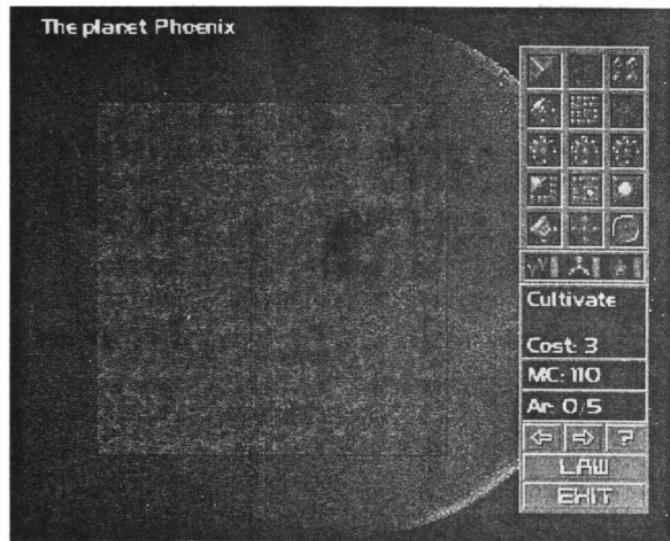
Stored food units

P

Stored plutonium

If observing foreign worlds, this screen may show some question marks. However, these disappear if the watcher owns numerous scout ships (which will then initiate some scout flights automatically).

THE SURFACE MAP



LARGE WINDOW

Here you see the schematic display of the planet's surface map. All planetary buildings, plantation etc are shown on this map.

RIGHT SIDE

The upper 15 symbols are the installations that can be built on the planet. They can be selected to obtain information about them (for further details refer to the COMM.BOOK-> Planetary buildings). Clicking on the '?' button also leads to an information text.

Below these icons are three green symbols that tell you if there are mistakes in your calculations. The bars next to the symbols should be green if everything is fine.



Shows whether there is enough cultivated area



Tells you if there are enough plutonium plants



Shows how content the inhabitants are

Below these symbols you find data about the actually selected object together with its price.

MC: 4054

The player's total amount of money

An: 17/38

Money reserved for the army and the money that the planet produces monthly. If this line flashes red, then the



army needs more money to let all army factories produce their units next month. (The amount of money can be changed using the arrow buttons.)

USING THE SURFACE MAP

LARGE WINDOW

The left mouse button causes the construction of the selected object (selected at the right side) at the position of the mouse pointer. Some places do not allow building as the terrain does not have the suitable attributes. This differs from planet to planet.

RIGHT SIDE

By clicking on an installation, you can select it. Another click on the map will cause the construction of the object (if you have enough money).

Clicking on the green symbols below these objects leads to information screens that offer data about the amount of the food and energy systems. Additionally, you gain a diagram about the happiness of your colonists here. Further, the following buttons can be used

->

Reserve more money for the army production. An infantry factory needs 1 MC per month, Gliders need 2 MC and artillery units need 3 MC monthly.

<-

Reserve less money for the army.

?

Call a help text about the selected object.



LAW

This leads to the „Law and Organisation“ menu (page 15).

BUILD

This button only appears if the lunar base has been selected. If the button has been pressed, a defence base is going to be built on the moon.

EXIT

Brings you back to the planets map.

Keys:

cursor ->

Rotate the map to the right

cursor <-

Rotate the map to the left

LAW AND ORGANIZATION

This menu provides three functions:

The Law

Here the player can change the colony's rules. By clicking on them, he can allow certain elements (green light) or forbid them (red light). Some elements are inconsistent with another and should not be allowed or forbidden together, if you want to steer clear of an angry population.

Trading Center Rules

These rules are only necessary if a trading center has been built on this planet (COMM.BOOK -> Planetary installations). Here the player decides which products the center may offer to private traders and which goods shall stay in the planet's depots. Selling plutonium is considered illegal by the Space Guild.

Public festivals

This option offers the organization of small festivities (20 MC) and large celebrations (100 MC). These cover the whole planet and increase the happiness of the citizens.

WARFARE

Warfare is separated into different areas. This covers fleet activities, by which the planet of an enemy can be attacked. Furthermore, the troops of this planet can be engaged in a lunar battle to take over the enemy's world.

FLEET ACTIVITIES

To practice fleet activities against a foreign world, the target planet must be selected (at the planets map). Then, the button FLEET must be pushed. Now there are a number of choices.

Scout flight

Flying over the foreign world and create a map

Covered scout flight

Similar to the scout flight, but here the bombers are escorting the scouts, attacking the AirDef guns.

Bomber attack

This causes the bombardment of certain planetary targets.

THE LUNAR BATTLE TAKING OVER A FOREIGN WORLD



ATTACK

You declare war to a planet by selecting the relevant planet on the planets map and communicating with the lord to announce your ambitions. The units that compete in a lunar battle are described in the COMM.BOOK (COMM.BOOK-> Elements of a lunar battle).

To be able to accomplish an attack, your fleet must be staying in the correct system.

The attacking units are coloured green and appear at the left side of the screen.

IN CASE OF DEFENCE

The defending of the planet follows the same system. The defending units are coloured blue and appear at the right side of the screen.



Now the player is going to be asked some questions. The answers not in brackets are those recommended by the computer.

Command our troops

Lead a lunar battle as described below.

Wait for the report

Only wait for the results of the attack (displayed in numbers)

Automatic group size

The single units become combined to groups whose strategically best size is calculated by the computer.

Manual group size

You can create your own group size here. A window will open in which you can increase or decrease the size of your groups using the arrow buttons. A group size recom-

mended by the computer is also displayed (a group must at least have the size of 2 units).

Automatic unit positioning

The computer positions the units on the battlefield.

Manual unit positioning

The player positions the units on the battlefield himself.

DRAWING UP THE UNITS

The groups (consisting of several units) can now be placed on any of the non-shaded fields. By clicking on a group type at the top of the screen, the desired group type can be selected. Now you put the selected group on the battlefield (using the mouse). If you should not be content with the groups' positions, they can be removed by another click on their field position (however the cursor must have been removed from that field). The group appears again



at the top of the screen. It is not possible to remove Rescue Beams and AntiGrav mines. The last positioned unit cannot be removed either, as it causes the battle to begin.

THE BATTLE

In a random order, one attacking unit and one defending unit may act. A group's action starts with the movement phase (as long as the group can move), then comes the fire phase. Further, the buttons at the top of the screen may be used at any time, as long as they can be reached with the mouse (if not, the equivalent keys can be pressed - see below).

The info field in the middle of the bar shows the group's type. The green dots show how many units the group contains. 'Cover' means that the group is actually covered, e.g. by rubble, trees or other destroyed units (this is only possible with infantry units).

Movement phase: If a group can move, arrows appear at every possible direction. Clicking on these arrows causes the unit's move to this point. Clicking on the unit itself ends the movement phase prematurely.

FIRE PHASE

Now the mouse pointer can only move to all fields within the fire range of the unit. Clicking on an enemy staying at one of these fields causes the unit to attack it. The group fires as many shots as there are units in the group. Some will hit, others will miss, depending on the hit chance, cover of the enemy and skill of the general. The enemy's group shows by explosions (or total destruction) how many units have been hit. (While in FAST mode, only one explosion will be seen).

If you do not want to fire at the enemy (for whatever reasons), the fire phase may be skipped by clicking on the attacking unit itself.



It is not possible to attack one's own units.

If a group is not able to move or to fire, the corresponding phase will be skipped.

The battle is over if one of the opponents has been defeated or something else has been achieved by negotiation.

ADDITIONAL OPTIONS

INFO

A status report about the current situation.

FAST/SLOW

The combat can be viewed slowly or quickly. If FAST is selected, the animations are missing, and only one explosion per salvo of hits will be seen.

TALK

A negotiation with the enemy is going to be started.

QUIT

After a security request, the battle will be given up.

SHORTCUTS IN A LUNAR BATTLE

I

Info

F

Fast/Slow

T

Talk

Q

Quit



ENCOUNTERS IN SPACE

While leaving a system, it sometimes happens that the fleet meets other space travellers. These may be friendly or hostile. The ship types that can be encountered are described in the COMM.BOOK (-> Ship types). In such a situation, the following buttons will be available:

BUTTONS

COMM

A greeting message will be sent to start a communication with the stranger.

HIDE

This activates the fleet's cloaking devices (if these have been invented). The foreign ships will have no other choice than to continue their travel.

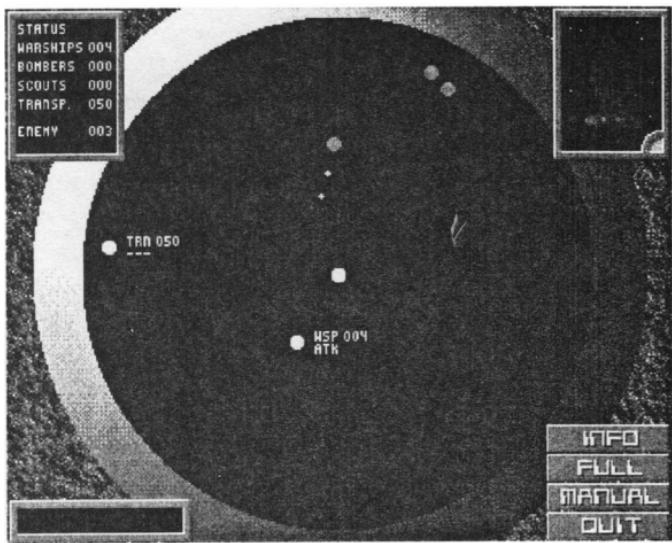
ATTACK

Starts a space combat (see below)

WAIT

Wait for the action of the other ship (it could move on, communicate, or attack).

THE SPACE COMBAT



The space combat is totally different from the lunar battle because it happens at real time. Further, the distances between the ships influence the chances of a hit. After a successful fight, the enemy's transporters and scout ships are being merged with the own fleet.

THE RADAR SCREEN

The space combat is seen from the radar screen of the star ship. Therefore, the star ship happens to be at the center of the radar. It is surrounded by the own ships (yellow) and the hostile formations (red).

The ships are displayed as dots, and a code of three letters shows the kind of ships in the formation.



SCT

Scout ships

WSP

Warships

TRN

Transport ships

BMB

Bombers

If the detailed view has been selected (click on the button **SHORT**), you will also see the current 'action' command and the group size (see below).

INFORMATION SCREENS

Furthermore there are two information screens: On the left, the size of the own fleet and the number of the attacking ships can be seen (though you cannot find the opponent's scouts and transport ships here); the right screen displays the condition of the starship (a little lamp in the right bottom edge of that window shows how much the ship is damaged). If the starship gets destroyed without an escape pod fitted, the game is over.

The information screens may get damaged during combat, as well as the radar screen.

SHIELD STRENGTH

If shield generators have been fitted, the strength of the starship shields can be watched at the left bottom of the screen.



JUST OBSERVING THE SPACE COMBAT

If you wish to let the space combat happen without commanding it yourself, you can pass the command to the Fleet Admiral. This happens by pushing the button MANUAL which will turn into AUTO. Attention: Even if the Admiral is active (AUTO), you can give commands to the ships.

CONTROLLING A SPACE COMBAT

If you click on an own unit with the left mouse button, it will be surrounded by a yellow circle. Now you can use the right mouse button to choose a unit that shall be attacked (or observed if you have selected a scout). The target will be surrounded by a red circle. If the starship attacks, it will use all its laser guns and missile launchers, if it has been equipped with them.

Further, you may use the following buttons during a space combat:

INFO

Information about the starship's current condition and the chances to win the fight. This button still works after the status screens have failed.

QUIT

You give up the battle. That means, your starship is going to be entered and robbed (The current MCs and some transporters will be stolen). More damage will not arise.

SHORT

Changes to FULL after a mouse click. Then it shows the size and the command of all own units on the radar screen.



CHANGING A COMMAND

To view the commands, the button SHORT must have been switched to FULL (see above). By clicking on such a command, you may change it:

ALL SHIPS

Do nothing.

Scout (SCT)

REP

Report. If you fly close to an enemy formation, you will see its size.

WARSHIP (WSP)

ATK

Ordinary attack.

CLF

Closed formation. Hit chances increase, but the own ships will be less covered as well.

TRANSPORTER (TRN)

MOV

Move. Fly to a certain target.

TRADING

Item	Cost	Buy	Stock	Freight
Minerals	6	3	13	2
Food	3	1	25	0
Plutonium	5	2	20	0
Infantry	5	1	8	0
Giders	7	2	2	0
Artillery	9	3	3	0
Robots	14	8	2	0
Transporters	25	10	1	50
Empty transporters: 48				
MCredits: 19				
INFO	BUY	SELL	EXIT	

The trading system is explained in the COMM.BOOK (-> Trading). You start trading with a planet by communicating with its lord (COMM at the planets map) and asking him about permission. If you have no trading alliance with the lord, you will have to pay a fee to get the permission (and you will be offered no arms).

The trading screen gives the following information:

Item

Item of purchase

Cost

How much MC the trader demands for this good

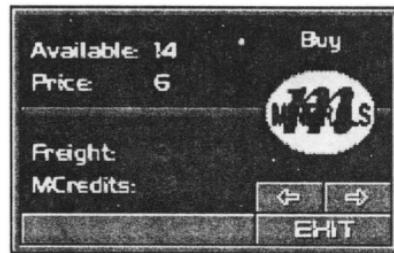
Buy

How much MC the trader offers if he buys the product

Stock*How many units the trader owns***INFO***Information about the selected good***Freight***How many units the player carries in his transport ships***BUY***Buy the ware:***Empty transporters***The cargo space of the player; how many units he can load onto his ships***MCredits***The player's amount of money***BUYING AND SELLING GOODS**

You click on the row of the ware you wish to buy or sell.

Now you use one of the following buttons:

*Available:**The trader's stock**Price:**Price you have to pay for one unit**Freight:**How many units the player possesses**MCredits:**The player's money*



By clicking on the arrow buttons, the player chooses how much he wishes to buy. If he is content, he confirms that by pushing EXIT.

SHORTCUTS

B

Buy

SELL

Sell the ware. This works like BUY.

S

Sell

EXIT

Finish trading with this colony for this month.

Middle mouse button

Buy

Right mouse button

Sell

THE CONTROL MENU

This menu can be reached by pushing the button CTRL at the star map. Entries in this menu are used to control many elements of the game. The following points can be activated by clicking on them:

Change officers & taxes

New officers can be employed here which are superior to the old officers in some areas. By clicking on 'New' behind the corresponding officer you can inform yourself about the new officer and possibly employ him. (More detailed information about the tasks of the officers are available in the COMM.BOOK->Archive file #8, Valuing of the officers) Further, it can be determined here how many percent of the monthly taxes (that are collected from the planets and cities monthly) shall be reserved for the scientific projects and how much shall be saved (clicking on 'Science' or 'Taxes').

Secret Service

Here you can give a mission to the secret service (see COMM.BOOK -> Secret Service)

Set/Replace star markers

For better orientation you can post markers on (already explored) stars. See: Star map (page 4).

Equip starship

Here the starship can be equipped with special systems and crew members (see COMM.BOOK -> Systems of the starship).

Build artificial planet

Here, an artificial planet can be built (in three phases for 1000MC each). But some inventions are needed before this will work. For further information refer to the COMM.BOOK -> Artificial planets.



Show distances

Display the distances (flight times in months) between the stars, proceeding from the selected star:

Wait one month

Finish one turn. During this time, the player will be supplied with current information. As one month is passing by, the computer calculates the behaviour of every field and element of all cultivated worlds (and sometimes of uncultivated as well); further the lords forge their plans, cultivate their planets and make war during this time.

Save game

Saves the current game to disc. If a game has been loaded or saved before, pushing the key 'S' (or clicking SAVE in the menu you receive by pushing the middle mouse button) is sufficient. The game will then be saved at the last position used.

Quit game

After a security request the game will be given up. You will have the choice between trying a new game and leaving EXODUS.

Diplomacy (only if playing with multiple players)

Here can be decided how other players will be treated by your officers, if the players come and ask for alliances or trade (because it is not possible for players in multiple player mode to communicate directly).

THE STATISTIC MENU

The statistic menu offers information about various areas of the game.

General information

This gives an current overview over the current situation of the game.

Fleet information

The player can see here how many (and which kind of) ships are in his space fleet and which goods are on board of his transporters.

Recall latest news

This gives a survey over the important news of the previous month.

List planets

Lists all own colonies together with their military forces.

List inventions

This lists all possible inventions. Already invented ones are displayed white, the others have the colour grey. Clicking on an invention with the right mouse button gives information about it. For further info, refer to the COMM.BOOK -> Inventions.

Relationship to lords

This shows the relationship of the player towards the other archons. Lords who do not exist any more are displayed grey.

Starship status

Displays the starship and lists all its systems.

Starship damage

Shows the condition of the starship.

Statistics

Shows the leading lords in the corresponding areas and calculates a superior lord out of this information.

COMMUNICATION

A communication is started by clicking on the COMM button after having chosen the desired planet. It is then possible to talk about the following things:

War

By this you show your intention to attack the planet with the battle units you carry on your transport ships.

Trade

Here you ask the lord about the permission to trade with the concerns of the planet.

Offers

This deals with the forging of alliances. (More about alliances see COMM.BOOK -> Alliances)

Further conversation

Furthermore you can menace the other lord, try to insinuate yourself, excuse yourself, or insult the archon.

THE SPACE GUILD STATION

The station consists of three places that can be reached by clicking on certain areas of the station. If that area can cause an action, its name will be displayed at the left bottom of the screen.



Headquarters

Here you will meet an information robot (infobot), the door that leads to the hall of the guildmaster, and an exit (at the right side).

Infobot

Here you get information about your mission. Further you can become a guild member or leave the guild. You can also view your personal reputation amongst other lords and look if you have violated the Space Guild laws.

Guildmaster entrance

Here you can try to become Guildmaster. But to achieve this, you must have fulfilled your mission.

The Stardust Bar

In the bar you will meet the barkeeper, and you can use the blue pinboard and the video game computer.

Barkeeper

The barkeeper always knows the latest rumours.

Blue pinboard

Here you can read which free planet would be a good choice to colonize. This information is not available in the multiple player mode.

Video game

Here you can try to compete with the other lords in the game 'Star Sheriff'.

The shuttle hangar

Through the hangar you can leave the Space Guild again.

MULTIPLE PLAYERS

If more than one player has been chosen at the start of the game, the game will happen in multiple player mode. In this mode the players act by turns; a player plays for so long until he decides to terminate the month (by „Wait one month“ or similar actions). This causes the start of the next player's turn.

INTERACTION OF THE PLAYERS

While one player is acting, the other players temporarily turn into computer enemies, i.e. they act only indirectly. Their actions are represented by the corresponding officers. For example, the computer takes over the negotiation part of an 'inactive' player in communications with the actually playing lord. In order that the computer's decisions remain as the player wishes, it can be selected how the other lords shall be treated (using „Diplomacy“ in the

COMM menu; here you click on the desired lord to change the relationship).

THE AIM OF THE GAME

In multiple player mode there is only one objective: To survive after all other human players have been defeated. This may be affected by other races of course; a player could be overwhelmed by a computer lord instead of being defeated by a human player. Therefore the other races can be switched off at the start of the game too.

Furthermore, no player does receive a report about the best free colonizable planet in the Stardust bar to avoid giving the first player an unfair advantage. But the rest of the game does not differ from the normal procedure in the multiple player mode.

First contact with intelligent life in galaxy NGC 2325

Start of the new chronology:

DAY 0, 1700 HOURS

Ship computer: Call number 604266. This is the board computer of the Terran star cruiser S86 Alpha. Waiting for reply.

DAY 0, 1730 HOURS

Ship computer: Call number 604267. This is the board computer of the Terran star cruiser S86 Alpha. Waiting for reply.

DAY 0, 1800 HOURS

Ship computer: Call number 604268. This is the board computer of the Terran star cruiser S86 Alpha. Waiting

for reply.

Unknown source: Trae tipak snavag? Araveg skavat vooh - topak.

Ship computer: This is the board computer of the Terran star cruiser S86 Alpha. My algorithms for analysis of radio transmissions do not exclude that your response is of extra terrestrial source. I am going to send the decryption code for the human language.

Unknown source: We have received and decrypted your message. We are ready to start communication. We are the Space Guild. Your ship is not known to us. What is your origin?

Ship computer: The starship has been on a 34 years lasting flight. The co-ordinates of this galaxy are outside this computer's star maps.

Space Guild: Is there organic intelligent life on board of this ship?

Ship computer: Positive. The regeneration from the sleeping phase has been initiated automatically by your response to our call. Additionally the ship is reducing speed.

Space Guild: In case you have a command hierarchy, we wish to talk to the leading officer.

Ship computer: Scanning crew file... The captain is still in his sleeping phase. The communication will be continued as soon as he is available.

Space Guild: We are waiting for your reply. End of communication.

DAY 0, 2100 HOURS

Captain: Starship to unknown space station.

Space Guild: This is the Space Guild, an institution for the watching and guarding of this galaxy. How is your condition?

Captain: We are some hundred thousand people who have fled from their home world. We want to attempt a new beginning in a new galaxy. We have been accompanied by some transporters and perhaps some warships. The starship is not equipped very well. Yet we possess some goods. Can you tell me with who or what we are dealing with? Never before has the human race encountered other intelligent life forms.

Space Guild: The major inhabitants of this galaxy are a mixture of Teri, Urkash, Gordoon, and Yo'kon. If you do not

intend to continue your travel, it is possible to add another name to this list.

Space Guild: Positive. Be ready to receive some transmissions. End of communication.

Captain: We seriously need information about you and this galaxy to offer them to our leader.

Space Guild: Is your leader the single ruler of your people?

Captain: We intended to perform something like this, yes. At least until we have adapted to the new...

Space Guild: Rulers are spoken to with 'Lord' or 'Lady' - in case that your species has two genders.

Captain: Yes, it has. I should check now if our leader has regained consciousness. Please send us your most important data.

First transmission by the Space Guild to the Representative of Mankind

DAY 1, 0400 HOURS

The Space Guild welcomes the human race, and especially their leader, to this galaxy.

We know you have much to do on your space ship at the moment. We just want to briefly give you some remarks to the situation that awaits you here.

Firstly it should be mentioned that there are 14 further emperors who have commenced colonizing this galaxy. The Space Guild has been created to engender some kind of order into the chaos of the soon beginning conquests of the avaricious lords. Surely our efforts are worth nothing if the rulers do not accept our guidelines.

As a standard currency, the 'Credits' have been introduced. For you will probably only do bigger transactions, you will deal with 'Mega Credits', short MC, most of the time.

This currency can then be used planet independent at every location in the galaxy. The money will be stored inside your starship. In case your starship gets boarded (for instance by space pirates), it can come to a loss of your capital.

As you do not possess any Credits yet, but have brought raw material from your home world that will be considered very exotic in this galaxy, we will support you and sell these goods immediately to space travellers and so transfer them into Mega Credits.

Additionally we would like to point out another important matter: Within all competing empires, the Space Guild is looking for the one that is able to lead the galaxy into peace and order in the time to come. Therefore we will keep our eye on the lords of the aspiring empires to finally choose one who will be elected to be the Guildmaster and thereby the acknowledged leader of the entire galaxy. We hope that your people will do their best to satisfy these demands.

For further information please consult our Infobots that can be found in the upper part of the Space Guild station. Discussed topics:

Record of the officer's meeting:

DAY 3, 1100 HOURS

Present: Elected Representative of Mankind, Fleet Admiral, Science Officer, Battle General, Secret Service Leader, Counselor, Chairman

Officers

Planet Classes and Colonization

Planetary Items

Tips for Building

Events During One Month

Systems of the Star Ship

Produceable Ship Types

Rules of a Lunar Battle

About the People

Secret Service

Science, Budget

Inventions

Artificial Worlds

Alliances

E X O D U S

OFFICERS

Chairman: I welcome you to this meeting. Its task is to discuss the new structure of organisation of our society. Every aspect is being represented by an officer. All officers have to submit to our elected leader. Our current Officers have not gone through any special training, thus it may become necessary some time to fill some post again. In the first years it will be the best if our leader receives unlimited sovereignty to prevent our people from perishing in anarchy and chaos. Voices can already be heard from small groups that want to separate and see it as their right to take pieces of the Starship with them. We do not know where this will end if our homeless travellers will not find a new home soon. As a sign of our optimism we will call ourselves 'settlers' from now on.

Now I call upon the ship counselor to speak; he will tell us more about the colonization of a new world.

PLANET TYPES, COLONIZATION

Counselor: Thank you. I have done several studies and will now present my results.

The colonizable planets of this galaxy can roughly be divided into six classes: Forest, desert, rubble, Volcano, Ice and earthlike planets. You should also read the material in our ARCHIVE transferred by the Space Guild. We have created a star map of this galaxy that displays all stars that are surrounded by habitable planets.

To colonize such a planet we firstly have to fly to the appropriate star. The Space Guild has recommended to visit their station first for gaining information about a suitable planet.

Having reached the desired planet, we have to try a communication. We obviously can't colonize planets that are already inhabited by a highly developed civilization. Our only possibility would be to take over such a world violently. A colonization costs us 100 to 130 MC, depending on the

planet's size, because we have to cartograph the world, send the settlers downwards and build depots. The depots' capacity depends on the size of the planet. We will not draw in the depots on the planetary map.

There are several elements that can be built by us on the planet; building them costs a certain amount of MC. I will now introduce the elements:

PLANETARY INSTALLATIONS



Base

This is the central institution of a planet. From here, the planet is ruled and guarded. Without such a command base, the colony will lose its owner. So having only one base building can be quite dangerous. To survive, the command base units need one cultivated area.

Cost: 20 MC

Needs: 1 Food unit



Cultivated area

These areas are huge farms or plantations that produce food for the command stations and the cities. 1 unit is needed for all base units together; 3 units are needed for each city. The food that is not needed is going to be stored in the planet's depots.

Cost: 3 MC

Needs: -



Mining

The mining factories haul minerals that are then stored in the planet's depots. To work, each mining unit needs an additional plutonium unit (ie a plutonium reactor or a unit taken from the depots). If the planet's raw materials have been exploited, the mining units will not be able to haul any more minerals.

Cost: 15 MC

Needs: 1 Plutonium unit



Plutonium production

These large reactors produce energy for army production and mining units. One plutonium unit is needed for each army production factory and for each mining unit. Plutonium can be sold as well (illegally, ie against the Space Guild laws). If a plutonium unit explodes due to whatever reason, it will destroy its environment. Beware of chain reactions.

Cost: 25 MC

Needs: -



City

Some million citizens can live in one of these gigantic cities. A city needs 3 units of cultivated area to survive. Each month, a city pays 2 Mega Credits to the government. Without cities, no science is possible. If the population of a city gets too big, the city will expand automatically - if the environment allows that.

Cost: 30 MC

Needs: 3 Food units



Clear ground

This clears a land unit of a planet. Everything previously located to that unit will be destroyed. Citizens do not like to be resettled in other cities, so clearing their cities will make them angry. If an alien village is getting cleared, its inhabitants will not survive.

Cost: 5 MC

Needs: -



Infantry production

This army production unit produces one infantry unit per month. It needs one plutonium unit and one Army Credit (Ar) to work.

Cost: 10 MC

Needs: 1 Plutonium unit



Glider production

This army production unit produces one glider unit per month. It needs one plutonium unit and two Army Credits (Ar) to work.

Cost: 20 MC

Needs: 1 Plutonium unit

Cost: 15 MC / 10 MC / 20 MC

Needs: -



Trading center

Private space traders dock at the trading center to buy the food and the minerals that are stored in the planet's depots. Each month, a trading center sells a certain amount of the planet's stock and earns some MC. The amount of sold goods may vary. Selling plutonium is illegal and will only be done after a special admittance (see LAW). More trading centers increase the amount of sold goods (if there are enough goods in the depots).

Cost: 100 MC

Needs: -



Artillery production

This army production unit produces one artillery unit per month. It needs one plutonium unit and two Army Credits (Ar) to work.

Cost: 30 MC

Needs: 1 Plutonium unit



Spaceport

A spaceport consists of a control unit, a landing platform unit and a power plant. The spaceport makes it possible to transfer goods between the space fleet and the planet.



Lunar Base

The battle base is not built on the planet but on the moon and acts as an effective artillery unit with four towers. The battle general will provide more data.

Cost: 120 MC

Needs: -



Park

Parks should be built near cities. If people have access to such a huge park, they feel happier. A park offers sufficient space for inhabitants of at least 3 cities.

Cost: 10 MC

Needs: -

TIPS FOR BUILDING

Firstly we have to build an operation base to be able to administer the planet. This base needs one cultivated field. Now we should build at least one defence unit (ie a plutonium reactor and a production unit). We must not forget to provide a sufficient budget for the army so that the unit can be built at all.

A spaceport is necessary to transfer goods between pla-

net and fleet. Without a space harbour neither trade nor warfare are possible.

WHILE A MONTH IS PASSING BY

While we let one month go by, a number of things will happen. The plantations will produce food. The inhabitants of the cities and/or the base will then consume the food. If too much food has been produced, the superfluous amount will be stored in the planetary depots. If there is not enough food some people will die, and cities will have to be closed down (unless we happen to possess reserves in the depots).

The plutonium reactors will produce plutonium units. These will then be used by mining units and army production factories. If there is not enough plutonium (no matter if taken from the reactors or from the planetary depots), some units will not be produced. In case of surplus the remaining units will be saved in the planetary depots (so

energy can be 'stored').

If everything works, the mining installations will haul the minerals (which will be carried to the depots then), and the army factories produce battle units which are ready then for a lunar battle or the transport onto the transporters. Only a limited number of defending units can be produced, depending on the planet's size.

It is also possible that food units collapse (due to different reasons). Of course there are many other things that may happen, but we do not have any reliable estimates yet.

This is all information I have compiled so far. Now it is the fleet admiral's turn to speak. He will have much to tell about our current situation.

SYSTEMS OF THE STARSHIP

Admiral: I thank you. I will begin with the most important question: How are we equipped? What means are at our disposal?

Our most important property is our Starship upon which we are at the very moment. It comprises many different systems, among them some shuttles for planetary landings (the ship itself is not able to land). Additionally, our engineers are able to expand the ship's functions by several systems. I will shortly describe them:

Shield Generators

These protect the ship against enemy hits in a space combat.

Lasers

Enemy ships can be attacked by them. One laser tower has already been installed.



Missile Launchers

These work only once, but they are very effective.

Crew

The more crew we have, the faster can we repair damages.

Bionic Probes

These little capsules can scan a planet before we claim it.

Escape Capsule

This space glider saves the command staff in case of the starship's destruction. After such a destruction we will order the building of a new ship.

Repair Hanger

This installation repairs destroyed warships after a space combat.

CONSTRUCTABLE SHIP TYPES

Besides the starship we have command over some transport ships. Maybe some warships have also joined us; our crew is already working on a complete list that we will present you soon. Further we are able to construct the following ships at one of our planets (but for this the planet must own a spaceport; further the fleet must be in the appropriate system):

Scout

Light ship, used for scout flights over foreign planets. During a space combat scouts deliver information about the enemy if they fly close to their target. Scouts have very weak shields and cannot fire.

Transporter

One transporter can carry one of the following units: Food, minerals, plutonium, robots, battle units.

Transporters have medium shields and cannot fire.

Warship

Constructed for space combat. Warships have quite strong shields and good firepower.

Aerospace Bomber

Is mainly used to bombard planets. Bombers own weak shields and no very effective weapons for dogfights, but can nevertheless be used in space combat.

These are all information I can provide at the moment.

Chairman: Thank you very much, Admiral. We will then take a look at the very defence of our planet or our planet empire. The general of our military forces (if we will eventually have them) surely has some interesting news for us.

RULES OF A LUNAR BATTLE

General: Indeed. The Space Guild made all lords in the galaxy set up and sign an agreement that contains some basic rules of warfare. These rules make war no longer be that slaying of cannon fodder we know so well from Terra. For the protection of the civilian, combat is only done on the planets' moons, so that no helpless inhabitants are involved. Both sides can compete on a clearly marked battle area.

Further, no life forms shall be involved into fights; the battle is only done by automatic units. The logic consequence is that these battle units have to be produced before any combat may start - as the counselor has already pointed out.

Counselor: Yes, right. Therefore we must quickly build some battle units for our defence.

General: I do absolutely agree. Let me go on: Before a battle starts, the opponents place their armies in front of each other; due to radio interferences it is not possible to see the positions of the enemy's objects until the complete drawing up of the own units.

Science officer: Let me remark that the civilians can still receive damage despite of all these measures: the secret service might cause epidemics, or the bombers our Admiral spoke about could bombard the planet. The Space Guild hardly condemns such actions.

General: Thank you. Now let me please explain the elements of the lunar battle.

ELEMENTS OF A LUNAR BATTLE



Infantry

Infantry troops can move three standard fields and have a fire range of three fields. They do not possess a high accuracy. But they have some advantages over the gliders: Infantrymen can hide in scrap of destroyed units (whatever type) and are harder to hit then. Further they are not susceptible to AntiGrav mines. Trees etc can be used as cover as well.

Movement: 3 Fire range: 3 Accuracy: low



Gliders

Gliders can move four fields and have a fire range of four fields. Their accuracy is medium. Gliders can be destroyed by AntiGrav mines. But they are the fastest movable units.

Movement: 4 Fire range: 4 Accuracy: medium



Artillery

Artillery units are stationary and cannot fire backwards. In return for that, their fire range is seven fields, and after the moon base (and pirates) they have the highest accuracy.

Movement: 0 Fire range: 7 Accuracy: high



Lunar base

This is a defence unit that can reach the whole battle field with its cannons. However, if the reactor is destroyed, the whole base will explode. The lunar base is stationary and has a very high accuracy. After a fight it is able to rebuild itself (if the reactor is still intact).

Movement: 0 Fire range: 16 Accuracy: very high



Rebels

Rebels are not mechanic but organic. They are brave guerrillas of an angry or desperate population. They can move three fields, have a fire range of three fields and own very bad weapons. They arrive illegally on the moon using private transporters.

Movement: 3 Fire range: 3 Accuracy: very low



AntiGrav mines

These mines remove the gravity field of gliders and are able to wipe out a whole battle cluster. They are produced by private concerns and sometimes offered shortly before a battle, often far too expensive.



Rescue beams

These are automatic platforms that activate a rescue beam if a unit steps on them. The unit will then be transferred back onto the transporters of the attacking fleet.

ABOUT THE PEOPLE



Alien pirates

According to the Space Guild, pirates sometimes try to plunder a colony. They firstly attack the defending forces. After a victory they raid and devastate the planet. Pirates use unknown technologies and dangerous weapons, but surely also they have their weak spots.



Rocks, trees, etc

These natural elements of the moon can be used as cover by infantry units.

This is actually all I can tell about our defending technologies. I will try to gain more data soon.

Chairman: I thank you. It would surely be wise now to give our new lord some information about how to rule our colonists, too. However I do not know who has collected details about this topic...

Counselor: I could add some more words to this. The people are a very unpredictable variable in the game of the mighty. But some things can be said with certainty about the opinion and contentment of the folk.

Most of the time the people will not start a revolution suddenly and unexpected; this is a long process during which the society is constantly harassed by hunger, attacks or bad laws. The people will on the other hand not forget all their sorrows and become happy again after a little cheer up by a festival of other pleasant events. Of course, this also needs time.

If however the people have decided to start a revolution, it will be very hard to stop their urge to depose the old sovereign. Only a bloody beating down of the revolution or immediate compromises will defuse such a situation (maybe only for some time, though).

Additionally, the people are forgetful, and after a long time

of peace and calmness hardly anyone will remember the bad times of the past.

Chairman: Then I will call upon the leader of the Secret Service to speak - he surely provides some more interesting facts.

SECRET SERVICE

Secret Service Leader: That is right. I will quickly introduce the secret service staff that we have worked out during the last hours - first of all only in the computer. It is less concerned with supervision of the own people but concentrates more on espionage and sabotage of other empires. According to this our agents will be able to execute the following missions:

Information services

We will train spies who can gather various facts about foreign empires, from the enemy's amount of money up to complete surface maps.

Personal files

This will be some collected data about an alien lord.

Terrorist actions

Our terrorists will be trained to destroy enemy buildings, poison plantations and cause rebellions. The better our secret network will function, the less agents will be captured by our enemies.

Orbital bomb attacks

If our science has proceeded further, we will attack a planet by orbital bombardments; maybe we will even be able to totally annihilate the planet's surface.

Furthermore the secret service will be concerned with the finding and capturing of enemy terrorists. We are also going to develop methods of interrogation; maybe science will also help us here in the future.

Chairman: Thank you. Then I herewith call upon the science officer to speak. He surely wants to say some other interesting things about the future of our people.

SCIENCE, BUDGET

Science Officer: Well, I want to remark first that science will not be able to work without a sufficient budget. Without money for scientific projects no science will be possible. Further, we need cities where scientists can install their laboratories. There will be independent science teams on every planet; so the more planets belong to our empire, the bigger will our progress be.

Now for our projects: We have planned five basic inventi-

ons that are needed for the inventions to be made later on.

INVENTIONS

BASIC INVENTIONS

Mass Production System

This system enables the industry to produce gigantic masses of material in a very short time.

Ultrarange Scanner

This system makes it possible to scan a whole globe's topographic and geological constitution in less than four seconds.

Fusion Engine

This engine needs much less power than any other fusion engines constructed in the past.

Micro Mechanic Elements

These elements allow a complex machine to be stored in a minimal space, even if it used the space of some factory halls before.

Universal Vaccine

This vaccine's molecular substance is nearly as easy to manipulate as a computer program and can be used both to heal and to damage.

FURTHER INVENTIONS

Orbital bombs

These bombs can be dropped onto a planet from the orbit which means that it is impossible to avoid an attack. See also the facts of the Secret Service Leader.

Previously needed: none

Orbital Mass Construction

This is an improvement of the Mass Production System and can even be used for constructing whole planets, what I will explain further on.

Previously needed: Mass Production System, Fusion Engine, Micro Mechanic Elements

Orbital Mass Thrust

This can be used for Spaceship High Speed Flights (SHSF) that shorten all space travel time to one month, and also for the moving of an artificial planet (see below).

Previously needed: Mass Production System, Fusion Engine, Micro Mechanic Elements

Weather Influence

This invention makes it possible to control the planet's weather by heat changing. This can result in a global geological change that makes the world more friendly for humanoids.

Previously needed: Ultrarange Scanner

Multi functional vaccine

This vaccine can heal even the surprising and unknown epidemics that lead to the closing down of whole cities.

Previously needed: Universal Vaccine

Highly Sensitive Acid

This acid can prevent even the surprising and unknown plagues that lead to the dying of important agricultural areas.

Previously needed: Ultrarange Scanner

Industry Guard Computer

This security system will be installed in every important industry area to detect and kill enemy (or rebel) terrorists.

Previously needed: Mass Production System, Micro Mechanic Elements

Dream Influencing System

The DIS is a top secret invention and is used to get information from captured terrorists by manipulating their dreams. This is what the Secret Service Leader was talking about.

Previously needed: Universal Vaccine

Radar Extension And Manipulation

This system can prevent damage caused by meteor fragments as well as it can hide the space fleet from alien radars.

Previously needed: Fusion Engine, Micro Mechanic Elements

ARTIFICIAL WORLDS

Now let me present a very interesting and as well utopian project: The creation of artificial planets and their movement from star to star.

An artificial planet could be built if the Orbital Mass Construction had been invented and, as we assume, 1000 MC could be spent (for each level; we think there will be three levels). This artificial planet would not be very big. Naturally you cannot haul minerals on it. But for acknowledging the contract about the protection of civilians, the planet is surrounded by an artificial ice moon to provide space for lunar battles. Due to physical laws, the planet needs a fixed distance to the sun (so that it will neither fall into it nor drift away from it), thus it needs to be positioned at fifth place in every system. Systems that already have a fifth or an artificial planet have therefore no space for this additional object.

Further, the planet could, if the Orbital Mass Thrust would have been invented, be moved from system to system, turning it into a movable trading or battle station.

Chairman: This all sounds very interesting to me. Milord, I hope you have listened well and have received some inspirations for your new empire. Are there any further comments or questions?

ALLIANCES

Counselor: Maybe we should briefly talk about the possibilities of contracts with other lords. I can imagine three different alliances:



Trading alliance

Herewith both sovereigns receive the right to use the private trading net of the other's planets without any additional charges. Without this alliance, the lord will not be offered any arms.



Non-attack alliance

Both emperors oblige not to attack the other's empire.



War alliance

In case of an attack the other side obliges to send armies for the ally's support. Hypershuttles (see below) will be needed for this.

ARCHIVE

Marked files of the ship's archive:

FILE #1: STARS, GALAXIES, PLANETS

FILE #2: THE RACES OF THE DOMINATING EMPIRES

FILE #3: THE TRADING SYSTEM

FILE #4: PLANET TYPES

FILE #5: OTHER SHIP TYPES

FILE #6: ALIEN PIRATES

FILE #7: TRAVELLING FASTER THAN LIGHT

FILE #8: ASSESSMENT OF THE OFFICERS

ARCHIVE FILE #1: STARS, GALAXIES, PLANETS

Popular-scientific text by scientist Charles Teng

Added to the archive at: 31-04-3012

Not encrypted

A galaxy is an object of unbelievable extent. It consists of many thousands of gleaming stars - gas spheres with a heat of millions of degrees that send their energy through billions of light years into the space of the universe.

Attracted by the immense gravity of the suns, small celestial bodies occasionally encircle the bright shining gas giants. These bodies are called planets.

A few of these planets own a mild climate that allows nature to awake to life and create endlessly many forms of life. One of these worlds gifted with life was called 'Earth' by its inhabitants who called themselves intelligent. A long time these inhabitants believed they were the only intelligent creatures in the endless space of the universe.

Not till their biggest pain and shortly before their extinction they became confronted with the truth.

ARCHIVE FILE #2: THE RACES OF THE DOMINATING EMPIRES

Space Guild publication

Added to the archive at: New time, Day 1

Not encrypted

Teri

First contact with other intelligent races in the Teri year 10421. Home planet Drengi in Galaxy NGC 1421. Species with two genders where male names have the prefix 'Ya' whereas female names begin with 'Ye'.

Grown-up Teri have a size of 1.40 m and weigh approximately 50 kg. Their strongest outer characteristic is their strong fur. The intelligence degree of the Teri is located at 2583.1 points on the Gordoon Equalization Scale. The following is a section of the great book of the Gordoon research worker Khoon Dan: „Teri are furry, peaceful creatures whose aim is expansion into the galaxy, but they do not want to reach this aim by raw violence, cruelty and

breach of contract. Nevertheless the Teri live in a strict monarchy. And of course there are also black sheep under the Teri that differ from the norm."

Yo'kon

First contact with other intelligent races unknown. Home planet is called „One“ and is located in Galaxy NGC 1421 that is also the origin of the Teri. Species with two genders that have an approximate size of 4m. The intelligence degree of the Yo'kon is located at 1683.0 points on the Gordoon Equalization Scale.

The Yo'kon are a race that possesses the attribute to copy cultures of other folk up to the smallest detail. During their cultural development, the Yo'kon 'stole' every part of their culture from a race that was developed further at this aspect - from their first hut to the hyperspace technology. Their present civilization is therefore a bizarre mixture out of all known cultures of this galaxy.

As can be imagined, the race of the Yo'kon is known for

its extrovert behaviour. Yo'kon like to make alliances, but they are often not very reliant concerning the keeping of their agreements. Yo'kon also have the reputation (maybe because of their not highly creative past) not to be very intelligent.

Urkash

First contact with other intelligent races at Urkash chronology 0. Home moon „Ikaabar Noras“ (Damnation) in Galaxy NGC 8742. Species with four genders; however only two genders have the right to vote and candidate. The intelligence degree of the Urkash is located at 1700.6 points on the Gordoon Equalization Scale. Teri scientist Ya Foyon compiled the following report about the Urkash:

„Originally the Urkash lived on a small moon of some unimportant planet, without any technology. But some trading ships of the Bartaan, a race of space travellers, discovered these creatures and wanted to sell them for quite

a lot of money at the next bazaar. However, since the 'liberation' from their isolation and the contact with highly developed technology, the Urkash began to advance from slaves to free individuals and further on to emperors.

For the race of the Urkash is a race of warriors. They possess all attributes that make out such a folk. They are called aggressive, cold-blooded, revengeful and they are known as good fighters. Further, the Urkash do not seem to be very reliant. Additionally it should be reminded better not to provoke members of this folk."

Gordoon

First contact with other intelligent races at Gordoon chronology 38/1. Home planet unknown. Species with two genders. Grown-up Teri have a size of 1.10 m and have six limbs. They weigh approximately 47 kg. The intelligence degree of the Gordoon is located at astonishing 3087.9 points on the Gordoon Equalization Scale.

The Gordoon are commonly acknowledged as a very pro-

gressive folk, concerning their technology as well as philosophy and politics.

But Gordoon are conservative and cautious as well, and they are afraid in contact with other races. As the only of the above mentioned races they own a democracy that is represented by an elected lord in case of negotiations. Gordoon are furthermore known for their revengefulness and their aggressiveness towards other folk.

ARCHIVE FILE #3: THE TRADING SYSTEM

Space Guild publication

Added to the archive at: New time, Day 1

Not encrypted

Trading works after a special system that always allows the trading lord to sell all the goods he has brought with him.

This trader does not directly deal with the planet's sovereign but with his private industry. That means: The sover-

eign asks for the right to trade and does then trade with the planet's private concerns, not with the 'owner' of the planet. So the trading does not directly influence the stocks in the planet's depots.

If the lord has finished trading, the private concerns offer their goods to their sovereign, overpriced most of the time, to gain profit out of the trade.

So if a lord is allowed to trade, the stocks at the planet are not touched for the first. However, the planet's lord will be asked afterwards if he wishes to buy some of the wares which the private traders have just bought. At this time, the trading lord will probably be on the way home with empty transporters.

For example, a Teri lord could visit a Yo'kon emperor who allows him to trade. The Teri sells its goods to the private industry. He possibly sells arms. Later, the Yo'kon lord will be asked by his concerns if he would like to buy some of these arms. So a weak or vigilant lord himself could eventually purchase some of the arms that was sold by the Teri

lord to the industry.

Trading alliances

Without a trading alliance, a lord will have to pay a certain amount of money to get access to a planetary concern. Further, without an alliance, the concern will not offer any arms to a foreign lord (although it will surely buy them to offer them to its lord). This trading limit will be removed if the concerning lords own a trading alliance.

ARCHIVE FILE #4: PLANET TYPES

Space Guild publication

Added to the archive at: New time, Day 3

Not encrypted

Forest planets

These planets that are covered by dense vegetation are very fertile and productive. A good living space, however clearing is often necessary to create enough space for a colony.

Terra class planets

Comparable to the forest planet, the Terra planet does also offer a good basis for agriculture. Its natural resources cannot compete with those of a forest planet, but the terra planet suits very well as the first planet to colonize.

Rubble or rock planets

These planets have a very bumpy terrain that makes building difficult. They are often rich on minerals that can (closely to vulcans) be hauled twice as effective than on other planet types.

Desert planets

Food does not grow very well on this planet except closely to oasisses. In return for that, desert planets are often rich on minerals.

Volcano planets

Growing food causes big problems here, however the

natural energy of this extremely active planet leads to a plutonium production approximately twice as effective as on other planets. Volcano planets are close to the edge of uninhabitability, but they are still attractive because of their great natural energy.

Ice planets

Ice planets often own many resources as well. But the cold climate makes the growing of food only possible under protection domes, as it is done on volcano worlds.

The more natural resources a planet owns, the more MC will its lord receive monthly, additionally to the money received by cities.

So 10 MC will be received for a medium terra planet, whereas a bleak rubble planet of the same size only provides 6 MC.



ARCHIVE FILE #5: OTHER SHIP TYPES

Space Guild publication

Added to the archive at: New time, Day 2

Not encrypted

Mining ship

Vessel of a private trading concern that hauls minerals.

Light armament.

Hypershuttle

Extremely quick ship type that must however be scrapped after a single use. Hypershuttles are only produced by the Space Guild. They are used for the transport of battle units and are only offered if a lord wants to help his warally in case of an attack. Hypershuttles are not armed and have no shields, but they cannot be attacked by pirate fleets because of their high travelling speed.

Scientific cruiser

This is a private science ship that can have a variety of scientific missions. These cruisers have minimal armament and shields.

Travelling shuttle

These private spaceships are carrying travellers from planet to planet and should generally avoid the imperial travelling routes.

Ships of religious guilds

These unarmed vessels carry religious believers who want to pass on their message.

Unknown ship types

These are ships with unknown equipment, function, and aim.

ARCHIVE FILE #6: ALIEN PIRATES

Space Guild publication

Added to the archive at: New time, Day 2

Encrypted with Access Level 2

It sometimes happens that pirate vessels of unknown origin approach to a civilized planet to go raiding. These pirates own unknown technology and are well known for their frightfully precise weapons that seem to be linked directly with their biological organism. The installation of these weapons into the organisms of civilized races has failed yet. Nevertheless, every succeeded battle versus alien pirates brings new and interesting scientific knowledge. The raiding alien pirates mostly belong to the race of the Grooth, or they are the so-called Srak Baras. Both races are not resident and do only live from the plundering of foreign worlds. After having won a lunar battle, they fly down to the colony. There they rob all goods and often cause great damage to plantations and sometimes even

buildings.

Although the alien pirates often seem invincible, they also have their weak spots, since on the one hand their bio-mechanical weapons get irritated by certain conditions of the enemy, and on the other hand they emit a strong magnetic field that can be dangerous for the soldiers in certain situations.

ARCHIVE FILE #7: TRAVELLING FASTER THAN LIGHT

Brief information by physician Alan Cage for public reference

Added to the archive at: 02-09-3007

Not encrypted

This invention that made possible the escape of the humans from their home world will now be shortly described.

By a magnetic impulse of not imaginable intensity, the spaceship gets accelerated to more than light speed and will

only be decelerated by a similar, negative impulse. During the time of high speed the place where the ship exists is called 'hyperspace'. In hyperspace the ship does only follow a straight course and can therefore not be manoeuvred until it has reached its exact target (naturally the straight course may not come close to gravity fields or even solid objects and must therefore be calculated very precisely). As long as the object is in hyperspace it cannot be located by outside sensors.

This means that during the time the ship remains in hyperspace, no way of contacting is possible; an encounter with another ship is therefore impossible as well. Thus, these encounters can only happen when leaving the solar or planetary orbit, when the ship has not yet reached its start position for the hyperspace flight.

**ARCHIVE FILE #8: ASSESSMENT OF THE OFFICERS BY
THE COUNSELOR**

Confidential report for the Sovereign

Added to the archive at: New time, Day 11

Encrypted with Access Level 1

As long as the question of your unlimited dominion has not been clarified, I better send you this report confidential to avoid mistrust and disorder under my colleagues.

Replacing our not very trained officers can bear some advantages depending on the concerned sector.

However educated officers demand a monthly payment. If the money cannot be paid at the end of the month, it can happen that a disappointed officer quietly leaves his quarter to take the next private shuttle to disappear (maybe selling his knowledge to an enemy?).

The following officers are in your command staff:

Science officer: This officer controls the current scientific

projects and can do much to speed up their realisation.

Fleet admiral: This admiral is responsible for the training program of the space pilots and therefore also for the result of a space combat.

Battle General: The general personally supervises the lunar battle and influences the hit accuracy of the single units due to good or bad organization.

Secret Service Leader: A skilful chief of the Secret Service does not only force more assassins to speak; he is also responsible for the effectiveness of his own agents.

Counselor: I have to discuss my own post as well. The counselor accompanies the sovereign in every important action. Good counselors also know things about market prices and defending forces.

E X O D U S

HINTS

Exodus has some basic rules that make it easier for a beginner to survive the first months in the new galaxy. These are now explained.

Especially when dealing with stronger enemies it is important to find and colonize a new planet quickly and right at the beginning, because the enemies are happy about weak enemies in the beginning phase. After some months, foreign lords will already have strengthened and armed their new colonies. If the player has no own world yet and starts a colonization, it can happen that an aggressive lord does not want to lose this opportunity of a quick combat with good winning chances.

Solar systems that contain already colonized planets are favourable, too, for it is important to have a trading partner in the beginning. Who wants superfluous food to rot in the depots if it could be profitably sold as well?

A new planet needs defence installations, no matter if the

player's objective is peaceful or aggressive. Undefended planets are pleasant prey for every lord who knows the player's solar system. Some emperors would see themselves 'forced' to please an unguarded planet with their government.

Some lords are not very cooperative when negotiating about alliances. But some emperors will think over their attitude after some time, if the player has become stronger, or more recognized, or the lord's own situation has changed.

Generally, alliances are a profitable action that should be gained in every suitable situation.

There are many more secrets hidden inside Exodus that will ease the player's life, but we would like to leave it up to the player to discover them himself.

The emperor has to show that he is worthy to gain the throne of the Guildmaster.



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