SUBJECT / THREAD

PAGE

ATTACKING PLANETS

ATTACKING PLANETS WITH STRONG BASES	47,67
BOMB EFFECTIVENESS AFFECTED BY BATTLE COMPUTER	73
BOMBING PLANETS - NO OPTION GIVEN	21
BOMBING WITH SUBSPACE TELEPORTER	11,116
DESTROYING TRANSPORTS	84
INVADING PLANETS WITHOUT AIR SUPERIORITY	1
PLANETARY MISSILE LAUNCHERS	96
USING SUBSPACE COMMUNICATION IN COLONIST TRANSPORT	71

WEAPONS

BIO WEAPONS	32-35
BLACK HOLE GENERATOR	36,79,111
DEATH RAY	141
GAUSS AUTOCANNON	22,100
HEAVY ION BEAM	108
ION/NEUTRON STREAM PROJECTOR	44,57,84
LIGHTNING SHIELD	10
LIGHTNING SHIELD VS SCATTER PACKS	35
MEGABOLT CANNONS	100
MULTIPLE FIRING OF SPECIALS	86
NEUTRON PELLET GUNS	100
PULSARS, STELLAR CONVERTER OPERATIONS	17
REPULSOR BEAM USEFULNESS	19,29-31
REPULSOR BEAMS	56,67,86,108
SHIELD-HALVING ENERGY WEAPONS	60,70

STASIS FIELD GENERATOR	22
SUBSPACE INTERDICTORS/TELEPORTERS	74
TECHNOLOGY NULLIFIER	109
	100
WARP DISSIPATORS	75,109

SHIP DESIGN AND TACTICS

CLOAKING	108,118
DESIGN SHIP TO CATCH FLEEING OPPONENTS	88,96
ECM	105
FLEET DESIGN STRATEGY	28,42,138
GAME STRATEGY: WHY DID THEY GIVE UP SO EASILY?	80,89,95
HIDE FLEET PRODUCTION IN "HUGE" SHIP	. 115
HUGE VS. SMALL SHIPS	26,31,36,47,
	60,90,138
INITIATIVE (WHO SHOOTS FIRST?)	49,58

MANEUVERABILITY	106
MISSILE BOAT STRATEGY	7,55
MOST EFFECTIVE SPECIAL IN SHIP DESIGN	75,86
MULTIPLE STACKS OF SAME DESIGN SHIP	117
NO EMPTY SLOTS!	117
OPTIMUM SIZE FOR DRIVES	109
PLANETARY DEFENDER (HUGE W/REPULSOR)	138
SHIELDS	99,106
SHIP COMBOS: BHG + TELEPORT; 2 STASIS STACKS; REP+STAS	82,104
SHIP DESIGNS	6,14,17,18, 23,46,139
SHIP REDIRECTION CHEAT	113
SPACE RUBBLE DESTROYS MISSILES	49
STARGATES	62,70
USE DIFFERENT RANGE WEAPONS AND SPECIALS ON 1 SHIP	117
USING WEAK FLEET FOR BAIT	90,97,116

PLANETARY DEVELOPMENT

"PARKING" COLONY SHIP WHILE EXPLORING	120
ARTIFACTS + (ULTRA) RICH ON SAME PLANET?	89,96
COLONIZING PLANETS WITHOUT MATCHING COLONY BASE	73
MAXIMIZING PLANET PRODUCTION	121
PLANET MAXSIZE BUG (?)	14
PLANET POPULATION	41
PLANETARY RESERVES STRATEGY	2,7,75,87,113

TRADE

EXCESS TRADE TRICK	115
PIRATES ON ORION	84

TRADE SURPLUS	111,121
USE PIRATES TO ESTABLISH NO-COST TRADE	100

-

DIPLOMACY/COUNCIL/FINAL BATTLE

ALLIANCES	94,104
COUNCIL VOTE - INTRANSIT COLONISTS NOT COUNTED	11
DIPLOMACY - KEEPING PEACE	110
DIPLOMACY - STARTING WARS BETWEEN OTHERS	128
FINAL BATTLE	15
FINAL BATTLE: OBTAINING TECH	89
GAME SCENARIO: WIN VOTE WITHOUT DIPLOMACY	82
HUMAN ALLIANCE FLEXIBILITY	94,101
	J 4 ,101

GUARDIAN/ORION/SPACE MONSTERS

AMOEBA STREAM/CRYSTAL RAY	69,84
DESTROYING COMETS	74
GUARDIAN	5,111
GUARDIAN STATISTICS	143
ORION / SPACE CRYSTAL (BUG?)	81
STRATEGIES FOR TAKING ORION	64,83,135

TECHNOLOGY

"DEATH ENVIRON" TECHNOLOGY	85
FORMULA FOR RESEARCH	142
HIGH-TECH RESEARCH - GAME OVER FIRST?	23,27,28
NON-DEVELOPMENT OF PLANETARY SHIELDS	146
RACIAL TECH DEVELOPMENT ADVANTAGES	103,144

RESEARCH - AVAILABILITY OF TECHS	16,145
RESEARCH POINTS (LOSS OF ACCUMULATION)	63
RESEARCHING OLD TECH (RP OVERLOAD)	4
TECH RESEARCH PRIORITIES (VIT)	12,29
TRACKING RESEARCH INVESTMENT	71
TRADE UP IN TECH TO ALLOW HIGHER-LEVEL RESEARCH	118
USE "=" KEY TO EQUALIZE SPENDING	101

ESPIONAGE

SABOTAGE: DATA FROM PLANETS IN REBELLION	83
SABOTAGE: SELECTING TARGET	49
SABOTAGE: USE TO OBTAIN PLANETARY DATA	100
SPYING	97,141,146

OVERALL STRATEGY

ALKARI	128,132,133
BULRATHI	128,132
DARLOK	128,132
DEAL WITH AGGRESSIVE NEIGHBOR EARLY IN GAME	38-41,88
DEVELOPMENT STRATEGIES	92,122-8
EXPANSION STRATEGY	13,121
FAVORITE RACES	88,95,97
GAME STRATEGY: BARRICADED BY ANOTHER RACE	72
HUMAN	101,129,132
KLACKON	129,131,137
MEKLAR	129,132
MRRSHAN	130,132
PLAYING WITH BAD PLANET DISTRIBUTION	120

PSILON	100 101 100
PSILON	130,131,133
SAKKRA	130,132
SILICOID	130,132,135

SOFTWARE INTERFACE/BUGS

"GALAXY" AND "EVENTS" CHEATS	10,105
BUG - NEGATIVE SHIP NUMBERS	24
BUG - NEGATIVE TRADE INCOME	95
BUGS - SPACE SCANNER; NEG. SHIP MAINTENANCE; ETC.	98
BUGS IN V1.3 (SUBSPACE TELEPORT, AUTO-SET AFTER SHIELD)	4
MoO SAVED GAME EDITOR	50-55
SLOW PROGRAM RESPONSE	68,80
UPLOAD SAVED GAME TO WUARCHIVE	1
USE EDMOO TO OBTAIN WEAPONS OF CRYSTAL/AMOEBA	2,104

WANTED: MoO SAVE FILES FOR FAQ	8
WEAPONS LIST SCROLLING	63,78,85
WISH LIST FOR MoO 1.4	66,79