

Stellar Empires
Version 1.0
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CONTENTS

Hardware & Software Requirements
Introduction
Shareware
Disclaimer
Distribution
Installation
Technical Assistance
Bug Report

HARDWARE & SOFTWARE REQUIREMENTS

Stellar Empires requires Microsoft Windows 3.1 and a mouse.

INTRODUCTION

Stellar Empires for Windows is a fast paced strategic game of galactic conquest. A player begins an empire with a single star. Stars are added to an empire through colonization of uncolonized stars and annexation of stars held by other empires. The game is complete when there is only one empire left. The game is designed such that the more you play, the more features you learn, and the more challenging the game becomes.

Features

- o Randomly generated star map allows virtually an endless supply of different scenarios.
- o Number of stars in a game may vary from 50 to 1500 for short, medium or long games.
- o Number of players may vary from 2 to 12 with any combination of computer or human players.
- o Totally mouse controllable, play a game and never touch the keyboard.
- o Options to vary the difficulty and complexity of the game.
- o Replay a game, as the same player or as another player.

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INSTALLATION GUIDE

Stellar Empires files can be installed in any directory (recommended \TBAY\SE).

If you received Stellar Empires as an archived (.ZIP) file, simply unarchive all files to the desired directory. If Stellar Empires is not archived simply copy all files to the desired directory (example C:\GAMES\TBAY) using the DOS "COPY" command or Windows File Manager.

While there are numerous files in the distribution form, only three files are needed: SE.EXE (executable file), SE.HLP (help file) and SE.CFG (configuration file). A fourth file TUTORIAL.SE is optional and is used for the tutorial.

Once all the files are in the appropriate directory, Stellar Empires can be installed in a Windows Program Manager application group (Games group is recommended). Start Windows and make use of the click-and-drag method available to the Windows File Manager, or select an application group and create a new Program Item by:

- o Clicking "File" from the Program Manager's menu.
- o Clicking "New.." from the "File" menu.
- o Selecting "Program Item" and clicking "OK" in the New Program Object Dialog Box.
- o Fill in the Program Items Properties Dialog Box (substitute correct directory path for C:\GAMES\TBAY):
 - o Description: Stellar Empires
 - o Command Line: C:\GAMES\TBAY\SE.EXE
 - o Working Directory: C:\GAMES\TBAY
- o Click "OK" in the Program Items Properties Dialog Box to complete installation.

Once installed, Stellar Empires can be started like any other Windows application.

TECHNICAL ASSISTANCE

Contact Tahuya Bay Software for Technical Assistance, the latest Releases and Updates, the latest information, or just to drop us a note. The following means are provided for product support.

- o Call **TSCNET** Bulletin Board System (BBS) via modem at (206) 692-2388, 2400-14400 bps, or (206) 613-0536, 1200-14400 bps. TSCNET is one of the most popular Public Bulletin Boards in the Pacific Northwest. Log on to the BBS and enter: **J TAHUYA BAY<cr>** to join the Tahuya Bay Conference. This conference contains our latest releases and updates. This is also a forum for your questions and comments about Stellar Empires and Tahuya Bay Software products. We usually check the conference every morning and try to respond to any questions within 48 hours. If you have problems with the BBS contact the system operator.
- o Internet address: brian_schuettker@tscnet.eskimo.com
- o Call a BBS which has RelayNet International Message Exchange (RIME) Network and send a message to RIME node 1607, addressed to Brian Schuettker. Contact your local sysop if you need help sending a RIME Network message.
- o Write to us at the following address:
Tahuya Bay Software
PO Box 838
Silverdale, WA 98383-0838
- o Call us Monday thru Friday between 6:00 pm and 9:00 pm Pacific Time at (206) 692-0371.

BUG REPORT

9/4/93 When Auto Garrison is set on a star that is next to a uncolonized star, the garrison size is set to an bad value. User work around is not to set the Auto Garrison under these conditions. Severity and impact level is low.

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