StarBase_Manual

COLLABORATORS			
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Contents

Chapter 1

StarBase_Manual

1.1   Welcome to STARBASE V1.1

```
                I hope you read this first. This doesn't mean this is a very  ←
                    difficult
    game and needs a great introduction and practise time to play.
    No, you are completely wrong. But there are some explanations you may
    need to play STARBASE without problems.

    After the double-click onto the STARBASE icon you will see a title page
    with this options: (I hope you read them all - one by one)

                        1.)
                Start New Game
                                        2.)
                    Load Game
                                        3.)
                View Hall Of Fame
                                        4.)
                    Quit To DOS
                                        5.)
                 HOW TO REGISTER
                                        6.)
                  Installation
                   That's all. Now have fun with it and contact
                me
                 if you have new ideas
        for this game or find some errors.
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1.2   Start a new game

```
                At first you can see a processing panel while creating a new  ←
                    planet.

        This doesn't take much time so please hold on.

    Then you can see the game screen. At the top left corner you see the
```

date (day, month and year) and your money. At the bottom left corner
you see your colonists and your selected house to build.

The big area in the centre is the
                building side
                . This is a 9 by 9 square
cut out of the whole map which counts 64 by 64 squares. If you move
your mouse pointer into it, an animated cursor appears instead of the
mouse pointer. You can now normally move your mouse.

There is also a small scrolling pad. Only Click onto the arrows to
scroll the map into the selected direction. You can also use the right
mouse button. Then the display scrolls two fields with one click. If
you have a middle mouse button you can also use that. The 'C' in the
centre will display the centre of the map at once.

The screen under the game screen is the menu panel. The four little
button indicates the playing speed. The 'Zz' symbol pauses the game, and
the '1', '2' and '3' buttons sets the game speed to slow (1), medium (2)
and fast (3). The long area above the menu buttons is the message line.
Here you can see important messages about the game. The menu buttons
controls all actions for the game. Please select a button to read more
about this menu functions:

    1.)
                Build Houses
                        2.)
                  Trading
                    3.)
                Map & Graphs
                        4.)
                See Production
                    5.)
                View Defense
                        6.)
                View Report
                    7.)
                 Load Game
                        8.)
                 Save Game
                    9.)
                 Quit Game
                        10.)
                Strategies
                  Your aim is to destroy the bases of all four enemies and reach ←
                    lots
of score and colonists. Therefore you had to attack their bases with
military units. These may be produced by the appropriate buildings.
You can buy some tanks if you haven't enough, but space ships must be
built.

No, it is not enough only to build these houses. You also need colonists
to support your base (mainly with the tax rate). So you also need some
hydroponics and apartments for your colonists.

And all buildings need electricity to work, so solar generators may
be built. And stores are needed to trade with your produced goods.

For all this you have 150 years till the year 2240. If you can't reach
this line you will be asked if you want to continue up to the year 2400.
But then everything scores only 50 per cent. After it the game asks if
you want to quit with your reached score or play until the end without
scoring. Don't worry now. It sounds more difficult than it is.

NO, I DIDN'T USE ANY CHEST KEYS TO REACH THIS AIM WHILE TESTING !!!

If you don't believe me read the
            Strategies
             option.

I don't think that this is too difficult. Now I only wish you good luck.

1.3 map_display

                I think you want to know how to build houses, right? Fine. Here ←
                  we go...

At first you require three things to build a house: money, granite and
tools. (see menu
            Build Houses
             for required amount.) And then you need
a free place to build, except OXYGEN PUMPS. Now move your curser to the
desired coordinates and click the left mouse button. If you have all
required things a building site appears. Otherwise you will get a message
if something is missing.

There are three other functions with the left mouse button. If you click
on a building site you get an information about the built house and how
long it will take to finish the building. You can also click on built
houses. Then you get these special informations with the crime rate:

  *) WATER PUMP: amount of produced water

  *) OXYGEN PUMP: amount of produced oxygen

  *) STORE HOUSE: set up new military (see below...)

  *) GRANITE MINE: effeciency (0% -> no granite; else 66% - 100%)

  *) ORE MINE: effeciency (0% -> no ore; else 66% - 100%)

  *) FUEL PUMP: effeciency (0% -> no fuel; else 66% - 100%)

  *) SHIP YARD: initialize new construction order if ship yard is free
                or you get a message of space ship type and how much has
                already been done.

All other houses will only display the crime rate. And finally you can
click on activated military units. Then you can select a destination
field for this unit.

The right mouse button clears houses. Move your cursor to a built house
and click on the right mouse button to remove it. This only requires 1%
of the building price.
If you click with the right mouse button on a activated military unit,
you can destroy it. You had to confirm this action, but I think it will
be better to attack your enemies than to destroy your units.

The last thing I mention here is how to operate with activated military.
Therefore you click onto a STORE HOUSE. Then a small menu screen appears
and you can set the amount and type of a
                military unit
                 you wish to
activate.
You can see the currently active type and the stored amount. Use the '+'
and '-' buttons to change to the next/previous type. And at the right of
the displayed units can set your amount of stored units you wish to
activate. Also use the '+' and '-' buttons. Finally you can see the
amount of stored fuel and required fuel for your unit. Click 'SET UP'
to activate your new units or 'CANCEL' to abort.

Now your military units will be set up on the map. If you click on it
with the left mouse button you can set a destination field. Click on the
edge of the map to attack your enemy. (also read page
                Strategies
)

If you've destroyed the last house of your enemies' base, you will get a
message and you capture 5 per cent of his earned money and some of his
stored goods. Therefore check the
                spies report
                .

1.4 Select building house

                There you select your building. Use the 'PREV' and 'NEXT' ↩
                  buttons to
scroll through all houses. A double click onto your choosen house will
select it and quit back to the game screen. Read the following list for
all informations about the houses:

*) SOLAR GENERATOR

   Cost: $2800 - Granite: 260 - Tools: 120
   Built: 18 days - Crime: medium

   Produces 20 megawatt (MW) of electricity. You need it to support
   you houses with it. No electricity production makes your colonists
   move away.
   It's possible that a meteorite hides the sun rays and then the
   SOLAR GENERATOR stops the production.

*) NUCLEAR PLANT

   Cost: $26600 - Granite: 3200 - Tools: 1400

Built: 68 days – Crime: medium

Produces 200 MW of energy. See SOLAR GENERATOR for main information.
There is no risk because of meteorites.

*) FISSON REACTOR

   Cost: $78200 – Granite: 8600 – Tools: 4200
   Built: 124 days – Crime: medium

   Produces 800 MW of energy. See NUCLEAR PLANT for more information.

*) ENERGY STORAGE

   Cost: $8200 – Granite: 400 – Tools: 240
   Built: 38 days – Crime: low

   Here you can store 80 MW of energy. This energy will be used when
   your base require more electricity than you can produce. Always built
   at least two ENERGY STORAGES !!! Build more, if you use many SOLAR
   GENERATORS, because of meteorites.

*) WATER PUMP

   Cost: $12600 – Granite: 800 – Tools: 380
   Built: 30 days – Crime: high

   Also very important is a good water supply. You can build the pump
   anywhere, but near water field the production increases. On plain
   land you can produce 100 units of water, on a water field 175 units.
   The pump reaches the land around it in a 5 by 5 fields square. If you
   build another water pump into this area the production for the new
   pump is reduced by 600 units.
   You need water for your colonists and the HYDROPONICS. One colonist
   needs 5 units per month, the hydroponics needs 3 units per month.
   Finally one water pump requires 5 MW of electricity and must be
   supported with $30 per month (see
            View Report
).

   NOTE: If required, 1 unit of water could be 100 liters.

*) WATER STORE

   Cost: $4200 – Granite: 180 – Tools: 80
   Built: 22 days – Crime: low

   This building stores 1600 units of water. Don't forget to build some
   of this storages, otherwise you can't trade with water and your
   colonists aren't lucky if they are thirsty. This building needs 1 MW
   of energy.

*) OXYGEN PUMP

   Cost: $16200 – Granite: 1360 – Tools: 780
   Built: 42 days – Crime: high

As you imagine your colonists also need some oxygen to breath.
The oxygen pump may only be build on a full field with oxygen moos,
and produces 100 units on edges, 125 units on nearly full field with
oxygen and 150 units on full fields. As the water pump the oxygen pump
reaches a 5 by 5 fields square. And a new pump into this are also
reduced the production by 600 units.
One colonist needs 3 units of oxygen, and a HYDROPONICS only uses 1
unit of oxygen. The oxygen pump requires 7 MW of energy and must be
supported with $30 per month.

*) OXYGEN STORAGE

   Cost: $5200 - Granite: 200 - Tools: 100
   Built: 20 days - Crime: low

   This building stores 1600 units of oxygen. Don't foreget to build
   at least two oxygen storages. You don't want your people to suffocate.
   You also need oxygen storages to trade with oxygen. This building
   requires 2 MW of energy to store oxygen.

*) HYDROPONICS

   Cost: $7200 - Granite: 540 - Tools: 280
   Built: 32 days - Crime: medium

   Produces 1600 units of food. Therefore the building needs 533 liters
   of water and 160 units of oxygen to produce a maximum of 1600 units
   of food. In detail the building produces 10 units of food with
   3 units of water and 1 unit oxygen. One hydroponics requires 5 MW of
   energy and costs $50 per month.
   Coordinate these buildings with the food rate (see
            View Report
) that
   your people have always enough to eat.

   NOTE: A high food production and food rate encourage more people to
         join your base !!!

*) APARTMENT

   Cost: $9600 - Granite: 780 - Tools: 360
   Built: 36 days - Crime: medium

   This building offers apartments for 200 colonists. Make sure that
   there are always enough APARTMENTS. Otherwise your colonists leave
   your base very early. You need 10 MW to support this colonists with
   energy.

*) SECURITY FORCE

   Cost: $6800 - Granite: 640 - Tools: 300
   Built: 34 days - Crime: none

   You need a SECURITY FORCE to protect you colonists against crime.
   One SECURITY FORCE works in a circle with a radius of 4 fields
   around the building. With increasing distance the protection reduces.
   Use the 'SECURITY' button at the

Map & Graphs
menu to see the
effeciency of your security forces. One security force needs 6 MW of
energy and costs $50 per month.

*) STORE HOUSE

Cost: $2400 – Granite: 140 – Tools: 60
Built: 14 days – Crime: low

These important building stores all goods except energy, water, oxygen
and fuel. You need it if you want to sell goods. Only previously
stored good can be sold !!! You also need 1 MW of energy to support
this building.

One STORE HOUSE can hold:

   2400 food, 2000 granite, 1600 ore, 1200 tools, 600 arms, 20 tanks
   and 40 minerals.

*) GRANITE MINE

Cost: $8800 – Granite: 920 – Tools: 420
Built: 31 days – Crime: high

There you can produce from 132 to 200 granite per month, depending on
the workers effeciency. This is a very important raw material.
You need it to build new houses. You can built GRANITE MINES anywhere,
but it will only produce something over an granite field. (Use the
'GRANITE' button at the
            Map & Graphs
            menu) This building requires
4 MW of energy and costs $40 per month.

*) ORE MINE

Cost: $9400 – Granite: 1220 – Tools: 580
Built: 35 days – Crime: high

There you can produce from 132 to 200 ore per month, depending on the
workers effeciency. This is a very important raw material. You need it
to produce tools, and the ship yards require ore to work on the space
ships. You can built them anywhere, but it will only produce something
over an ore field. (See 'ORE' button at the
            Map & Graphs
            menu)
This building requires 8 MW of energy and costs $40 per month.

*) TOOL FACTORY

Cost: $11200 – Granite: 1840 – Tools: 880
Built: 41 days – Crime: very high

The most important building. There you process 100 ore into 100 tools.
You need tools for all buildings, so look forward and build many
tool factories. But remember that you need 10 MW of energy and that
you need $50 per month to support it.

*) ARMS MANUFACTORER

   Cost: $14400 - Granite: 1620 - Tools: 760
   Built: 46 days - Crime: very high

   Here you can process 100 Tools into 25 arms. You need arms to produce
   tanks for fighting with your enemies. Don't process all your tools.
   You may need some for new buildings. One arms manufactorer needs
   12 MW of energy and costs $60 per month.

*) TANK FACTORY

   Cost: $18800 - Granite: 2100 - Tools: 940
   Built: 55 days - Crime: very high

   This factory processes 50 arms into 1 tank. Use them to attack your
   enemies. Always keep some tanks stored in case of an counter attack
   of an enemy. You need 14 MW of energy and $80 per month to support
   a tank factory.

*) SHIP YARD

   Cost: $20600 - Granite: 2240 - Tools: 1060
   Built: 62 days - Crime: very high

   There you built your space ships. One SHIP YARD uses 32 ore per month
   to work on a space ship. If your space ship has been finished, you get
   a message and it will be stored in a STORE HOUSE. Then the SHIP YARD
   is free to build a new space ship. You need 15 MW of energy and $100
   per month to support a ship yard. You are limited to 16 ship yards
   for the whole game. (Don't worry !!! Each computer player is limited
   to 8 ship yards.)

*) FUEL PUMP

   Cost: $9800 - Granite: 1160 - Tools: 480
   Built: 37 days - Crime: high

   There you can produce from 132 to 200 fuel. You need them to support
   your activated tanks which requires 30 fuel per tank. If they have no
   fuel anymore they stop moving and will be refilled automatically at
   the end of the month. Remember that you need a fuel resource under the
   building to produce something. Use the 'FUEL' button at the

           Map & Graphs
           menu to locate some fuel.
   A fuel pump also needs 7 MW of energy and costs $40 per month.

*) FUEL STORAGE

   Cost: $5600 - Granite: 400 - Tools: 160
   Built: 24 days - Crime: low

   This building stores 1200 units of fuel. Don't foreget to build at
   least two fuel storages. I think you want your tanks to move and
   fuel pumps can't support them. All your tanks get the required fuel

    from the fuel storages. You also need fuel storages to trade with
    fuel. This building requires 3 MW of energy to store fuel.

*) GEM FACTORY

    Cost: $23400 – Granite: 1780 – Tools: 840
    Built: 60 days – Crime: very high

    A special smelting procedure with fuel makes it possible to produce
    gems. This factory smelts 50 fuel into 1 gem. They are very useful
    for trading. But be sure that all your tanks still get enough fuel.
    Also remember to support your gem factories with 13 MW of energy and
    $80 per month.

So that's all. Finally you find under each building the amount you have
already built. Use the
            index
             if you only need a short
information about all houses.

1.5 Trading screen

There you can buy or sell goods. At the left side you can see all goods,
then the price for buying, the price for selling and finally the amount
of your stored goods. With the last column you set the number of units
you want to trade with. Click with the left mouse button to change units
by one, the right mouse button changes the value by 10, a third button
will change the value by 100.

On the right side are 3 buttons:

    *) BUY: Here you buy the amount of units you entered before. Be sure
         that you have enough store houses for the goods. You can't
         buy more units than you are able to store. I hope you are
         familiar with the basics of economic. Then you know that the
         price will raise if you buy many goods.

    *) SELL: This button sells the amount of units you entered before.
         Remember that the price will fall if you sell too many units.
         But the minimum you can get is $1 per good per unit.

    *) OK: Quits the screen without any actions.

I think this is a very important option. If you sell many units at once
you'll get lots of money to build new houses. Surely the price falls
then, but you can be sure that the price will raise slowly.

1.6 Map & Graphs - Overview about the base

This is also a very important and useful menu. At the left side you
have the whole map and can select 5 different displays. The right side

contains 15 graphic displays for the last 5 years. Here is a short
introduction to all buttons:

*) left side:

  *) RAW MAT.: This button displays all available raw materials on the
          planet. The different raw materials will be show with these
          colours: GRANITE -> grey, ORE -> red, FUEL -> cyan

  *) BASE: Displays all houses of your base with different colours.
          I'm sorry, but I can't display a colour list here, so it's
          on your own to find them out. I hope I've chosen the colours
          so that they will match with the appropriate house.

  *) MILITARY: Shows you all military units on map. Your tanks will be
          displayed in dark red, your space ships with light red. All
          enemies' tanks are shown in dark green, and their space ships
          with light green. Your explosions are shown in light yellow,
          and enemies' explosions are shown in dark yellow. And finally
          your base will be displayed with light brown.

  *) SECURITY: displays the working area of the security forces.
          The lighter the colour the better the security is working
          there.

  *) CRIME: displays the crime for every used field. The lighter
          the colour the higher the crime rate is there. And your
          colonists don't like it if the crime rate for the whole base
          raises 5 per cent.

  *) OKAY: leaves this page and return to the game screen.

  All display modes shows water (blue), oxygen (yellow), hills (light
  brown) and unused land (dark brown) except the SECURITY. There the
  whole terrain is displayed with the protection.
  If you click onto the map you can directly move to another area.

*) right side:

  *) MONEY: Shows your development of your money. Sometimes it's very
          useful to know when you have spent lots of money on building
          new houses or sold lots of goods.

  *) COLONISTS: Shows you the amount of your colonists. With a little
          study combinated with other buttons here, this could be very
          useful.

  *) BUILDINGS: Shows you the amount of your build houses. This graph
          only dislays the size of your base that your can compare it
          with your enemies.

  *) MILITARY: here you can see the strength of all active units.
          Check this graph if you have been attacked by an enemy to see
          the left strength of your military.

  *) CRIME: also very useful is the crime rate graph. The display shows
          the relative percentage of crime at your base. Check this

graph regularly. Did I mention the 5 per cent limit of your
colonists which makes them feel secure ?

The other 10 buttons displays the price development. If you watch
them carefully you can sell or buy units more effective.

1.7   See base production

This screen displays your production. The first column shows the current
production for this month. The second column display the stored goods.
And the third column shown the maximum of stored goods.

The production graph at the right side displays your production of the
last five years. Only click onto the line of the good you wish to view
the graph. This line is surrounded with a red box.
The graph displays positive production with green bars up, are negative
production with red bars down. And you can also see the maximum and
minimum production.

Make sure that you always have enough granite and tools. You need them
to build houses! Click on the 'OKAY' button to quit back to the game.

You won't find space ships here, because it won't be very informative.
The amount of space ships are displayed if you activate them and you
will be told by the ship yard if space ships has been finished.

1.8   Contact with enemies

Here you get some information about your enemies.

At first use the four arrows to select an enemy. If you own some spies
there you get a report. You can also see if you have some military units
which attacks the base at the top right corner. (the crossing swords)

With the 'BUY' button you can buy a new spy at the base. The more spies
you have the more informations you get. You can see your number of spies
at the top left corner. The number next to the 'BUY' button displays the
cost for the next spy. You can only buy 9 spies per base.

Under the first line are two big areas. On the left you can see 5 basic
informations:

   *) CASH: displays the enemy's money

   *) COLONISTS: display number of colonists

   *) BUILDINGS: display number of enemy's buildings

   *) SECURITY: display number of security forces

   *) MILITARY: displays amount of owned military strength

You can activate this 5 informations by buying 1 to 5 spies. The first
displays your enemies money, the second displays the colonists and so on.

Then you can buy another 4 spies. The sixth spy reports all building
actions, the seventh spy reports if your enemy trades, the eighth spy
shows you the enemies production and the nineth spy reports when the
enemy plans to attack your base or builds a new space ship.

All 4 spies displays their report at the right side of the screen. There
are only 8 lines to display this informations, so check these reports
more often the more spies you own there.

Use the OK button to return to the game screen.

NOTE: All houses are also built by the computer but with no building
      sites. The computer also sells goods to get more money, so don't
      be surprised when the price suddenly falls and you havn't sold
      any goods! (But space ships are being built regular like you do.)

NOTE: It's more difficult to destroy a house if there are more security
      forces. Don't wait too long to attack your enemies. Start with
      the easierst base to destory at least at 2120. You will need
      several years if there are also more than 5 tank factories.

1.9 View base report

                  This option displays the base report. There you can see how ↩
                     many costs
you have and the current cash flow. With the '-' and '+' buttons you
can set the support and with it the effeciency. Now a list of the costs:

*) SECUTRITY FORCEs costs $50 per month and building
*) GRANITE MINEs costs $40 per month and building
*) ORE MINEs costs $40 per month and building
*) FUEL PUMPs costs $40 per month and building
*) WATER PUMPs costs $30 per month and building
*) OXYGEN PUMPs costs $30 per month and building
*) HYDROPONICS costs $50 per month and building
*) TOOL FACTORY costs $50 per month and building
*) ARMS MANUFACTORER costs $60 per month and building
*) TANK FACTORY costs $80 per month and building
*) GEM FACTORY costs $80 per month and building
*) SHIP YARD costs $100 per month and building

*) Spies costs 1 per cent of their next buy costs per month

There are also two option where you get money back:

*) The tax of your colonists. One colonist would pay 25 money with 100
   per cent tax rate.
*) Trading (will be added at once, so it isn't displayed here)

Then you can set the food rate for you colonists from 5 to 50 units
of food per colonist. The higher this value the more colonists wants
to join your base. But remember that you need lots of hydroponics to

produce that much food. And with it more water pumps and oxygen pumps.

You can also set the tax rate from 0 per cent to 50 per cent. Don't set
it too high for a long time. The colonists don't like that.

And at the right side is a comparative graph. Here you can see how good
you are working relative to the enemies. There are four types: MONEY,
COLONISTS, BUILDINGS and MILITARY. Your value is displayed with white.
Your enemies are red, yellow, green and blue.
The four little button with the numbers on it selects the displayed
range in years. ('1' for one year, '2' for two years, '3' for three
years and '5' for five years)
And finally there are 10 lines which display all 10 per cent values.

Also remember that you will always see this report at the end of every
month. Only then the cash flow will be added to your money. If you
change your settings before this day you can watch the effects at the

              See Production
               menu.

NOTE: The security does special work, so security and crime are only
      updated at the begining of the new month.

NOTE: You, the player, has always 100 per cent at the graphs. The values
      of the enemies will be subtracted from your 100 per cent rate.
      This looks at little bit funny at the MILITARY graph, especially
      at the begining of the game.

1.10 Load a base

There only a file requester appears and asks you to select a base to
load. There are several checks that the file is really a STARBASE file
so don't try to load another file. Otherwise the game won't work
correctly, which can crash your Amiga! (Oops)

All displays will be updated at once and the game continues as normal.

If you load a game from the main menu the display will appear after
the loading process.

NOTE: This is not the system file requester. As you noticed it is
      reduced to a single directory. This directory must be loacted in
      the source directory from where you start the game and must be
      called 'SavedGames'. If the program can't find this directory
      it will be automatically created.
      You also can't edit your entered file name with the arrow keys.

1.11 Save a base

                     Here you can save a base. Only enter a file name and click onto ←
                     the
'OKAY' button to save your base. If you file already exists you have
to confirm your action to overwrite it.

NOTE: Please also read the
             Load Game
              describtion for more details
       about the file selector.

1.12   Quit a base

Quits the game. You can either quit to main screen and let the game
check for a hiscore. Then a scoring will appear first. Or you can quit
directly to workbench without hiscore test.

If you have reached a new hiscore you can enter your name afterwards,
which is limited to 24 characters.

1.13   Some hints to get started

The last time: THERE ARE NO CHEAT KEYS !!!   Alright ?   Fine !

As you realized you can sell more when you build more granite mines, ore
mines, fuel pumps and factories. I think that's the most important thing
to remember. The more you invest into raw materials and factories the
more goods you can sell. (But not too much !) And therefore you can
extend your base and buy some tanks to attack your enemies.

You don't need any special economic tricks to built up a good base and
defeat your enemies, really.

There is only some things I will tell you: build many TOOL FACTORIES. At
least enough to produce about 1000 tools per month. This also requires
more ORE MINES (about 12 or 16). Before you start a base check the map
if all raw materials (granite, ore, fuel), water and oxygen are quite
good placed in the centre of the map. It could be very frustrating if
you can't protect your OXYGEN PUMPS or ORE MINES if they are placed very
close to the edge and your enemy destroyes them always at first.
You also don't need to build up a base with 10000 colonists or more.
Only your money and how early your can defeat your enemies are really
important.

This isn't SIM CITY 2000 nor A-TRAIN !!! Yes, a little bit of UTOPIA.
(Which was the basic reason, why I've written this game, because 'UTOPIA'
didn't work on my A4000 !!!)

1.14   All about military units

The most important part of the game are military units. There are four
types available:

TANKS:
~~~~~~
  These are the most easierst units to produce. You only need to build
  some TOOL FACTORIES, ARMS MANUFACTORER and TANK FACTORIES. Tanks will
  be produced every month. You can also buy some tanks, if you can store
  them in STORE HOUSES before activating them.

FIGHTER:
~~~~~~~~
  This is only a small space ship, which is not very good in fighting
  with other space ships, but you can use it to break through a tank
  barrier in the last stage of your attacks.

CRUISER:
~~~~~~~~
  A larger space ship than a fighter. Very good for defense, because
  it takes a acceptable time to build. But there is also no chance if
  you had to fight against several warships.

WARSHIP:
~~~~~~~~
  The largest space ship your can build. It takes very long to build
  (nearly 2 years), so it is only good to attack your enemies or defeat
  attacking warships of your enemies. Start to build them very early
  that you have enough by about 2110.

After this short introduction read through the following table for all
important destails:

```
          | strength | requires | max. fuel | fuel usage
 ---------+----------+----------+-----------+------------
   tank   |    1     |  50 ARMS |    30     |     1
  fighter |    4     | 320 ORE  |   180     |     3
  cruiser |    7     | 480 ORE  |   560     |     8
  warship |   11     | 704 ORE  |  1120     |    14
```

If your SHIP YARD has enough ore every month the space ships requires
these production time to finish: (otherwise it takes longer !!)

   fighter -> 10 months, cruiser -> 15 months, warship -> 22 months

NOTE: If you set up new military units remember that every unit needs
      maximum fuel. The same applies for all enemies too. So the attacks
      of your enemies starts if they also have enough fuel to support
      their military units.

1.15 View the top ten players

There you see the top ten players. You see the name, the date, number
of colonists and the score. Only click on a mouse button to make this
screen disappear and return to the main screen again.

1.16 Leave STARBASE

Just guess what this option does. Right ! You can quit the game back
to workbench. I don't know why I made this button because you will
never need it. (At least I hope that you don't need it)

1.17 A great game, isn't it ???

This is only a limited version. That means the program leaves ↩
after the
year 2109. (Don't try to set the year in your saved game to 2111 !!!)

If you want to register your copy do the following:

1.) Write down your name, address, e-mail and if you want the updates
    via e-mail, tell me if you can handle large binary files attached
    to common e-mails. (add the configuation of your AMIGA if you want)
2.) Put it together with 100 ATS, 15 DM, 10 US-dollar (or 8 EUR) into
    an empty envelope.
3.) Send it to
            me
             (click here for my address)
    Add an empty disc, if you have no e-mail address.

When I get your money, I will do the following:

4.) Create your keyfile with your name, address, etc. (Copy the keyfile
    to the directory of the game.)
5.) Send it to you via e-mail (uuencoded) or put it on your disc and
    return it to you by mail.
6.) I'm very happy that you support me and support shareware. Therefore
    you will get updates with some errors removed and/or new features
    added for free!!! (via e-mail more often than via common mail.)
7.) Finally I hope you enjoy my game and look foreward for more on
    AmiNet. Or contact
            me
             via e-mail.

Any questions ? Then contact
            me
            . You can surely send me new ideas or
wishes. Maybe when I've got nothing else to do, I could...

1.18 Install to HD or Floppy

Hard disc:
~~~~~~~~~~
  Only copy all files into your desired drawer.

Floppy disc:
~~~~~~~~~~~~

```
   Copy all files onto a bootable disc and add the following files:
   (from your HD or Worbench disc)

     c/dir       <-- only if you want to use RAM: for saving
     c/endcli
     c/loadwb
     libs/mathtrans.library

   Finally create s/startup-sequence:

     dir RAM:  <-- only if you want to use RAM: for saving
     loadwb
     endcli


   That's it. Contanct
               me
               , if you have problems.
```

1.19   More about the programmer

```
At first, I had to excuse my poor english. It's not my native language.
Second, if you are wondering why I start with version V1.1:

> I did lot of changes from version V1.0 (see below!) You can have it,
> if you want (for free!). Only tell me along with your registration.
> But be warned: There may be more bugs than in version V1.1, I think.

Here's my address if you want to register, tell me your new ideas or
have found some tricky errors or real stupid bugs:

        KARGL CHRISTIAN
        WIENERSTRASSE 58
        A-8605 KAPFENBERG
        AUSTRIA - STYRIA

        email: karglch@sbox.tu-graz.ac.at  (not forever !!!)

There is no telephone number if you search for it, because I never know
when I'm at home. And I don't want you to pay lots of money for nothing.

Changes from V1.0:
~~~~~~~~~~~~~~~~~~~
  *) Redo all graphics of the menu screens

  *) Complete new colour font (ASCII code 33 to 127)

  *) Map creating improved (every type will be used with an upper limit)

  *) Adding raw material 'granite' for building (and trading)

  *) Adding buildings GRANITE MINE, FUEL STORAGE, SHIP YARD

  *) Display activated tanks on map. Adding space ships for fighting.
```

    *) Redo final scoring (all types nearly equal)

    *) File selector removed and replaced by the new (small) file selector.

Future Updates:
~~~~~~~~~~~~~~~
    *) Improve moving military (and fighting)

    *) Improve simulated computer enemies

    *) Try to display complete planet with enemies' bases

    *) General: speed up some program routines if possible

1.20 index

This is not really an index as you may think. It contains a table with
all informations about the houses.

	Money	Granite	Tools	Built	Crime	MW	Support
SOLAR GENERATOR	$2200	260	120	18	medium	20	--
NUCLEAR PLANT	$26600	3200	1400	68	medium	200	--
FISSION REACTOR	$78200	8600	4200	124	medium	800	--
ENERGY STORAGE	$8200	400	240	38	low	80	--
WATER PUMP	$12600	800	380	30	high	-5	$30
WATER STORE	$4200	180	80	22	low	-1	--
OXYGEN PUMP	$16200	1360	780	42	high	-7	$30
OXYGEN STORAGE	$5200	200	100	20	low	-2	--
HYDROPONICS	$7200	540	280	32	medium	-5	$50
APARTMENT	$9600	780	360	36	medium	-10	--
SECURITY FORCE	$6800	640	300	34	none	-6	$50
STORE HOUSE	$2400	140	60	14	low	-1	--
GRANITE MINE	$8800	920	420	31	high	-4	$40
ORE MINE	$9400	1220	580	35	high	-8	$40
TOOL FACTORY	$11200	1840	880	41	very high	-10	$50
ARMS MANUFACTORER	$14400	1620	760	46	very high	-12	$60
TANK FACTORY	$18800	2100	940	55	very high	-14	$80
SHIP YARD	$20600	2240	1060	62	very high	-15	$100
FUEL PUMP	$9800	1160	480	37	high	-7	$40
FUEL STORAGE	$5600	400	160	24	low	-3	--
GEM FACTORY	$23400	1780	840	60	very high	-13	$80

                                                              /\
                                                              ||
           negative values means that building needs that value