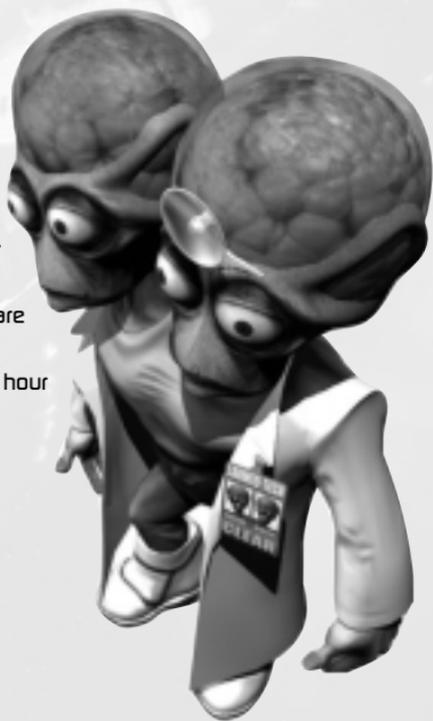


EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in every day life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing we advise that parents should monitor the use of video games by their children. Of you or your child experience any of the following symptoms: dizziness, blurred vision eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Preferably play the game on a small monitor.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.



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STARTOPIA

INSTALLING STARTOPIA

To install StarTopia, insert the game CD into your CD-ROM drive. After a few seconds the StarTopia Launch Panel will appear. Click on **INSTALL** option to install the game on to your computer. If the StarTopia Launch Panel does not appear after the CD is inserted in to the CD-ROM, double click the **MY COMPUTER** icon, then the **CD-ROM** icon and then the **autorun.exe** file to bring up the StarTopia Launch Panel. It is recommended that **DirectX8.0a** is installed on your machine to play the game.

UNINSTALLING STARTOPIA

StarTopia can be uninstalled in two ways...

Go to the Windows **START** menu and select:

PROGRAMS/EIDOS INTERACTIVE/MUCKY FOOT/STARTOPIA/UNINSTALL STARTOPIA.

Or...

Click on the **START** menu of your Windows desktop, select **SETTINGS**, then select **CONTROL PANEL** and finally select **ADD/REMOVE PROGRAMS**. Locate StarTopia from the program list and select **ADD/REMOVE**. The game will automatically be removed. You may need to manually remove certain game elements after uninstall. Click on **DETAILS** at the end of the uninstall process to determine if any components need manual deletion.

STARTING THE GAME

To play StarTopia either...

1. Click on the StarTopia icon on the desktop (if this was chosen during the installation).
2. Go to Windows **START** menu and select **PROGRAMS/EIDOS INTERACTIVE/MUCKY FOOT/STARTOPIA/STARTOPIA.**
3. Insert the game CD and select **PLAY STARTOPIA** from the StarTopia Launch Panel.



GAME AVATAR

When starting the game you will see the Game Avatar, a droid that will allow you to choose from the following options.

PROFILE SCREEN

- New Profile** Choose a new game profile. This is where your progress and game options will be stored.
- Delete Profile** Delete the currently selected profile.
- Select Profile** Select a profile from the available list
- Exit** Exit the game.
- Continue** Proceed with the selected profile.

MAIN SCREEN

- Play Missions** Play a single player mission.
- Play Sandbox** Create and play a single player sandbox level.
- Play Saved Game** Load a previously saved game.
- Multiplayer** Create or join a multi-player game.
- Options** Configure Audio, Video and Control game options.
- Back** Return to the Profile Screen.

PLAY MISSIONS SCREEN

- Select Mission** Choose from the list of available missions.
- Back** Return to Main Screen.
- Continue** Proceed with the selected mission.

PLAY SANDBOX SCREEN

- AI Players** Number of AI Players.
- Conquest** If capturing segments is enabled.
- Research** Time taken to research items.
- Energy** Initial starting energy.
- Visitors** Difficulty of pleasing visitors.
- Residents** Difficulty of pleasing residents.
- Solar Flares** Frequency of Solar Flares.
- Meteors** Frequency of Meteor Strikes.



STARTOPIA

Starquakes	Frequency of Starquakes.
Spies	Frequency of Spies.
Back	Return to Main Screen.
Continue	Proceed with the sandbox level.

PLAY SAVED GAME

Select Save	Select a saved game from the list
Back	Return to Main Screen
Continue	Proceed with the selected save game

MULTIPLAYER SCREEN

Gamespy	Launch Gamespy Console
TCP/IP LAN	Create or join a TCP/IP LAN multi-player game.
IPX LAN	Create or join an IPX LAN multi-player game.
Back	Return to Main Screen.

GAMESPY SCREEN

Select Game	Select a game from the list
Join	Join the selected game
Create	Create a new game
Back	Return to Multiplayer Screen
Chat	Send and receive chat

TCP/IP LAN & IPX LAN SCREEN

Join	Join an existing multi-player game
Create	Create a new multi-player game.
Back	Return to Multiplayer Screen.

MULTIPLAYER GAME CREATION SCREEN

Game Title	The name of the multiplayer game.
Players	Maximum number of AI or Human players
Password	Set password allowing entry to game
Back	Return to previous screen
Continue	Create game and go to Multiplayer Settings



MULTIPLAYER SETTINGS

AI Players	Maximum number of AI's if human players are absent.
Player Icon	Choose player icon
Win Energy	How much energy is required to win the game
Win Territory	How many segments must be owned.
Win Research	How many items must be researched.
Win Score	Score required to win. Score is determined as follows: 1 Energy = 1 point 1 Discovery = 20000 points 1 Segment = 20000 points 1 Alien = 1000 points
Conquest	The above win settings are inclusive, so if multiple win conditions are set, all must be satisfied to declare a winner. If capturing segments is enabled.
Research	Time taken to research items.
Energy	Initial starting energy.
Visitors	Difficulty of pleasing visitors.
Residents	Difficulty of pleasing residents.
Solar Flares	Frequency of Solar Flares.
Meteors	Frequency of Meteor Strikes.
Starquakes	Frequency of Starquakes.
Spies	Frequency of Spies.
Back	Abandon settings and return to previous screen.
Continue	Proceed with the multiplayer game.
Chat	Send and receive chat



OPTIONS SCREEN

Video	Select various video options
Audio	Select various audio options.
Controls	Reconfigure game controls to suit your own preferences.
Back	Return to the Main Screen.

STARTOPIA

VIDEO SCREEN

Video options will be displayed. Each option has a default checkbox. If this is disabled the user may select an alternative setting.

AUDIO SCREEN

Audio options will be displayed. Each option has a default checkbox. If this is disabled the user may select an alternative setting.

CONTROLS SCREEN

Game controls may be reconfigured. Each game control can be configured to a number of pre-defined options. In addition, a slider bar is used to adjust the sensitivity of any controls that incorporate cursor or screen movement.

PAUSE SCREEN

- | | |
|-----------------------|--|
| Save | Save the current game. |
| Load | Load a previous game. |
| Options | Configure Audio, Video and Control game options. |
| Quit Mission | Exit and quit the current mission. |
| Quit Startopia | Exit Startopia and return to the desktop. |
| Back | Return to the game. |





WELCOME, ADMINISTRATOR

This Operations Manual will give you a basic overview of the management of intergalactic space stations no matter what creed, sex or species you pertain to.

When you first begin shaping the station to meet the requirements of various contracts, you are strongly recommended to read this Operations Manual. However, a StarTopia Play Guide has been provided for those of you with a lack of patience! As your technologies grow, VAL (Virtual Artificial Lifeform) will instruct you in the use of these new marvels. VAL is your own personal advisor that is provided to you, free of charge, and resides on the station's main computer. VAL is a generic technology built on Proxima VI by an eclectic group of Turrakens and has a somewhat eccentric personality.

THE STATION

The station itself is a large torus and can be split into a maximum of three decks, accessible via turbo lifts.

The Engineering Deck

The industrial and technical section of the station, where much of the work is carried out. The Docking bays are placed here and visitors to the station disembark on this deck. Cargo is handled here, factories produce goods and equipment, and research is carried out.

The Entertainment Deck

The main residential and commercial area of the station, where shops, entertainment and living quarters are located. This is the main deck that visitors will reside within. Areas can be designated from posh urban residences, down to slum-like downtowns depending on the type of aliens visiting and residing on the station.

The Bio-deck

The artificial environment deck, where nano-soil is used to sculpt a landscape that can be used for both agriculture and recreation. Full control over the manipulation of both the terrain and climate is available, allowing the creation of a number of alien environments.

Sections

The Station is further split into 16 sections, a variable number of which will be habitable. Giant bulkhead doors separate each section.

STARTOPIA

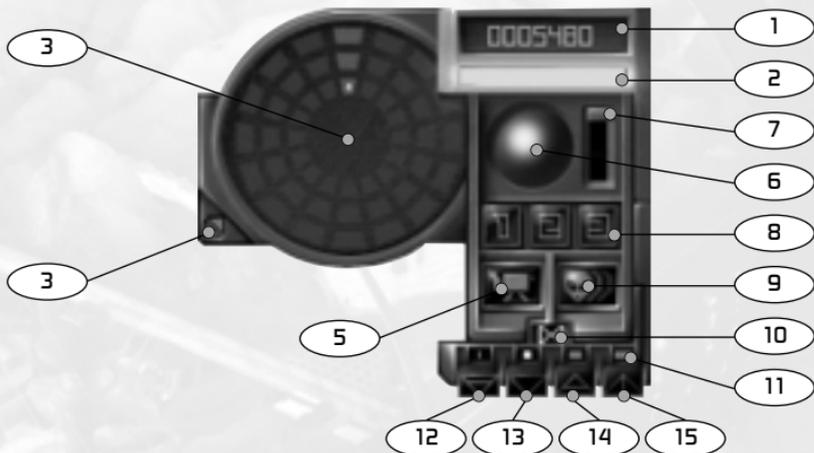
CONTROL INTERFACES

In order to maximise the efficiency of managing the space stations it is important that you are aware of the SOPs (Standard Operating Procedures) for various interfaces.

Note that any command is accessed by left clicking on the particular name or icon.

MAIN INTERFACE

The interface that you will reference on a regular basis.



1. **Energy:** Your current energy level.
2. **Energy Efficiency:** This indicates how efficiently you are running your station. The bar will change from green (good) to red (bad) and increase in size according to the amount of surplus energy you have.
3. **Station Map Button:** Toggle the visibility of the Station Map.
4. **Station Map:** Shows the sections of the Station you own and the sections owned by other Administrators. The section shown with the white dot represents your current location. Left click on any individual section (that you own) to move directly to that location.
5. **Camera Button:** Toggle the visibility of the camera controls.
6. **Camera Pan:** Left click and hold on this ball to pan and tilt the camera.

7. **Camera Height:** Left click and hold on this slider bar to raise or lower the camera height.
8. **Deck Select:** Select '1' to move immediately to the Engineering Deck, '2' for the Entertainment deck or '3' for the Bio-deck.
9. **Management Interface:** Access the Management Interface.
10. **Disable Bio-Deck Control:** Select this icon to disable modification to the Bio-deck. Active on the Bio-deck only.
11. **Nano-soil Area Modify:** Select any of the four icons to increase or decrease the area affected by any changes made to the nano-soil.
12. **Land Modify:** When highlighted left click to raise or right click to lower the land level. The area affected depends on the current position of the cursor and the Nano-soil Area Affect selected.
13. **Water Modify:** When highlighted left click to raise or right click to lower the water level. The area affected depends on the current position of the cursor and the Nano-soil Area Affect selected.
14. **Moisture Modify:** When highlighted left click to raise or right click to lower the moisture level. The area affected depends on the current position of the cursor and the Nano-soil Area Affect selected.
15. **Heat Modify:** When highlighted left click to raise or right click to lower the heat level. The area affected depends on the current position of the cursor and the Nano-soil Area Affect selected.



STARTOPIA

BUILD INTERFACE

Right clicking in any unoccupied space within a particular deck will access the Build Interface.



- 1. Facility List:** This shows the current facilities that you can build. The list will increase the more technology you research. Left clicking on the name of the facility will begin the build procedure.
- 2. Scroll List Up:** Err, scroll the Facility List up...
- 3. Scroll List Down:** Presumably to scroll the Facility List down.
- 4. Confirm:** Confirm that the current location(s) for facility and furniture blueprints is correct.
- 5. Cancel:** Stop the current build command.

The following options are available when right clicking on a particular facility.

- 6. Power:** Toggle the power to the current facility.
- 7. Repack:** Repack the facility and it's respective contents.
- 8. Info:** Selecting this icon will bring up the information from the Encyclopedia on the current facility.
- 9. Edit Contents:** Add additional furniture to the current facility. This option is not available on all facilities.

MANAGEMENT INTERFACE

The Management Screen gives you direct access to the various members of each race, your droids and an overview of your current situation. Left click on an alien or droid in the list to select it. This will highlight the individual.

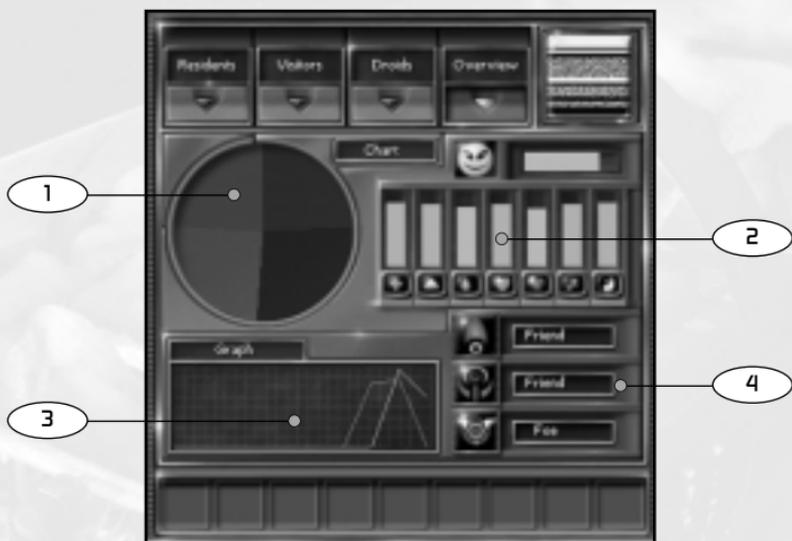


1. **Resident Filter:** Filter the list for the Residents currently on your station.
2. **Visitor Filter:** Filter the list for the Visitors currently on your station.
3. **Droid Filter:** Filter the list for the Droids currently on your station.
4. **Overview Interface:** Access the Overview Interface.
5. **Alien/Droid Interface:** Access the Alien Interface for the currently selected alien or droid.
6. **Race/Type Filters:** Left click on any of these items to further define the list of aliens or droids listed.
7. **Scroll Bar:** Scroll the list of aliens/droids.

STARTOPIA

OVERVIEW INTERFACE

Quickly determine your station status at a glance using this interface.

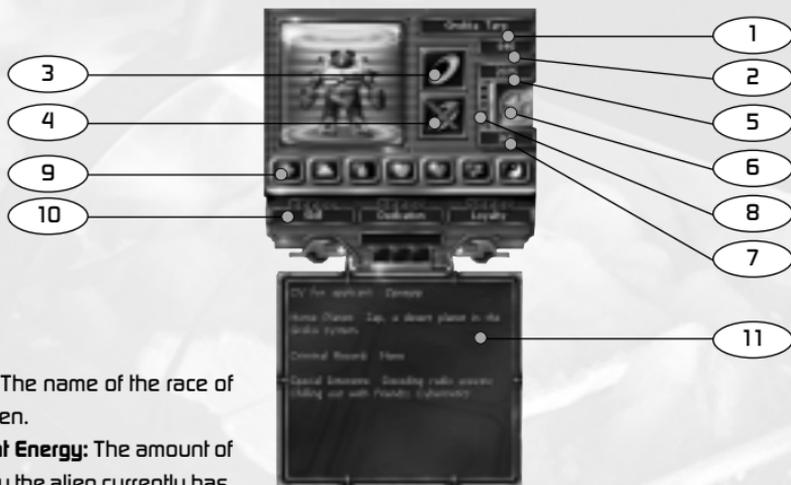


1. **Station Popularity:** This pie chart represents the desirability of your station to passing visitors, in relation to any other station administrators.
2. **Mood Charts:** Average mood values of the aliens on board.
3. **Energy:** Your income and outgoings over the past 10 minutes.
4. **Diplomacy:** Check your diplomatic stance toward opponents. You may set an opponent as Foe if you wish. A period of peace must pass before the setting will return to Friend.

Administrators with their diplomacy set to Friend can share each other's technology and visitor population. If the bulkhead doors are open between the two players territory, then sharing will be enabled. Technology sharing is temporary. You will only be able to build shared technology from your build menu – it does not allow you to build extra items via a Factory and does not affect your Research.

ALIEN INTERFACE

Right click on an alien to access the Alien Interface. Using this interface it is possible to question the alien or to hire, fire or promote it.



- 1. Race:** The name of the race of the alien.
- 2. Current Energy:** The amount of energy the alien currently has.
- 3. Hire:** Hire the alien.
- 4. Fire:** Fire the alien.
- 5. Hire Cost:** How much it will cost you to hire the alien.
- 6. Promote:** Promote the alien.
- 7. Promote Cost:** Yep, you guessed it – how much it costs to promote the alien.
- 8. Occupation Level:** The current level at which the alien is employed. Stars will flash at higher levels if the alien believes it deserves a promotion.
- 9. Dialogue Icons:** Ask the alien various questions about how they are feeling. It is possible to ask them about their requirements for health, food, cleanliness, love, entertainment, sleep and spirituality.
- 10. Skill, Dedication and Loyalty Ratings:** Skill determines the speed at which an alien will carry out their task, or the benefits they will provide while working. Dedication determines how often they need to leave their post to refresh themselves. Loyal staff will remain for longer if things get tough, and will be more likely to aid in the apprehension of criminals and in the defence of the station.
- 11. Curriculum Vitae:** Some background information on the alien. Note that Curriculum Vitae often hold inaccurate or false information.

STARTOPIA

TRADING INTERFACE

The trade panel is used to buy and sell goods from Arona Daal and passing merchants. The following information is displayed in the panel:



Trader Stock: The icons down the left of the interface represent the goods the trader has in stock – a number within each details the exact number of crates available. Beside each is the price that the trader will sell the item. The icon in the lower left of the screen shows you the Trader race.

Your Stock: Down the right side of the interface is your current stock that the trader is possibly interested in buying. Beside each is the price the trader will pay you for each item. If no price is shown, the trader does not want any more of that item.

Price: Beside each price are a number of green 'thumbs up' or red 'thumbs down'. This is a general indicator of how good the deal is for you.

Buying: To buy an item, click on the trader's crate in the left hand column. Assuming you have the funds, the item will move across and now belong to you.

Selling: To sell an item, click on your crate in the right hand column. The trader will pay you the specified amount and take a single crate.

If you make a mistake, you can buy or sell an item back without penalty, regardless of the price shown in the panel.

If the crate does not move across to the trader, they have either run out of cash, or do not want any more of that item.

Scroll Inventory: You can scroll the inventory up or down with these buttons.

Closing the Interface: A right mouse click will dismiss the trade interface.

PLAYING THE GAME

CAMERA CONTROLS

The camera can move almost anywhere within the station, and can look in any direction. It can change height, and slide from side to side. There are three elements to successful camera control.

Scrolling

To scroll around your station, use the cursor keys, or move the mouse cursor to the edges of your screen

Changing Height

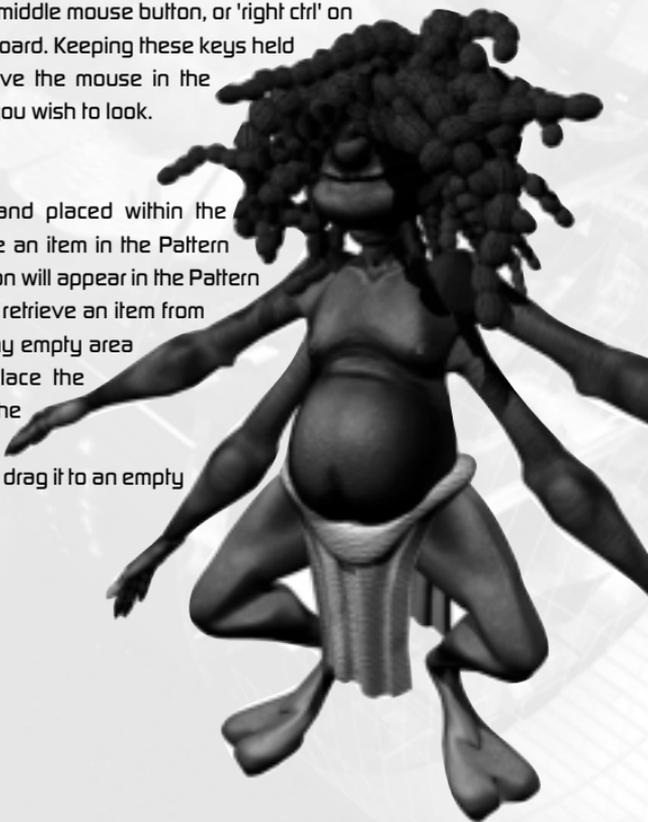
If you have a mousewheel, rolling it will change the height of the camera. Otherwise use the 'Insert' and 'Delete' keys on your keyboard.

Panning

This is the hardest camera control to master. To pan the camera, hold down the middle mouse button, or 'right ctrl' on your keyboard. Keeping these keys held down, move the mouse in the direction you wish to look.

THE PATTERN BUFFER

Certain items can be picked and placed within the station's Pattern Buffer. To place an item in the Pattern Buffer left click on the item. An icon will appear in the Pattern Buffer representing that item. To retrieve an item from the Pattern Buffer left click on any empty area within your station (this will place the newest item in your buffer on the deck) or left click and hold on one of the icons in the buffer and drag it to an empty area.



CONSTRUCTING FACILITIES

Placing Facilities

All facilities are designed and built in the same manner. When you wish to build a facility right click an empty space and the build menu will appear. Choose the facility you wish to build and a blueprint will appear at the cursor location. This will either be a rigid blueprint (factories, energy collectors, dine-o-mats, etc.) or a scalable blueprint (berths, laboratories, discos, etc.) If at any stage you wish to cancel the facility you may left click on 'Cancel' in the build menu or right click anywhere and the facility will be cancelled with no loss of energy.

Placing Rigid Facilities

-  Right click on an empty square to bring up build menu.
-  Left click to choose facility to build. Left click again to place the blueprint. To pick up the blueprint, place the cursor over the centre of the blueprint and left click.
-  Press and hold down the left mouse button to rotate blueprint – it will orient itself to point at the location of the cursor. This can only be done if the blueprint has not been placed.
-  When you are happy with the position of the blueprint, left click 'Confirm' on the build menu to confirm the blueprint for construction.

Placing Adjustable Facilities

-  Right click on an empty square to bring up build menu.
-  Left click to choose facility to build. Left click again to place the first corner of the blueprint. Move the mouse to 'drag' out the blueprint until the desired size is achieved and left click again to place the blueprint.
-  Left click on a blueprint edge to 'grab' the edge of the floorplan – moving the mouse will resize accordingly.
-  When you are happy with the position of the blueprint, left click 'Confirm' on the build menu to move on to the object placement stage.



Placing Facility Objects

-  Left click to select an object from the list in the build menu – the object's blueprint is now attached to the cursor.
-  Press and hold down the left mouse button to rotate the furniture blueprint – it will orient itself to point at the location of the cursor.
-  To place a furniture blueprint down, simply left click on a suitable location. If the object's blueprint is red then the object cannot be placed in the desired location. Repeat the above procedures to place other objects in the facility.
-  To delete a blueprint, simply left click on a placed furniture blueprint.

Building the Facility

-  When you are happy with the facility left click 'Confirm' in the build menu to begin construction.

VISITORS AND RESIDENTS

There are two flavours of characters that inhabit your station: Residents and Visitors.

Residents use all the facilities for free, but provide the player with essential services. Visitors pay for the use of facilities, but will undertake no work on behalf of the Administrator..

Visitors

Characters visiting the station usually board as visitors. Each visitor has a finite amount of 'spending energy' to pay for use of the facilities aboard the station, and when this fund of energy is depleted they will leave.

Visitors are free to wander the station and cannot be directly influenced by the Administrator – the only way to adjust their behaviour is through the placement of facilities.

Visitors may leave prior to this if they find the station unsatisfactory, they are unhappy or depressed.

STARTOPIA

Residents

As Administrator, you may offer a visitor the opportunity to become a 'Resident'. Residents no longer pay for the use of facilities around the station, but will spend a portion of their time working in a relevant facility.

Over time Residents will improve their abilities. They will require a promotion at these points. Failure to promote a Resident will make them unhappy, and eventually they may resign. You may promote a Resident at any time, and over-promotion will make a Resident feel happier about their job.

Residents can still terminate their residency and leave the station if they are unhappy or depressed.

ENERGY ECONOMY

Energy is the currency used to run the space station. Energy is used to power all the facilities on board the station, and to purchase items.

Energy is created by recycling refuse, the sale of raw materials, and as a by-product of commerce, generated by tourists visiting the station and spending energy.

All matter can be converted to energy, and vice versa, although the conversion process is not efficient.

POWER

All facilities and equipment require a certain level of power be maintained on your station. The larger the facility, the greater the Power requirements. Power is generated point for point by your stored Energy – If you have 10000 energy, you will constantly generate 10000 power. A Power Booster will add 20000 to your power rating, though it slowly consumes energy in the process.



EXPANDING YOUR EMPIRE

Each station is separated in to 16 different sections. Each of these sections is cordoned off with huge dura-steel barriers. There may come a time when you would like to expand the area for which you are responsible. Right click on the barrier and confirm that you wish to accommodate the adjoining section. A cost may be associated with renovating a new section. Should this section be empty (and habitable) then you will automatically become responsible for this section. If, however, one of your opponents occupies this section then a rather violent affair may ensue!

COMBAT

The Combatants:

The following staff, in order of toughness, will fight if the situation arises: The Kasvavorians, the Grekka Targ, the Groulien Salt-Hogs and the Greys. The remainder of your staff dislike fighting and will normally flee any outbreaks of violence, as will visitors of any species.

The Security Scuzzer is the only droid that is armed.

Targeting:

To designate an enemy unit for attack, whether a facility or lifeform, merely left click on the target. The more you click on the target, the greater it's priority.

Right clicking will have the opposite effect, lowering the target priority right down to cancelling the attack order altogether.

Your forces will split themselves among the designated targets based on their priority. A high priority target will get more attackers than a low priority one.

Attacking Enemy Segments:

Right click on a bulkhead between you and an enemy opponent. The option to 'breach' will be given. A nearby Security Scuzzer will make its way to the Bulkhead lock, and proceed to disable the mechanism. Once successful, the doors will open. The doors will remain open for a short period of time, or until the segment is captured or the attack repulsed. Note: before any segments can be 'breached' the opponent must be selected as a 'foe' in the Overview Interface.

STARTOPIA

- Capturing Enemy Segments:** To capture an enemy held segment, you must target the far bulkhead lock in the adjacent section to your own territory, and disable the mechanism with a Security Scuzzer. On successfully disabling the mechanism, the segment and all structures within will come under your control.
- Repelling an Attack:** To repel an enemy attack, you must target your own bulkhead lock next to the breached doors, and get a Security Scuzzer to re-enable the mechanism.
- Calling off an Attack:** You can cancel an attack via the attack message generated during a take-over action, or by clicking on your Bulkhead lock and closing your own doors.
- Muster Points:** These are used to gather your forces prior to an attack. To place a Muster Point, press and hold the right mouse button over the spot you wish your forces to gather. A Muster Point Hologram will appear. Use this hologram as if it were an enemy unit (left or right clicking on it) to collect or disband your forces.
- Weapon Power:** Your forces draw their weapons power from your territories power grid – the further away from your territory they venture, the weaker their energy blasts will be. Consequently, attacking distant enemy facilities is not recommended.



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Special Cheese To:

Mike Burnham for producing the goods, overall support & keeping fingers in all things sticky

James Leach for dotting the T's & crossing the I's

Cathy Campos for tarting us around & ensuring top magazine coverage

Pretty Bit At The Beginning

Ollie Shaw

Colouring In & Bone Bending

Richard Franke

Additional Colouring In

Martin Oliver

Whistles, Bleeps & Choons

Goma

Didgeridoo courtesy of JDS Recordings.

Without Whom etc.

Chris O'Shaughnessy

Voice recording engineer

Shahin Tandoori

Supplying the true taste of Bengal

Tong Tong

Open 6 days a week

Warp Hyper Charged Power Mints

Ginkgo, Ginseng & Guarana

GLR (R.I.P.)

Johns Easter Egg

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Hello to all on GGDEV

www.muckyfoot.com

STARTOPIA

Wonga Supplied by Eidos Interactive

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Men with Bigger Sticks:

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Gary Moore

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Paul Motion

Jacqui Ralston

Collecting all the pretty bits:

Rebecca West

Jonathon Rosenblatt

Hyping the game:

Eva Whitlow

Laying out the Pamphlet:

Matt Carter-Johnson

A Creative Experience (manual)





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