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1.0 Getting Started.

In this section you will find everything you need to get the game installed. Please use the in-game tutorial to learn the basics or see the next chapter.

1.1 Installation.

System Requirements:

OS:	Windows XP, VISTA, WINDOWS 7, WINDOWS 8.
CPU:	Intel or AMD Dual Core
RAM:	1 GB
HDD:	2 GB
VIDEO:	DirectX 9.0c compatible (800 x 600 upwards)

1.2 Game Modes.

When you load Firefly Studios SPACE COLONY for the very first time you are presented with a screen prompt asking you to enter your name. Type in the name you wish to be known as and then press ok to continue to the main menu screen.

Play Space Colony - Follow Venus and friends on their travels Blackwater industries. This is the best way to learn about the game.

Galaxy Mode - Go independent and follow your own path contracts in the edge systems. Some of these missions will be locked until you have enough credits to unlock them. Some of the colonists will be preset for each mission and some you can choose yourself.

Sandbox Game - Build to your hearts content with no objectives to follow.

The section entitled User Created Games will remain blank unless you make your own campaigns using the editors provided.

You can also use the load icon to reload previously saved games.



1.3 Game Options.



Selecting the tool icon in the top right of the screen gives you access to the game options panel. Some of these options are also available when you select the settings button from the main menu or by pressing the ESCAPE key while playing a game.

Save - This allows you to save your game using a le name of your choice.

Load - From here you can load a previously saved game.

Options - This allows you to change the following elements of the game:

Game Play Options - This lets you change the game speed and turn the in game help on or off.

Video Options - This allows you to change the resolution of the game as well as how fast the map scrolls.

Sound Options - From here you can turn the sound on or off and adjust the volume levels for music, sounds effects and speech.

Help - This takes you to the contents page of the in-game help facility.

Restart Mission - This closes SPACE COLONY and returns you back to the operating system.

Quit Mission - This option quits the current mission and takes you back to the main menu.

Exit SPACE COLONY - This closes SPACE COLONY and returns you back to the operating system.

Resume Game - Selecting this returns you to the game.

My Identity - This button is only accessible from the main menu, not in game. From inside this panel you can add extra Space Colony identities and change between them. Inthis way different people can play Space Colony on the same computer. Your position inthe campaigns and saved games are saved with your identity.



1.4 Game Overview.

There are two sides to Space Colony, firstly you have a crew of twenty unique personalities each with individual likes and issues and these need to be managed effectively. Secondly you must plan and build your base while mining resources,exploring the planet, protecting your colony and making a profit! To win the game you will need to strike a balance between the two. As you progress through the game your skills, resources, money and personal relationships will be carried forward from one mission to the next allowing you to build up a strong team.

1.5 About the Manual.

This manual may appear a little daunting at first but luckily there is no need to read all of it to begin playing. You will find it very useful to go through the in-game tutorial first by selecting the tutorial button on the main screen. In addition, 2.0 The Basics will introduce you to all of the main concepts. Once you know the basics you can read through the sections you want more information on.

'Notes' will appear now and again to give you more information on the last topic discussed.

'Notes' will appear now and again to give you more information on the last topic discussed.

Note: You do not have to read these bits if you don't want to, as they are only here to answer frequently asked questions on the last topic.

'Tips' will also appear throughout to give you information relating to game dynamics such as shortcut keys or other alternative ways of doing things.

Tip: It is quicker to skip these sections to start with as they are only here to suggest different ways of doing something you have just learned about.

There are also 'Hints' which suggest possible game play strategies.

Hint: Don't read hints if you prefer to figure things out on your own.



1.6 Winning and Losing.

If a colonist collapses under your care, you will not lose the mission (unless they are the last one). Instead the operative will be cryogenically frozen and returned to the orbiter. The operative will be available again for later missions.

If you lose all your colonists or your bridge is destroyed however, you will lose the mission. Certain missions also have additional lose conditions specific to that mission.

To win a mission simply meet all of that missions objectives. When all objectives have been met, you win and the victory screen is displayed. The large icons in the top left of the screen show you your mission objectives.

2.0 The Basics.

This section gives you a brief overview of all the main features within SPACE COLONY. You may notice that many of the topics here are covered in more depth elsewhere.

Even If you play computer games regularly it is recommended that you go through



2.1 Overview.

After starting a new game the screen will look something like this:



The panel running down the left of the screen with the colorful buttons is the building selection panel. The dollar symbol below these buttons is the sell button. The circle below shows the mini-map and radar with the big bridge button attached.

In the top right you can see your credits, the mission day and the game speed and options buttons.

As colonists appear in the game their heads will appear in the bottom right of the screen. Use these heads to select the colonist you wish to work with; you can also click on a colonist directly to do this.

To move around the map, push the mouse pointer to the edge of the screen. As you move around, the overhead mini-map will move with you.

Tip: You can also use the cursor keys to panel around the

Another way to get to a specific location is by left clicking on the overhead mini-map in the bottom left of the screen.

Tip: To hide the management panel and make the game go full screen, press the tab key. To restore the management panel, press the tab key again.



2.2 Placing/Selling/Moving Buildings.

The building category buttons are along the left of the screen. To construct a building, select it from the building selection panel then left click on the main display, when you are happy with its position.

To begin with it is likely you will need to expand your visibility by placing lights on the edges of your territory. This is how exploration and expansion is done in Space Colony.

Pieces of furniture and other 'people based' equipment (such as mess halls or shower blocks for example) must be placed inside bio domes and industrial and military facilities must be placed outside on the planets surface.

Note: If you happen to place a structure over an area of inaccessible or unlit ground, parts of the footprint will turn red warning you that you cannot build there.

You can delete buildings using the sell option. Just click on the dollar symbol on the left interface panel and then click on the object to sell.

Can the objects be moved after their initial placement? Yes, click on the object that you want to move and an interface panel will be shown, within this panel you will be able to see the move icon (four arrows in a circle), click on this to move your object around. Objects normally placed outside of Bio Domes (lasers, nutrient extractors etc..) cannot be moved after initial placement.

2.3 Gaining Colonists.

The company assigns new colonists as you progress through the missions. In addition to the bridge and the warehouse you will see a shuttle pad. This is where your new colonists land. Once they have arrived colonists will walk to the bridge and await your orders.

2.4 Feeding your Colonists.

Food should be one of your first considerations when establishing a new base. A mess hall is needed in order to feed your colonists and each mess hall can seat two people at a time.

Each mess hall requires a supply of nutrients, which can be bought or possibly harvested from the planets surface, but we will go into that in more detail later. Further along in the game you will gain access to the restaurant, which also provides entertainment for certain personalities but requires a supply of space chickens.

2.5 Wages.

Your colonists need paying! You can set a global wage level in the bridge. Some value money more than others and the wage level you set for your staff will have varying effects on the happiness of different personalities.

Periodically your colonists will stop what they are doing and walk to the banking console to check their wages and deal with their bills. There is a banking console in the bridge but in order to give you colonists easier access, you may wish to place additional banking consoles elsewhere.

In short, setting a low wage will make your colonists worry more about their finances thereby making their finances bar drop quicker. They will also take longer at the console as they dither around transferring money from different accounts, borrow cash from relatives to cover their lone and prioritize their bill paying.

Setting a high wage will make your colonists more relaxed about their finances thereby making their finances bar drop more slowly. When they go to the banking console they'll see their bills have already been paid.

2.6 Keeping your workers happy.

The happier your colonists are, the longer they will stay on their job and do valuable work for you. To keep colonists happy you must feed them, pay them, make sure they sleep, let them tend to their personal hygiene, get them to talk to each other, keep them healthy, entertain them and maintain their relationships with the other operatives.

Section '3.5 Needs and Desires' covers this in more detail.

2.7 Gathering Resources.

There are many different kinds of possible resources on the planet, from plant based ones to hard minerals. Each has its own unique method and industrial facility for getting it. Getting to those goods can be a dangerous endeavor, however, which is why its best left to robots. First you need to explore the planet to find what resources you have, next you should place the appropriate extraction facility and then finally find a colonist with the correct skill badge, click on the facility and watch those bots go!



2.8 Bridge Screen.

This is your one stop information screen. From here you have access to pretty much every asset in your base.



Oxygen.

The blue oxygen bar on the far left shows you how much oxygen you have stored and the small arrows beside the bar show whether it's increasing or decreasing. Clicking on the oxygen bar brings up the oxygen subsystem panel. Here you can monitor the rate of oxygen consumption.

Power.

The yellow bar on the left shows how much power you have stored and whether it's increasing or decreasing. Clicking on the power bar brings up the power subsystems panel. From here you can monitor power consumption and turn different parts of your base on and off.

Mini Screens.

Along the bottom of the bridge screen you also have eight additional mini screens. Selecting these turns them into the currently viewed report. The eight reports you have at your disposal are:

Personnel.

This shows you of all the colonists in the base along with what jobs they are assigned to and an overview of their need bars.

Financials.

Here you can set wages and look at you income and outgoings. This also shows you when your next subsidy is due and how much it will be.

Base conditions.

This panel shows you how general operating conditions are holding up. Such details as litter, maintenance of equipment, buildings in need of repair and vegetation encroachment can be found here.

Production.

This shows you how much mining, harvesting and manufacturing you've been doing. It also shows who is working on what.

Tourism Report.

This panel shows you your tourist rating and what area of your base is potentially holding that rating back. The general idea is to get as many stars as possible. This is described in more detail in section 4.4 Tourism.

Mission Status.

This panel shows you how far you are from completing or losing the current mission. Completed objectives will have a tick next to them.

Trade Controls.

This panel allows you to buy and sell resources. You can also see how much of each type of resource you currently have.

Scanning Systems.

Clicking on this panel will do a fresh scan of the planet showing how much of each resource and how many of each harvestable plant there are.



3.0 People.

Different colonists react in different ways to different situations. One colonist may find sitting in the sauna entertaining while another will find it boring and prefer shaking it on the dance floor. Your people vary in other ways too; some have a great need for food while others like to sleep a lot.

To effectively manage your colony you'll need to get to know your colonists intimately. Below we have printed information from the company's Psychiatrists report to give you a few initial insights into what makes your people tick.

3.1 Your Colonists.

Name: Venus Jones
From: U.S. (Colorado)
Age: 23
Loves: Her family back home
Hates: People not doing their job
Quote: "Lets keep this one clean and steady shall we?"



Venus' Description:
That's me! Look I just want to make my money and get out of this crummy company before they get me killed, OK? I would say I was an honest and straightforward kind of person, still sane, which is kind of surprising given the company I keep up here.

Psychiatrists report:
Venus is a well-balanced person, with few if any issues to concern the company. She likes a wide range of activities and is motivated by a desire to achieve financial security.



Name: Tami La Belle
From: U.S. (Texas)
Age: 42
Loves: Small Furry Critters
Hates: Being alone
Quote: "Come on now enough is enough. Do I look like a freaking mule?"

Venus' Description:
Tami? OH man, she is a real pain and probably causes more arguments in the base than anyone else. But you know, I feel kind of sorry for her, there's even a little bit of me that quite likes her.

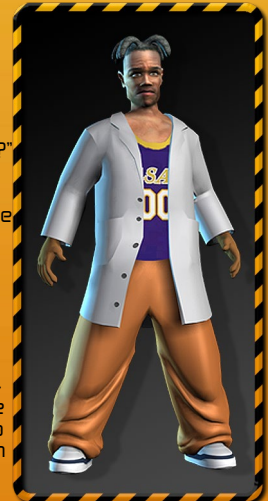
Psychiatrist's report:
Emotionally insecure personality, clingy and highly demanding of other people time. Previously Tami seems to have spent most of her life performing menial cleaning jobs (when sober).



Name: Dean Jefferson Brown
From: U.S. (Los Angeles)
Age: 25
Loves: Taking a shower
Hates: Being dirty
Quote: "Man this place stinks, can we at least move the trash to another room?"

Venus' Description:
After Deans dad found him hanging out with the homies, he sent him straight to a private school. He still thinks he is tough, but I know better. He's also majoring in medicine, which is likely to prove very useful over the coming months.

Psychiatrist's report:
Dean is an intelligent and quite well balanced individual who the company has the benefit of due to his thesis on space medicine, which will keep him with us for over a year. He does seem to have an obsession with cleanliness however.



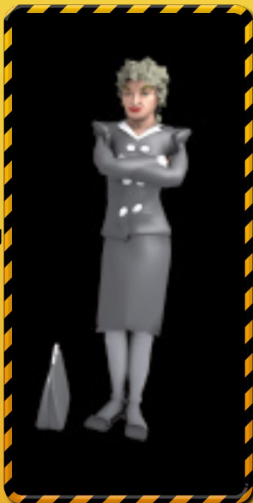
Name: Barbara Leechworth
From: U.S. (Boston)
Age: 47
Loves: Eating out
Hates: Uncouth behavior
Quote: "This backwards dump is the most depressing place I've ever stayed in."

Venus' Description:

Barbera is the corps VP of internal affairs. She has a sharp tongue and padded shoulders and I wouldn't trust her with my toothbrush.

Psychiatrist's report:

Miss Leechworth is intelligent, self-motivating and loyal. A big asset to the company, she is highly motivated by money and should be paid accordingly.



Name: Daisy Willowreed
From: U.S. (Montana)
Age: 31
Loves: Contemplating
Hates: Violence
Quote: "Capitalist idiots, do they really think they can chain me up with their financial bonds?"

Venus' Description:

Thin as a stick, Daisy seems exists on a diet of air and stargazing. She came to be closer to the universe and its inhabitants, so getting her to use the laser is going to be tricky.

Psychiatrist's report:

Willowreed is what psychologist's technically call a hippy. She is impossible to motivate by any form of cash incentive and a danger to the crew by her refusal to harm other forms of life. We consider her to be a liability.



Name: Billy Bob Perkins
From: U.S. (Tennessee)
Age: 33
Loves: Exploring
Hates: Mean people
Quote: "With all this money I can get my own chicken ranch."

Venus' Description:

When Mom and Dad said reach for the stars I think they meant Billy Bob to expand the beef farm not go into space. He's not the smartest guy I've ever come across but a kinder man you'll never meet.

Psychiatrist's report:

Billy bob is extremely stupid. How he got through the companies pre-assessment is a bit of a mystery. He is an extremely trusting person with simple tastes. He seems to enjoy looking at things.



Name: Greg Chesterton
From: U.S. (New jersey)
Age: 29
Loves: Himself
Hates: Feminism
Quote: "Greg Chesterton at the helm."

Venus' Description:

Well what can I say? Greg's a jerk. If he propositions me one more time I swear I'm going to throw him out an airlock.

Psychiatrist's report:

Greg describes himself in his CV as, a "born leader" and an "Omni man". In reality he's neither. He's more of a sexist pig with little regard for the feelings of others. He spends all his free time in the Jacuzzi.



Name: Candy Simpson
From: U.S. (California)
Age: 24
Loves: Makeovers
Hates: Last Season
Quote: "Like why is space always so black?
It's kind of boring."

Venus' Description:

It's hard not to like Candy. She cheers me up! I just wish she were a little more useful around the base.

Psychiatrist's report:

When pre-assessment described Candy as bright, they were only talking about her personality. She has little grasp of what life will be like on a space colony and even less skill to bring to it. On the other hand she does know how to shop.



Name: Slim
From: U.S. (New York)
Age: 15
Loves: Girls
Hates: Parents
Quote: "She sucks, he sucks, you suck, I suck. Everyone sucks!"

Venus' Description:

Brim full of attitude. But in space Slim, your parents can't hear you whine. Which is precisely why on a recent tourist visit to a company colony they left without you.

Psychiatrist's report:

This teenage adolescent appears to be under the illusion that he is a black rap artist or something similar, and he gibbered on in unintelligible slang for most of the interview. He seems to have little to offer the company.



Name: Stig Svensson
From: Norway
Age: 36
Loves: A hot sauna
Hates: Tami
Quote: "Eat plasma, bug face."

Venus' description:

Stig and I have been through a lot together. He is a good guy. Cultured, thoughtful and quiet. Yeah right!!

Psychiatrists report:

Svensson is a straightforward case, he is motivated to earn his retirement and return to this 'biker community' he seems to have been born in? He likes to engage in thrill-based entertainment and seems to like drinking beer. On the downside he does have a tendency to get stressed easily and push people about.



Name: Babelle Devereux
From: France
Age: 19
Loves: Expensive labels
Hates: Work
Quote: "I don't want to die in zis 'ell hole."

Venus' Description:

"Sophisticate in space: Elegant daughter of French diplomat tastes life in a blue-collar mining colony", that's what the headlines said. Truth is she got stranded here when her playboy boyfriend jumped planet without her in his cruiser. She really gets on my nerves.

Psychiatrists report:

Spoil and lazy she seems to be known locally as 'the princess'. She is contracted to us for 6 months in order to secure her passage home. She has no useful skills and shows a remarkable resistance to doing any work whatsoever.



Name: Hoshi
From: Japan
Age: 17
Loves: Dancing
Hates: Most other things
Quote: "Why are we not allowed to shoot off the guns inside base?"



Venus' Description:

Inseparable from her soul mate Kita. The pair of them could probably run the base if they did it together. Once Kita had to leave for a week. Man did Hoshi fall apart.

Psychiatrist's report:

Hoshi like Kita is quite uncommunicative about why she wants to work in space and about her future. It has been hard to get a good handle on this operative.

Name: Kita
From: Japan
Age: 17
Loves: Dancing
Hates: Everything else
Quote: "Boring, boring, boring its so boring here."



Venus' Description:

The other half of the dynamic pink punk duo. Why they came has always been something of a mystery to me. I guess they're just nuts.

Psychiatrist's report:

Kita has an intense emotional relationship with operative Hoshi and it is highly inadvisable to isolate them, as they seem to fall to pieces once separated. Kept together however they seem to work very efficiently.

Name: 'Nailer' McBride
From: Scotland
Age: 43
Loves: Violence
Hates: Showers
Quote: "Raaagghh!! You're worse than tourists! You're all a bunch of grockles!"



Venus' Description:

I would like to find something good to say about Nailer, but I'm really struggling. I guess he's a handy guy to have around once the bugs come calling, but I wish he would stop hitting the tourists.

Psychiatrist's report:

A hard man, recently escaped death row on a technicality put forward by his Columbian lawyer. He has many 'issues' and is finding it difficult adjusting to life outside, but few colonists dare talk to him about them.

Name: Capt. Charles Wilmington
From: England
Age: 55
Loves: A good wager
Hates: Bugs
Quote: "Am I the only chap around here who cares about polishing his shoes?"



Venus' Description:

Aristocratic Brit war veteran, someone said he was dismissed from service for a 'silly mistake', whatever that means. The captain is a funny guy and really handy to have around the base.

Psychiatrist's report:

Charles belongs to a bygone age. The fact that there are still men like him around is amazing. He has been known to disobey orders take matters into his own hands when under pressure.



Name: Nikolai Volkov
From: Ukraine
Age: 37
Loves: Quantum Physics
Hates: Idiots
Quote: "Don't get me wrong, I like you. I just wouldn't want to see you working with subatomic particles."

Venus' Description:

He's a bit of a rocket scientist. No, I mean that literally. He's a bit bouncy if you know what I mean, but for most of us he is an asset to the colony. Someone did recently call him, "an emotional retard who gets on my nerves", but Tami tends to say that of a lot of people.

Psychiatrist's report:

Volkov is a highly intelligent individual, who will be invaluable to whatever colony he is sent to. There are concerns however about his long-term mental stability.



Name: Ashia Green
From: England
Age: 28
Loves: Sport
Hates: Muppets
Quote: "Phoar mate! You want to sort your armpits out. That's offensive that is."

Venus' Description:

Ashia is sports mad and by far the fittest person in the base. She is keen to work and I really like her, I just wish she would get off the running machine occasionally.

Psychiatrist's report:

A south London girl - her athletic career tragically ended by an injury, she seems to be here to forget. Ashia is full of enthusiasm and is rarely seen in a dark mood.



Name: Vasilios Cosmos
From: Greece
Age: 30
Loves: Who knows!
Hates: Still can't help you.
Quote: "The stars are talking to us, can't you hear them?"

Venus' Description:

A.k.a the 'robot'. Quiet and devoid of almost any personality, he once whispered to me that he came here to escape "them!"

Psychiatrist's report:

Vasilios has a truly enigmatic personality. Obviously suffering from some massive trauma. Highly delusional, he regards himself as non-human and certainly he has buried his emotions deep within himself. Very hard to motivate as he expresses no interest in everyday human activities, he does however seem to talk constantly about the stars.



Name: Bhoomi Sharma
From: India
Age: 61
Loves: Life
Hates: Being on her feet for too long
Quote: "I remember when my eldest got married, he looked so lovely in his suit. Did I show you the pictures?"

Venus' Description:

Bhoomi is kind as you like and is loved by all in the base. Well, with a couple of unpleasant exceptions.

Psychiatrist's report:

The mother figure of the base, larger than life, Bhoomi is a spiritual healer and with her children all grown up she was drawn to the base by a need to help others. Her energy levels are low now however and she does like her home comforts.



Name: Mr Zhang
From: China
Age: 80
Loves: To warm his bones
Hates: Life
Quote: "Fear is a natural reaction to moving closer to the truth, or watching the guy next to you being ripped to shreds by a bug."



Venus' Description:

Old Zhang is the cybernetics king, without him we would never get any androids made. He is incredibly intelligent and don't believe the hype. He's actually a really nice guy underneath it all!

Psychiatrist's report:

He's a sour and begrudging old man who is surprisingly sprightly for an 80 year old. He wanted to see space before he died. Some colonists are wondering when that might be.

3.2 Training.



Before your colonists can do any work on a piece of equipment, they need to be trained to gain at least a basic training badge. Different characters come with different training badges at the start of the game and more can be gained with training. To find out which badges your colonist has click on their psychiatrists report icon (Brain).

Training is done in either the library, which is free but very slow, or the training pod, which is almost immediate but very expensive. If you train a colonist in a skill they already have they will become more proficient in that skill and gain a star on their badge. This can be done again and again to a maximum of four proficiency stars.

The more proficiency stars a colonist has the more quickly they will work at the given task. In any given mission you will have a maximum number of training programs authorized by your company that can be initiated.

3.3 Skill Badges.



Mining.

This badge allows your colonists to extract minerals from the ground such as iron, titanium, iridium crystals and silicon. The more stars you gain, the quicker you'll gather and process the resources.



Nutrient extraction.

This badge lets your colonists use the nutrient extraction building. This is where most of your food will come from. The more stars you gain, the more nutrients you will produce.



Repair.

This badge allows your colonists to repair your damaged exterior buildings using the repair bay. The more stars they have they quicker this process will be.



Chicken Farming.

This badge allows your colonists to work the chicken farm and fatten up those tasty GM chickens to be eaten in the restaurant or sold on. The more stars you have the faster the chickens will be processed.



Pharmaceutical Extraction.

This badge allows your colonists to extract medicines from cylincsus plants. The more stars your colonist has the faster the process will be.





Gas Extraction.

This badge allows your colonists to work on the argon gas rigs. The more stars you get the faster you will produce argon gas. Argon gas is needed before your lasers will function.



Scavenging.

This badge allows your colonists to make use of the scavenger bunker. The more stars you get the faster you'll gather iridium crystals and alien eggs.



Electronics.

This badge allows your colonists to turn silicon into electronic components. The more stars you have the quicker this process will be.



Cybernetics.

This badge allows your colonists to make androids from iridium crystals and electronic components. The more skilled your colonist the longer the androids power cell will last. Hal! Weren't expecting that were you.



Industrial Robots.

This badge allows your colonists to make replacement mining and resource gathering robots.



Military Robots.

This badge allows your colonists to manufacture replacement combat droids.



Lasers.

This badge allows your colonists to use the manual lasers. Manual lasers are more powerful than automatic lasers. The higher the colonist skill the more likely they are to hit.



Bio Research.

This badge allows your colonists to grow GM grass for your golf ranges and GM bamboo for extra food. The more stars, the quicker it works.



Weeding.

This badge allows your colonists to burn down encroaching alien vegetation with a flamethrower. The more skilled your colonist the quicker they burn the plants away.



Power.

This badge allows your colonists to recharge your power supply. The more stars you have the more power that will be produced from your generators.





Oxygen.

This badge allows your colonists to replenish your oxygen supply. The more stars they have the more efficiently they pump oxygen.



Medical Preparation.

This badge allows your colonists to prepare your medical bays. The more stars you have the quicker this will happen.



Cleaning.

This badge allows your colonists to use the cleaning post. The more skilled they are at cleaning the less sweeps they'll need to make to clear up.



Maintenance.

Over time the things in the base will deteriorate through use. This badge allows your colonists to repair buildings inside the base. The more stars, the faster the repair is completed.

3.4 Colonist Panel.

When you click on a colonist the following panel will appear.



From this panel you can find out everything you need to know about an individual colonist. At a glance you can see their needs, work to play ratio and overall happiness.

The relationships button gives you access to a colonist's friendship screen, the brain button brings up the colonist's skill badges and the company's psychiatrists report. Clicking on the eye centers your view on that colonist.

3.5 Company Psychiatrists Report.

Click on the brain button to bring up the company psychiatrists report. This gives you a brief overview of that character along with a list of likes and dislikes. You can also go to the skills list for that character from here.



If the brain begins to pulse it means your colonist is going mad. If it turns green, they've already gone mad and now need to either see a shrink or be locked up in the detention facility.

3.6 Needs and Happiness.

The smiley face in the colonist panel represents happiness. Unhappy people won't work and will become unpredictable. All your colonist's needs and desires add up to give you a happiness level. Happiness also determines how long your colonists are willing to work for as shown by the shift clock, which is explained later.



Note: If you see a skull appear here your colonist has a disease! Send them to a prepped medical bay that has a supply of pharmaceuticals.

Finances.



Colonists have their own set of fiscal requirements. You need to pay your people correctly or they'll become unhappy.

When your colonist's financial needs bar runs out they will drop what they are doing and head to the nearest banking console to check on their wages and deal with their bills. How fast their bar increases depends on how much they value money and how high the wages are.

A global wage is set in the bridge for all of your staff. Click on a banking console or the finances tab from inside of the bridge screen.

Entertainment.



This is shown in the colonist panel alongside the talking heads. Lack of social interaction will make your colonists unhappy and it may ultimately even make them go mad.

Social Interaction.



You can tell a colonist to talk to someone by clicking on another person while you have a colonist selected. This will deal with their need for human contact, although if the other person is not friendly towards them it may have other unwanted consequences!

Hunger.



This is represented on the colonist panel by the hamburger symbol. If this bar gets low your colonist will become unhappy. Some colonists have a higher metabolism than others so will burn their food up at a faster rate.

To feed them you will need to send them to a mess hall or a restaurant. The mess hall requires a supply of nutrients to function and the restaurant needs chickens.

Tiredness.



This is represented on the colonist panel by the zzzz's. If this bar gets low your colonist will become unhappy.

Don't let this bar hit empty or your colonist may fall asleep on the floor. Sleeping on the floor will recover your sleep bar much slower than sleeping in a bed so ensure that all of your colonists have a bed assigned to them.

Cleanliness.



This is represented on the colonist panel by the shower symbol. If this bar gets low, your colonist will become unhappy and people may comment on their poor personal hygiene! Some people are more obsessed about their personal hygiene than others.

Health.



Don't let your characters health bars become empty or they'll die! Dead colonists will be whisked away by the emergency team and won't be available until the next map (once they have been re-animated). Aliens and disease are your main health worries, and being smacked in the mouth by a coworker doesn't help (although this is never fatal).

Note: If you see a skull appear here your colonist has a disease! Send them to a prepped medical bay that has a supply of pharmaceuticals.

Note: A star on one of these bars signifies that this need is especially important to them. When this particular bar becomes low it will have an increased negative effect on that character's happiness.

Litter.

When your colonists walk through litter their hygiene bar goes down much more quickly. It is best therefore to clean the base, by placing a cleaning post, as soon as litter starts to appear.



Noise pollution.



Certain pieces of furniture create noise and this noise can wake up your sleeping colonists. It is only mentioned in this section for completion and is explained more fully in section 6.9 Noise Pollution.

Physical Attacks and Insults.

When someone is insulted or attacked this will have a negative effect on their social interaction bar. Some physical attacks will also damage their health.

3.7 Friends and enemies.

Click on the relationship button in the colonist panel to see a list of friends and enemies. Each colonist can also get one special friend if they play their cards right!

Enemies are shown on the bottom of this panel. All relationships tend to slowly degrade over time if left untended and eventually everyone will become enemies.

To prevent this from happening you need to keep people talking. As people talk their relationships will get better and move up from the enemies section and into the friends section.

There are three main types of interaction, friendship, small talk and invite. Select one character then click on another. Three icons will appear which represent these three types of interaction.

Click on the friendship button and both will find a seat to sit down and settle their differences. This option will improve relationships and allow enemies to become friends.

Clicking on the small talk button will make those characters meet up to have a quick stand up chat. This increases your character's social interaction bar but will not improve their relationship.

The final button allows you to have one character invite another out on a date. If they do this often enough they will become special friends, which will max out their happiness for a period of time.

Anyone can become romantically involved with anyone else but some couplings are easier to make than others. It also makes a difference who asks whom. For instance if Slim asks Venus out she's likely to say 'no!' repeatedly but if Venus asks Slim he's likely to jump at the chance!

3.8 Shift Clock.



On the right of each character's colonist panel you will see two job badges. The one at the top shows their primary job and the one at the bottom shows their secondary job. If a character can't do their primary job for some reason then they will move on to their secondary job.

You can tell which job they are currently doing by seeing which badge is glowing.

The glowing badge is also your shift clock. The highlighted part of the clock on each person's panel shows how much time that person will work for. To increase their work time simply increase that person's happiness.

People will work when the hand is in the highlighted section and relax when the hand is outside of that, unless you tell them otherwise.

3.9 Guard Duty.

(Guard Duty is only available on certain levels)

Once you have selected a colonist a small picture of a space helmet will appear over the pointer, now click outside and the colonist's primary job will change to guard duty (space duty). The colonist will always go to this location when they are in work time and defend against any alien attacks.



4.0 Making Money.

This section will take you through how to manage your food, resources and money.

4.1 The Warehouse.

All of the resources you gather or produce will be placed in the warehouse. Each new warehouse square can hold up to four resource types.

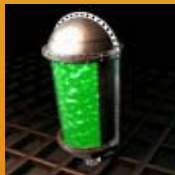
You can gauge the approximate amounts of resources you have by simply looking at the warehouse. To see the exact amount of each resource left click on the warehouse. This also opens up the trading panel, which is explained later in this chapter.

Each warehouse has one warehouse droid, which is used to ferry goods around the base.

Hint: If you find your goods are not getting transported around the base quickly enough, it may be worth placing some extra warehouses just to bring in some more warehousing droids.

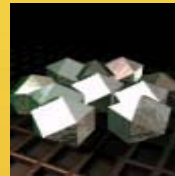
4.2 Resources.

In total there are ten types of tradable goods in the game. These are base nutrients (food), silicon, iron, titanium, argon gas, iridium crystals, protoraptor pods, space chickens, pharmaceuticals and electronics.



Base Nutrients

This is food. A.k.a. slop. This green goop keeps your colonists alive. You acquire it by placing a nutrient extraction building. The nutrient harvester will search out and pulp hydromorphus trees or genetically modified bamboo before delivering it to base to be processed into nutrients.



Silicon

Often found in large quantities on the surface of a planet, silicon-bearing rocks can be harvested by placing a silicon extractor. The processed silicon is of relatively low value, but can be further processed by an advanced electronics facility to create higher value advanced electronics. These electronics can then be used in the production of androids (amongst other things).



Iron

Collected by iron mining robots that return the raw rock to be processed at the iron extractor, iron is not especially valuable. It is much more useful when used with other materials in the production of replacement robots at the industrial robotics factory.



Titanium

A high value resource collected by placing a titanium extractor. It is made more valuable by the fact that it can be used to help create the more expensive military robots in the game.





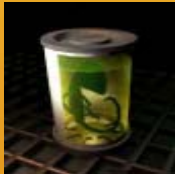
Argon Gas

Collected by placing an argon gas rig over the escaping gases (bubbles) seen in the areas of black crater water sometimes to be found on the planet. It can be sold directly or used to prime all sorts of military equipment like lasers and missiles.



Iridium Crystals

The recent research into irradiating iridium crystals has led to this precious metal becoming even more valuable. If found on the planet's surface it can be collected by placing a scavenger post and sold for large amounts of credits. Iridium crystals can also be stored and used later in the production of androids or as the core of a high-energy power installation.



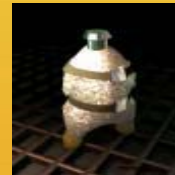
Protoraptor Pods

Military research establishments all over the galaxy hold these dear. If you find protoraptor pods on the planet then a quickly placed scavenger post will retrieve them before they have time to hatch. As well as placing a scavenger post you will also need to put down an alien storage facility. The collected pods will be placed into the storage facility where they are incubated and turned into the extremely high value alien embryos.



Pharmaceuticals

Should a scan of the planet reveal the presence of cylinccus plants you can place a pharmaceutical extractor to collect them and process them into expensive pharmaceuticals. These can be sold or used in conjunction with a medical bay to heal diseases.



Space Chickens

Space chicken breeding facilities can be placed anywhere on the planet's surface as long as you have the land to do so. Space chickens are usually not worth very much but are useful in supplying any upscale restaurants in the base.



Advanced Electronics

Created by further processing silicon and with a higher price, these are needed to create some of the more advanced machines in the game.

4.3 Trading.

Clicking on the trade button in the bridge allows you to buy and sell goods. To buy or sell a certain product click on its picture then click on the buy or sell buttons at the bottom of the panel.

Tip: you can also click on the warehouses or shuttle pad to bring up the trading screen.



4.4 Tourism.



Tourists pay heavily for the privilege of experiencing life in a real working space base and can earn you a lot of credits. To get started you need to build a tourist port to allow access for the tourist shuttle.

Next you will want to build a hotel to provide rooms for them, each room can support a single, a couple or a family of tourists. The more hotels you have the more capacity you have for tourists but this does not mean they will automatically come.

To attract tourists to your base you must have a high Tourist rating, as displayed in the bridge screen by clicking on the tourism button. Your Tourist rating is held back by lack of food or medical facilities but also by events that may occur at the base, for example a tourist being eaten by an alien is not going to really help matters!

The main decider in setting your tourist rating is how many attractions you have in the base, for example expanding a simple alien zoo may give you an extra star or building a 6-hole golf course. You will need to experiment.

Of course the tourists do come with a down side, they breath the oxygen, eat the colonists food, drop more litter and use the recreational equipment. All this puts much more strain on the day to day running of your base and truth be told, the colonists themselves are not very keen on the tourists (in fact it has been known for Stig to hit one occasionally).

4.5 Spaceships.



Tourist liner

Brings in those precious tourists. Sleek and fast this is a comfortable machine for our beloved guests.



Personnel shuttle

Brings down the colonists from the mother ship. It's light design gives for a bumpy ride.



Trade shuttle

Shuttles goods to and from the mother ship where your hard earned credits get banked.

4.6 Vegetation.



Hydromorphus - The primary source of Nutrients, harvest them for food. They are quite slow spreading, although how fast they multiply does seem to vary quite a lot.



Lupulus - Fastest growing of all known vegetative forms, it can quickly overrun an unprepared base, and is best burnt off with a weeding post.



Gm bamboo - Produced at your bio lab then planted out by its droid. Sometimes this may be your only option for food production.



Podulus toxicaria - They look pretty at first, but they grow, they swell and then they release Mutant bees. Better just to weed these as soon as you spot them.

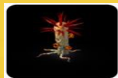


Stripper mound - A Hard shelled plant that works symbiotically with the fierce Stripper insects.



Cylincsus - A rare and slow spreading plant that can be harvested for its valuable DNA to produce potent pharmaceuticals.





Metafloxus - A poisonous plant that propagates by the swarms of Burnflies that are its inhabitants.



Giant Spineweed - A Fribitan invention. A cross between organic and metal material, this scourge is almost unstoppable once unleashed. If your base is in its path, its time to move your base!



Photocyn - Unfortunate side effect of using the GM crops from our bio lab.



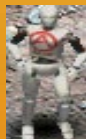
Pyrocyn - Another unfortunate side effect of using GM crops from our bio lab!



Gm grass - Genetically engineered to survive in the harshest of environments, this is your route to a green planet.

Other Vegetation - You will come across other grass and flowers in the game. These need to be cleared away with the weeding post before buildings can be placed. None of these plants will spread if left unchecked.

4.7 Industrial Droids.



Android - Can be used exactly like a crewmember (except without any emotions or needs they work far more slavishly). Hideously expensive however and once their iridium crystal core is used up, they are scrap. The rumors of Androids going crazy are just that, rumors.



Nutrient Harvester - 6 legs, 2 chainsaw arms and a military sized vacuum cleaner combine to create this monster. Used to harvest nutrient bearing vegetation, just part of the chain that ends up on the mess hall plate.



Scavenger - Prototyped on the crab principle, this bunker dwelling robot is adept at retrieving high value items such as iridium crystals and protoraptor eggs.



Silicon Dozer - The big one, this baby is the only thing on six legs that is going to clear the rocks to make space for your base. The silicon it mines for you can then be processed and sold for a small profit.



Bio Seeding - An aerial droid used in conjunction with the Bioresearch lab to 'Green' the planet.



Iron Mining Robot - This robot is smaller than the big dozers and more nimble. This is the workhorse of our mining operation.



Titanium Mining Robot - More advanced than the iron mining robot to protect its more valuable cargo.



Warehouse Droid - These are the lifeblood of the base. Want something moving from A to B then this is your robot!



Repair Droid - This hovering repairman is vital for the health of your base.



Butcher Droid - Menial factory robot who's job it is to pick up the Space chickens and drop them in the hopper. Clever robot!



Pharmaceutical Droid - Hi-tech hunter-gatherer, which uses the latest displacement beam technology to extract valuable DNA from finds of cylincsus plants.



5.0 Aliens.

It's a tough galaxy out there what with all them alien critters and this section describes them all.

5.1 The Fribulan.



Fribulan - They come in peace! They construct their 'buildings' on swampy water and they will strip the planet bare of your valuable resources before you know it.



Marsh fairy - Genetically Primitive and produced from a Fribulan hatchery, these floating 'jellyfish' pack a nasty sting.



Fribulan harvester - One of the Fribulan's 'living' machines, a Fribulan operative sits inside the cab and drives this alien, stomping about vacuuming up all of OUR potential profits.



Fribulan ogre - Another infernal Fribulan creation, tough to kill and spitting that deadly green goop, they are really not nice to have around the base.



Fribulan Mother - This is the Fribulan's organic base. Fribulan are born from here and resources are transported to and from here. Destroying the mother will destroy a Fribulan base.



Fribulan Lung - The Fribulan use space gas to construct their bases with. The more gas lungs they have the quicker they are likely to expand their base.



Marsh Fairy Hatcher - If you're wondering where those marsh fairies are coming from then your search is over. These breed marsh fairies at an alarming rate and can do quite a lot of damage to your pods.



Fribulan Spitter - These fire spinning pieces of semi-intelligent organic matter. They are the Fribulan equivalent of laser turrets.



Fribulan transporter - The Fribulan's transporter ship looks like a giant jellyfish and receives collected resources from the mother.

5.2 Other Aliens.



Mutant Bees - Bugs the size of pumpkins. A big swarm colliding with the base can cause quite a bit of damage.



Burnflies - Clouds of microscopic insects, produced from and proliferating their host plant, they can cause a nasty rash on a colonist! They are born from the metaflaxus plant.



Stripper Insect - A super termite, this bug will eat all known vegetation around the base before you can say "Oh my! That was our only source of food!"



Space chicken - A truly dumb creature crossbred to grow fat in any environment. Its tasty flesh is prized in the big off-world cities and is needed for your restaurants.



Rodent - Cute and fluffy, they hop about the base cheering everyone up, what can possibly be wrong with that?



Space Gremlin - They appear from nowhere, rush into your base and jump into interior equipment before disappearing again, leaving the equipment in need of maintenance!



Lava beetle - Question: What lives in lava, explodes on contact with traces of oxygen and has destroyed 8 of my expensive lava power facilities in the last month? Arrgghh!!!



Venusian slug - Yuck! These boys are slimy; their non-toxic trail is not fatal but has screwed up many of our tourist operations before now. This can be bad for your colonist's hygiene levels.





Rock Hopper - Like fleas, these swarming insects can jump any times their own height, except on this planet they are the same height as a man.



Rock Hopper Queen - Someone has to love the little itsy bitsy rock hoppers, she loves them so much however, she produces them at an alarming rate, so kill her first eh?



Protoraptor - Nasty, violent, genetically modified killing machines, escaped from some wacky SPACE Fed lab two years ago, not yet endemic.



Protean worm - Subterranean predator attracted by surface noise, once they lock on to the shouting going on around your base they just wont let go.



Tran dimensional entity 7a (Death Angel) - Err yeah? Don't know much about them, nobody does. They are hard to spot and use some kind of multi-dimensional weapon.



Domæ - A happiness inducing pet that will follow its owner around, not all colonists like to see them in the base however.



Acidwing - This rapacious Arial hunter protects its newly laid young aggressively. If your base happens to be in the way then watch out!



Hyrascus - Big and not very clever, left alone they tend their calves and are just fine. But when some dumb idiot starts to turn the lasers on them they start using their earthquake attack. Don't they Stig!



Nirvana Virus - Any unhappy worker can catch this virus on contact with a carrier. The only way to rid them of it is for them to achieve maximum happiness.



Mechanoid - This horrible part mechanical part organic mutant lives in the bowels of the base and pops up occasionally to kill people. Nice!



Host - A bad thing, a very bad thing, one of the 2 archenemies you will encounter. We can say no more except that they will mess with the minds of the colonists.



Archangel - Horrible flying heads that work for the hosts.



Drox - The second of our archenemies, built to the size of a small reactor and made chiefly of rock. How come they still manage to out smart us every time?

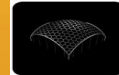
6.0 The Buildings.

This chapter takes you through all the buildings in the game.

6.1 Engineering.



Light: Lights light up your base and allow you to explore your surroundings. You can only build further structures in lit areas. Lighting also defines where your robots will search for resources and what your military systems can target.



Bio Domes: Big prefabricated living areas... into these oxygenated areas you place all the colonists living needs beds, eating areas showers and the rest.



Corridor: These provide air filled corridors to link your living spaces.



Airlock: These allow access to your bio domes from the outside and vice-versa.





Solar Panel: These panels pick up the low levels of solar radiation on the planet and convert it into electricity to power the base. Like all power plants they are only generating power when someone is manning the power desk in the bridge. They are not the most efficient method of producing power however and you will usually need to place many of these facilities to supply a decent flow of power into the bases stores.



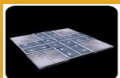
Lava Power: These power plants generate power by tapping into the tremendous heat generated by volcanoes. Many times more power is produced from this installation than a solar collector.



Iridium Power: These power generators are extremely powerful and require only a small footprint to place them. They do however require high value iridium crystals to power them.



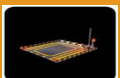
Oxygen plant: Provides oxygen for your bio domes. Like power you'll need someone manning your oxygen station in the bridge before you start to generate oxygen, the more of these you have the more oxygen you pump, simple!



Warehouse: This is where your goods are stored and traded. Each warehouse comes with its own warehousing droid.



Engineering Repair Facility: Your good old engineering bay. Set someone to work here to operate the repair droid who will fix your damaged exterior buildings and robots.



Space Bike Post: Your intelligent taxi, the space bike will efficiently and automatically transport your colonists around the bases exterior.



Cleaning Post: Assign people here to clean up your base. Litter needs to be cleaned up or your colonist's hygiene bars will fall much more quickly.



Maintenance post: Frequently used interior buildings need to be maintained or they will fail. Assigning someone to work here will mean they will automatically fix stuff for you.

6.2 Furniture.



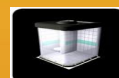
Bed: Colonists sleep in these. Once you have placed a bed you can select a colonist and assign them to it. It will then become personalized to that colonist. If you ask a colonist to go to a bed, which belongs to someone else they will swap beds. If a colonist is tired and an unassigned bed is available, they will pick that bed as their own.



Social area: These customizable areas allow 2 of your colonists to sit down with each other and work out problems with their friendships. Two people sitting talking to each other will always be improving their friendship.



Banking Console: This is where your colonists deal with their finances. From here they can pay their bills and check that their wages went in. They will let you know what they think of your current salary levels. If you set a low wage your colonists will worry about their finances more and will take longer to sort out their credit card bills!



Hygiene Pod: Your colonists get dirty over time. This pod provides for all of their personal hygiene requirements. Sending a colonist here will fix up any problems they have with their hygiene bar.



Plant: These brighten up the place. Although some colonists don't think so!



6.3 Food and Drink.



Mess Hall: Your colonists eat here. A supply of nutrients must be supplied from your warehouses; they are then converted here into food, of a sort!



Restaurant: This is an upscale mess hall and requires a supply of Space Chickens to function. Certain colonists will get a kick out of eating here.



Bar: Base nutrients can be converted into green space beer, which can be drunk here. For some colonists a bar is a useless waste of valuable space, for others the hub around which the base revolves.



Luxury Bar: By further processing the nutrients and providing a more upscale environment the luxury bar provides entertainment for those colonists who wouldn't be seen dead in the common old bar.

6.4 Human Resources.



Medical Bay: Your colonists can go here to get healed. Medical bays can be further boosted by pharmaceuticals, which can cure diseased colonists. The medical bay needs to be prepped before it can be used. This is done by assigning a qualified colonist to the medical console in the left of the bridge.



Counseling Robot: If a colonist has problems with their social interaction bar, they can go and talk to the counseling robot instead! It's not the ideal solution and it doesn't work for everyone but there are times when it is invaluable.



Detention: If all else fails, being locked into the 'funny farm' for a spell can calm down a person. With certain characters at certain times this may be the only option open to you.



Meditation Room: Reflective types are drawn here by a need for peace and solitude.



Relaxation pod: People who value their rest will love this quiet, floating air, rest chamber.



Library: Trains people to operate new equipment or allows them to upgrade their badge to a higher grade. Libraries are free but the speed at which people train is slow and based on their intelligence.



Training Pod: Like a library, people can obtain or upgrade their skill badges here. Trainers are instant but each program carries a heavy credits tariff.



Cryogenic Reanimation Unit: Allows a dead colonist to be re-animated immediately during the mission, rather than waiting to the start of the next one.

6.5 Recreation.



Sauna: A spell in the sauna is just the ticket for heat lovers, healthy types and Nordic men!



Jacuzzi: Most people in the base quite like the Jacuzzi, but for one in particular, its almost home.



Gym facilities: These allow sportily inclined colonists to get their daily exercise fix.



Zero-Gravity Playroom: Thrill seekers love this and even sporty types can fulfill their entertainment needs here.



Virtuality Chair: Just the thing for the thrill seekers in the base. More sedate colonists may find this a little too much.





Disco: Everyone loves this 70's style dance floor. Well, except for a few rhythmically challenged individuals.



Slot Machine: People with a risk taking personality like these facilities. Colonists either love or hate these gaming machines. Either way the house always wins!



Observatory: Stargazers come here to stare into the cosmos.



Piano: Your more cultured colonists may enjoy a little time here indulging their appreciation for classical music.



Combat Arena: Intended to entertain the more aggressive colonist. This combat arena will get their adrenaline pumping.



Virtual Shop: This is for colonists who really know how to shop.

6.6 Industry.



Nutrient Extractor: The harvester robot stationed here chops down nutrient bearing vegetation and returns it. This facility then converts the pulp into base nutrients for the colonists to use.



Weeding Post: Assigning operatives to a weeding post will allow them to use its flamethrowers to clear away encroaching vegetation.



Argon Gas Rig: Extracts gas for lasers and other bits of military equipment. They need to be placed on the gas bubbles emanating from the black crater water that may be found on the planet.



Chicken Farmer: This facility has a big footprint but can be placed anywhere there is free space. While operational, chicken eggs will appear, the resulting chickens will be scooped up and packaged ready for sale to the off world colonies or used in your restaurants.



Silicon Extractor: Uses a big silicon dozer to clear away large areas of low value silicon bearing rocks, bringing them back to this facility to be turned into pure silicon.



Iron Extractor: The iron mining robot searches out and mines iron bearing rocks, returning them here to be processed.



Titanium Extractor: Like the iron-mining unit above, this facility searches out and processes titanium-bearing rocks.



Scavenger Bunker: The associated robots searches out and picks up Iridium crystals on the planets surface. The scavenger will also collect other valuable debris found lying around such as alien pods, which can be stored and hatched in an alien storage facility.



Pharmaceutical Extractor: The pharmaceutical droid will find and harvest cylincsus plants valuable for their pharmaceutical properties. Pharmaceuticals are needed to cure diseases.



Industrial Robotics Factory: This facility can cheaply make replacement robots for your industrial facilities.



Military Robotics Factory: Replacement Military Robots can be made here much more cheaply than buying new ones.



Electronics Fabricator: Here raw silicon can be turned into more valuable advanced electronics.



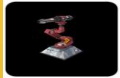
Cybernetics Factory: Makes androids, which can be used as tireless members of staff, until they burn out that is!





Bio Lab: This allows you to grow both space grass to green the planets surface for golf and also GM bamboo as a replacement for depleted nutrient plants. There will be times when you will need to choose what to make by clicking on the lab then only the relevant plant.

6.7 Military.



Automatic Laser: This laser doesn't need to be manned but requires a steady supply of argon gas to function.



Manual Laser: This laser, as well as requiring argon gas also requires a colonist! In the right hands it is deadly, in the wrong hands it's a useless lump of metal and plastic.



Forcefield Post: Shields against low-grade aliens.



High-powered Forcefield: Does more damage but requires more power than its smaller relative.



Dogbot: Armed with a muzzle-mounted laser these guard dogs are good at sniffing out the enemy. They can be set to either auto-defend or manual control.



Soldier post: Comes with a robo-soldier more powerful and more intelligent than a dog bot, but more expensive. Should the bugs turn nasty you may need to call in the army. This is your standard issue infantry robot. They can be set to either auto-defend or manual control.



Commando Post: Expensive but worth it! This is top of the line military hardware. Combines speed and agility with advanced weaponry. Keep him back for those special missions. They can be set to either auto-defend or manual control.



Sentinel Post: Home to a Sentinel the patroller of your skies. The ultimate in base defense against aerial enemies, give this hawk a nest, setup a few patrol markers and forget.



Sentinel Patrol Marker: Sentinels patrol between these markers.



Hover Mine Delivery System: Dumb Mines are produced and hover here. They hurl themselves destructively at passing aliens.



Cluster Bomb: A deadly and expensive trap, great for protecting an overlooked canyon.



Missile Silo: Alas even in space, there will be times when you will want to build the biggest of all sticks with which to smash your opponents into itsy little pieces.



Space Defense Shield: This protects the heads of your colonists from great big meteors down to little volcano lava showers!

6.8 Tourism.



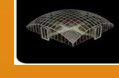
Tourist Port: Tourists arrive and depart from here.



Hotels: These house your tourists. The more rooms you have, the more potential tourists you can attract.



Zoo Exhibit: These attractions add to your tourist star rating, the more the better. Certain colonists like looking at them too.

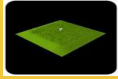


Garden Dome: Another way of boosting your tourist rating.

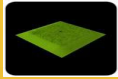




Viewing Platform: Always a hit with tourists. It lets them get a taste of what life is like on a real working space facility.



Golf Tee: Needs to be paired with a golf hole, click on it to assign it a hole number.



Golf Hole: After this has been placed you will need to grow grass (at a Bio Lab) around it before it will function. A big golf course is the ultimate attraction for any budding space resort; of course the more holes the better. Like the tee, you click on it to assign it a hole number.



Art Exhibit: These give tourists and colonists alike something to admire.



Slot machine: People with a risk taking personality seem to like these facilities. Colonists either love or hate these gaming machines. Either way the house always wins!

6.9 Noise Pollution.



Certain pieces of furniture create noise and this noise can wake up your sleeping colonists. Noise pollution affects people in the same pod. Noisy things outside the base or in adjacent pods don't have any effect.

As an example, there is a bed and a slot machine in the same room. Venus decides to go to bed and Tami decides to play the slot machine. The bleeping slot machine will wake up Venus making it harder for her to deal with her need to sleep.

7.0 Making Campaigns and Planets.

Warning! This section is only intended for advanced users.

The planet editor lets you build maps whereas the campaign editor lets you add objectives to these maps and put them into a campaign.

Lets quickly build two maps and turn them into a campaign. Start by going to the planet editor, select a map size then press 'go to map'. Most of what you see here is self-explanatory but there are a few things, which warrant an explanation.

While you are in the map editor any aliens you place won't attack and any vegetation you place won't spread.

For the map to be playable you must place a bridge, a shuttle pad and at least one light. If you want to be nice to the player you might also give them an oxygen plant, a few power plants and some resources to allow them to make some money!

If you want to place an opposing colony simply select 'Competing Company' before building.

Fribulan buildings must be placed in the crater water.

Once you have created and saved two maps go to the campaign editor. Here you can add objectives and events to each of your maps and join them together to make a simple campaign.

Changing the campaign type will change where this campaign is displayed in game.

Use the add map button to put both of your maps into the campaign. After your first map you will see the words '-> map 2'. This simply means that when you complete the first map the player will go on to the next map.

Click on your first map to bring up the campaign flow panel then click edit scenario. From this screen you can edit the win and lose conditions of the map along with any events you want to add, which people and buildings are available etc.

By clicking on the reuse map button you can reuse a map and the player will go back to the last saved position, but now with a new set of objectives.

From here on we recommend reading the Space Colony Editor pdf file created by spacecolonyfans.net and experiment and most importantly, use your imagination.



8.0 Hotkeys.



= Scroll around the

- P** = **I** = Normal Speed **J** = Turbo
- Esc** = Options **T** = Trade **Page Up** = Next colonist in list **Page Down** = Last colonist in list
- Tab** = Interface on or off **Space** = Bridge Screen
- Enter** = Centre on current colonist

9.0 Resource Tree.

Resources:



Robots:



10.0 Game Credits.



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