



# OUTPOST 2

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# WELCOME!

Welcome to *Outpost 2: Divided Destiny*! We hope you enjoy playing this game even more than we enjoyed making it. This manual has been designed to give you the information you need to start playing right away. We hope you find it useful and informative.

For more information on how to play the game, see our Online Help file, which contains everything in this booklet, plus a detailed Interface Reference, an expanded Unit Reference, and additional rules on how the game works.

## Using this manual

This manual is divided into four major sections:

- Getting Started
- Tutorials
- Unit Reference
- End Notes

## Conventions used in this manual

Keyboard commands: Keys you should press are listed between angle brackets – for example, Press <Enter> to continue.

There are some multiple-key combinations used in the game. When you see <Ctrl+F5> this indicates you should hold the <Ctrl> key, then press the <F5> key.

## What Has Gone Before...

They were the last survivors of a dead Earth, castaways in an ocean of stars with not one they could call home. For nearly a century they drifted, suspended in cold sleep, while computer intelligence guided their hastily-built starship and searched, unsuccessfully, for an Earth-like world. Resources dwindling, the computers woke a few of the crew to make a desperate decision. If no Earth-like world could be found, how close was close enough?

Their voyage ended on a world they named New Terra, in the same spirit that desert dwellers once named their towns after sources of water. In truth, it was nothing like Earth; stark, hostile, forbidding, and in its own way, beautiful. There the last few hundred surviving humans cobbled together a town from their meager supplies and what they could salvage from their starship and landers. At first the colony was known only as "Outpost," but as it grew, the colonists gave it a real name. They called it Eden.

Then, things began to fall apart. The colonists divided into two groups, one that wanted to conquer New Terra, and a second that wished to adapt to its harsh environment. In the end, it was the second group that took their share of supplies and resources and moved away to form a splinter colony, which they named Plymouth.

For a time the two colonies tried to reconcile, but talking only seemed to widen the canyon of thought between them. When Eden announced its intention to terraform their planet, to transform it into a new Earth, the Plymouthers were outraged. In protest they broke off talks, and sent a command to the lone satellite that linked the two colonies, shutting it down, unaware that it could never be reactivated. It was as though a curtain had closed, and neither colony wanted to be the first to open it.

For years, the two colonies turned their backs on one another, each growing and advancing in technology, never understanding the hidden forces that had torn them apart, never suspecting that disaster would soon bring them back together in fire and conflict.

In Eden, behind locked doors and shuttered windows, intense and secretive research begins to bear fruit. Not only will they terraform the planet, but they have taken steps to see that no one will stop them. No one. Then, even as the leaders announce their impending triumph, things begin to go horribly, horribly wrong.

Meanwhile, in Plymouth, the long-dead rocks beneath their colony's foundations begin to shake and heave, a geological impossibility. Little do they know that this is only the beginning — of the end.

On New Terra, all the rules are about to change, except one: extinction is not an option.

# GETTING STARTED

This section of the manual gives you the basic information you need to get started playing *Outpost 2*.

- **System Requirements** tells you exactly what your computer needs to run the game.
- **Installing and Uninstalling *Outpost 2*** explains the options you have while installing the program.
- **Campaign Games and Colony Games** describe the two modes of playing *Outpost 2*.
- **Multiplayer Games** describes the various options and methods of connecting with other players.
- **Game Preferences** shows you the various ways you can customize the game.

See the "Tutorials" chapter for an in-depth introduction to all facets of the game.

## System Requirements

To play *Outpost 2*, your computer must meet these minimum requirements:

- Windows® 95/NT 4.0 or higher
- IBM PC-compatible with a 60 MHz Pentium processor or better
- 16 MB of RAM
- 2x CD-ROM drive
- 50 MB of free space on your hard drive. (NOTE: Additional space may be required, depending on your system configuration. See **Troubleshooting** in the Online Help file for more information.)
- Local bus SVGA card with at least 1 MB of Video RAM. (NOTE: The card must support a 640 x 480 resolution in 16-bit color mode.)
- Windows® 95 compatible sound card
- DirectX™ 3 is required for sound and for some other functions. See **Troubleshooting** in the Online Help file for more information.

## Installing and Uninstalling *Outpost 2*

### Installing *Outpost 2*

- 1 Insert the *Outpost 2* CD. If you have Windows Autoplay enabled, the *Outpost 2* Autoplay Menu is displayed.
- 2 Click Install and *Outpost 2* Setup will prepare the InstallShield® wizard.

If you do not have Autoplay enabled on your system, you can run the Setup program from the root directory of the *Outpost 2* CD.

- 3 Read the instructions on the Welcome screen and if you're ready to proceed, click Next.
- 4 The default folder for the installation is C:\Sierra\Outpost2. Click **NEXT** if this is OK. Setup will copy the *Outpost 2* files to your hard drive. About 50MB of disk space is required. This process will take a minute or two, depending on the speed of your system.
- 5 Two Windows system components must be installed on your computer: Intel® Indeo® video interactive and Microsoft® DirectX™. If Setup detects that you do not have these components, it will guide you through the installation process. You will also be given the option to reinstall these components if they are already installed.
- 6 We have provided a simple online registration form. Please fill it out and send it so you can obtain technical support and the latest news on *Outpost 2* upgrades and enhancements.
- 7 If you have installed either DirectX™ or Indeo®, when you are done with the installation, make sure that "Yes, I want to restart my computer" is checked, and click Finish.
- 8 To run *Outpost 2*, click the Windows® 95 Start button and go to **Programs > Sierra > Outpost2**.

### Uninstalling *Outpost 2*

There are several methods by which you may uninstall *Outpost 2*:

- Click the Windows® 95 Start button and go to **Settings > Control Panel > Add/Remove Programs**. Then choose *Outpost 2* from the listbox and click the Add/Remove button.
- You can also simply delete the directory where Outpost2 was installed. Then remove the entries from the Programs list by going **Start > Settings > Taskbar > Start Menu Programs > Remove** and selecting the *Outpost 2* entries from the Sierra folder.
- Go to **Start > Sierra Utilities > Uninstall**; then select *Outpost 2* from the list and click OK.

## Campaign Games

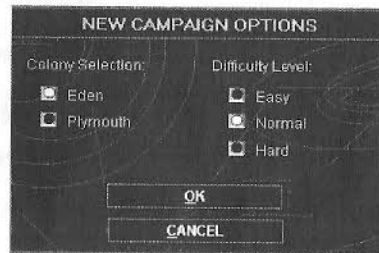
### What Is a Campaign Game?

A Campaign Game is a series of missions in which you guide your colony through the disasters and perils now beginning on New Terra. You must successfully complete each mission before you may proceed to the next mission. There are separate Campaign Games for Eden and Plymouth, and each may be played at three difficulty levels. The specific mission objectives you must achieve are listed in the Mission Objectives display in the Command Pane.

As you proceed through the missions in a Campaign, the results of one mission will have an impact on your starting resources in later missions. For example, the research topics you have researched (and have not researched) will carry over from mission to mission: if you have not developed a weapons system in Mission 5, you will not have any vehicles with that weapon available when you start Mission 6.

### Starting a Campaign Game

- 1 To start a new Campaign Game, click **NEW CAMPAIGN** on the **MAIN MENU**.



A dialog box will allow you to choose the colony you wish to play (Eden or Plymouth) and the difficulty level at which you wish to play (Easy, Normal, or Hard). **NOTE:** As the difficulty level increases, the mission objectives get harder, disasters become more frequent and of greater magnitude, and enemy attacks grow larger and more powerful. It also becomes more difficult to maintain your colony's Morale.

- 2 Click **OK** to continue or **CANCEL** to return to the **MAIN MENU**.
- 3 At the Mission menu, you may click **MISSION BRIEFING** to see an overview of the mission. **SPECIFIC OBJECTIVES** will tell you what you need to accomplish to successfully complete the mission. **STORY** allows you to read the chapters of the Novella up to the current mission.

- 4 When you are ready to play, click **START MISSION**. Click **LEAVE CAMPAIGN** if you decide not to start a new Campaign Game. **NOTE:** To resume playing a Campaign Game from the **MAIN MENU**, you must load the last saved game from that Campaign. *Outpost 2* offers you an opportunity to save your Campaign after you successfully complete each mission.



## Colony Games

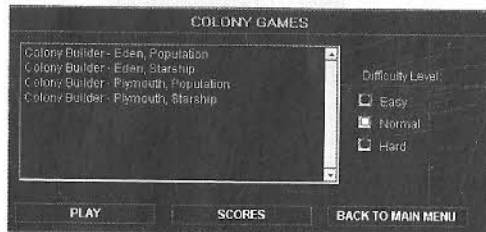
### What Is a Colony Game?

Colony Games allow you to build your colony any way you see fit, without the threat of the Blight haunting your every move. You may play Colony Games as either Eden or Plymouth, and with either of two major objectives: build your population to a certain level or launch a new starship to colonize another world.

As with Campaign Games, Colony Games can be played at three different difficulty levels. These difficulty levels affect the yield levels of the mining locations, the frequency and destructiveness of disasters, and the frequency and size of invading enemy forces.

## Starting a Colony Game

- 1 To start a Colony Game, click **COLONY GAMES** on the **MAIN MENU**. The **COLONY GAMES** dialog box will appear.

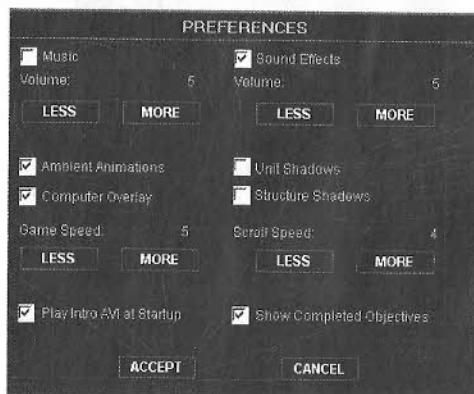


The list box contains a list of all Colony Game scenarios, indicating the colony (Eden or Plymouth) and the goal (Population or Starship). Radio buttons on the right side of the dialog box allow you to set the difficulty level.

- 2 Click **PLAY** to start a new Colony Game. Click **SCORES** to see a list of your previous Colony Game results. These are sorted by the time required to meet the mission objective, from lowest to highest. Click **BACK TO MAIN MENU** if you decide not to start a new Colony Game.

## Game Preferences

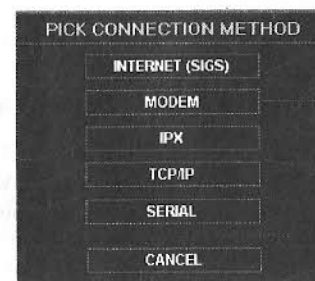
The **GAME PREFERENCES** item on the **MAIN MENU** opens a dialog box that allows you to adjust some of the basic functions of *Outpost 2*.



- You can toggle **Music** or **Sound Effects** on or off, or adjust the volume settings. **NOTE:** These settings affect the Music and Sound Effects in the game only, not in the menus.
- The four check boxes in the middle of this dialog box toggle elements of the graphic detail of the game's Detail Pane. Turning these off may improve the speed of the game. **Ambient Animations** are animated sequences for each structure that show activity at the structure. **Vehicle Shadows** and **Structure Shadows** add an element of visual realism. **Computer Overlay** controls several items shown by your Savant computers: Status indicators on each structure, the Mining Beacons, and other markers. The Ambient Animations, Vehicle Shadows, and Structure Shadows items will not have any effect on the outcome of missions, but turning off the Computer Overlay may deprive you of vital information you need to manage your colony. Be careful in deciding to use this item.
- You can adjust the Game Speed or Scroll Speed. The **Game Speed** regulates how fast the game action occurs, however, the effect may be limited on less powerful machines. The **Scroll Speed** controls how fast the Detail Pane moves when you move your cursor to the edges of the game window.
- The **Play Intro AVI at Startup** toggle, which is turned on by default, shows you the introductory sequence each time you start *Outpost 2*. Turn this off to skip the introduction.
- The **Show Completed Objectives** toggle, which is also turned on by default, determines whether or not the Mission Objectives display shows objectives you have already completed. When this is turned on, mission objectives will turn green when you complete them. If it is turned off, objectives that are completed will be taken out of the list.

## Starting Multiplayer Games

*Outpost 2* includes five methods for connecting to other players. You can access the **PICK CONNECTION METHOD** box from the **MULTIPLAYER** button on the **MAIN MENU** to see your choices.



- **INTERNET (SIGS)** Sierra has created a special site on the Internet for you to play games online: SIGS, the Sierra Internet Gaming System. There is no cost to play on SIGS, beyond that of your Internet Service Provider. Each SIGS game may have up to six players.

- **MODEM** This method is for direct modem connection when you are dialing up a friend to play. Your game may have only two players if you are connecting by modem.
- **IPX** This is a communications protocol commonly used on LANs (local area networks). IPX games support up to six players.
- **TCP/IP** This is a communications protocol commonly used on the Internet. It is occasionally used on LANs as well. Up to six people can play in TCP/IP games. (**NOTE:** If you wish to play games via the Internet, we recommend you use SIGS.)
- **SERIAL** This method is for two computers in the same location, connected by a Null Modem cable between a serial port on each computer. Only two players may take part in Serial games. (This method is recommended for highly experienced computer users only.)

Once you have decided on the connection method, you must select a Game Option for the new game.

For Modem games, *Outpost 2* gives you these choices:

- **ANSWER** You want to create a new game and wait for someone to call and join it.
- **DIAL** You want to call someone to join a game they have created.

IPX, TCP/IP, and Serial games present you with a similar pair of choices:

- **CREATE** You want to create a new game that other people can join.
- **JOIN** You want to join a new game that someone else has created.

**NOTE:** You will have the same options when starting a SIGS game, but you will make this choice later in the process.

### Playing on the Internet via SIGS

#### Requirements for SIGS Play

You must have at least a 14.4 Kbps modem, although a 28.8 Kbps or faster modem is strongly recommended.

Your Internet access must be a SLIP/PPP connection that supports WinSock32. Contact your ISP or online service if you are unsure whether they provide this type of Internet access or if you have questions regarding how to connect to the Internet. Some Internet connections can be initiated automatically by SIGS through Windows® 95; if you have problems using this method, connect to the Internet through your ISP before attempting to play via SIGS.

**NOTE::** If you use America Online to connect to the Internet, you must use the 32-bit version of AOL 3.0 made specifically for Windows® 95. Game performance via AOL may be sluggish.

### Signing on to SIGS

When you select **INTERNET (SIGS)** from the **PICK CONNECTION METHOD** dialog, you will see your computer begin connecting to SIGS. When the connection is made, the SIGS login dialog box will appear. Enter your member name and password. (If you have already played another Sierra game over SIGS, you can use the same user name and password that you used for that game.) If you do not already have a member name and password, click **New Member** and fill in the online form. Your password will be sent to you by e-mail. Click **Enter** to proceed to the SIGS Gathering Place.

### The SIGS Gathering Place

In the SIGS Gathering Place, you can chat with other players and join or host a game. The Gathering Place is divided into rooms. Your choice of room will determine the type of multiplayer game you will play; for example, some rooms are dedicated to Last One Standing games, while others are Space Race games. You must enter a room before you may either create or join a game.

To enter a room, select the room for the type of game you would like to play and click **Join Room**. When you have entered a room, you will see all of the players who are in the room with you, as well as any games that have been created. To join a game, select the one you want to join and click **Join Game**. The Game Host can then accept or decline your request to join the game.

To create a game, click **Create Game**. You can then choose a name and select details about the game, such as how many players you will allow to join. Once the game has been created, you can either wait for players to join your game or invite other players in the room to join. When at least one other player has joined your game, you may click **Start Game** to proceed. Once you click **Start Game**, additional players will be able to join.

**NOTE:** More details about SIGS and the Gathering Place are available through the SIGS online help feature (requires a Web browser to view) or the SIGS Web page: <http://sigs.sierra.com>.

### After the Gathering Place

After the game's creator clicks **Start Game** from the SIGS Gathering Place or the maximum number of players have joined the game, you will proceed to the Game Settings screen. The options available to you here are the same as in other types of multiplayer games. When all players have checked their **Ready?** check box, the game creator may click **START** and the game will begin.

### A Note on Firewalls

In order to play *Outpost 2* over the Internet using SIGS or TCP/IP, your system must be able to receive packets of game data (technically, UDP packets) from other players. Some service providers don't allow incoming data of this type, or don't provide users with a unique Internet address to which



packets can be sent. If you are unsure whether your provider is blocking this type of connection, please contact them for more information.

If you are trying to play *Outpost 2* using a computer that is directly connected to the Internet through your employer or other organization, you should be aware that some companies use a "firewall" to block certain types of incoming data to their networks. If you are trying to connect to SIGS through a firewall, SIGS will perform a UDP message test. If it is unable to complete the test, SIGS will assume that you are connecting from behind a firewall and notify you that you will not be able to start a game. If you are trying to play via TCP/IP, *Outpost 2* may not be able to find games on the other side of the firewall. To play *Outpost 2* through a firewall, you may have to ask your network administrator to allow incoming UDP packets on ports xBAA0 through xBABF.

## Connecting Via Modem

### Modem Answer

- 1 On the **MAIN MENU**, click **MULTIPLAYER**.
- 2 In the **PICK CONNECTION METHOD** dialog box, click **MODEM**.
- 3 In the **MODEM GAME OPTIONS** dialog box, click **ANSWER**.
- 4 In the **NEW MULTIPLAYER GAME** dialog box, edit your name, if necessary, and choose a Scenario Type; then click **OK**.
- 5 In the **Modem Connection** dialog box, click **ANSWER**.
- 6 In the **Modem Status** box, wait until your opponent dials into your computer. The game will automatically proceed once the connection is made.
- 7 In the **GAME SETTINGS** dialog box, make any changes necessary, then click **START**.

### Modem Dial

- 1 On the **MAIN MENU**, click **MULTIPLAYER**.
- 2 In the **PICK CONNECTION METHOD** dialog box, click **MODEM**.
- 3 In the **MODEM GAME OPTIONS** dialog box, click **DIAL**.
- 4 In the **JOIN A MULTIPLAYER GAME** dialog box, edit Your Name, if necessary, and then click **OK**.
- 5 In the **Modem Connection** dialog box, enter the phone number and click **Connect**.
- 6 In the **Modem Status** box, wait until your computer dials into your opponent's computer. The game will automatically proceed once the connection is made.

- 7 In the **GAME SETTINGS** dialog box, make any changes necessary, then click the **Ready?** check box next to your name. When your opponent is ready, he will start the game.

## Modem Connection Problems?

If you and your opponent have difficulty connecting by modem, the problem may be with your modem settings. Call the other player (by voice) to confirm the connection, then proceed through the sequence until you reach the **Modem Connection** dialog box. In this dialog, click the button labeled **Configure**. On the **Modem Properties** dialog box, click the **Connection** tab. Make sure that you and your opponent have all of the same settings on this tab.

If you still have trouble connecting by modem, consult your modem's manual or open Windows 95 Help (by choosing **Help** from the Windows 95® Start menu) and search in the index for "modems, troubleshooting."

## Making an IPX Connection

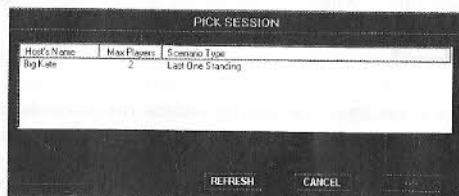
### IPX Create

- 1 On the **MAIN MENU**, click **MULTIPLAYER**.
- 2 In the **PICK CONNECTION METHOD** dialog box, click **IPX**.
- 3 In the **NET GAME OPTIONS** dialog box, click **CREATE**.
- 4 In the **NEW NETWORK GAME** dialog box, make any changes necessary, then click **OK**.
- 5 In the **GAME SETTINGS** dialog box, make any changes necessary, then click **START**.

### IPX Join

- 1 On the **MAIN MENU**, click **MULTIPLAYER**.
- 2 In the **PICK CONNECTION METHOD** dialog box, click **IPX**.
- 3 In the **NET GAME OPTIONS** dialog box, click **JOIN**.
- 4 In the **JOIN A NETWORK GAME** box, edit your name and enter a Password, if necessary; then click **OK**.

- 5 In the **PICK SESSION** dialog box, select a game to join, then click **OK**.



The Pick Session dialog box displays all games that you may currently join. The **Host's Name**, **Max Players**, and **Scenario Type** are taken from the game creator's **NEW NETWORK GAME** dialog box.

- 6 In the **GAME SETTINGS** dialog box, make any changes necessary, then click the **Ready?** check box next to your name. When your opponent is ready, he will start the game.

## Making a TCP/IP Connection

### TCP/IP Create

- 1 On the **MAIN MENU**, click **MULTIPLAYER**.
- 2 In the **PICK CONNECTION METHOD** dialog box, click **TCP/IP**.
- 3 In the **NET GAME OPTIONS** dialog box, click **CREATE**.

If you are connected to a LAN that uses TCP/IP, *Outpost 2* will proceed to the **NEW NETWORK GAME** dialog box. If you are not connected through a LAN, Windows® 95 may attempt to automatically connect to your Internet Service Provider (ISP). If Windows® 95 cannot automatically connect to your ISP, exit *Outpost 2*, connect to your ISP manually, and then restart *Outpost 2*.

- 4 In the **NEW NETWORK GAME** dialog box, make any changes necessary, then click **OK**.
- 5 In the **GAME SETTINGS** dialog box, make any changes necessary, then click **START**.

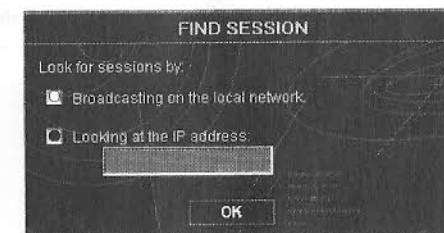
### TCP/IP Join

- 1 On the **MAIN MENU**, click **MULTIPLAYER**.
- 2 In the **PICK CONNECTION METHOD** dialog box, click **TCP/IP**.

If you are connected to a LAN that uses TCP/IP, *Outpost 2* will proceed to the **NEW NETWORK GAME** dialog box. If you are not connected through a LAN, Windows® 95 may

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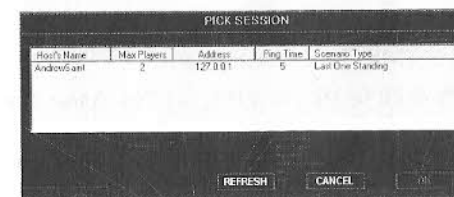
- 3 In the **JOIN A NETWORK GAME** dialog box, edit your name and enter a Password, if necessary; then click **OK**.
- 4 In the **FIND SESSION** dialog box, choose a method for finding a session, and then click **OK**.



If you are joining a game via TCP/IP, *Outpost 2* does not know if you are playing on a local area network that uses TCP/IP, or if you are playing on the Internet. (We recommend that you play Internet games via the Sierra Internet Gaming System – SIGS.)

- **Broadcasting on the local network** will send messages to the network indicating that you want to find a game. (Use this only if you are connected to a LAN that uses TCP/IP.)
  - **Looking at the IP address** requires you to enter the specific IP address at which you expect to find a game. (This is recommended for experienced Internet users only.)
- 5 In the **PICK SESSION** dialog box, select a game to join, then click **OK**.

The **PICK SESSION** dialog box displays all games that you may currently join. The **Host's Name**, **Max Players**, and **Scenario Type** are taken from the game creator's **NEW NETWORK GAME** dialog box.



Two additional columns appear when you are connected via TCP/IP: **Address**, the IP address of the host's computer; and **Ping Time**, the amount of time (in milliseconds) a test signal required to be received and replied to by the host's computer. The lower this number is, the more responsive the game will be.

- In the **GAME SETTINGS** dialog box, make any changes necessary, then click the **Ready?** check box next to your name. When your opponent is ready, they will start the game.

## Having Trouble Connecting to Your ISP?

For information on setting up an Internet provider on your computer, open Windows® 95 Help (by choosing Help from your Start menu) and search the index for "Internet, connecting to". Or, your ISP should be able to offer suggestions about properly configuring your modem and dial-up software.

## Making a Serial Connection

### Serial Create

- On the **MAIN MENU**, click **MULTIPLAYER**.
- In the **PICK CONNECTION METHOD** dialog box, click **SERIAL**.
- In the **MODEM GAME OPTIONS** dialog box, click **CREATE**.
- In the **NEW MULTIPLAYER GAME** dialog box, edit **Your Name**, if necessary, and choose a **Scenario Type**; then click **OK**.
- In the **Serial Connection** dialog box, make sure the correct port is selected, and click **OK**.

**NOTE:** This dialog will only appear the first time you try to establish a serial connection each time you are using *Outpost 2*.

- In the **GAME SETTINGS** dialog box, make any changes necessary, then click **START**.

### Serial Join

- On the **MAIN MENU**, click **MULTIPLAYER**.
- In the **PICK CONNECTION METHOD** dialog box, click **SERIAL**.
- In the **MODEM GAME OPTIONS** dialog box, click **JOIN**.
- In the **JOIN A MULTIPLAYER GAME** dialog box, edit **Your Name**, if necessary, and then click **OK**.
- In the **Serial Connection** dialog box, make sure the correct port is selected, and click **OK**.

**NOTE:** This dialog will only appear the first time you try to establish a serial connection each time you are using *Outpost 2*.

- In the **GAME SETTINGS** dialog box, make any changes necessary, then click the **Ready?** check box next to your name. When your opponent is ready, they will start the game.

## Serial Connection Problems?

If you have difficulty connecting the two computers, the problem may be with your serial settings. Restart *Outpost 2* and proceed through the sequence until you reach the **Serial Connection** dialog box. Make sure that you and your opponent have all of the same settings on this dialog box.

## New Multiplayer Game Dialog Box

This dialog box appears during the **MODEM ANSWER** or the **SERIAL CREATE** sequence.



- Your Name:** This is the name that will identify you in the game; it may be up to 12 characters long.
- Scenario Type:** This determines the mission objective of the game.

## New Network Game Dialog Box

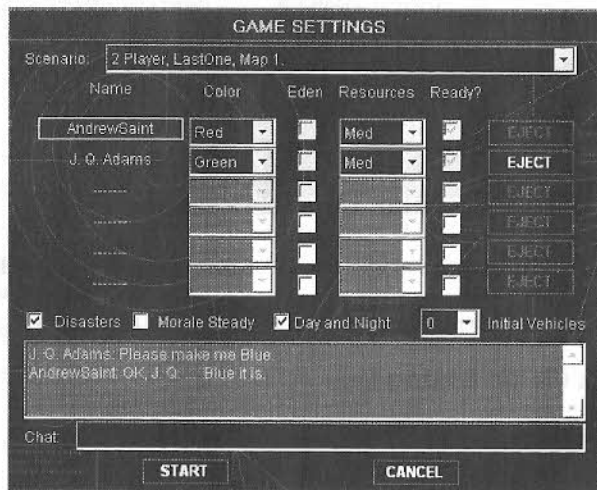
This dialog box appears during the **IPX CREATE** or the **TCP/IP CREATE** sequence.



- Your Name:** This is the name that will identify you in the game; it may be up to 12 characters long.
- Password:** If you enter a password here, any player who wishes to join your game will be required to enter the same password before *Outpost 2* will let them join. If you do not wish to require a password, leave this edit box empty.

- **Max Players:** This limits the number of players who may join your game and regulates the Scenarios that you are allowed to choose on the Game Settings dialog. For example, if you set **Max Players** to 4, only maps that can support four-, five-, or six-player games will be shown, although the game may be started with fewer than four players.
- **Scenario Type:** This determines the mission objective of the game. (see page 22 for descriptions of the types of scenarios.)

## Game Settings Dialog Box



The controls that are available to you in the **GAME SETTINGS** dialog box depend on whether you created or joined the game.

### If You Created the Game

- **Scenario.** You may choose the scenario to be used in the game. This drop down list box will show all of the scenarios that match the **Max Players** and **Scenario Type** criteria you previously selected. For example, if you set **Max Players** to 4, only scenarios that can accommodate 4 or more players will be available.
- **Color.** You may choose each player's color, shown on their structures and vehicles in the Detail Pane.

- **Eden.** You may choose whether the colony you control will be an Eden or Plymouth colony. You may not choose this for other players; they choose their own colony. **NOTE:** Your selection here does not mean you are allied with other players who have chosen the same colony.
- **Resources.** You may set each player's starting resources to High, Medium or Low. This may affect Colonists, Food, Common Metals, structure kits in storage, and research topics completed; exact effects vary by scenario.
- **EJECT.** Should a player join your game that you do not wish to play with, click **EJECT** to remove them from the game.
- **Disasters.** Check this box if you want to add random disasters to the game. These include Earthquakes, Volcanic Eruptions, Electrical Storms, Vortexes, and Meteor Strikes. If this box is unchecked, no disasters will occur during the game.
- **Morale Steady.** Check this box to fix each player's Morale at 75 for this game. If unchecked, Morale will be calculated normally.
- **Day and Night.** Check this box for Day and Night to progress normally across the map. If unchecked, the entire map will be in daylight.
- **Initial Vehicles.** This drop-down list box allows you to set the number of *combat* vehicles that each colony has at the beginning of the game.

Below the **Disasters** check box is a list box showing chat messages from all players. You may chat with other players by typing in messages in the **Chat** box. Press **<Enter>** to send your message.

When all players have checked their **Ready?** box, the **START** button will be available. Click this button to start the game. If you click **CANCEL**, the game will be aborted and all players will be ejected.

### If You Joined the Game

- **Eden.** Check this box to play as Eden. If unchecked, your colony will be Plymouth. **NOTE:** Your selection here does not mean you are allied with other players who have chosen the same colony.
- **Ready?** When you are satisfied with all of the game's settings, check this box to let the game creator know that you are ready to begin. The game cannot be started until all players have checked their **Ready?** box.

Below the **Disasters** check box is a list box showing chat messages from all players. You may chat with other players by typing in messages in the **Chat** box. Press **<Enter>** to send your message.

If you decide not to play this game, click **CANCEL** to return to the **MAIN MENU**.

### Playing Multiplayer Games

#### Scenario Types

You may choose one of five types of scenarios for your Multiplayer Games.

- **Last One Standing.** Play continues until either only one player remains (has an Active Command Center) or all remaining players are allied with each other. (See [The Chat/Allies Display](#), below.)
- **Midas.** Play lasts for a fixed amount of time. The player with the highest total of Common Metals and Rare Metals in storage when play ends is the winner.
- **Resource Race.** Play continues until one player has a predetermined amount of Common Metals and Rare Metals in storage.
- **Space Race.** Play continues until one player has completed construction of a starship.
- **Land Rush.** Instead of having a pre-deployed base, play begins with a number of vehicles; place your base anywhere you choose before your Food supply runs out. Once each player has either placed their Command Center or is dead (that is, all of their Colonists have starved to death or all of their vehicles have been destroyed), play continues as in **Last One Standing**.

#### The Chat/Allies Display

In multiplayer games, your Communications report gains a **Chat/Allies** button. The Chat/Allies display contains two sets of check boxes. The top set lets you select which players will receive your outgoing chat messages; useful for negotiating alliances or setting strategy with your allies.

The bottom set of check boxes lets you ally with other players. When you ally with someone, four things happen. First, your vehicles will not fire on theirs unless you specifically order it. Second, they will be able to see all of the mining beacons that you have surveyed. Third, they will always be able to see your vehicles in their Mini-Map, even if the vehicles have the lights turned out and are in the dark. Finally, they will be able to see the status lights on your structures, so they will know which of your structures are Active, Idled, and Disabled. Keep in mind that allying with someone does not mean they are allied with you.

When someone has allied with you, their name will have **A-** in front of it on this display.

#### Trade Centers

A special structure, available only in multiplayer games, allows you to transfer vehicles to other players. The Trade Center can be built at any time. At any time that you have an Active Trade Center, your vehicles will have a special Command Icon in the center of the bottom row of their Vehicle

Command Grid. This is the Transfer button. When you click this button, the Command Pane will ask you to select a player to whom you wish to transfer the selected vehicle.

A vehicle's cargo is transferred with it, so you may trade Common or Rare Ore, Metals or Rubble, Food, starship components or satellites, or structure kits. Should you receive a structure kit for a structure that you would not normally be able to build, it will function normally, though you will not be able to research any improvements to the function of the structure. An Eden player receiving an Arachnid Factory structure kit would be able to deploy it and build Spiders, but could never develop the ability to build Scorpions. Structure Factories and Vehicle Factories deployed from kits received in this way can only build what the owner can build. A Plymouth player receiving a Structure Factory kit from an Eden player could only build Plymouth structure kits at the Factory once it is deployed.

# TUTORIALS

## Tutorial 1. Navigating the Map

This tutorial introduces you to the *Outpost 2* interface.

### What You Will Learn About in This Tutorial

- Using the Mini-Map
- Using the Detail Pane
- Setting Map Bookmarks
- Selecting and De-Selecting Structures

### Starting the Tutorial

- 1 Start *Outpost 2*.
- 2 At the Main Menu, click **TUTORIALS**.
- 3 The Tutorials dialog box will appear on your screen. In the list box, select **Tutorial 1 - Navigating the Map** then click **START**.

- 4 After the game loads, it should appear as in the picture below.



- 5 At any time, you may pause the game by pressing <Ctrl+P> or the <Pause> key on your keyboard. Press <Ctrl+P> or <Pause> again to resume your game.
- 6 During the game, your Savant computer voice will inform you of your colony's status. You may disregard these messages during this tutorial.

### Interface Panes

- 7 The largest of the four parts of the game window is called the Detail Pane. Move your mouse around in the Detail Pane. In the Status Bar, located directly below the Detail Pane, you will see the coordinates change as you move your cursor. These coordinates are given in an X,Y format. On this map, the upper left corner is 1,1 and the lower right corner is 64,63.
- 8 Look at the area in the upper right corner of the screen. This is the Mini-Map Pane. Notice the three blue dots and the white rectangle. The blue dots represent structures or vehicles belonging to the blue player (which, in this tutorial, is you). The rectangle indicates the area of the game map currently shown in the Detail Pane.
- 9 Move your cursor all the way to the top, bottom, or either side of your screen. Notice the Detail Pane scrolling until you reach the edge of the map. The rectangle in the Mini-Map has also moved to the edge of the Mini-Map.
- 10 In the lower right corner of the screen is the Command Pane. Information about your colony, your structures, and your vehicles can be displayed here. Right now, it shows you the Mission Objectives display for this mission; because this is a tutorial, this display reads **Please see the Outpost 2 manual for instructions on this tutorial**.

### Using the Mini-Map

- 11 Move your cursor into the Mini-Map area and left-click. Notice that the rectangle jumps to where you clicked and the Detail Pane is now showing that location on the map as well. Left-clicking in the Mini-Map is the fastest way to move the Detail Pane around on large maps.
- 12 Three small buttons are at the top of the Mini-Map.
  - The “+” button will zoom in on the Mini-Map only.
  - The “-” button will zoom out.
  - The third button switches between the Terrain view and the Tactical view.

Left-click these buttons a few times to see their effects.

- 13 Right-click in the Mini-Map several times. The Mini-Map buttons will move to the different edges of the map and then toggle off.
- 14 Move your cursor into the rectangle in the Mini-Map, then press and hold the left mouse button. Notice the rectangle turns light blue while you have the mouse button held down. Now drag the rectangle around inside the Mini-Map and watch the Detail Pane map scroll as well. This is another quick way to move around the map.

### Using the Detail Pane

- 15 Left-click on or near the blue dot in the center of the Mini-Map. You should see a structure in the Detail Pane. Move your cursor over the top of the structure, but do NOT click it. After a moment, a gray outline will appear around the structure, some text identifying the structure will pop up over it, and a green bar will appear above it. (The green bar shows the relative structural integrity of the building.) These items are the Unit ID indicator. Left-clicking the structure will select it. If no structures or vehicles are currently selected you can identify any vehicle or structure on the map by using this “cursor rollover” technique.
- 16 You may have noticed the left and right sides of the map are darker than the center. This is the effect of night and day in *Outpost 2*. In many missions, this area of darkness will slowly move from left to right across the map. Find the Light Tower near the left side of the map at coordinates 5,38. Notice the difference between the darkness and the area that is lit surrounding the Light Tower. All Active structures have their lights on.
- 17 Move to the Tokamak near the center of your map at 33,25. Center it in the Detail Pane and press the <+> key on your keyboard (NOT the Mini-Map) twice. This zooms in the Detail Pane, allowing you to see the details on some structures a little more closely. It is also useful for finding vehicles parked behind tall structures. To zoom out to normal view, press <> twice.

### Setting Map Bookmarks

- 18 While the Tokamak is in the Detail Pane, press <Ctrl+F5>. This “bookmarks” this location on the map for easy reference later.
- 19 Scroll the Detail Pane to the Common Ore Mine near the right of the map, at 51,35. When the Common Ore Mine is in the Detail Pane, bookmark this area by pressing <Ctrl+F6>.
- 20 Press <F5> to go back to the Tokamak. Press <F6> to go back to the Common Ore Mine. You can place bookmarks this way for keys from <F5> through <F12>.

### Selecting and De-selecting Structures

- 21 Press <F5> to see the Tokamak in the Detail Pane. Move the cursor over the structure and left-click. It is now selected. This is indicated by the white outline around the structure and the green bar above it. (The difference between this and the cursor rollover effect is that the outline is white when a structure is selected, and no identifying text appears over the structure.)
- 22 Look at the Command Pane. It now shows more detailed information about your Tokamak. You may see details in the Command Pane for any of your vehicles or structures by selecting them in the Detail Pane.
- 23 Press <F6> to go to the bookmark near your Common Ore Mine. Note that in the Command Pane your Tokamak is still selected, even though it is no longer showing in the Detail Pane. Vehicles and structures do NOT have to be in your Detail Pane to remain selected.
- 24 With your cursor in the Detail Pane, right-click. This will “de-select” your current selection. Notice that the Command Pane is blank except for your colony logo in the background. Now move the cursor over the Common Ore Mine and keep it there until the rollover text appears. Rollover text appears only when you do not currently have a selected structure or vehicle.
- 25 Press <Tab> several times. The first press selects a structure, and each subsequent press proceeds through the rest of your structures. Press <Shift+Tab> to go backward through the list.

### Leaving the Tutorial

- 26 Between the Mini-Map and the Command Pane, there is a row of six buttons. (These will be described in Tutorial 3.) Click the right-most button. This is the Game Options button.
- 27 On the Game Options menu, click **END MISSION**.
- 28 The **Game End: Single Player** menu gives you three choices to end this tutorial. **RESTART MISSION** will reset the tutorial to the beginning. Click **BACK TO MAIN MENU** if you want to continue playing *Outpost 2*, in either another tutorial or an actual game. Click **EXIT OUTPOST 2** if you are finished playing for now.

This is the end of Tutorial 1.

## Tutorial 2. Basic Vehicle Commands

This tutorial introduces you to basic vehicle operations.

### What You Will Learn About in This Tutorial

- Selecting, De-selecting, and Group Selecting
- Reading the Vehicle Status Displays
- Moving and Stopping Vehicles
- Two Ways to Find Your Vehicles
- Turning Out the Lights

### Selecting, De-selecting, and Group Selecting

- 1 Start **Tutorial 2 - Basic Vehicle Commands**.
- 2 Left-click the Cargo Truck at **35,27**. The Cargo Truck is now selected, as indicated by the white outline around it and green Strength Bar above it in the Detail Pane. The Command Pane has changed to show the Status display for the selected vehicle.
- 3 Right-click anywhere in the Detail Pane to de-select your vehicle. The Command Pane is now empty.
- 4 Move your cursor to **33,25**. Now press and hold down the left mouse button and move the mouse down and to the right. As you move the mouse, you will draw a "drag-select" box. When the mouse reaches **45,30** release the mouse button. You have now group-selected all three Cargo Trucks. Right-click to deselect your vehicles.
- 5 Select the Cargo Truck at **35,27** again, then press and hold the <Shift> key and left-click the other two Cargo Trucks. You may add vehicles to a selection by shift-clicking them in this way. You may include up to 32 vehicles in a group selection.
- 6 Shift-click the Cargo Truck on the right. When you shift-click a selected vehicle, it becomes de-selected, but the other vehicles remain selected.

### Reading Vehicle Status Displays

- 7 Shift-click the middle Cargo Truck, leaving only the left Cargo Truck selected. The Command Pane shows the Status display for this vehicle.
- 8 The top section of the display shows the vehicle's name and identification number, a picture of the vehicle, numbers and a bar graph indicating its current and maximum Hit Points, and its lights on/off switch.

- 9 The bottom of the Command Pane shows the vehicle's Command Icon buttons. Clicking these buttons will issue commands to the vehicle. Move your cursor over the upper left button. The button animates while your cursor is over it.
- 10 As you keep your cursor over the button, the Status Bar indicates the button's function: **MOVE THE VEHICLE**. The letter "M" at the beginning of this message is red, indicating the keyboard shortcut for this command is <M>. You can order the vehicle to move either by clicking the Move button or by pressing <M>.
- 11 Shift-click the other Cargo Trucks. The Command Pane changes to a Status display for the group of vehicles you have selected. The top section shows the logo of your colony instead of a picture of the vehicle. Instead of the vehicle name and ID number, the display shows how many vehicles you have selected. In the Command Icon portion of the display, the commands available vary with the types of vehicles selected.

### Moving and Stopping Vehicles

- 12 De-select the middle and right Cargo Trucks, either by shift-clicking them or by right-clicking then selecting Cargo Truck #1-01 again.
- 13 Click the Move button in the Command Pane, then move your cursor back to the Detail Pane. It has changed into the Move cursor.
- 14 Move your cursor to **35,32** and left-click. The Cargo Truck will move to **35,32**.
- 15 Select the truck at **39,27**. Move your cursor to **39,32**. The cursor has already changed to the Move cursor. Because Move is the most frequent command you will give to vehicles, it is the default cursor any time you select a vehicle. Click directly on coordinates **35,26**. Cargo Truck #1-02 is still selected and will move to **35,26**.
- 16 Now click on coordinates **43,32**. The Cargo Truck will begin to move. Before it gets all the way there, move your cursor into the Command Pane and click on the Stop button. The Cargo Truck will apply its brakes and stop.

### Two Ways to Find Your Vehicles

- 17 Select Cargo Truck #1-01 again – it should be at or near coordinates **35,32**. Order it to move to coordinates **20,50**. Then move the Detail Pane back to your other two trucks (but do not select them) by left clicking between their dots in the Mini-Map. Wait for the Cargo Truck to move out of your view on the Detail Pane (do not scroll the map).
- 18 If you have a vehicle selected, but it is not in view in the Detail Pane, you can find it by pressing <H>. This will "home" the Detail Pane on your currently selected vehicle.
- 19 If you want to see where each of your vehicles are, press <Tab>. Each press will show you another vehicle. Press <Tab> several more times to go through all of your vehicles. (NOTE: If you have structures deployed, as you did in Tutorial 1, pressing <Tab> will show you all of your structures as well as your vehicles.) You may also press <Shift+Tab> to go backwards through the list.



## Turning Out the Lights

- 20 Press <Tab> until Cargo Truck #1-01 is selected again.
- 21 This tutorial occurs at night. Like structures, vehicles have floodlights all around them that allow them to see where they are going in the dark. Turn these lights off for the selected vehicle (or for all vehicles in a group-selection) by clicking the light switch button in the upper right corner of the Command Pane.
- 22 When your Cargo Truck is in the dark, it is more difficult to see on the Detail Pane except for the "selected" border. Vehicles in the dark move at half normal speed since they must find their way more carefully in the dark. Turning your lights off in the dark can be used for tactical advantage in multiplayer games. If your vehicles have their lights off in the dark, they will not be visible on your opponents' Mini-Maps. They will still be visible on the Mini-Maps of any players you have allied with, and, of course on your own Mini-Map.
- 23 Turn the lights of your Cargo Truck back on by clicking the light switch button.
- 24 Press <Tab> until you have selected Cargo Truck #1-02. To turn the lights out on a vehicle rather more permanently, move your cursor over the Self-Destruct button in the Command Pane and click it. You no longer have a Cargo Truck #1-02. Each vehicle carries a small self-destruct charge that also does minor damage to any adjacent structure or vehicle.

This is the end of Tutorial 2.

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## Tutorial 3. Reports and Information

This tutorial introduces you to some of the uses of the Command Pane and the Status Bar.

### What You Will Learn About in This Tutorial

- The Report Buttons
- The Factories Report
- The Labs Report
- The Resources Reports
- The Communications Report
- The Space Report
- The Game Options Menu
- The Status Bar

## The Report Buttons

- 1 Start **Tutorial 3 - Reports and Information**.
- 2 Between the Mini-Map and the Command Pane is a row of six buttons. These are the Report display buttons. From left to right they are the Factories, Labs, Resources, Communications, and Space reports, and the Game Options menu.
- 3 Each of these buttons also has a shortcut key on your keyboard. Move your cursor over each one; the Status Bar indicates the function of each button. The red-highlighted letter in the Status Bar is the keyboard shortcut for that report.

## The Factories Report

- 4 Move your cursor over the left-most button (it looks like a gear). The Status Bar shows this is the Factories report. Click the button, or press <F>.
- 5 The Command Pane shows the Factories report. This lists all your factory structures. In this tutorial you have only a Structure Factory. The status of the factory is listed below its name; in this case, the Structure Factory is producing nothing.
- 6 Click the words **Structure Factory**, then click **DETAILS**. This will instantly select the factory and center it in the Detail Pane. (You may also double-click the factory in the Factories report to achieve the same result.) This is a convenient way to jump immediately to a factory that needs attention when you have several factories in a large colony.

## The Labs Report

- 7 Move your cursor to the button to the right of the Factories report button (it looks like a microscope). The Status Bar shows this is the Labs report. Click the button, or press <L>.
- 8 The Command Pane shows the Labs report, which is similar to the Factories report. All of your labs and their status, including their current research project, are listed here.
- 9 Double-click the Basic Lab listing to select the lab and center it in the Detail Pane.

## The Resources Reports

- 10 Click the button to the right of the Labs report button (it looks like a loaded mining cart) or press <R> to see the Resources report.
- 11 This report is a summary of more detailed reports on each Resource: Colonists, Morale, Power, Food, Common Metals, and, when available, Rare Metals. Click any of these items, then click **DETAILS** to call up the more detailed report. (You may also double-click any of these items to get the more detailed report.)
- 12 Each of these reports has a keyboard shortcut as well. These are:
  - <Alt+C> Colonists
  - <Alt+M> Morale

- <Alt+P> Power
- <Alt+F> Food
- <Alt+N> Common Metals
- <Alt+R> Rare Metals (when available)

- 13 From each sub-report, click the **SUMMARY** button at the bottom of the Command Pane to return to the Resources report (or press <R>).

### The Communications Report

- 14 Click the button that looks like a satellite dish or press <C> to see the Communications report. This is a log of the most recent messages that you received from your Savant computer during gameplay. (In multiplayer games, the log also contains chat messages sent to you by other players.) Each message is also marked with a time-stamp for when it arrived. If the message log has more messages than can be seen on one screen, the up and down arrows below the message log can scroll through them. You can also press the <Page Up> and <Page Down> keys to do the same thing.
- 15 Messages that have a specific building or location linked to them may be double-clicked to jump right to that location. Early in this tutorial was a report of seismic activity. Double-click on this message: **DANGER: Quake detected at 10,10**. The Detail Pane will jump to where the epicenter of the quake struck.

### The Space Report

- 16 Click the button to the right of the Communications report button (it looks like a starship) or press <P> for the Space report. This report lists all the satellites you have in orbit. After your colony develops the Spaceport structure, a button on this report will show you a list of all the Starship components you have researched or deployed. Parts listed in red have been researched, but not yet deployed. Parts that are listed in green have already been deployed.

### The Game Options Menu

- 17 Click the right-most button (it looks like the Sierra logo) or press <G> for the Game Options menu.
- 18 The most frequent choice you will make here is probably **MISSION OBJECTIVES**. Click this button to see the objectives. Objectives that are not completed are listed in red text; completed objectives are listed in green. This sub-report also has a shortcut available at all times; <Alt+O> will bring this screen up immediately.

### The Status Bar

- 19 The Status Bar is at the bottom of your screen. The top bar gives you information: map coordinates while your cursor is over the Detail Pane, and "hotkeys" when your cursor is over a button. Action prompts for certain commands also appear here.
- 20 The bottom bar shows incoming messages from your Savant computer and from other players during multiplayer games.
- 21 To the right of the Status Bar is your metals supply. Currently you have 9000 Common Metals in storage.

This is the end of Tutorial 3.

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### Tutorial 4. Combat Vehicles and Structures

This tutorial introduces combat functions.

#### What You Will Learn About in This Tutorial

- Simple Attacks
- Guard Post Attacks
- Other Combat Commands
- Damaged Vehicles and Destroyed Guard Posts

#### Simple Attacks

- 1 Start **Tutorial 4 - Combat Vehicles and Structures**.
- 2 Press <Tab> until you have selected Laser Lynx #1-01.
- 3 The Command Pane shows the Status display for the selected Laser Lynx. In the lower half of the Command Pane are some new Command Icon buttons. Move your cursor over each of them and watch the Status Bar to see their functions.
- 4 Move the cursor over the red player's Cargo Truck at **51,36**. When the cursor is over an enemy target, it changes from the Move cursor to the Attack cursor.
- 5 Click the enemy Cargo Truck. Your Lynx will move to within firing range and begin shooting at the Truck.
- 6 After a few hits on the Cargo Truck, move your Lynx to **44,30**.

- 7 If the Cargo Truck has not been destroyed, de-select your Lynx and put your cursor over the truck you were just hitting. After a moment, the Unit ID indicator's Strength Bar (located above the Cargo Truck) will show you the enemy vehicle's remaining Hit Points.
- 8 If you destroyed the Cargo Truck before your Lynx ceased firing, attack the other Cargo Truck. Let your Lynx shoot it once or twice, then order your Lynx to move out of range and check the Cargo Truck's Hit Points.

### Guard Post Attacks

- 9 Select Laser Lynx #1-01 and move it to coordinates **43,27**.
- 10 Select the structure at **41,27**. The Status display in the Command Pane shows that this is Laser Guard Post #1-01.
- 11 A Guard Post will attack any enemy vehicle that comes within range, but you can use the **ATTACK** button on the Status display to target a particular enemy, or to force an attack on the ground or on a friendly vehicle.
- 12 Click **ATTACK** and then click on your Lynx at **43,27**. After the Lynx has been hit three or four times, click **STOP** to order the Guard Post to cease firing. The buttons for the Guard Post are different from the buttons for vehicles because the Guard Posts are structures.

### Other Combat Commands

- 13 Select Laser Lynx #1-02. Click the middle button in the second row of Command Icon buttons. This button, which looks like a large shield with arrows coming out of it, is the Guard button. The cursor will change to the Guard cursor. Click the Command Center at **40,22**. Laser Lynx #1-02 will now move to guard the Command Center. Any enemy that attacks the Command Center will be attacked by Lynx #1-02.
- 14 Select Laser Lynx #1-01. Click the right-most button in the second row, just to the right of the Guard button. This button, which looks like a large shield, is the Stand Ground button. Stand Ground means the vehicle will hold its position until it is attacked. Move your cursor back into the Detail Pane, and it changes to the Stand Ground cursor. Click the ground at **41,32**. The Lynx will move to **41,32** and Stand Ground.
- 15 Select Laser Lynx #1-03. Click the right-most button in the top row, just above the Stand Ground button. This button, which looks like two arrows going from point to point, is the Patrol button. The Status Bar message prompts you to **SET PATH TO INITIAL PATROL POINT**. Click the ground at **53,22**. The Status Bar then prompts you to **SET PATH TO FINAL PATROL POINT**. Click the ground at **50,30**. The Lynx will now patrol back and forth between these two points until an enemy comes within range.

### Damaged Vehicles and Destroyed Guard Posts

- 16 Select the damaged Lynx, #1-01, and move it to **44,36**. This Lynx is much slower than the other two. The more damaged a vehicle is, the more slowly it will move.

- 17 Move Lynx #1-01 to **42,27**, adjacent to Laser Guard Post #1-01. Click the left-most button in the second row of Command Icon buttons. This is the Attack button. You can use this button to force the Lynx to attack the ground or a friendly vehicle or structure, just like the Attack button for the Guard Post. Order the Lynx to attack the Laser Guard Post.
- 18 Select the other two Lynx and order them to attack the same Guard Post. When it is finally destroyed, it will explode. When this happens, some or all of your tanks will take "splash damage." Be careful about how close you get to heavily-damaged Guard Posts!

This is the end of Tutorial 4.

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### Tutorial 5. Advanced Vehicle Commands

This tutorial introduces some new vehicles and their special commands.

#### What You Will Learn About in This Tutorial

- The Robo-Dozer and Its Bulldoze Command
- Moving with Waypoints
- Cargo Trucks and the Set Route Command
- Designating Groups of Vehicles
- Plymouth's Secret Weapon: The Spider and Its Reprogram Command
- Making Repairs
- More Cargo Truck Tricks: Dump Cargo and Salvage Commands
- More on Group-Selections
- The Robot Command Center

#### The Robo-Dozer and Its Bulldoze Command

- 1 Start **Tutorial 5 - Advanced Vehicle Commands**.
- 2 Select the Robo-Dozer at **46,32**.
- 3 Click the right-most button in the top row of Command Icon buttons in the Command Pane. This is the Bulldoze button. Move the cursor back into the Detail Pane. The cursor has changed to the Bulldoze cursor.

- 4 Move the cursor to **43,34**. Press and hold the left mouse button. Move the cursor to coordinates **47,34** and release the button. This will drag-select a long region that will be bulldozed. This technique allows you to bulldoze large areas with one command. In this case the Robo-Dozer will create a "road" between the smelter and the mine.
- 5 When the Robo-Dozer has finished, move it to **41,36**. Select Cargo Truck #1-01 at **45,28** and move it to **43,34**. Then move it to **51,34**. Notice how much more quickly it moves on bulldozed terrain. Each terrain type has a different effect on vehicle speed; bulldozed terrain is always the fastest.

### Moving with Waypoints

Most vehicle commands that require a vehicle to move somewhere and do something (Move and Attack, for example) allow you to set "waypoints." These are specific locations you want a vehicle to pass near en route to its destination. Use this to avoid certain terrain features, enemy vehicles, or Guard Posts.

- 6 Select Cargo Truck #1-01.
- 7 Press and hold down <Ctrl>. The cursor changes to the Waypoint cursor. Click the ground at **55,35**. A small red rectangle with the number 1 in it appears. This is the first waypoint.
- 8 While still holding down <Ctrl>, set three more waypoints at coordinates **61,32** then **61,39**, and **53,40**. Finally, release <Ctrl> and click on the final destination point at **49,36**. You can set up to seven waypoints on a route.
- 9 The Cargo Truck will begin to move. Based on the terrain and your vehicle's intelligence it will move to the final destination passing on or very near the waypoints in the order you set them.

### Cargo Trucks and the Set Route Command

You can set ore-hauling routes for your Cargo Trucks. They will carry ore from a mine to the smelter and continue to do so without you having to specify the mine and smelter each trip. Once you set the route, the trucks will continue to follow it until you command them to do something else.

- 10 Select Cargo Truck #1-01.
- 11 In the Command Pane, move your cursor over the right-most button in the top row. This button, which looks like two arrows going from point to point, is the Set Route button. The Status Bar shows the function of this button as **SET AN ORE-HAULING ROUTE**. Click this button.

- 12 Move the cursor into the Detail Pane. The cursor will turn into the Dock cursor. Setting an ore route is a three-step process. First, the Status Bar prompts you to **SET PATH TO MINE**. This allows you to designate the route from the Cargo Truck's current location to the mine from which you want to get ore, using waypoints if desired. Click the Common Ore Mine's dock at **49,35**.
- 13 Next, the Status Bar prompts you to **SET PATH FROM MINE TO SMELTER**. This allows you to choose a route to the smelter at which you want to process this ore, again with the option of using waypoints. You can dock only at a smelter that is equipped to handle the kind of ore the mine produces. Click the Common Ore Smelter's dock at **41,33**.
- 14 Finally, the Status Bar prompts you for the return route to the mine by saying **SET PATH FROM SMELTER BACK TO MINE**. Click the dock of the Mine again.
- 15 The truck will now drive to the mine, then the smelter, and then back to the mine and continue this route until you command it to do something else. Use waypoints with this command to avoid traffic jams or perhaps an enemy turret along the route. You can also cancel this command while setting any of the legs by pressing the <Esc> key, by de-selecting the vehicle(s) or by clicking another Command Icon button.

### Designating Groups of Vehicles

- 16 You can "tag" or "bookmark" groups of vehicles as well. Select the three EMP (Electromagnetic Pulse) Lynx Tanks and the two Spiders. You can either drag-select them or shift-click to add them to a group.
- 17 When all five vehicles are selected press <Ctrl+1>. This is now designated as group 1. You can tag up to nine groups of vehicles in this way, using the keys <Ctrl+1> through <Ctrl+9>.
- 18 Deselect the group (right-click) and move your cursor to **1,1**. Now press the <1> key. The Detail Pane will jump to the approximate center of the group.

### Plymouth's Secret Weapon: The Spider and Its Reprogram Command

- 19 The EMP/Spider group is a powerful combination. The EMP weapon, if it hits, temporarily disables a target vehicle. If a Spider is nearby when this happens, the Spider can "re-program" the disabled vehicle so it takes commands from you. This allows you to capture opposing vehicles. Move your EMP/Spider group to **56,21**—near the Repair Vehicle at coordinates **56,28**.
- 20 Select one of your EMP Lynx and attack the Repair Vehicle. When the Repair Vehicle is disabled by the EMP, you will see blue static electricity playing over it.
- 21 After you have disabled the Repair Vehicle, select one of your Spiders and click the left-most button in the second row of Command Icon buttons. This button, which looks like a computer magnetic tape reel, is the Reprogram button.

- 22 Move the cursor into the Detail Pane. The cursor will change to the Reprogram cursor. Click the EMP-disabled Repair Vehicle. The Spider will move next to it and begin reprogramming. If it has enough time, it will reprogram the vehicle to be under your command. The reprogramming has been successful if the vehicle changes to your player color.
- 23 If you have a Spider nearby when an enemy vehicle becomes EMP-disabled, and if the Spider is not busy with another command, it will automatically move to the enemy vehicle and attempt to reprogram it.

### Making Repairs

- 24 Select a Lynx and move it near the Microwave Guard Post at 49,19. Have the Guard Post attack the Lynx. Let it hit the Lynx several times – enough to do heavy damage – but stop the attack when the Lynx' strength bar is flashing red. (If you destroy it, take one of the other Lynx and try again.)
- 25 Select the Repair Vehicle you captured earlier. Click the right-most button in the top row. This button, which looks like a wrench, is the Repair button. When you move the cursor into the Detail Pane, it will change to the Repair cursor. Click the damaged Lynx.
- 26 The Repair Vehicle will drive over and begin repairs. As the Repair Vehicle works, look at the Metals indicator in the Status Bar. Metals are used when doing repairs.
- 27 Both the Repair Vehicle and Spiders can repair any vehicle (except Spiders and Scorpions) up to half of the damaged vehicle's maximum Hit Points. The Repair Vehicle will stop repairing your Lynx when it reaches this point. Full repairs must be done at a Garage (see Tutorial 6). Repair Vehicles, Spiders, and Construction Vehicles (ConVecs) are the only vehicles that can repair structures; structures may be repaired up to their full Hit Points.

### More Cargo Truck Tricks: Dump Cargo and Salvage Commands

- 28 Locate Cargo Truck #1-01 when it is loaded with ore and select it. Order it to Stop. Click the right-most button in the second row of the Command Icon buttons. This button, which shows an arrow coming out of a Cargo Truck's bed, is the Dump Cargo button. The Command Pane asks you to confirm the Dump Cargo order. Click YES. The truck will empty its cargo bed. A dumped cargo is lost permanently.
- 29 Click the left-most button in the second row of Command Icon buttons. This button, which shows a Cargo Truck in a field of rubble, is the Salvage button. This button is available only for Cargo Trucks when a) they are not loaded, and b) you have an Active GORF (Garbage and Ore Recycling Facility). Move the cursor into the Detail Pane; it changes into the Salvage cursor.
- 30 Move your cursor to 30,19, above and to the left of the rubble field. Press and hold the left mouse button and move the cursor to 32,23 to drag-select an area over the rubble field. Release the button.

- 31 The Status Bar now prompts you to set the route to the GORF and the cursor changes to the Dock cursor. You can set waypoints or just click the cursor on the dock at the GORF at 41,27. The Truck will now move back and forth from the rubble field to the GORF.
- 32 You can also pick up a load of rubble from one tile by just moving an empty truck on top of it. Rubble and wreckage can be loaded in a truck this way. Select Cargo Truck #1-02 and try this on the rubble field. Move the truck to 34,22. The truck will move to the location you selected. After a brief pause the rubble will be loaded into the truck. After the rubble has been loaded, click the Dump Cargo button.

### More on Group Selections

- 33 Select Cargo Truck #1-02. In the Command Pane, the Status display shows these Command Icon buttons: Move, Stop, Set Route, Salvage, and Self-Destruct.
- 34 Shift-click Cargo Truck #1-03 (at 47,28) to form a group-selection. The Command Pane now indicates that you have 2 Vehicles selected. In the Command Icon buttons, Move, Stop, Set Route, and Self-Destruct are still there, but the Salvage button has disappeared. You may order only one Cargo Truck to Salvage at a time.
- 35 Shift-click the Robo-Dozer. The Command Pane shows that you have a group of three vehicles and the Set Route button is no longer available. This is because a Robo-Dozer can't haul ore. When you have a group of vehicles selected, only Command Icon buttons that can be applied to the entire group are available.
- 36 Click the left-most button in the bottom row of Command icon buttons. This button, which shows arrows and dots moving away from a center point, is the Scatter button. This button is available any time you have more than one vehicle selected. Use this when a group of your vehicles are about to be attacked by a weapon that does damage to all vehicles in an area, such as the EMP.
- 37 Shift-click the Robo-Dozer again to remove it from the group. Set an ore-hauling route for this group using the same mine and smelter as you did before. Try placing several waypoints during one of the legs of the route as well. Remember you can press the <Esc> key to cancel the command before you finish setting all three legs of the route. Setting bookmarks for both the mine and the smelter (<Ctrl+F5> to <Ctrl+F12>) is a convenient way to jump between the two locations when you are setting ore hauling routes.

### The Robot Command Center

The Robot Command Center is one of the most important structures in your colony. Vehicles have a limited computing capacity and without a Robot Command Center Active they do not choose their routes as efficiently.

- 38 Select the Robot Command Center at 35,26.
- 39 Click the VEHICLES button in the Command Pane. This will show you a list of all available vehicles and how many of each kind you currently have.

- 40 Double-click the words **Cargo Trucks**. This will select the lowest-numbered available Cargo Truck. Press <Tab> several times to go through all your trucks in order. The Robot Command Center is a convenient way to keep track of your vehicles.
- 41 Select the Robot Command Center again. Click **IDLE**. This will "turn off" the Robot Command Center.
- 42 Select a Cargo Truck and move it to **20,20**. When it gets there, move it to **54,37**. Watch the Cargo Truck closely as it finds a path between the two points.
- 43 Move the Cargo Truck back to **20,20**. Select your Robot Command Center again and click **ACTIVATE**.
- 44 Select the Cargo Truck at **20,20**. Move it to **54,37**, then back to **20,20**. Watch as it finds a path this time. An Active Robot Command Center will enable your vehicles to find a more efficient route.

This is the end of Tutorial 5.

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### Tutorial 6. Docking

This tutorial introduces the basics of loading and unloading vehicles at docks.

#### What You Will Learn About in This Tutorial

- ConVecs and the Structure Factory
- Empty Cargo Trucks
- Cargo Trucks with Food
- Cargo Trucks with Ore
- Cargo Trucks with Metals
- Evacuation Transports
- The Garage

#### ConVecs and the Structure Factory

- 1 Start **Tutorial 6 - Docking**.
- 2 Select ConVec #1-01 at **49,27**. ConVecs are the only vehicles that can carry structure kits, and structure kits are the only thing a ConVec can carry.

- 3 The kind of vehicle and the cargo it is carrying determines where the vehicle can and cannot dock. Move the cursor over the Agridome dock at coordinates **44,23**. The cursor changes to the Cannot Dock cursor. A ConVec cannot dock at an Agridome.
- 4 Move the cursor over the Structure Factory dock at coordinates **41,28**. The cursor changes to the Dock cursor. Click the dock. The ConVec will move to the dock.
- 5 When the ConVec has reached the dock and stopped, select the Structure Factory. Click **STORAGE** at the bottom of the Command Pane. You will see the six storage bays of the Structure Factory. Two of them have structure kits in them. Bay #1 has a Tokamak kit and Bay #2 has a Light Tower kit.
- 6 Click the storage bay with the Tokamak kit, or press <Alt+I> to load the contents out of Bay #1. In the Detail Pane you will see the trailer on the ConVec descend into the dock and load the kit. When it is done, the Command Pane will show the storage bay is now empty.
- 7 Select the ConVec sitting on the dock. The Command Pane indicates its cargo is **Tokamak**.
- 8 With the ConVec still on the dock, select the Structure Factory. Click **STORAGE**.
- 9 Notice that the bottom of the Command Pane shows you the dock, the vehicle on the dock, and any contents of the vehicle.
- 10 Click the Light Tower kit in Bay #2. The ConVec will unload the kit it is carrying into Bay #2 and load the Light Tower kit from Bay #2. You can swap kits between storage bays and ConVecs in this way.
- 11 Put the Light Tower kit back into storage in Bay #6.
- 12 Move the ConVec to **44,31**.

#### Empty Cargo Trucks

- 13 Select Cargo Truck #1-01. Move the cursor over the Agridome dock, the Common Ore Smelter dock at coordinates **41,33**, the Common Ore Mine dock at coordinates **57,36**, and the Common Ore Storage dock at coordinates **35,33**. An empty Cargo Truck can dock at any of these locations.
- 14 Move the cursor over the Structure Factory dock. A Cargo Truck cannot dock at a Structure Factory.
- 15 Click the Agridome dock to move the Cargo Truck onto the dock.

#### Cargo Trucks with Food

- 16 Select the Agridome. At the bottom of the Command Pane, click **STORAGE**. The Command Pane changes to the Storage display. Click **LOAD**. The Cargo Truck's cargo bed will be lowered into the Agridome and come back up with a full cargo of Food.
- 17 When the docking animation is done, select the Cargo Truck. Move the cursor over the Common Ore Smelter dock. The cursor changes to the Cannot Dock cursor. A Cargo Truck with Food in it cannot dock at a Common Ore Smelter.

- 18** Select the Agridome. Click **STORAGE**. The Command Pane changes to the Storage display. Click **UNLOAD**. The Food will be unloaded from the Cargo Truck and put back into storage.

### Cargo Trucks with Ore

- 19** Select Cargo Truck #1-02. Move it to the Common Ore Mine dock. When it arrives, the mine will automatically load the Cargo Truck with Common Ore.
- 20** Select the Cargo Truck, then move the cursor over the Common Ore Storage dock. The cursor changes to the Cannot Dock cursor. A Common Ore Storage structure can hold only Common Metals. The Cargo Truck cannot dock here since it is carrying Common Ore.
- 21** Move the cursor to the Common Ore Smelter dock. The cursor changes to the Dock cursor. Click the dock. When the Cargo Truck arrives, it will automatically dock.

### Cargo Trucks with Metals

- 22** Select the Common Ore Smelter. Cargo Truck #1-02, now empty, should be sitting on the dock. At the bottom of the Command Pane click **STORAGE**. The Command Pane changes to the Storage display. Click **LOAD**. The Cargo Truck's cargo bed will be lowered into the smelter and come back up with a full cargo of Common Metals.
- 23** Select the Cargo Truck and move it to the Common Ore Storage dock.
- 24** When it arrives, select the Common Ore Storage structure. Click **STORAGE**. The Command Pane changes to the Storage display. Click **UNLOAD**. The metals will be unloaded from the Cargo Truck and put into storage.
- 25** Click **LOAD** to put the metals back in the Cargo Truck. When it is done, select the Cargo Truck and click the Common Ore Smelter dock. The vehicle will move to the dock.
- 26** When the Cargo Truck arrives, select the Common Ore Smelter and click **STORAGE**. On the Storage display, click **UNLOAD**. The vehicle will unload. The smelter can take either metals or ore. Metals go into storage while ore is refined into metal. If no storage room is available, the cursor will change to the Cannot Dock cursor when you try to move the Cargo Truck (loaded with metals or with ore) to the dock.

### Evacuation Transports

- 27** Select Evacuation Transport #1-01. In the Command Pane, the cargo is listed as **Colonists**. Colonists will load and unload themselves into Evacuation Transports as necessary. You do not need to command the Evacuation Transports to dock anywhere for this to happen.
- 28** Select Evacuation Transport #1-02. The cargo is listed as **(empty)**.

### The Garage

- 29** Select Lynx Tank #1-01. Order it to attack Evacuation Transport #1-02. Stop the attack after the Evacuation Transport has taken three or four hits.
- 30** Select Evacuation Transport #1-02 and move it to the Garage dock at coordinates **35,37**.
- 31** When it arrives at the dock, select the Garage and click **STORAGE** at the bottom of the Command Pane.
- 32** Click Repair Bay #1, in the upper left of the Storage display. After the Evacuation Transport is in the bay you will notice the vehicle's Strength Bar, shown to the right of the bay, increasing.
- 33** To have the vehicle leave the Garage, click on the repair bay you wish to unload. Any kind of vehicle, except Spiders and Scorpions, may be stored and repaired at a Garage.

You now have an understanding of docking with several different vehicles and several types of cargoes. You have also learned that the docking process is controlled by the structure and not the vehicle on the dock.

This is the end of Tutorial 6.

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### *Tutorial 7. Mining Vehicles and Structures*

This tutorial introduces the steps in mining and refining metals.

#### What You Will Learn About in This Tutorial

- Surveying a Mining Beacon
- Building a Mine
- Mining Yields
- Perils of Idling the Smelter

#### Surveying a Mining Beacon

- 1** Start **Tutorial 7 - Mining Vehicles and Structures**.
- 2** Select the Robo-Surveyor at coordinates **48,25**.
- 3** Move the cursor to the Mining Beacon at coordinates **54,32**. Mining Beacons that have not been surveyed appear as a single flashing white bar of metal.

- 4 Click the beacon to command the Robo-Surveyor to move to it. Since the beacon is part of your simulated computer overlay it does not exist on the terrain itself. Thus, when the Robo-Surveyor arrives, it will appear underneath the beacon.
- 5 When the Robo-Surveyor arrives it will automatically take a core sample and analyze it. When it is finished it will move away from the beacon. The beacon's appearance will change to show you the results of the core sample analysis. The number of bars (one, two, or three) indicates the yield (low, medium, or high) that would be produced if a mine were built at this location. The color of the bars indicates the type of ore available at this site: orange for Common and yellow for Rare.

### Building a Mine

- 6 Select the Robo-Miner at coordinates **50,26**. Move the cursor to the right-most button in the top row of Command Icon buttons. This button, which looks like a construction crane, is the Build button. The Status Bar indicates that you can **BUILD MINE OR MAGMA WELL**. Click the button. A Robo-Miner can always be deployed on surveyed Common Ore Beacons, and can also be deployed on surveyed Rare Ore Beacons or on Magma Vents after the appropriate research has been completed.
- 7 Move the cursor into the Detail Pane. The cursor has changed to the Build cursor, and there is a red rectangle underneath it. This is the "building footprint" of the mine to be deployed. It is red because it is not in a valid location for you to deploy a mine or Magma Well.
- 8 Move the cursor over the beacon you surveyed. The rectangle will change appearance to a blue-gray outer rectangle and a yellow inner rectangle. This indicates that you are in a valid deployment location. Click to order the Robo-Miner to move to that location and begin construction.
- 9 The Robo-Miner will move to the location and deploy itself into the correct kind of mine for the beacon.

### Mining Yields

- 10 Click on the Common Ore Mine and look at the Command Pane to see the yield of the mine.
- 11 Group-select the Cargo Trucks and have them begin hauling ore from the mine to the smelter with the Set Route command.
- 12 Select the Common Ore Mine. As each truck loads with ore, the yield listed in the Command Pane changes.
- 13 Wait for several more loads and watch the yield change. The yield will increase for a period of time after the mine is deployed until it reaches a maximum as the richest parts of the vein are discovered and mined. Then the yield will begin to decline, eventually reaching a minimum level as the vein runs out. Once the mine reaches the minimum level, its yield will remain constant.

### Perils of Idling the Smelter

- 14 Select the Common Ore Smelter. Click **IDLE**. The Command Pane asks you to confirm the Idle command. Click **YES**.
- 15 Idling any structure orders it to shut down all of its functions and secure all equipment. When a smelter is idled it can no longer take in ore and refine it. It also is no longer able to store metals. If you have storage facilities, the metal slurry will be pumped to them until they are full. Any remaining metals will be lost. Be very careful about Idling your smelter.

This is the end of Tutorial 7.

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### Tutorial 8. Research and Scientists

This tutorial introduces Scientists and the use of Laboratories and Universities.

#### What You Will Learn About in This Tutorial

- Choosing a Topic and Assigning Scientists
- Changing the Number of Scientists Assigned
- Seeing the Results of Your Research
- Other Uses for Scientists
- Training Workers to Be Scientists

#### Choosing a Topic and Assigning Scientists

- 1 Start **Tutorial 8 - Research and Scientists**.
- 2 Select the Standard Lab at **40,18**. Remember that you can also select any Lab by clicking on the Labs report button, or pressing the <L> key and then choosing the lab you want in the list.
- 3 In the Command Pane, click **TOPICS**. The Command Pane shows a list of topics currently available to research at this lab.
- 4 Pick **Cybernetic Teleoperation** by clicking on it once to highlight it and then clicking **ASSIGN**, or by double-clicking on it.
- 5 The Command Pane changes to show you information about the topic. At the top you can see how many Scientists are available in the colony to work on the project. The next line shows how many Scientists are currently assigned to this project. The third line shows the maximum number of Scientists who can work on the project.



- 6 Click **LESS** until the **Assigned To This Project** shows **1**.
- 7 Click **START** at the bottom of the Command Pane to begin research.

### Changing the Number of Scientists Assigned

- 8 The Command Pane changes to the Status display for the selected lab. After a short time the Scientist will begin producing research points.
- 9 Watch the research points increase for several updates and then click **ASSIGN**.
- 10 Your Savant computer automatically sets the number of Scientists to the maximum available or allowed when you go to the Assign Scientists display; but the change will not go into effect until you click **START**.
- 11 Click **START**.
- 12 Watch the research points increase for several updates. Notice that the more scientists you put on a project the faster it will get done.
- 13 You can stop the research by clicking **STOP**. Click **STOP**. The Command Pane asks you to confirm the command. Click **NO**.

### Seeing the Results of Your Research

- 14 Wait until the research is completed. Click the Labs report button or press <L>.
- 15 Click **COMPLETED** at the bottom of the Command Pane. This brings up a list of all of the completed topics. Click **Cybernetic Teleoperation** to select it, then click **DETAILS**. (You may also double-click **Cybernetic Teleoperation**.)
- 16 The Command Pane now shows the exact outcome of the research as well as some background information. You can see the results of any research topic once it is completed this way.

### Other Uses for Scientists

- 17 Labs are not the only places in your colony that need Scientists. Select the Medical Center at **36,17**. The Command Pane shows that a Scientist must be on staff at this structure to keep it Activated. The Command Center and the University are among the other structures that require Scientists to operate.
- 18 Press <Alt+C> to check your Colonists report and see how many Scientists you have.

### Training Workers to Be Scientists

- 19 Select the University at **41,13**. Click **ASSIGN**.

- 20 The University's Assignment display is similar to a lab display. The top line shows how many Workers are available for training. The next line shows how many Workers are assigned to be trained as Scientists. The third line shows the largest class size the University can train at one time.
- 21 Set the class size to 5 and click **START**.
- 22 Training Scientists takes a long time. Wait until your Scientists have finished their training.
- 23 Press <Alt+C>. The current total number of Scientists is the number you noted earlier minus any scientists that died plus the number that were just trained.
- 24 Be careful about the balance of Workers and Scientists in your population. Scientists are the only colonists who can do research but they also cause Morale problems when asked to do labor besides research. They also do not contribute to the birth rate as much as Workers do.

This is the end of Tutorial 8.

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### Tutorial 9. Construction

This tutorial introduces the deployment of new structures.

#### What You Will Learn About in This Tutorial

- Producing Structure Kits at the Structure Factory
- Loading Structure Kits onto ConVecs
- Deploying Structure Kits
- Connecting Structures
- Dismantling Structures
- Repairing Structures
- Earthworkers, Tubes, and Walls
- The GeoCon and the Geothermal Plant
- The Value of Robo-Dozers

#### Producing Structure Kits at the Structure Factory

- 1 Start **Tutorial 9 - Construction**
- 2 Structure Factories are the only place you can make kits for new structures. Select the Structure Factory at **40,27**.

# QUICK

## Mini-Map

Right-click	Toggle the position of the mini-map control buttons around the edge
Left-click	Move the Detail Pane to that location on the mini-map
+	Zoom the Mini-Map in
-	Zoom the Mini-Map out
Eyeball button	Display the tactical view
Mountain button	Display the terrain view
Globe button	Display the globe view (only available on selected maps)
Flat Map button	Display the flat map view (only available on selected maps)

## Command Pane

<F>	Show Factories report
<L>	Show Lab/Research report
<R>	Show Resources Summary report
<C>	Show Communications log
<P>	Show Starship/Space report
<G>	Show Game Options menu
<Alt+O>	Show Mission Objectives
<Alt+C>	Show Colonists report
<Alt+M>	Show Morale report
<Alt+F>	Show Food report
<Alt+N>	Show Common Metals report
<Alt+R>	Show Rare Metals report (when available)

## Main Game Window

Move mouse to window border	Scroll Detail Pane in the direction of the mouse
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# REFERENCE

## General Navigation

No units selected, cursor over structure/vehicle	Show rollover text for item under cursor
Left click on a structure/vehicle	Select that structure/vehicle and show its details in the Command Pane
Right click	De-select
Spacebar	Jump the Detail Pane to the location of the most recent message that you can take action on.
<H>	Home the Detail Pane on the currently selected structure/vehicle
<HOME>	Jump to the lowest numbered Command Center
<Tab>	Move forward through the structures/vehicles
<Shift+Tab>	Move backward through the structures/vehicles
<Ctrl+P > or <Pause>	Toggle PAUSE on/off
<Ctrl+S>	Displays the SAVE game dialog box
<Ctrl+L>	Displays the LOAD game dialog box
<Ctrl+#> (1 through 9)	Bookmark selected vehicle or group
<1> through <9>	Select bookmarked vehicle or group
<Ctrl+F#> (F5 through F12)	Bookmark location on map
<F5> through <F12>	Jump in the Detail Pane to a bookmarked location
Ctrl+Left click in the Detail Pane	Set waypoint (up to 7)
Left click on a map with a vehicle selected	Default command (usually it is "move to")
BACKSPACE	Move back to the last structure/vehicle that was selected and is still available

## Game Options (G) and Preferences (E)

Pressing G, and then E, displays the Game Options/Preferences display in the Command Pane. From here you can adjust the following settings:

Music	On/Off; adjust volume (1-6)
Sound Effects	On/Off; adjust volume (1-6)
Game Speed	Adjust speed (1-10)
Scrolling Speed	Adjust speed (1-6)
Computer Overlay	Shows microbe, mining beacons, etc. in the Detail Pane
Ambient Animations	Toggle ambient animations on/off
Structure Shadows	Toggle shadows on structures on/off
Vehicle Shadows	Toggle shadows on vehicles on/off

- 3 Click **BUILD**. This will bring up a list of all the structure kits the factory can currently build. As you research new topics during the game, new structure kits will become available.
- 4 Move the cursor over the word **Tokamak**. The cost, in Common Metals, of the structure is shown in the Status Bar.
- 5 Click **Tokamak** to highlight it. The **BUILD IT** button at the bottom of the Command Pane lights up. Sometimes, the **BUILD IT** button may remain ghosted (not lit) after selecting a structure. This means you do not have sufficient metals to build the highlighted structure.
- 6 Click **BUILD IT**. The Command Pane changes to show the Structure Factory's Status display. After a moment, production begins. A progress bar shows how far along the Tokamak kit is in production. Production times are determined by the product being built, but can be affected by your colony's Morale.

#### Loading Structure Kits onto ConVecs

- 7 Click **STORAGE**. While the Structure Factory is assembling a structure kit you can still access the storage bays. Two Standard Lab kits are in storage already.
- 8 Select the ConVec at **45,28**.
- 9 Move the ConVec to the Structure Factory dock.
- 10 Select the Structure Factory and then click **STORAGE**.
- 11 If the Tokamak kit is not finished and in Storage Bay #3, wait until it appears there.
- 12 Click the button for the Tokamak in Storage Bay #3, or press <Alt+3>. The ConVec on the dock is lowered into the Structure Factory and loaded with the kit from storage.
- 13 When the ConVec is loaded and ready, select it. The ConVec's Status display in the Command Pane shows what kind of cargo it contains.

#### Deploying Structure Kits

- 14 Move the cursor to the left-most button in the second row of Command Icons. This button, which looks like a construction crane, is the Build button. Click this button.
- 15 Move the cursor into the Detail Pane. The cursor has changed into the Build cursor, and a large rectangle appears beneath it. This is the "footprint" of the structure to be deployed. The yellow inner square indicates where the actual structure will be built. The blue-gray outer rectangle is a border area around the structure in which there may not be any other structures or impassable terrain.
- 16 Move the cursor so that part of the yellow square is over the vehicle at **47,27**. A red square appears in the building footprint. You may not deploy a structure at a location if red squares are in the footprint.
- 17 Move the cursor to **35,35** and click. The building footprint disappears and the ConVec moves to the lower right corner of the building location to begin construction.

#### Connecting Structures

- 18 Most structures need to be connected by Tubes to a Command Center, either directly or through other structures. However, when construction of the Tokamak is complete, it is Active although it is not connected. Only structures that require Workers or Scientists must be connected to a Command Center. The Tokamak and other Power generation facilities, Guard Posts, and Light Towers do not require any people to operate, so they do not need to be connected.
- 19 Select the Basic Lab at **33,22**. This structure is Disabled because it is not connected to the Command Center. It is, however, still using Power. Power is automatically beamed by microwave from the Power plants to each structure requiring Power.
- 20 Select the Structure Factory. Build an Agridome kit.
- 21 Move a ConVec to the Structure Factory dock. When the Agridome kit is finished, load it into the ConVec.
- 22 Select the ConVec and click the Build button. The building footprint for this structure has two tan squares in it. These indicate the two Tubes that will be built with the structure. All structures that must be connected to a Command Center to operate automatically come with two Tubes: one below the structure, and one to the right.
- 23 Place the outline carefully so the Tube square on the bottom of the outline is right above the Command Center. (Move the cursor to **40,20**.) The Tube will connect directly to the Command Center. When the ConVec begins construction, it is automatically de-selected. You cannot select a ConVec until construction is complete.

#### Dismantling Structures

- 24 Select the other ConVec. Move the cursor to the center button in the second row of Command Icons. This button, which looks like a wrecking ball hitting a building, is the Demolish button. Click this button and move the cursor into the Detail Pane. The cursor changes to the Demolish cursor.
- 25 Click the Basic Lab at **33,22**. The ConVec will move to that location and begin to dismantle the structure. If you have an Active GORF (Garbage and Ore Recycling Facility) the building will be recycled into Common Metals. Otherwise the structure will simply be reduced to rubble.

#### Repairing Structures

- 26 Select Tokamak #1-01 at **52,10**. The Strength Bar in the selection indicator shows that the Tokamak has taken some damage. While it is a cheap form of energy, the fusion process used at the Tokamak continually causes damage to the structure, which requires frequent repair. If a Tokamak reaches less than 90 percent of its maximum Hit Points it may become unstable and explode, causing damage and temporarily disabling nearby vehicles and structures. The more damaged it becomes the more likely it is to explode. Be careful about where you build your Tokamaks.

- 27 Select a ConVec and move the cursor to the right-most button in the top row of the Command Icon buttons. This button, which looks like a wrench, is the Repair button. Click this button.
- 28 Move the cursor into the Detail Pane. The cursor will change to the Repair cursor. Click the Tokamak.
- 29 The ConVec will move to the structure and begin to repair it. Repairs cost metals. ConVecs, Repair Vehicles, and Spiders can repair structures up to their full strength.

**Earthworkers, Tubes, and Walls**

- 30 Select the Earthworker at 49,26. The Earthworker is the only vehicle that can build and remove Tubes and Walls. Click the Demolish button.
- 31 Click the Tube at 42,23. The Earthworker will move to that location and remove the Tube. As the Tube is removed, the Earthworker is covered with orange electrical sparks. Tubes are magnetically shielded and do damage to the Earthworker when they are removed. The Agridome and two Residences are no longer connected to the Command Center and are now Disabled.
- 32 Select the Earthworker, then move the cursor over the right-most button in the top row. This button, which looks like a maze of Tubes, is the Build Tube button. Click this button.
- 33 Move the cursor into the Detail Pane. The cursor changes to the Build cursor. Move the cursor to 42,23 then press your mouse button. A yellow square will appear above the cursor, indicating that the Earthworker will build a Tube here. Release the mouse button and the Earthworker will build a new Tube and the structures will be reconnected to the Command Center.
- 34 You can also order the Earthworker to build several Tubes in a row. Select the Earthworker, then click the Build Tube button and move the cursor to 38,23. Press and hold down the mouse button, then move the cursor to 36, 23. The Earthworker will drive to the left side of the Command Center and build a row of Tubes.
- 35 Select the Earthworker, then move the cursor over the left-most button in the second row. This button, which looks like two intersecting walls, is the Build Concrete Wall button. Click this button.
- 36 Move the cursor into the Detail Pane. The cursor changes to the Build cursor. You may build one Concrete Wall, or a series of them, just as with Tubes. Move the cursor to 33,19, press and hold the mouse button, and move the mouse to 37,19. The Earthworker will drive to that location and build a Wall.
- 37 Experiment with building Walls in several areas around that location to see how they connect. Walls can be removed the same way as Tubes.

**The GeoCon and the Geothermal Plant**

- 38 Check your Power report by pressing <Alt+P>. Notice the amount of power produced.
- 39 Select the GeoCon (Geothermal Constructor) at 46,25.

- 40 Move the cursor over the Build button in the GeoCon's Status display. The Status Bar says **BUILD GEOTHERMAL POWER PLANT**. Click the Build button.
- 41 Move the cursor into Detail Pane. The cursor changes to the Build cursor, and a building footprint for the Geothermal Plant appears under the cursor. However, this footprint is all red.
- 42 Move the cursor to the fumarole at 51,34. The building footprint turns into a yellow inner rectangle with a blue-gray border. Click the fumarole. The GeoCon moves to the fumarole and begins transforming into a Geothermal Plant.
- 43 When the Geothermal Plant is finished, press <Alt+P> again and notice the amount of Power produced.

**The Value of Robo-Dozers**

- 44 Select the Robo-Dozer at 48,24.
- 45 Bulldoze an area with one corner at 52,22 and the other corner at 57,26.
- 46 While the Robo-Dozer is working, move both ConVecs back to the Structure Factory and load a Standard Lab into each one.
- 47 Move one ConVec to 56,29 and the other to the bulldozed location at 56,25.
- 48 When the Robo-Dozer is finished, select it and move it to 49,22.
- 49 Now command the ConVec at 56,29 to build the Standard Lab at 54,28. As soon as it has started, quickly select the other ConVec at 56,25 and command it to build the Standard Lab at 54,24. This will build the first lab on unbulldozed terrain and the second lab lined up above it on completely bulldozed terrain.
- 50 Switch between the two construction sites frequently to monitor the construction progress. Construction time is shorter when the structure is deployed on a location that is already bulldozed.

This is the end of Tutorial 9.

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**Tutorial 10. Morale**

This tutorial introduces you to the causes and effects of your Colonists' happiness (or lack thereof).

**What You Will Learn About in This Tutorial**

- An Overview of Morale
- Residences

- Food Production
- Disabled Buildings
- Nursery and Medical Center
- Unoccupied Colonists and Scientists as Workers

## An Overview of Morale

- 1 Start **Tutorial 10 - Morale**
- 2 The Morale of your Colonists is one of your major concerns. It affects several things: the production rate at factories and Agridomes, the research rate at laboratories, and the birth and death rates of your Colonists.
- 3 Two kinds of things affect Morale: events and conditions. Events have an immediate impact on Morale, but the effect wears off as time passes. Morale events include such things as: the birth of a Child, disasters (such as a meteorite impact), and the death of a Scientist.
- 4 Conditions continually affect Morale. Their effects do not wear off, but the value of the condition can change over time, which changes their effect on Morale. Morale conditions include such things as: the housing capacity at Residences, the percentage of your Colonists who do not have work assignments (unoccupied Colonists), and the percentage of your Scientists who are assigned to Worker jobs. The Morale Report shows the conditions that affect your colony.

## Residences

- 5 In previous tutorials, Morale has been permanently set at 75. In this tutorial, Morale will "float." Check the Morale report by pressing <Alt+M>. The top line of the report says **No Residences**.
- 6 Move a ConVec to the Structure Factory and load it with a Residence kit.
- 7 Build the Residence. Make sure to deploy it so that it is connected by Tubes to the rest of your colony. If after you place it you find that it is not connected, use the Earthworker to build Tubes to connect it.
- 8 When the Residence is fully constructed and connected check the Morale report again. It may take a few moments for the change to have an effect on the people, but eventually the top line will change to say **Residence Demand** followed by a percentage.
- 9 Although having one Residence is better than having none, the demand is still over 100 percent. Build another Residence structure kit at the Structure Factory.

## Food Production

- 10 While the Residence kit is being produced, move a ConVec to the Structure Factory dock and load it with the Agridome kit.

- 11 Check the Morale report. The second line of the report indicates that the **Net Food Production** is negative – the colony is consuming more Food than it produces. Press <Alt+F> to see the Food report. A Food deficit is bad for Morale.
- 12 Order the ConVec to deploy the Agridome. Make sure to deploy it so that it is connected by Tubes to the rest of your colony. If after you place it you find that it is not connected, use the Earthworker to build Tubes to connect it.
- 13 A few moments after the Agridome is completely assembled and connected, check the Food and Morale reports. Net Food Production is now positive.
- 14 The Residence kit should now be ready at the Structure Factory. Load it onto a ConVec and build it, making sure that it is connected to the Tube system.

## Disabled Buildings

- 15 Check the Morale report. The third line is **Disabled Bldg. Ratio**. Your Colonists will lose faith in your management ability if you have Disabled buildings.
- 16 The Standard Lab is Disabled because it is not connected to the Command Center. Have the Earthworker connect the lab.
- 17 Check the Morale report. When it updates, the Disabled Building Ratio should be zero percent.

## Nursery and Medical Center

- 18 The bottom line of the Morale report says **Nursery not operational**. Having children and a place to care for them increases the Morale of your colonists.
- 19 Send a ConVec to the Structure Factory to load and then build the Nursery. As usual, make sure it is connected to the colony.
- 20 When the Nursery is completed, check your Morale report. The bottom line has changed to **Nursery Operational**. You need to have only one Nursery operational in your colony.
- 21 The second line from the bottom in your Morale report says **No Med. Centers**. Medical Centers will not only improve Morale but will also decrease the mortality rate of the Colonists.
- 22 Pick up the Medical Center kit in storage and build it in the colony somewhere making sure it is connected.
- 23 When construction of the Medical Center is complete, check the Morale report. The Medical Center line now reads **Med. Center Demand** followed by a percentage, which should be less than 100 percent.

## Unoccupied Colonists and Scientists as Workers

- 24 Your colony's Morale should be improving. Morale will increase or decrease a little bit at a time.

- 25 The fourth line of the Morale report reads **Unoccupied colonists**, followed by a percentage. Adult Colonists, that is, Workers and Scientists, who are not occupied in labor, training, or research become unhappy, lowering Morale.
- 26 Select the Standard Lab. Start researching Cybernetic Teleoperation with the maximum number of Scientists allowed on the project.
- 27 Check the Morale report. The Unoccupied Colonists rate should decrease, perhaps all the way to zero percent. Morale should improve.
- 28 Having too many Scientists will bring Morale down. Converting all of your Workers into Scientists means some of your most highly educated and skilled Colonists will have to do the jobs of Workers, which has a negative effect on Morale. However, completing new research topics has a positive impact on Morale – and this is most quickly accomplished by assigning the maximum number of Scientists allowed to each project. Keeping a proper balance of Scientists and Workers is an important key to success in *Outpost 2*.

This is the end of Tutorial 10.

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## Tutorial 11. Colony Control

This tutorial lets you practice all you have learned in previous tutorials, as well as learn some advanced colony management techniques.

### What You Will Learn About in This Tutorial

- Colonies with Multiple Command Centers
- Structure States and Status Lights
- Reconnecting Structures to Command Centers
- Dealing with Worker Shortages
- Dealing with Power Shortages
- Births and the Nursery

### Colonies with Multiple Command Centers

- 1 Start **Tutorial 11 - Colony Control**
- 2 This map shows two Command Centers. A colony can have Command Centers in several locations, each with its own group of structures attached. Supplies and people are automatically transferred between these “bases.”

- 3 Press <Home> to select your lowest numbered Command Center. This is your main base, with most of your structures connected to it.
- 4 Press <Tab> to select the next Command Center, which has only a Common Ore Smelter connected to it.

### Structure States and Status Lights

- 5 Press <Shift+Tab> to return to Command Center #1-01. Several structures near this Command Center are Disabled.
- 6 Structures can be in three states: Active, Disabled, and Idled. A structure's current status is indicated in the Detail Pane by its Status Light. This is a small light usually located in the upper left above the structure. All structures (except Guard Posts) have Status Lights on them.
- 7 Green Status Lights indicate the structure is Active and operating normally. Status Lights that are off (gray) show that the structure has been Idled. Flashing Red Status Lights indicate a Disabled structure.
- 8 Click on each Disabled structure in your colony. The Status line in the Command Pane will show you the specific reason why a structure is Disabled. Some are Disabled because they do not have enough Power, some have insufficient Workers or Scientists, and some are not connected to a Command Center via the Tube system.

### Reconnecting Structures to Command Centers

- 9 Agridome #1-02 is Disabled because it is not connected to a Command Center. Building a Tube at **48,23** would reconnect the Agridome. However, Tubes can be built only by an Earthworker and currently this colony does not have one.
- 10 Select the Vehicle Factory at **45,32**. Click **BUILD**.
- 11 Double-click on the word Earthworker. The factory will begin to produce an Earthworker.
- 12 When you hear the message **Vehicle ready** (or see the message **Earthworker #1-01 produced** in the Status Bar), press <Spacebar>. This centers the Detail Pane on the location associated with the most recent message (received from your Savant computer) linked to a location or building.
- 13 Select the Earthworker. Have it build a tube at **48,23**. The Agridome is now reconnected to the Command Center.

### Dealing with Worker Shortages

- 14 Some structures are Disabled because your colony does not have enough Workers to operate them. Children can become new Workers only if the colony has an Active University to train them as they grow older. Be patient: Children learn at their own rate so keep the University Active and wait for the Workers to become available.

- 15 Until then, you can Idle unneeded structures to make the Workers operating them available for use elsewhere. Since you have already built an Earthworker, select the Vehicle Factory. Notice that it requires three workers.
- 16 Click **IDLE**. Your Savant computer system will automatically reassign these Workers to other structures.
- 17 Idling the Vehicle Factory made Workers available to Activate some of the Disabled structures but some may still lack Workers. If necessary, idle Common Ore Smelter #1-02, located near the Command Center in the lower left corner of the map. These Workers will also be reassigned.
- 18 Select the Vehicle Factory and click **ACTIVATE**. If you do not have enough available workers, a beep sounds and the Status Bar reads **INSUFFICIENT WORKERS TO ACTIVATE**. You will not be able to activate this structure until you have more Workers.
- 19 Check your Resources report. When the number of Workers Available and Scientists Available grows to three or more, select the Vehicle Factory.
- 20 Click **ACTIVATE**. The Vehicle Factory is now Active. Scientists who are not occupied at a structure or in research can also be used as Workers (though this has a negative impact on Morale).

### Dealing with Power Shortages

- 21 Check your Resources report. When the number of Workers Available and Scientists Available grow to three or more, select Common Ore Smelter #1-02.
- 22 Click **ACTIVATE**. A beep sounds and the Status Bar reads **INSUFFICIENT POWER TO ACTIVATE**. You will not be able to Activate this structure until you have more Power.
- 23 Select the Structure Factory and order it to build a Tokamak structure kit.
- 24 Move a ConVec to the Structure Factory's dock. When the Tokamak is completed, load it onto the ConVec, then deploy the Tokamak.
- 25 When construction is finished, select the Idled smelter and click **ACTIVATE**. The structure is now Active.

### Births and the Nursery

- 26 As time passes new Children will be born. If you have an Active University, some Children will become Workers ready to join the workforce. Watch the Colonists report change as births, deaths, and new Workers are reported. Remember that Workers are twice as likely as Scientists to have Children.
- 27 Select the Nursery and click **IDLE**.
- 28 Check your Communications report and watch the messages for awhile. No Children will be born while the Nursery is Idled. Active Nurseries also reduce the infant mortality rate for your colony.

- 29 Activate the Nursery and watch the Communications report. Your colony is soon growing with new Children.

This is the end of Tutorial 11.

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### Tutorial 12: Spaceport

This tutorial introduces you to the space program production and launch facility.

#### What You Will Learn About in This Tutorial

- Spaceport Storage
- Launch Vehicle and Payload Production
- The Launch Pad

#### Spaceport Storage

- 1 Start **Tutorial 12 - Spaceport**
- 2 Select the Cargo Truck at **45,27**. Its cargo is a completed starship component.
- 3 Move the cursor over the Spaceport dock at **49,24** and click. The truck will move onto the dock.
- 4 Select the Spaceport.
- 5 Click **STORAGE**.
- 6 Click Storage Bay #3, or press <Alt+3>. The part will move into storage. The Spaceport and the Spaceport dock work in the same way as many of the other structures with docks. The control of the dock is not from the vehicle on the dock but by the structure.

#### Launch Vehicle and Payload Production

- 7 Click **STATUS** to return to the Spaceport Status Pane.
- 8 Click **BUILD**.
- 9 Double-click **EDWARD Satellite** to start building it. This works in the same manner as the Structure Factory and Vehicle Factory.
- 10 Like the other factories, the Spaceport can build only one item at a time. When the EDWARD Satellite is completed click on **BUILD**.
- 11 Double-click **SULV** to begin construction of a Single-Use Launch Vehicle. As it progresses it will begin to take shape on the Spaceport's launch pad.

**The Launch Pad**

- 12 When the SULV is ready, a new button will appear in the Command Pane that says **LAUNCH PAD**. Click it.
- 13 Notice the Launch Pad display at the bottom of the Command Pane. The SULV is empty. Click on the EDWARD Satellite to load it into the rocket.
- 14 The **LAUNCH** button is now available. Click it to send your satellite into orbit.

This is the end of Tutorial 12.

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***Tutorial E and Tutorial P: The Unit References***

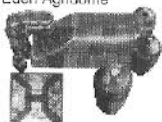
There are two additional "tutorials" listed in the Tutorial dialog box. These are not tutorials, strictly speaking, but unit references for each colony. All of the structures and vehicles available for each side are deployed for you to examine.



# UNIT REFERENCE

## Structures

Eden Agridome



### Agridome

The Agridome produces 40 units of Food. Cargo Trucks can dock at the Agridome to load or unload Food.

Common Metals Cost	low	Rare Metals Cost	none
Build Time	very short	Tube Connection Required	yes
Power Required	20	Size	med.-large
Workers Required	1	Hit Points	medium
Scientists Required	none	Armor	light

Plymouth Agridome



Eden Command Center



### Command Center

The Command Center distributes Workers and Scientists to structures and also generates 50 units of Power. **NOTE:** This structure explodes when destroyed.

Common Metals Cost	very high	Rare Metals Cost	none
Build Time	very long	Tube Connection Required	no
Power Required	none	Size	medium
Workers Required	4	Hit Points	very high
Scientists Required	1	Armor	heavy

Plymouth Command Center



Eden DIRT



### DIRT (Disaster Instant Response Team)

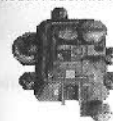
The DIRT prevents up to 25% damage to connected structures. Each DIRT can fully protect up to 10 structures to which it is connected by Tubes. A lower ratio of DIRTs to structures reduces the percentage of damage prevention.

Common Metals Cost	medium	Rare Metals Cost	none
Build Time	medium	Tube Connection Required	yes
Power Required	20	Size	medium
Workers Required	2	Hit Points	high
Scientists Required	1	Armor	medium

Plymouth DIRT



Plymouth Arachnid Factory



### Factory, Arachnid

The Arachnid Factory produces Spiders and Scorpions. **NOTE:** This structure is available only to Plymouth.

Common Metals Cost	high	Rare Metals Cost	none
Build Time	long	Tube Connection Required	yes
Power Required	50	Size	med.-small
Workers Required	2	Hit Points	high
Scientists Required	none	Armor	medium

Eden Consumer Goods Factory

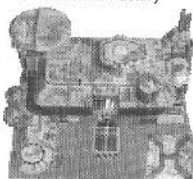


### Factory, Consumer Goods

The Consumer Goods Factory produces temporary Morale improvements. **NOTE:** This structure is available only to Eden.

Common Metals Cost	medium	Rare Metals Cost	none
Build Time	medium	Tube Connection Required	yes
Power Required	40	Size	med.-large
Workers Required	2	Hit Points	medium
Scientists Required	none	Armor	light

Eden Structure Factory

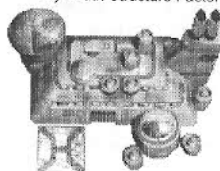


**Factory, Structure**

The Structure Factory produces structure kits required for most structures. It can store up to 6 kits. ConVees can dock at the Structure Factory to load or unload structure kits.

<b>Common Metals Cost</b>	very high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	50	<b>Size</b>	large
<b>Workers Required</b>	4	<b>Hit Points</b>	very high
<b>Scientists Required</b>	none	<b>Armor</b>	heavy

Plymouth Structure Factory

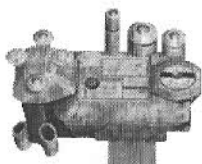


**Factory, Vehicle**

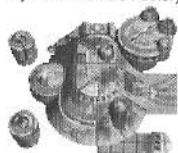
The Vehicle Factory produces all vehicles (except Spiders and Scorpions)

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	50	<b>Size</b>	large
<b>Workers Required</b>	3	<b>Hit Points</b>	very high
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Eden Vehicle Factory



Plymouth Vehicle Factory



Plymouth Forum



**Forum**

The Forum improves Morale. It is designed to serve up to 50 Colonists. **NOTE:** This structure is available only to Plymouth.

<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	20	<b>Size</b>	med.-small
<b>Workers Required</b>	2	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	light

Eden Garage



**Garage**

The Garage repairs and stores up to 6 vehicles. Any kind of vehicle can dock at the Garage, except Spiders and Scorpions.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	40	<b>Size</b>	medium
<b>Workers Required</b>	3	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Plymouth Garage



**Geothermal Plant**

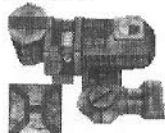
The Geothermal Plant generates 500 units of Power. It does not require a structure kit; it is deployed over a fumarole by a GeoCon. **NOTE:** This structure is available only to Eden. It explodes when destroyed, and may spontaneously explode if damaged.

<b>Common Metals Cost</b>	none	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	small
<b>Workers Required</b>	none	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Eden Geothermal Plant



Eden GORF



### GORF (Garbage and Ore Recycling Facility)

The GORF recycles structures, structure kits, starship components, satellites, and rubble into usable Common and Rare Metals. Cargo Trucks carrying Common or Rare Rubble can dock at GORFs to unload; other materials to be recycled are sent through the Tube system

Plymouth GORF



<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	medium	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	50	<b>Size</b>	medium
<b>Workers Required</b>	2	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	light

Eden Rail Gun Guard Post



### Guard Post

The Guard Post fires its weapon at enemy units that come within range. It may be equipped with any available weapon system. Weapon damage is increased by 50% at Guard Posts that are connected by Tube to a Command Center. Costs and building time listed below are only for the Guard Post structure and do not include those of the weapon. **NOTE:** This structure explodes when destroyed and may spontaneously explode when damaged.

Plymouth StickyFoam Guard Post



<b>Common Metals Cost</b>	very low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	optional
<b>Power Required</b>	10	<b>Size</b>	very small
<b>Workers Required</b>	none	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	medium

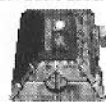
Eden Basic Laboratory



### Laboratory, Basic

The Basic Lab houses Basic research projects. It requires no Scientists for basic operation; Scientists Required for research vary by project. This structure becomes obsolete and cannot be constructed after the development of the Standard Laboratory.

Plymouth Basic Laboratory



<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	medium	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	30	<b>Size</b>	med-small
<b>Workers Required</b>	1	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	light

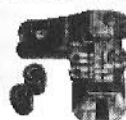
Eden Standard Laboratory



### Laboratory, Standard

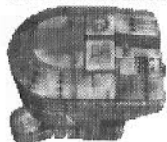
The Standard Lab houses research projects. This structure requires no Scientists for basic operation; Scientists Required for research vary by project. This structure replaces the Basic Laboratory.

Plymouth Standard Laboratory



<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	50	<b>Size</b>	medium
<b>Workers Required</b>	1	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	light

Eden Advanced Laboratory

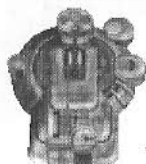


### Laboratory, Advanced

The Advanced Lab houses dangerous research projects. It requires no Scientists for basic operation; Scientists Required for research vary by project. **NOTE:** This structure explodes when destroyed, and may explode spontaneously when damaged.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	50	<b>Size</b>	med.-large
<b>Workers Required</b>	1	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Plymouth Advanced Laboratory



Eden Light Tower



### Light Tower

The Light Tower lights nighttime areas of the map.

<b>Common Metals Cost</b>	very low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	very small
<b>Workers Required</b>	none	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	none

Plymouth Light Tower



Eden Magma Well



### Magma Well

The Magma Well produces Rare Ore. It does not require a structure kit; it is deployed over a Magma Vent by a Robo-Miner. Empty Cargo Trucks may dock at the Magma Well to load Rare Ore. **NOTE:** This structure is available only to Eden. It explodes when destroyed, and may spontaneously explode if damaged.

<b>Common Metals Cost</b>	none	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	med.-small
<b>Workers Required</b>	none	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	light

Eden Medical Center



### Medical Center

The Medical Center improves Colonist longevity and Morale. It is designed to serve up to 50 Colonists.

<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	20	<b>Size</b>	med.-small
<b>Workers Required</b>	1	<b>Hit Points</b>	medium
<b>Scientists Required</b>	1	<b>Armor</b>	light

Plymouth Medical Center



Eden Meteor Defense



### Meteor Defense

The Meteor Defense attempts to destroy incoming meteors, but can only target them if the colony has an Active Observatory. **NOTE:** This structure is available only to Eden.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	low
<b>Build Time</b>	long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	100	<b>Size</b>	med.-small
<b>Workers Required</b>	2	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	light

Plymouth MHD Generator



### MHD (Magnetohydrodynamic) Generator

The MHD Generator produces 400 units of Power. **NOTE:** This structure is available only to Plymouth. This structure explodes when destroyed and may spontaneously explode when damaged.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	low
<b>Build Time</b>	medium	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	med.-small
<b>Workers Required</b>	none	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Eden Common Ore Mine



### Mine, Common Ore

The Common Ore Mine produces Common Ore. This structure does not require a structure kit; it is deployed at a surveyed Common Ore mining beacon by a Robo-Miner. Empty Cargo Trucks may dock at the Common Ore Mine to load Common Ore.

<b>Common Metals Cost</b>	none	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	small
<b>Workers Required</b>	none	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Plymouth Common Ore Mine



### Mine, Rare Ore

The Rare Ore Mine produces Rare Ore. This structure does not require a structure kit; it is deployed at a surveyed Common Ore mining beacon by a Robo-Miners. Empty Cargo Trucks may dock at the Rare Ore Mine to load Rare Ore.

<b>Common Metals Cost</b>	none	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	small
<b>Workers Required</b>	none	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Eden Rare Ore Mine



Plymouth Rare Ore Mine



Eden Nursery



### Nursery

The Nursery is required for Colonists to produce new Children; it also improves Morale and reduces infant mortality rates.

<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	20	<b>Size</b>	medium
<b>Workers Required</b>	1	<b>Hit Points</b>	medium
<b>Scientists Required</b>	1	<b>Armor</b>	light

Plymouth Nursery



Eden Observatory



### Observatory

The Observatory detects incoming meteors. **NOTE:** This structure is available only to Eden.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	very low
<b>Build Time</b>	medium	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	30	<b>Size</b>	med.-small
<b>Workers Required</b>	1	<b>Hit Points</b>	low
<b>Scientists Required</b>	3	<b>Armor</b>	light

Eden Recreation Facility



### Recreational Facility

The Recreational Facility improves Morale. It is designed to serve up to 25 Colonists.

<b>Common Metals Cost</b>	very low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	10	<b>Size</b>	med.-small
<b>Workers Required</b>	1	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	light

Plymouth Recreation Facility



Eden Residence



### Residence

This structure houses Colonists and improves Morale. The Residence is designed to hold up to 25 Colonists.

<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	20	<b>Size</b>	med.-small
<b>Workers Required</b>	1	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	light

Plymouth Residence

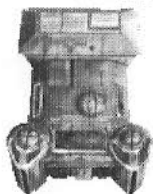


### Residence, Advanced

This structure houses Colonists and improves Morale. The Advanced Residence is designed to hold up to 50 Colonists. **NOTE:** This structure available only to Eden.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	20	<b>Size</b>	med.-large
<b>Workers Required</b>	1	<b>Hit Points</b>	medium
<b>Scientists Required</b>	none	<b>Armor</b>	light

Eden Advanced Residence



### Residence, Reinforced

This structure houses Colonists and improves Morale. The Reinforced Residence is designed to hold up to 40 Colonists. **NOTE:** This structure is available only to Plymouth.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	30	<b>Size</b>	medium
<b>Workers Required</b>	1	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	light

Plymouth Reinforced Residence



Eden Robot Command Center



### Robot Command Center

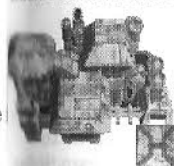
The Robot Command Center improves route-selection intelligence of all vehicles.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	30	<b>Size</b>	med.-small
<b>Workers Required</b>	1	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Plymouth Robot Command Center



Eden Common Ore Smelter

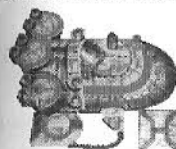


### Smelter, Common Ore

The Common Ore Smelter refines Common Ore into Common Metals. It can store up to 10000 units of Common Metals. Cargo Trucks may dock at the Common Ore Smelter to unload Common Ore, or to load or unload Common Metals.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	50	<b>Size</b>	large
<b>Workers Required</b>	3	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	heavy

Plymouth Common Ore Smelter



Eden Rare Ore Smelter

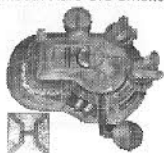


### Smelter, Rare Ore

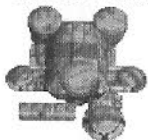
The Rare Ore Smelter refines Rare Ore into Rare Metals. It can store up to 10000 units of Rare Metals. Cargo Trucks may dock at the Rare Ore Smelter to unload Rare Ore, or to load or unload Rare Metals.

<b>Common Metals Cost</b>	very high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	50	<b>Size</b>	large
<b>Workers Required</b>	3	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	medium

Plymouth Rare Ore Smelter



Eden Solar Power Array

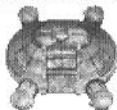


### Solar Power Array

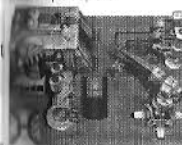
The Solar Power Array produces 400 units of Power. **NOTE:** This structure, unlike the other Power generation facilities, is not prone to explosion when damaged. Each Solar Power Array requires its own Solar Power Satellite in orbit to produce Power; an Array is disabled without a matching Satellite.

<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	low
<b>Build Time</b>	short	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	medium
<b>Workers Required</b>	none	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	none

Plymouth Solar Power Array



Eden Spaceport

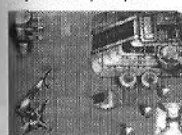


### Spaceport

The Spaceport produces launch vehicles, satellites, and starship components. It can store up to 6 components or satellites, and launches vehicles into orbit. Cargo Trucks may dock at the Spaceport to load or unload starship components or satellites. **NOTE:** This structure explodes when destroyed and may explode spontaneously when damaged.

<b>Common Metals Cost</b>	very high	<b>Rare Metals Cost</b>	low
<b>Build Time</b>	very long	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	40	<b>Size</b>	very large
<b>Workers Required</b>	4	<b>Hit Points</b>	high
<b>Scientists Required</b>	2	<b>Armor</b>	medium

Plymouth Spaceport



Eden Common Metals Storage Tanks



### Storage Tanks, Common Metals

This structure stores up to 5000 units of Common Metals. Cargo Trucks may dock at this structure to load or unload Common Metals. **NOTE:** This structure cannot store metals when Disabled. As much as can be stored in other storage facilities will be transferred; the remainder will be lost.

<b>Common Metals Cost</b>	very low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	10	<b>Size</b>	small
<b>Workers Required</b>	1	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	none

Plymouth Common Metals Storage Tanks



Eden Rare Metals Storage Tanks



Plymouth Rare Metals Storage Tanks



Eden Tokamak



Plymouth Tokamak



### Storage Tanks, Rare Metals

This structure stores up to 5000 units of Rare Metals. Cargo Trucks may dock at this structure to load or unload Rare Metals. **NOTE:** This structure cannot store metals when Disabled. As much as can be stored in other storage facilities will be transferred; the remainder will be lost.

<b>Common Metals Cost</b>	very low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	10	<b>Size</b>	small
<b>Workers Required</b>	1	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	none

### Tokamak Fusion Reactor

The Tokamak produces 250 units of Power. **NOTE:** This structure is unstable and loses hit points continuously. This structure also explodes when destroyed and may explode spontaneously when damaged.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	medium	<b>Tube Connection Required</b>	no
<b>Power Required</b>	none	<b>Size</b>	med.-small
<b>Workers Required</b>	none	<b>Hit Points</b>	high
<b>Scientists Required</b>	none	<b>Armor</b>	heavy

Eden Trade Center



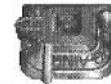
Plymouth Trade Center



Eden University



Plymouth University



### Trade Center

The Trade Center is required to transfer vehicles to another player **NOTE:** This structure is available only in Multiplayer games.

<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	10	<b>Size</b>	med.-small
<b>Workers Required</b>	1	<b>Hit Points</b>	low
<b>Scientists Required</b>	none	<b>Armor</b>	light

### University

The University is required for Children to become Workers. It also trains Workers to be Scientists, up to 10 Workers per class.

<b>Common Metals Cost</b>	low	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Tube Connection Required</b>	yes
<b>Power Required</b>	20	<b>Size</b>	med.-small
<b>Workers Required</b>	none	<b>Hit Points</b>	medium
<b>Scientists Required</b>	2	<b>Armor</b>	light



Vehicles

Cargo Truck



**Cargo Truck**

The Cargo Truck can carry various cargoes around your colony, docking at various structures to load or unload a cargo. The structures at which the Cargo Truck can dock are determined by its current cargo, according to the list below.

If the Cargo Truck is carrying:	It may dock at:
Food	Agridome
Common Ore	Common Ore Smelter
Common Metals	Common Ore Smelter Common Metals Storage Tanks
Common Rubble	GORF
Rare Ore	Rare Ore Smelter
Rare Metals	Rare Ore Smelter Rare Metals Storage Tanks
Rare Rubble	GORF
Starship Components	Spaceport
Satellites	Spaceport
nothing	Agridome, Common Ore Mine, Common Ore Smelter, Common Metals Storage Tanks, Rare Ore Mine, Rare Ore Smelter, Rare Metals Storage Tanks, Magma Well, Spaceport

Common Metals Cost	high	Rare Metals Cost	none
Build Time	long	Track Type	wheeled
Hit Points	high	Speed	medium
Armor	light		

Commands (not always available): Move, Stop, Set Route, Salvage, Dump Cargo, Transfer, Self-Destruct.

Lynx



**Combat Chassis, Light (Lynx)**

The Lynx can be equipped with any available weapon turret. Costs and build time below are those of the Combat Chassis only; those of the weapon turret should be added.

Common Metals Cost	low	Rare Metals Cost	none
Build Time	medium	Track Type	wheeled
Hit Points	medium	Speed	fast
Armor	light		

Commands (not always available): Move, Stop, Patrol, Attack, Guard, Stand Ground, Transfer, Self-Destruct.

Panther



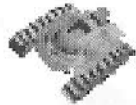
**Combat Chassis, Medium (Panther)**

The Panther can be equipped with any available weapon turret. Costs and build time below are those of the Combat Chassis only; those of the weapon turret should be added.

Common Metals Cost	medium	Rare Metals Cost	very low
Build Time	long	Track Type	wheeled
Hit Points	high	Speed	medium
Armor	medium		

Commands (not always available): Move, Stop, Patrol, Attack, Guard, Stand Ground, Transfer, Self-Destruct.

Tiger



**Combat Chassis, Heavy (Tiger)**

The Tiger can be equipped with specially-constructed dual turrets using any available weapon system. Costs and build time below are those of the Combat Chassis only; those of the weapon turret should be added.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	low
<b>Build Time</b>	very long	<b>Track Type</b>	tracked
<b>Hit Points</b>	very high	<b>Speed</b>	slow
<b>Armor</b>	heavy		

**Commands** (not always available): Move, Stop, Patrol, Attack, Guard, Stand Ground, Transfer, Self-Destruct.

**Construction Vehicle (ConVec)**

ConVec



ConVecs are used to deploy structure kits, which are built and loaded at Structure Factories. They can field-repair any structure up to its full hit points, using Common Metals (and Rare Metals, if the item being repaired cost Rare Metals to build) in the process. ConVecs are also used to demolish unneeded structures.

<b>Common Metals Cost</b>	very high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	very long	<b>Track Type</b>	wheeled
<b>Hit Points</b>	medium	<b>Speed</b>	medium
<b>Armor</b>	light		

**Commands** (not always available): Move, Stop, Repair, Build, Demolish, Dump Cargo, Transfer, Self-Destruct.

Earthworker



**Earthworker**

Earthworkers are used to build Tubes to connect structures to the Command Center. They also build defensive Concrete Walls. Each colony also has a special wall they can build after doing the appropriate research: Eden builds Microbe Walls, which slow the progress of the Blight; Plymouth builds Lava Walls, which temporarily delay lava flows from overrunning their bases. Earthworkers can also demolish any Tube or Wall.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Track Type</b>	tracked
<b>Hit Points</b>	medium	<b>Speed</b>	slow
<b>Armor</b>	none		

**Commands** (not always available): Move, Stop, Build Tube, Build Concrete Wall, Build Special Wall, Demolish, Transfer, Self-Destruct.

**Evacuation Transport**

Evacuation Transport



Evacuation Transports are used to carry up to 25 Colonists from one colony location to another. These vehicles are available only in selected missions during Campaign Games. You will never have to load or unload Colonists from Evacuation Transports; you will either be required to move pre-loaded Evacuation Transports to a rendezvous point, or to have a certain number of them on hand to complete a mission.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Track Type</b>	wheeled
<b>Hit Points</b>	low	<b>Speed</b>	fast
<b>Armor</b>	medium		

**Commands** (not always available): Move, Stop, Self-Destruct.

GeoCon



### Geothermal Constructor (GeoCon)

GeoCons are available only to Eden. Their function is to transform themselves into Geothermal Plants. They can only do this over fumaroles.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	very low
<b>Build Time</b>	medium	<b>Track Type</b>	wheeled
<b>Hit Points</b>	high	<b>Speed</b>	medium
<b>Armor</b>	none		

**Commands** (not always available): Move, Stop, Build Geothermal Plant, Transfer, Self-Destruct.

Repair Vehicle



### Repair Vehicle

Repair Vehicles are available only to Eden. They can field-repair any vehicle up to one-half of its original hit points and structures up to their full hit points, using Common Metals (and Rare Metals, if the item being repaired cost Rare Metals to build) in the process.

<b>Common Metals Cost</b>	high	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	long	<b>Track Type</b>	wheeled
<b>Hit Points</b>	medium	<b>Speed</b>	fast
<b>Armor</b>	light		

**Commands** (not always available): Move, Stop, Repair, Transfer, Self-Destruct.

Robo-Dozer



### Robo-Dozer

Robo-Dozers can bulldoze any passable terrain. Bulldozed areas are faster for all vehicles to traverse, and construction time for structures is reduced when placed on bulldozed terrain.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	short	<b>Track Type</b>	tracked
<b>Hit Points</b>	medium	<b>Speed</b>	slow
<b>Armor</b>	none		

**Commands** (not always available): Move, Stop, Bulldoze, Transfer, Self-Destruct.

Eden Robo-Miner



### Robo-Miner

Robo-Miners transform themselves into Common Ore Mines and (after the appropriate research is completed) Rare Ore Mines. Mines may only be deployed at mining beacons that have been surveyed by a Robo-Surveyor or by the EDWARD Satellite. Eden Robo-Miners may also, after the appropriate research has been completed, transform into Magma Wells, which are deployed over Magma Vents.

Plymouth Robo-Miner



<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Build Time</b>	medium	<b>Track Type</b>	wheeled
<b>Hit Points</b>	high	<b>Speed</b>	medium
<b>Armor</b>	none		

**Commands** (not always available): Move, Stop, Build, Transfer, Self-Destruct.

Robo-Surveyor



### Robo-Surveyor

Robo-Surveyors are used to survey mining beacons to determine the type and yield of ore at that location. Robo-Surveyors are made obsolete by the deployment of an EDWARD Satellite.

Common Metals Cost	low	Rare Metals Cost	none
Build Time	short	Track Type	wheeled
Hit Points	low	Speed	medium
Armor	none		

Commands (not always available): Move, Stop, Transfer, Self-Destruct.

### Scout

Scout



Scouts are the only units that will tell you when they have spotted enemy units; others will only report when they have been attacked. Accordingly, they have a longer sight range than most other vehicles. In addition, specially-fitted Scouts are sometimes used for special purpose missions in the Campaign Game. See the Mission Briefing for details. In Multiplayer Games, Scouts can be used to "spy" on enemy structures to gain information about their colony. Move the scout adjacent to an enemy structure and wait a moment for a report.

Common Metals Cost	low	Rare Metals Cost	none
Build Time	short	Track Type	wheeled
Hit Points	low	Speed	very fast
Armor	none		

Commands (not always available): Move, Stop, Transfer, Self-Destruct.

Spider



### Spider

Spiders are available only to Plymouth and are constructed at the Arachnid Factory rather than the Vehicle Factory. They can field-repair any vehicle up to one-half of its original hit points and structures up to their full hit points, using Common Metals (and Rare Metals, if the item being repaired cost Rare Metals to build) in the process. Spiders can also reprogram enemy units that are disabled by EMP weapons, capturing them for use by the Spiders' colony. **NOTE:** Spiders are not affected by the EMP weapon.

Common Metals Cost	low	Rare Metals Cost	none
Build Time	very short	Track Type	legged
Hit Points	very low	Speed	very fast
Armor	none		

Commands (not always available): Move, Stop, Repair, Reprogram, Transfer, Self-Destruct.

### Scorpion

Scorpion



Scorpions are available only to Plymouth and are constructed at the Arachnid Factory rather than the Vehicle Factory. They are equipped with a small beam weapon, and do not use the regular weapons turrets. **NOTE:** Scorpions are not affected by the EMP weapon.

Common Metals Cost	low	Rare Metals Cost	none
Build Time	short	Track Type	legged
Hit Points	low	Speed	fast
Armor	light		

Commands (not always available): Move, Stop, Patrol, Attack, Guard, Stand Ground, Transfer, Self-Destruct.

Weapons

**Acid Cloud**

Eden Acid Cloud



The Acid Cloud weapon launches a grenade that pours out a cloud of acid which continually does damage to any target within the cloud. The cloud disperses after a short period of time. **NOTE:** This weapon is available only to Eden.

<b>Common Metals Cost</b>	very high	<b>Rare Metals Cost</b>	very low
<b>Area of Effect</b>	medium	<b>Range</b>	long
<b>Rate of Fire</b>	medium	<b>Concussion Damage</b>	low
<b>Penetration Damage</b>	low		

**Electromagnetic Pulse (EMP)**

EMP



The EMP weapon fires a grenade that does no damage, but disables vehicle and structures for a period of time. **NOTE:** Vehicles disabled by EMP may be reprogrammed by Plymouth Spiders.

<b>Common Metals Cost</b>	very high	<b>Rare Metals Cost</b>	none
<b>Area of Effect</b>	medium	<b>Range</b>	medium
<b>Rate of Fire</b>	medium	<b>Concussion Damage</b>	NA
<b>Penetration Damage</b>	NA		

**Electrostatic Grenade (ESG)**

Plymouth ESG



The ESG weapon fires a grenade that in turn sprays smaller projectiles over an area. These mines discharge an electric shock into any enemy unit that drives over them; friendly units are not affected. The mines lose power and become inert after a short period of time. **NOTE:** This weapon is available only to Plymouth.

<b>Common Metals Cost</b>	very high	<b>Rare Metals Cost</b>	very low
<b>Area of Effect</b>	medium	<b>Range</b>	long
<b>Rate of Fire</b>	very low	<b>Concussion Damage</b>	medium
<b>Penetration Damage</b>	medium		

**Laser**

Eden Laser



The Laser is the first weapon Eden develops. **NOTE:** This weapon is available only to Eden.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Area of Effect</b>	very small	<b>Range</b>	short
<b>Rate of Fire</b>	very high	<b>Concussion Damage</b>	none
<b>Penetration Damage</b>	low		

**Microwave**

Plymouth Microwave



The Microwave is a beam weapon similar to the Laser. It is the first weapon Plymouth develops. **NOTE:** This weapon is available only to Plymouth.

<b>Common Metals Cost</b>	medium	<b>Rare Metals Cost</b>	none
<b>Area of Effect</b>	very small	<b>Range</b>	short
<b>Rate of Fire</b>	very high	<b>Concussion Damage</b>	low
<b>Penetration Damage</b>	low		

### Rail Gun

Eden Rail Gun



The Rail Gun uses electromagnetic propulsion to fire a projectile at high speed. **NOTE:** This weapon is available only to Eden.

Common Metals Cost	high	Rare Metals Cost	none
Area of Effect	very small	Range	long
Rate of Fire	medium	Concussion Damage	medium
Penetration Damage	medium		

### Rocket Propelled Grenade (RPG)

Plymouth RPG



The RPG fires an explosive projectile. **NOTE:** This weapon is available only to Plymouth.

Common Metals Cost	high	Rare Metals Cost	none
Area of Effect	very small	Range	long
Rate of Fire	very high	Concussion Damage	medium
Penetration Damage	low		

### Starflare

StarFlare



The Starflare is a self-destruct weapon; the combat chassis or Guard Post carrying it is destroyed when the weapon is fired.

Common Metals Cost	high	Rare Metals Cost	none
Area of Effect	large	Range	NA
Rate of Fire	NA	Concussion Damage	high
Penetration Damage	very high		

### StickyFoam

Plymouth StickyFoam



The StickyFoam weapon is a grenade that bursts into a strong adhesive foam that does some damage and immobilizes the target for a period of time. **NOTE:** This weapon is available only to Plymouth.

Common Metals Cost	medium	Rare Metals Cost	none
Area of Effect	small	Range	medium
Rate of Fire	high	Concussion Damage	none
Penetration Damage	low		

### Supernova

Plymouth Supernova



The Supernova is a more powerful version of the Starflare. It is a self-destruct weapon; the combat chassis or Guard Post carrying it is destroyed when the weapon is fired. **NOTE:** This weapon is available only to Plymouth.

Common Metals Cost	very high	Rare Metals Cost	very low
Area of Effect	very large	Range	NA
Rate of Fire	NA	Concussion Damage	very high
Penetration Damage	very high		

### Thor's Hammer

Eden Thor's Hammer



Thor's Hammer discharges high-voltage electricity into its target. **NOTE:** This weapon is available only to Eden.

Common Metals Cost	very high	Rare Metals Cost	low
Area of Effect	small	Range	very long
Rate of Fire	medium	Concussion Damage	none
Penetration Damage	high		

# END NOTES

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