

**STAR TREK:
THE NEXT GENERATION®**

**BIRTH OF THE
FEDERATION™**

**TUTORIAL
GUIDE**

INTRODUCTION

Learn how to play *Star Trek: The Next Generation Birth of the Federation* by first playing the four tutorial saved games. Playing as the Romulan Star Empire, you will learn how to play the game during its different stages. The saved games (labeled “Tutorial #1,” “Tutorial #2,” “Tutorial #3” and “Tutorial #4”) can be found in the Load Game menu.

We strongly recommended that you play these four games in the listed order as each tutorial builds on the previous. In addition, we recommend that you print out this tutorial guide and read it as you proceed through these tutorials.

HOW TO LOAD THE TUTORIALS

Click the Load Game button on the Main Menu, which is the first screen you see after the opening movie. To start with Tutorial #1, click on the saved game slot marked “Tutorial #1.” Then click the Accept button to start that tutorial.



TUTORIAL #1

Tutorial #1 starts at the Main Galactic screen. At the beginning of this tutorial, two ships (a scout and a colony ship) are in orbit over Romulus, the Romulan homeworld. At the top left corner of the screen, you can see that your Romulan empire has 3,000 credits in the treasury and has enough surplus dilithium to build one ship at a time.

Note that any order you give in the game can be changed or canceled—up until you click the Turn button, at which point whatever orders you have given will be carried out.

SELECTING SECTORS AND SHIPS

During these tutorials, you will frequently be asked to “select” sectors or starships. This is a fairly simple process in both cases.

To select a sector, click on one of the squares in the map. As you move your cursor over the map, text at the top of the screen tells you the ownership of the sector (which will be “Unexplored” for now), the grid location (a letter and a number) and your current scan strength in that sector. When you click on a sector, an orange box surrounds the sector to indicate that it has been selected.

Over the Romulus sector is a small Romulan icon. This represents the presence of Romulan ships in the sector. To select a starship, you must first select the sector that contains the starship by clicking on it. The Task Forces panel (at the left side of the screen) then shows a list of ships in that sector. Click on a ship’s icon to select that ship. A set of brackets will surround the icon to indicate that it is selected.



Note: it is possible to select a ship directly by clicking on its icon on the map.

MOVING YOUR SHIPS

Most sectors are hidden when you first start the game—this is because you have not yet visited or scanned these sectors. You can explore these sectors by moving your scout ship. To do this, select Romulus and then select the scout ship.

A red outline marks the outer limit of the scout's range. This same red outline appears on the map when no ship is selected, along with green and yellow outlines. These outlines show the range limits for ships: green for short, yellow for medium and red for long range. As you move the cursor around the map, a series of arrows shows the path that the ship will take to the cursor's location. At the top of the screen, additional text informs you how long it will take to move to that sector.



Begin your exploration by clicking on sector m5 to set a course for that sector. The arrows will turn green, and the ship will move along that path (one sector at a time since you have a basic scout) when you click the Turn button.

As your ship moves through space, it may encounter other ships. When this occurs, a dialog box will appear between turns to indicate

the encounter with three buttons: Fight, Auto and Hail. For now, click “Hail” whenever you see this dialog box. (Tactical Combat will be discussed in Tutorial #4.)

You need to click the Turn button twice before your scout reaches sector m5. When it arrives, select the sector by clicking on it. Notice that the system’s name is Melina and that it contains three planets. To examine the planets, move your cursor over the corresponding icons at the bottom of the screen. The planet data will appear to the left.

These three planets will provide enough space for 235 population units when they are all terraformed. Terraforming and colonization are accomplished with a colony ship. To move your colony ship to the Melina system, follow the same procedure as you did above for the scout ship. The map outline is yellow because the colony ship has only medium range. You need to click the Turn button twice after the course is set before the colony ship will arrive.

When your colony ship arrives, you can either colonize immediately or terraform more planets first. Let’s terraform a planet first and then colonize.



TERRAFORMING PLANETS

To terraform planets, make sure that you have moved your colony ship to the Melina system. Select the Melina system and then select the colony ship. (Remember: a ship is selected when brackets appear around the ship’s icon in the Task Forces panel.) When the ship is selected, the Orders button appears in the bottom left corner of the screen. Click it to display a list of orders. Click the Terraform button to order the colony ship to terraform planets.

The computer voice will prompt you to select a planet to terraform. In the lower right-hand corner, click on Melina III (the large white planet) to select it for terraforming.

Once a planet has been selected, click the Turn button to begin terraforming. You need to click the Turn button several times before terraforming is completed. During terraforming, you may have encounters with other ships. If this happens, click the Hail button. (Tactical combat will be discussed in detail in Tutorial #4.)



As the planet is terraformed, the letter beneath the planet designating its class will turn yellow. This indicates a planet that is partially terraformed. The colors of these letters are important because they give you a quick way to tell if a system can be colonized. In order to be colonized, a system must have at least one planet with a green class letter, indicating that it is either Terran or terraformed—and therefore habitable.

When terraforming is complete, the Summary window will notify you. (The Summary Window will be discussed in Tutorial #2.) For now, click the Close button. Note that the letter beneath Melina III is now green.



COLONIZING SYSTEMS

To colonize the system, make sure Melina is still selected and select the colony ship. Click on the Orders button again. Click the Colonize button to order this ship to colonize this system. You cannot colonize individual planets—colonization includes the entire system.



Click the Turn button to proceed with making the Melina system a colony of the Romulan Star Empire. The sector's name on the map is now in green along with the sector itself and several sectors between Romulus and Melina. This color indicates territorial control; these sectors are now considered Romulan space.



Your colony ship is dismantled to create the colony. Later, when you have other colony ships, you can move them to this system to finish terraforming the planets. This will occur in later tutorials.

MANAGING YOUR ECONOMY

Now that you've learned how to move ships, it's time to manage your economy. This is normally handled at the Solar System screen. Let's start with Romulus by clicking on its sector.

The best way to switch between the interface screens is to use the Marker window. Right-click at any time to display the Marker window. Then click the top right button to switch to the Solar System screen.

Initially, you will see the Build List—but before building, it's best to review the resources you have. Click the Production button at the left side of the screen to review and adjust worker assignments. You currently have 7 Organics Plants, 15 Fabricators, 4 Gravitic Turbines, 8 Intel Centers and 6 Laboratories on Romulus.

Next to each of these resources is a slider. Each block on the slider represents a structure of the appropriate type. If the block is lit, that structure is being operated by your population. Click the arrows at the ends of the slider to increase or decrease the number of workers

for that resource. Click the left arrow to shift 10 population units (one lit block) to the labor pool (at the bottom of the window). Click the right arrow to shift 10 population units from the labor pool to this task, if there are unoccupied structures (unlit blocks).

The Labor Pool bar has no arrows. If the Labor Pool bar has no lit blocks, this means that there is no unemployment; if there are lit blocks, this means there are workers available who have not been assigned to any tasks. When there is no unemployment, you must remove workers from one task in order to assign them to another.

Let's practice assigning workers by moving two workers from the Gravitic Turbines to the Intel Centers. Click the left arrow on the slider beside your four Gravitic Turbines twice to move two blocks to the



Labor Pool. Now click the right arrow on the slider beside your eight Intel Centers to move these workers here.

Note that as you move workers, the numbers above the sliders change to reflect the new output levels. If a number turns red, this means that production of that commodity is insufficient. For example, let's remove a worker from the Organics Plants. This brings food production below the minimum level, and your food output level turns red. *Red text always indicates a shortage.* Be sure to put this worker back, or some of your people will starve to death on the next turn.



Romulus is well-developed, but your new colony isn't. To view the Melina colony, click the Systems button at the top of the screen and select "Melina" from the list. The Solar System screen will now show the Melina system.

The Melina system is very small. It has two farms and nothing else. According to the "Max Pop" indicator (in the bottom left-hand corner), this system already has enough room for 165 people. This means Melina will eventually need at least 16 structures to keep everyone busy.

BUILDING STRUCTURES

To build structures, click the Build List button at the left side of the screen to display a list of structures that can be built in the Melina system. Let's click "Mark I Organics Plant"

twice and “Mark I Fabricator” twice. As you click these structures, they appear in the Build Queue on the right side of the screen. The structures will be built in the order in which they appear.

Along with the structures that can be built, the Build List shows the number of turns required to build them. Construction happens during turn processing. To begin construction, right-click anywhere to bring up the Marker window, click the top button to go to the Main Galactic screen and click the Turn button.

The Melina colony has a low industrial output, which means these structures will take several turns to build. You can accelerate construction by using the Buy button, which is described in detail in Tutorial #2.

Congratulations! You have reached the end of Tutorial #1.



TUTORIAL #2

To load Tutorial #2, right-click to display the Marker window and click the bottom button. Click the Load Game button from the Main Menu and select "Tutorial #2" from the list of saved games.

This tutorial also starts at the Main Galactic screen. At the top left corner of the screen, you can see that your Romulan empire has 1,198 credits in the treasury and has enough surplus dilithium to build one ship at a time.

DIPLMACY

The Pakleds have offered you a Friendship treaty. To read and respond to their proposal, right-click to call up the Marker window. Click the bottom left button to bring up the Diplomacy screen.



Since you just received this proposal, you are automatically in Event mode. This mode is used to view diplomatic messages you have received. The buttons at the left side of the screen are used to change modes: Active lists active treaties involving your empire, Propose is used to propose new treaties, and Race Info is used to view reference material on races you have encountered. For now, stay in Event mode.

The proposed Friendship treaty is of indefinite length and will allow you to establish trade with the Pakleds.

There are three things you can do with this proposal:

1. *You can accept it by clicking the Accept button.*
2. *You can reject it by clicking the Reject button.*
3. *You can ignore it by leaving this screen.*

Your decision will be final when you end this turn. Click the Accept button and then right-click to call up the Marker window. Click the top button to return to the Main Galactic screen. Click the Turn button to send your diplomatic response to the Pakleds.

THE SUMMARY WINDOW

Since you accepted the Pakled proposal and clicked the Turn button, the Summary window will appear which tells you what happened during your turn. This window will appear whenever anything happens to a race you have encountered. Click the Summary button in the top left corner of the screen to bring up the Summary window at any time.

The Summary window has three modes: Events (provides up-to-date information on events), Relationships (shows current treaties) and Systems (shows vital statistics of systems you control). When you're finished, click the Close button to close the Summary window.



As you play the game, the Summary window will appear more frequently. It will describe many events that are not addressed by this tutorial. For now, click the Close button whenever the Summary window appears unexpectedly.

ESTABLISHING A TRADE ROUTE

Now that you have accepted a Friendship treaty with the Pakleds, you can establish a trade route with them from Romulus. Select the Romulus system. Now, click on the Economic button at the bottom of the Galactic Map to switch the map display to Economic mode. Note that your starships are no longer displayed; they are visible only in Military mode. At the left side of the screen, the Trade Routes panel now appears in place of the Task Forces panel. This panel lists available trade routes.

At the moment, Pakled is too far from Romulus to be visible on the screen. To see more of the Galactic Map, click the Map button at the bottom of the map and select Large Map.



To assign the trade route, select an Unassigned icon in the Trade Routes panel. Now move the cursor to Pakled in sector m10. As you move the cursor, a red line connects your cursor to Romulus. The red line will turn yellow when you move to Pakled. Click the Pakled system to assign the trade route and the line will turn green.

Click the Turn button to end this turn. When the next turn begins, you will notice that your treasury income has gone up significantly: from

+99 to +121 credits per turn. (This info appears in the top left corner of the screen.) On the Trade Routes panel, the text beside the trade route icon now informs you of your trade revenue (“Credits 22”).

Click the Military button (at the bottom of the map) to return the map to Military mode and resume control of your starships.

CHANGING YOUR MAP DISPLAY

To change the displayed map information, click the Overlay button. A menu of display options appears. Options that are lit are displayed in the current map mode, and unlit options are not displayed.

For example, click the System Names button, which is currently lit. The button will become unlit, and system names on the map will disappear. Click the System Names button again. The button will become lit, and system names on the map will reappear.

To exit the Overlay menu, click outside of the menu. Your choices apply only to the current map mode; when you switch the Galactic Map to Economic mode, it will use the stored settings for Economic mode.

PROPOSING A TREATY

You can propose Friendship treaties to other races, such as the Anticans in sector m4. To propose a treaty, return to the Diplomacy screen (click the bottom left button of the Marker window). The Diplomacy screen should be in Propose mode; if not, click the Propose button on the left. Select the Anticans from the list of available races at the bottom of the screen. Then click the Friendship button at the top of the screen.



You can change the diplomatic tone of your proposal using the Change Tone button. As you click this button, the text of the proposal changes to reflect the attitude you wish to project. Click this button repeatedly to cycle through the available options.

Note that this screen has a Cancel button as well. You can use the Cancel button at any time to discard your proposal. To start over, click the Friendship button again at the top of the screen.

You can attach a gift to the proposal by clicking the arrows next to "Credit Payment." Click the right arrow to increase the amount of your gift or the left arrow to decrease it. The available amounts are chosen by your diplomats based on what they feel will be effective, but you can never give more than you have. These credits are paid only if the treaty is accepted. Set the size of the payment as high as you can and click the Send button.



Click the top button of the Marker window to return to the Main Galactic screen. Then click the Turn button to send your proposal to the Anticans.

Your proposal has been sent, and the Anticans are preparing their response. To see how they respond to your proposal, click the Turn button again. The Summary window will appear to inform you of their response. If the Anticans accept the treaty, you can establish another trade route. If they reject it, at least you will still have the credits which were offered as a payment.

EXTENDING YOUR SHIPS' RANGE

Your starships' range is limited because their only source of supplies and fuel is the shipyard on Romulus. To extend their range, you can build another shipyard or construct an outpost.

BUILDING A SHIPYARD

The fastest way to extend the range of your ships is to build another shipyard. You can do this in the Melina system. Select the Melina system and switch to the Solar System screen (by clicking the top right button in the Marker window). Click the Build List button on the left side. Click on "Imperial Shipyard" from the Build List to add it to the Build Queue.

Since the Melina system is still in its infancy, construction will take a very long time. Since you have plenty of credits, however, construction can be completed in *one* turn if you just buy the shipyard. To do this, click the Buy button on the right side of the screen.



The Buy dialog box will appear to confirm your choice. Click the Buy button, and credits will be allocated for the purchase. The shipyard will be constructed when this turn's orders are processed. To process the turn, you must return to the Main Galactic screen (by clicking the top button in the Marker window) and then click the Turn button.

MANAGING STRUCTURES

Click the Military button to change the map display to Military mode. Notice that the red, yellow and green outlines on the Galactic Map are larger now. This reflects the enhanced range of your starships and

indicates that the Melina shipyard is active. Return to the Solar System screen (by clicking the top right button in the Marker window). Make sure you are viewing the Melina system—use the Systems button at the top of the screen if you aren't.

Since the Imperial Shipyard is a special structure, it is not displayed in the Production view. Click the Structures button on the left side of the screen to see what other special structures have been built on Melina. According to the list, Melina has a set of Wind Turbines which provide extra energy—enough to run the Imperial Shipyard, which explains why it is active.

Now click on the Energy button at the left side of the screen to manage your energy use on Melina. The Imperial Shipyard is displayed under “Defense.” The number beneath the icon indicates the energy

cost of the shipyard, and its color (white) indicates that it is active.

The shipyard draws a lot of power, and it will be a long time before ships can be built on Melina anyway. Click on the icon to switch off the Imperial Shipyard. A dialog box will appear to confirm your action and warn you of the potential consequences.



If you choose No, the shipyard will remain powered and the ranges of starships will be unaffected. If you click Yes, the shipyard will be switched off. Click the Yes button. Use the Marker window to return to the Main Galactic screen and then click the Turn button.

Note that your range has again been reduced to its previous level. Shipyards only enhance your ships' range when they are powered.

BUILDING AN OUTPOST

To build an outpost, select your troop transport in the Romulus sector and move it to the Melina system (in sector m5). (For details on moving ships, refer to Tutorial #1.)

Click the Turn button twice. When the troop transport arrives (in 2 turns), select the ship again (now in the Melina system). Click the Orders button in the bottom left corner and click the Build Outpost button.

Since your outpost will be constructed in approximately 4 turns, you will have to click the Turn button at least 4 times before it is finished. During these 4 turns, other events may occur—but ignore them for now. In the last step of construction, the troop transport's systems and crew are transferred to the outpost.



The Summary window will notify you when the outpost is completed. When the outpost is finished, notice that your ships' range has again been extended around the Melina system. This time, the outpost is doing the work (not the Imperial Shipyard).

Later in the game, when your technology is more advanced, you can upgrade your outpost to a starbase using this same procedure. Another transport ship will be transferred to the starbase as part of the upgrade.

UPGRADING YOUR STRUCTURES



Return to the Solar System screen (by clicking the top right button in the Marker window) to view the Melina system. Select the Production button on the left.

The Melina colony currently has 4 Mark I Organics Plants. Upgrading them to Mark II Organics plants will increase their production by 5 food units per plant. To upgrade the Organics Plants, click the Build List button and then click on “Upgrade to Mark II Organics Plant.”

This upgrade will take a long time, since Melina still doesn't have a lot of industry. Construction can be completed in a single turn, however, using the Buy button in the same way as it did for the shipyard. (Refer to the procedure above under “Building a Shipyard.”) Return to the Main



Galactic screen (by clicking the top button in the Marker window) and then click the Turn button. Return to the Solar System screen (by clicking the top right button in the Marker window) and then click the Production button. Notice that the Organics Plants on Melina are now Mark II Organics Plants and have a higher total product.

SCRAPPING YOUR STRUCTURES

Since the Wind Turbines on Melina provide enough power for the shipyard and no other structures on Melina require power, you may wish to scrap the Gravitic Turbine. If you wish to do this, click the Structures button on the left side of the screen to display a list of the structures on Melina.

Click on the icon for the Mark II Gravitic Turbine to scrap it. A dialog box will ask you to confirm your action. If you scrap the structure, you will receive some extra credits when you click the Turn button, reflecting the value of salvaged and recycled materials from the turbine. If you choose No, the structure will be unaffected. Although scrapping the turbine might be a good idea in the future, it isn't right now so click the No button.

If you clicked Yes, you can cancel the scrap order by returning to this screen and repeating the above procedure. This must be done before you click the Turn button.

Congratulations! You have reached the end of Tutorial #2.



TUTORIAL #3

To load Tutorial #3, right-click to display the Marker window and click the bottom button. Click the Load Game button from the Main Menu and select "Tutorial #3" from the list of saved games.

At the top left corner of the Main Galactic screen, you can see that the Romulan empire has 1,602 credits in the treasury and has enough surplus dilithium to build one ship at a time.

DIPLMATIC DEMANDS



The Cardassians have issued a demand to you. To examine their demand, bring up the Diplomacy screen by clicking the bottom left button in the Marker window. The Cardassians are demanding the cession of disputed territories. The two disputed territories (sectors n6 and o5, near Bazar) are between Romulus and Cardassia. If you accept this proposal, these territories will be regarded as Cardassian. If you reject it, these areas will remain contested, but the Cardassians will be unhappy and might not continue their treaty with your empire. Click the Accept button to agree to the demand.

To review your current treaty with the Cardassians, click the Active button on the left side of the screen. Since the Cardassians were



selected in Event mode, they are automatically selected here as well. The Friendship treaty means that Romulan ships can't enter Cardassian space, and Cardassian ships can't enter Romulan space. Neither empire can enter the contested sectors.

If you did not have a treaty with the Cardassians, they would not appear in the race list at the bottom of the screen in this mode.

Use the Marker window to return to the Main Galactic screen by clicking the top button. Then click the Turn button to send your response to the Cardassians. The two striped sectors (n6 and o5) are now purple, reflecting their new status as Cardassian sectors.

REDEPLOYING STARSHIPS

This would be a good time to build a defensive outpost over Romulus. The procedure for building an outpost is described in Tutorial #2. This time, however, you will merge three troop transports into a single task force to accelerate construction.

To form the task force, select one of the troop transports in the Task Forces panel. Then click the Redeploy button in the lower left corner to bring up the Redeploy window. Two of the troop transports are displayed in the top window; the one you have selected appears at the bottom of the screen (in place of the Solar System Info window).

Click on the two extra troop transports. As you click on them, they are moved to the bottom panel along with the first ship. When all three ships are in the bottom panel, click the Done button (in the bot-



tom left corner) to return to the Main Galactic screen. The Task Forces panel now shows a single icon representing the task force, which contains all three ships.

BUILDING STARSHIPS

To build more starships on Romulus, first view Romulus in the Solar System screen (by clicking the top right button in the Marker window). If Romulus isn't displayed, use the Systems button to select it. Click the Shipbuilding button to see what starships are available for construction. Move your cursor over each starship type to see their relative strengths, weaknesses and costs.

Click on the Cruiser to build it. This is the heaviest warship available to you at this time. It will take several turns to build. If you can't afford to buy it right away, leave it in the Build Queue for now. You can buy it later when the construction is partially completed.

DIPLOMACY WITH RIVAL EMPIRES

If you plan to go to war with Cardassia, then you should protect yourself by securing peace with the Klingons. Go to the Diplomacy screen by clicking the bottom left button in the Marker window. Select the Klingons at the bottom of the screen. Then click the Peace Treaty button and select "Non-Aggression" from the top of the treaty window. You can offer the treaty for 25, 50 or 100 turns—or make it Indefinite. Since you don't currently have a treaty with the Klingons, start with a treaty which is generous and brief: leave the Duration at 25 turns and use the right arrow next to "Credit Payment" to include a gift in the proposal.





When you are ready to proceed, click the Send button. Return to the Main Galactic window (by clicking the top button in the Marker window) and then click the Turn button to send your proposal to the Klingons. To see their response, click the Turn button again.

Congratulations! You have reached the end of Tutorial #3.

TUTORIAL #4

To load Tutorial #4, right-click to display the Marker window and click the bottom button. Click the Load Game button from the Main Menu and select “Tutorial #4” from the list of saved games.

At the top left corner of the Main Galactic screen, you can see that the Romulan empire has 2,104 credits in the treasury and has no surplus dilithium. Note that the per-turn income is negative and therefore red. This will be explained under “Maintenance Costs” below.

Romulus has no surplus dilithium because it is busy constructing ships. There is enough dilithium to supply the shipyard on Romulus, but not for another.

You can see on the Galactic Map that there are two troop transports, four destroyers and two cruisers in the Melina system, which are headed for Benzar. There are also two destroyers in the Harrakis system, which are also headed for Benzar. The Benzar system has a small fleet of Cardassian destroyers.



DECLARING WAR

The Cardassians broke the Friendship treaty, but war has not yet been declared. Your ships are about to enter Cardassian space to free the Benzites from Cardassian rule—but you cannot attack a system until war is declared. To declare war, go to the Diplomacy screen, click the Propose button, select the Cardassians and click



the Declare War button at the top of the screen. Now click the Send button. Return to the Main Galactic screen and click the Turn button to send the declaration of war.

Since Cardassian ships are over Benzar, there will be a battle after you click the Turn button. The Encounter dialog box will inform you that you face Fast Attack ships with two Command ships (your cruisers), six Fast Attack ships (your



destroyers) and two Non-Combatant ships (your troop transports). Click the Fight button to start tactical combat.

TACTICAL COMBAT

Tactical Combat is divided into shorter Tactical turns, each of which represents approximately 15 seconds. Between Tactical turns, you can give orders to your ships, select targets and review footage of previous turns.

On the screen are three yellow ships (the Cardassians) facing 10 green ships (yours). To see these ships in more detail, press the **I** and **O** keys to zoom in and out. Your ships are in three groups: Non-Combatant, Fast Attack and Command.

Move your mouse cursor over a ship to display its name and other information on the left side of the screen.

Click on one of your Non-Combatant ships (such as the RNS Transport B) to bring up a menu that lists the possible orders. Note that most orders start with “Group,” meaning you are giving orders to all Non-Combatant ships, not just the one you clicked. (“Select Ship” would allow you to give orders to just one ship, but that’s not necessary in this fight.) Click “Group Retreat” to order these ships to retreat. They will leave the combat but remain in the sector as long as your other ships are still fighting. If you win the combat, they will remain in the sector.

Now click on one of your Fast Attack ships (such as the RNS Beetle A). A similar menu will appear with more options. Your Fast Attack ships have weapons and therefore can attack. Click “Group Charge” to order them to attack the enemy at close range. Your cursor will change to a set of cross hairs. Now click on one of the Cardassian ships to select its group as the target of your Charge order. Your cursor will return to normal, and you will hear a brief voice confirmation of your orders. (If you did not hear this voice, the orders have not been received; repeat the procedure until you hear the voice.)

Finally, click on one of your Command ships (such as the RNS Osprey A). This menu is the longest of all—the cruisers have advanced weapons which can be fired at greater range. Click “Group Assault” to order them to attack the enemy at long range. Your cursor will change to cross hairs, just as it did for the destroyers. Now click on one of the Cardassian ships to select its group as the target of your Assault order. Your cursor will return to normal, and you will hear a brief voice confirmation of your orders. (If you did not hear this voice, the orders have not been received; repeat the procedure until you hear the voice.)

Your ships now have their orders. To see the results, click the Turn button.

After the first turn, some ships will be damaged on both sides and some ships might already be destroyed—but the battle may not be over yet. Your previous orders will still do just fine; click the Turn button again. Your



ships outnumber those of Cardassia by such a margin that victory is assured; keep clicking the Turn button until the last Cardassian ship explodes in a ball of purple fire. When this happens, the Turn button will be replaced with an End button. Click the End button when you are ready to leave Tactical Combat and return to the strategic portion of the game.

ATTACKING A SYSTEM

Your ships have gathered over Benzar and crushed the pathetic resistance of the Cardassians. Benzar is a minor race world which has been subjugated by the Cardassians. To liberate the Benzites, you must order your ships to attack Benzar.

In the Benzar system, select one of the troop transports and click the Orders button. Click the Attack System order. A dialog box will ask you whether you wish to liberate the Benzites from Cardassian rule.



If you choose Yes, this troop transport will be on a mission to free the Benzites. If you choose No, this transport will attempt to conquer the system for Romulus. The Benzites would certainly prefer it if you play nice so click the Yes button. Now select the other troop transports and give them the same orders.

At the bottom left corner of the screen, you can see information on the Benzar system, including its current and maximum population, its growth rate and the number of orbital batteries present. “?/1” means that you don’t know how many orbital batteries are powered, but you know at least one such battery is present. Just in case this battery is powered, order the task force containing four destroyers to attack the system as well. You will not be asked whether you intend to liberate or subjugate Benzar, since the destroyers have no ground troops to deploy.

When these ships are all ordered to attack Bizar, click the Turn button to see the results of your combat. With any luck, you should see a dialog box describing the glorious liberation of Bizar.

MAINTENANCE COSTS

In the top left corner of the Main Galactic screen, you can see the current income of your empire (beneath the credit reserve). Your fleet is now so large that its support costs exceed your tax revenues. This makes your income negative, which is why the number is red.

The cost of maintaining your ships is normally absorbed by your empire's economy and is invisible to you. If you build a larger military than your population can support, however, the excess costs must be paid from your treasury. For most races, the limit of "free" maintenance is equal to your empire's total population.

If you build another ship, your per-turn income will decrease according to the maintenance cost of that ship; if you lose a ship in battle, your per-turn income will increase accordingly. You can continue to build ships as long as you have sufficient funds to support them, but doing so will gradually reduce your credit reserve—and eventually will bankrupt your empire.

To see the costs of the ships you have built and are building, select Romulus and go to the Solar System screen. Click the Shipbuilding button at the left side of the screen. As you browse through the ships in the middle window, their maintenance costs will be shown along with their armaments and other statistics.



RESEARCH

The Romulan Star Empire has been busily researching new technologies. To review your progress, click the top left button in the Marker window to go to the Technology screen. Progress has been made in all six fields, but all of your tech levels are still at level 3—which is where they started in this game. Research might progress faster in some fields if you focused your efforts on them, but which fields are most needed?

To find out, click the Object Database button on the left side of the screen to review objects in the game and see their technical requirements. The objects are sorted according to six categories: Research, Development, Food, Energy, Defense and Ships. Use these six category headers and their lists to look up information on virtually every object in the game.

For example, under the Research header, you can find data on the Astrophysics Academy. This special structure accelerates Energy research. This structure requires Energy 4, which is only one technology level ahead of your current state.

If you focus Research points on Energy, you can reach this next level more quickly. To do this, click the Management button at the left to manage research allocations. Then use the Energy slider (at the top right) to increase your allocation to Energy. You can change these allocations as often as you like. Research points are distributed according to their settings at the end of each turn. You can set the allocations at any level from 0% to 100%, but the total of the six allocations will always be 100%.

For practice, set Energy to 50% of your total output. To do this, first click near the middle of the Energy slider. This will set Energy research to approximately 50% (probably a little higher or lower, depending on your precise cursor position). Now fine-tune the amount by increasing or decreasing the amount by clicking on the left and right arrows.



Note that each slider has a lock beside it, which opens and closes when you click it. When the lock is closed, the allocation won't change when you alter other values. When the lock is open, the value is adjustable.

For practice, lock the Energy allocation. Now adjust Weapons research to 18%. The other values will drop as you do this, but Energy will stay at 50% because it is locked.

INTELLIGENCE

This is also a good time to review your Intelligence resources. Click the bottom right button in the Marker window to switch to the Intelligence screen. According to the Management part of the screen, you have 80% of your Intelligence effort devoted to Internal Security and 5% each devoted to Cardassian Espionage, Cardassian Sabotage, Klingon Espionage and Klingon Sabotage. If you want peace with the Klingons, it might help if you focus your efforts on the Cardassians.

Each slider on this screen represents an intelligence activity; there are up to nine total sliders (Espionage and Sabotage sliders for each of the four rival empires and one for Internal Security). These sliders work similarly to those in the Research screen. You can click on a point in a slider to allocate points quickly, or use the arrows at each end to fine-tune them one point at a time. These sliders have locks like the ones on the Research screen; locked values do not change when other values are adjusted.

Note that there is no lock icon next to the Internal Security slider. This value is always considered locked when other values are adjusted. You can only change your Internal Security level by directly changing its slider. Adjusting Espionage and Sabotage sliders will never change your Internal Security commitment.





For practice, set Internal Security to 70% and devote the remaining 30% to Cardassia. To do this, you must first use the left arrow on the Internal Security slider to decrease the Internal Security allocation to 70%. When this is done, click in the middle of one of the Cardassian sliders to set this allocation to 30%. Then set the rest to 0%. Click the locks on the Klingon sliders to ensure that no resources are targeted at the Klingons.

Now, use the arrows on the Cardassian slider to balance the two amounts. When they are both at 15%, you will have a budget that commits a balanced force to Cardassia.

Above the Cardassian sliders are four buttons: General, Economic, Science and Military. These buttons designate a focus for your anti-Cardassian agents. (Identical buttons appear in the Klingon section for anti-Klingon agents.) Since you are at war with Cardassia, you are more interested in their military affairs. Click the Military button to

focus your agents on military matters. In more peaceful times, you might want to focus on Science or the Economy, or even allow a General (unfocused) effort.

CONCLUSION

This concludes the tutorials for *Star Trek: The Next Generation Birth of the Federation*. In these tutorials, all critical aspects of the game have been explored. With this information, you are ready to play the game for yourself. Enjoy!