I n terstel Corporation

presents

ARMADA 2525

Version 1.0

for I B M & Compatibles

by
R.T.Smith

ARMADA 2525

WARNING

This program was designed by R.T. Smith. It is published by Interstel under exclusive license.

Comments about this program or documentation should be sent to:

Interstel Corporation
P.O.Box 57825
Webster, TX 77598

Tel : (713)946-7676

Printed in the United States of America, Earth, Sol System.
Information in this document is subject to change without notice.

Contents

INTRODUCTION

ARMADA 2525 is a game of interstellar colonization and war for one lo six players. Each player controls the destiny of one race. Each race begins the game in control of one planet. From this base, they must spread out by colonizing nearby planets. Eventually, this will lead to conflict with neighboring races, so players will have to build and maneuver battle fleets in order to protect their territory and conquer new regions. Players must also decide on the amount of scientific research they wish to undertake, and which sciences will be researched.

BEFORE YOU START. . .

BACKING UP YOUR DISKS

Your ARMADA 2525 disks are not copy-protected, so you are encouraged to make backup copies before you use them. Just follow the disk copy instructions for your computer.

THE SECURITY SYSTEM

ARMADA 2525 is not copy-protected, but it is use-protected, requiring you to enter a word from this manual per the on-screen instructions. The following rules apply when looking up security words:

I Page # is as printed at the bottom of the page (e.g., this is page 4).

2. A line is any row with typing on it, including titles and lines in tables (e.g., lhis is line 23).

3. A word is any unbroken string of characters with a blank at either end; i.e., bexampleb, where 4 denotes a blank. Punctuation marks do not count.

4. Security words are taken from this manual; changes in any supplements are not counted.

GETTING STARTED

GAME CONTROLS

ARMADA 2525 can be played using a mouse or keyboard. If the mouse is used, the mouse has the same effect as the arrow keys. The left button registers an [ENTER] and the right button registers the [ESC] key. You will always be prompted which keys lo use at the bottom of the screen.

To select from menus, use the [UP] and [DOWN] urrow keys to move the highlighted bar, and select or change the highlighted item by pressing [ENTER] or the left mouse button.

When a quantity needs to be set, use the [RIGHT] arrow or right mouse button to increase the amount, und the [LEFT] arrow or left mouse button to decrease the amount. Press [ENTER] or highlight OK and press the left mouse button when you have set the desired amount(s).

NEW GAME OPTIONS

BEGIN NEW GAME allows you to start a new game and sends you to the next menu.

LOAD GAME allows you to resume a saved game.

QUIT allows you to exit the program.

SET PLAYERS OPTION

This menu allows you to select players and set the appropriate status.

HUMAN sets the player lo be played by a person.

COMPUTER sets the player to be played by the computer.

NEUTRAL sets the player to be played by no one.

When you have set the players as you desire, press [ENTER] or select OK with the mouse.

GAME SETTING OPTIONS

This menu allows live aspects of the game lo be changed

GAME DIFFICULTY

EASY GAME sets the computer lo not play very skillfully. This

setting is useful for people new to wargaming or if you do not want the computer lo win a multi-player game.

FAIR GAME sets lhe computer to play its usual game.

HARD GAME is the same as the fair game except the computer recognizes that human plays pose more of a threat than computer players and treats them accordingly.

VERY HARD CAME is the same as the hard game except that the computer players are given a random selection of extra items at the start of the game. If you select this option during the game, the computer will not get the extra items.

GAME LENGTH

The length of the game may be set to either 12, 16, 20, or 30 turns or it may me played "open ended". When the specified amount of turns have been completed, you will be shown a debriefing screen. You may then elect to continue the game if you wish.

HIDE OPTIONS

HIDDEN PLANETS allows players lo only be able lo see details of planets at stars they have previously visited with a ship. Those stars within nine squares of your home star are assumed to have been explored before the start of the game.

SHOW PLANETS allows all players lo see all planets on the map. This results in a faster game at the beginning since there is no need for scouting. It also makes it easier lo guess which planets are occupied by other players.

SHOW NEUTRAL BATTLES allows you to see battles that involve only computer players.

HIDE NEUTRAL BATTLES will not allow you to see battles that involve only computer players. This option makes the game harder, since you will not know how large computer fleets are or what types of ships they contain.

SOUND OPTIONS

SOUND ON turns the sound on.

SOUND OFF turns the sound off.

When you have set the options as you desire, press I ENTER⏎ or select OK with the mouse.

SET PERSONALITIES OPTIONS

This menu allows you to change the personalities of the computer players. If you skip this menu the computer will randomly select the personalities. Personalities have three different components, *tactics, strategy* and *stance.*

Tactics determine how a player conducts his forces of war. Players maybe cautious, prudent, reckless or manic.

Strategy determines the players' overall development. Players may be industrialists, technologists, ecologists, militarists, or expansionisls.

Stance determines the players diplomatic outlook. Peaceful players will keep lo themselves and will be eager to make peace if they go Lo war. 'I'hey will concentrate less on military technology than other players. Isolationist players are also quiet, but will make military preparations, and once al war will be unwilling to make peace. Defensive players arc quite prepared to go to war, but only when it suits them. Aggressive players will attack at any moderately favorable opportunity. Xenophobic players hate everybody.

BEGIN GAME

Selecting this option will allow you to proceed to the game.

GAME SEQUENCE

Armada 2525 is played in a series of turns. Each turn consists of the following phases.

Movement Phase 1
Movement Phase 2
Movement Phase 3
Movement Phase 4
Invention Phase
Production Phase
Research Phase

The sequence of events in each movement phase is as follows.

> All players give orders
> Computer carries out orders
> Ship to ship combat
> Attacks on planets

PRODUCTION

The first thing to do is to decide the production for your planet. Production is decided at the end of each turn, and before the game starts.

The screen is divided into three sections. The upper left hand window gives information on the colony, the lower left hand window shows how many build points a player has, and how many ships he can build. The right hand window shows a list of items that may be built.

At the top of the colony information window is the name of the star, together with details of the planet type (These will be explained later) Underneath are a series of icons which give the following information.

> The size of the planets population (in millions)
> The population growth rate
> The number of research centers on the planet
> The number of factories on the planet
> The number of work units stored on the planet. These are stored build points.
> The number of colony bases stored on the planet. These are used to found new colonies.
> The number of missiles on the planet. These are used to defend the planet against attacking space ships
> The bottom row shows what special items are on the planet

Since the colony has 50 (million) inhabitants and 10 factories, the player has 60 build points to spend on the items listed on the right. This list shows 10 different items together with the cost of each. Move up and down the list using the mouse or the arrow keys. Use the left and right arrow keys to (or mouse buttons) to change the number selected. Use the Fl key to get information about the highlighted item and the F2 key to bring up stats about your armada. When you have finished spending you build points, click on OK or press RETURN.

Players receive build build points on planets according to their population and number of factories. Players receive one build point for each million population, and one for each factory. However, since factories must be manned, there must be a million populalion on a planet for each factory that will count.

Production on rich planets is generally doubled, although there is a limit to the amount of production that will double. The limit for tiny planets is 40, small planets 70, and medium planets 100. Thus a tiny planet with a total of 46 production would actually count as 66 (40 doubled plus 6).

Production from factories, but not from colonists, is halved on poor planets.

Production on captured planets is halved.

Production on besieged planets is halved.

Build poinls may not be saved between turns except by building work units. Each work unit costs two build points, and may be exchanged for one build point in any later turn. They may also be transported between planets. When a planet has work units stored, they are not shown in the build point total for the planet. However, a player will be able to spend more than the total points shown, so the number left will be negative. This makes it easy to see when disposable production is being used, and when stored work units arc being consumed.

Each player is limited to 100 ships. The number left that you may build is shown below your build points total.

FOUNDING A COLONY

As your home planet has the maximum population for its size, it is important in the early stages of the game that you found new colonies to allow your people to grow.

Find a suitable planet (either TER or HAB) within nine squares of your home planet, and then move the cursor back to your home planet to load up you colonies.

Press <ENTER> or the left mouse button to bring up the menu of actions. Select "LOAD SHIPS" The display will now change to show which items may be loaded, and how many lransports you have free. You have fifteen transport at the start of the game. The "Olhcr Ships Free" line shows how many other ships with transport ability you have available. This will be zero at the start or the game, since you have not invented them yet.

GROWTH RATE

The growth rate of a colony depends on the habitability of the planet it is on, and the amount of the planet it fills. Thus small colonies will have a high growth rate whereas those that completely fill the planet will have a zero growth rate.

Note that it is not possible lo have colonies of mixed races. If you capture a planet of another player, you cannot land colonists of your own on it, without either killing the other colonists when you capture the planet, or transporting them elsewhere.

RESEARCH

A player receives 1 research point for each research center he has. These are allocated between the eight different sciences. The higher the level a player has achieved in a particular science, the more research points are required to progress to the next level. When points are first allocated the players do not gel the full benefit until the next turn. It is therefore more efficient to allocate points a few at a time over several turns than all al once.. Avoid switching between different sciences more than is absolulety necessary. Items may not be invented until a player has attained a particular level in a science. Many inventions cannot be made until the requisite level has been made in several sciences. It is not worth researching past level 6 in any science.

The eight sciences arc described below.

Weapons technology is fairly self-explanatory. Although it can be neglected in the early turns of the game, by mid game all players will need to have a reasonable investment in it if they are to defend themselves.

Construction technology reflects a players ability to undertake large scale engineering work. It is worth researching on its own if you have a rich planet, but is mainly useful in conjunction with other sciences.

Hypcrspace physics determines a players ability to move through space. Advanced hyperspace physics is needed Lo build fast ships, and to a lesser extent to build large ones. Researching this area can be particularly rewarding for players whose planets are spread over a large area. The greatest benefits are at levels four and heyond.

Force field physics is nccdcd in order LO produce some ground attack ships, and at higher levels to provide planetary defenses. Again is is necessary for building large ships

Biotechnology is mainly concerned with the development of biological warfare, but is also needed in some developments for planetology. A major research effort here can pay dividends for an offensively minded player, and so commitment. will be useful to any player for protection against biological attack.

Planetology is the science conccrncd with developing the ecology of planets. IL is useful to any player, particularly those that have few high habitability planets. It is also needed to develop the technology to be able to land colonies on DED and IRR planet types. If your research resources are thinly spread, it is safe lo ignore planetology

Information science is concerned wilh research into computers and deep space sensing technlogy One benefit to be gained from info tech is the ability to see further into space with your deep space scanners. However, computing development provides a variety of benefits and increases the efficiency of your whole fleet.

Psycho science is the science of the mind. Researching here can lead to great benefits once the higher levels are reached, but initial progress will be slow. Players are thus advised lo either make this their main area of research or to invest only a token amount.

What research strategy to adopt will depend on players individual preferences and position. Howevcr, as a rough guide, lhose conccrncd with obtaining fleet superiority must research into all of the first. four sciences. Those who are concerned with protecting their planets should research Weapons Tech, Construction Tech and Force Field I'hysics.

Directing your research towards military ends is II fairly safe policy, but sometimes players may find it beneficial to accept **temporary** military inferiority for the benefits offered by other sciences.

If you have at least five research centers on a Neutron star, you will be able to make extra neutronium inventions. These require at least level four sciences.

MOVEMENT

THE MAP

The map is a hexagonal grid representing a section of the galaxy. The large dots are stars. You can move the cursor around the map with the numeric keypad or the mouse. When you move the cursor over a star, the window below the map will show the star name and details of any planet orbiting the star.

STARS

There are six types of stars on the map. The star types do not effect play (except neutron stars). However, certain types of planets arc more likely to be found around certain types of slars.

> Yellow stars arc like our own sun and most likely to have habitable planets.

> Blue stars are hot new stars und are likely lo have rich planets.

> Red Dwarves are small stars, and since small stars live the longest, they are likely also lo be old slars. Many of their planets will thus be poor. as they will have been formed at a time when heavy elements were much scarcer in the universe.

> Red Giants are stars at the end of their life which have puffed up to become huge balls of hot gas. They will have few planets of high habitability as their inner planets will have been engulfed when the star expanded.

> White Supergiants are incredibly massive stars, with a short lifespan. Their planets will often be irradiated due to the huge energy output of the star. As they are recently formed, planets may also be rich.

> Neutron stars are the remnants of very large stars that have exploded in a supernova. The remains have contracted under the force of their own gravity, until they are no longer formed of ordinary matter, but are composed of incredibly dense neutronium. They will often have no planets at all, as they will have been deslroyed in the supernova explosion. Players with high technology levels will lind it useful to have colonies

and research stations around neutron stars. as they may be able lo use neutronium for products built there.

PLANETS

The star map is the same for each game, but the distribution of planets is different each time. Only the most important planets orbiting a star is considered to exist in the game. Some stars will have no planets at all.

There are live classes of planets.

TER	(Terran like)	These are earthlike planets that are excellent for colonization.
HAB	(Habitable)	These are planets with their own biosphere, but due to various factors such as climatic conditions or presence of poisonous minerals, they are not wholly suitable for outside life forms.
HOS	(Hostile)	These are planets with an atmosphere, but no indigenous life of their own. They can be settled, hut do not make comfortable homes.
DED	(Dead)	These are airless balls of rock.
IRR	(Irradiated)	These are planets that are too close to their sun, and thus suffer excessively from solar radiation.

The star name and planet type will be shown when you move the cursor over it. After the planet type comes its habitability rating. This is the real indication of how suitable the planet is for life. The higher it is the more pleasant is the planet, and the faster any colony you plant on it will grow. If the habitability of the planet is 2 or less, then any colony will not grow at all.

The size of the planet determines the maximum population you may place on it. At the start of the game the maximum population on each planet size is as follows.

Tiny	10
Small	30
Medium	50
Large	70
Iluge	90

However, this can he affected by player actions during the game, so you are only shown the exact size when you have a ship over the planet. Thus you will see that your home star is described as HAB 6: 50.

Planets may also he rich or poor in minerals. Rich planets are very valuable since any production on them will be at double rate. Conversely, production from factories (hut not including'colonists) on poor planets is halved.

MOVEMENT RESTRICTIONS

It is not possible to order a ship to move to any star that is more than ten squares away from one of your own colonies (not a captured one). A colony does not count as a hase for this purpose on the turn it is founded.

Ships can only be ordered when they are at stars, and can only he ordered to move between stars. Ships never stop in the space helween stars.

ORDERING SHIPS

To order ships lo move, move the cursor onto the star that has the ships to be moved. Press < ENTER > or the left mouse button to bring up the action menu. Select "Move Ships". Then move the cursor to the star that, is to be their destination and press <ENTER> or the left mouse button. If this star is out of range, nothing will happen. Press < ESC > to exit or select another star. When you select a star that is within range, you will see a menu of your ships that are available to move and their cargo, if they have transport ability. Use the arrow keys or use the mouse to select the ships you want to move, then press < ENTER > or select "OK" from the menu to execute the command.

COMBAT

Combat is resolved after each movement phase when ships of different players are present over the same star, or ships with ground attack ability are over a colony of another player. Combat never takes place in space between stars.

When combat occurs, the combat screen will come up and you will be able to see the ships at each end of the screen. Each ship icon will represent one or more actual ships. After pressing a key, players will be allowed to move these ships into any formation that they choose.

Pick up a ship icon by moving the cursor over the icon and pressing <ENTER> or the left mouse button. You may now move the ship icon with the arrow keys or the mouse to any position on your half of the screen. You cannot place ship icons so lhey overlap. When you have the ship icon where you want it, press < ENTER > or the left mouse button to drop it there. After placing the ship icon you will he allowed to give it orders. Select the orders with the arrow keys and the mouse. The #sign shows the current orders.

Orders can he:

ATTACK	Move towards nearest enemy ship and fire upon il.
PENETRATE	Attempt lo move through enemy formations and fire upon the nearest enemy ship.
DEFEND	Stay near original position and fire upon the nearest enemy ship.
HIDE	Move away from enemy ships and do not fire.
BONZAI	Move towards nearest enemy ship and lire only when adjacent and at triple normal power. Defense is halved when using this order.

After each side gives orders, the ships will move and fire automatically. After several rounds, players will be given the option of to Retreat or launch an All Out Attack.

Retreat will move your ships back towards your side of the screen. If they successfully reach their side, they will disengage from the combat screen and return to the nearest friendly colony.

An All Out Attack changes orders of ships with DEFEND (and in some cases HIDE) to PENETRATE. Normally, ships that are hiding have no attack strength and cannot shoot, but if no ship was hit in the proceeding round of combat, they can make attacks at enemy ships that are directly adjacent. Thus if two transport fleets meet, and neither is willing to retreat, then the issue can be decided militarily by one or both sides opting for an All Out Attack.

If you press <ESC > or the right mouse button during combat, the computer will handle combat internally and you will be given reports of how the battle fares and chances to change orders to Retreat or All out Attack.

SHIP TO GROUND COMBAT

At least one round of ship to ground combat must occur whenever hostile ships with ground attack capability arc orbiting an enemy

colony with missiles and other protection. Missiles will fire up at attacking enerny ships while enemy ships will be firing down on the planet. Such attacks will damage the population and installation on the planet surface, even if the attack was unsuccessful.

After the first round of combat and many limes thereafter the attacking ships will have the option of breaking off the attack. If the ships remain until the end of the next movement phase they will have to fight again.

When all of planets dcfenses have been destroyed, it will surrender. The attacking player will then be given the option of enslaving the planet or attacking the population. The number of people this will kill depends on the ground attack strength of the attacking. However, if the planet still has population after the attack, the owning player will still control the planet.

If an enemy fleet is over a colony during the production phase, then the colony is in a state of siege, and its production will be halved.

DIPLOMACY

The war table shows the state of relations between players in the game. If both players are human, then it represents the computers idea of what is going on. The players are free to make their own agreements. If one or both parties are played by the computer, then it will base its actions on this estimate.

There are four levels of relations. Peace, unease, war and feud. Wars become feuds by either going for a long lime, or by being rather vicious.

Players may not negotiate with the computer players, or make offers of peace. However, the compuler players rnay sometimes offer peace to human players. 'I'his offer rnay either be accepted or rejected. An acceptance is not binding on the player (double crosses are allowed), but if a player attacks another player he has just made peace with within the last three turns, the computer players will note him untrustworthy, and will be more likely to attack him again in the future, and less likely LO offer peace. A peace agreement is not binding on a compuler player either.

Whether or not. a computer player wilt offer peace depends on a number of factors. The main ones are the personallly of the computer player, the overall diplomatic situation between att the players, and the balance of forces. The computer is much more disposed to make peace with players who have fleet superiority rather than someone who have been busting its planets. It is more interested in making peace with those who have the potential to do it damage, than those who already have.

The computer is less likely to offer peace if a state of feud exists. Feuds are most easily caused by killing population. If you do not want to upset the computer, destroy its fleets, but do not destroy his planets.

WlNNING

The objective of the garne is to score as many points as possible. Usually the winner will be the player who has scored the most points after a certain amount of turns. However, players may like to set other criteria, such as scoring more than all the other players put together, or scoring twice as much as the second place player. Use the debriefing option from the main menu to find the scores.

Your score depends upon a combination of factors:

> Your population (not including captured population).
> Your average population growth rule.
> Your production (not including captured production).
> The square of your technology rating.

The number of planets occupied (enslaved planets not included in this count is given for information only, and does not affect the score.

ACKNOWLEDGMENTS

I would like to thank Gregor Potheringham for his help with the game, his deviousness in devising new strategies, and the many hours he has spent playing it with me. Without his enthusiasm this game would never have been written.

AUTHOR BIOGRAPHY

R. T. Smith is 27 years old and lived most of his life in Surry, about 20 miles west of London, England, but now lives in Liverpool. He has been writing compuler games professionally since 1984, concentrating mostly on historical wargames. His games are mostly written in C with small sections of assembler.

His main hobbies are compuler wargaming, board games and miniatures (especially of the ancient period). He also enjoys playing the guitar and skiing.

FINAL WORD

Interstel has gone to great strides to ensure the software product you purchase is as error free as possible. However, due to the extreme diversity and complexity of the game, it is not possible lo test every conceivable situation. If a bona-fide error is found, **Interstel** is not under any obligation to notify any persons of organization; nor is **Interstel** required to release an updated version **of ARMADA 2525,** but may choose to do so. If you think you have found a program error, we ask you to write and tell us about it. Give as much information as possible, i.e., what happened, what computer you were using, the command you were executing, what you were trying to do, etc. Send us a printout of the screen if possible. **DO NOT SEND US YOUH DISK(S).** Please enclose a self addressed stamped envelop. After receiving your letter we will look at the problem and send a reply.

To obtain information of new game or version releases by Interstel, you must send us the registration card included with this manual.

CREDITS:

Game Author	R.T. Smith
Game Development	R.T. Smith
IBM version	R.T. Smith
Graphics	R.T. Smith and Michael S. Seek
Music	Mark Lecuru
Sound Effects	Sound Images U K
Producer	Van Collins
Project Manager	Mike Sievcrs
Game Documentation	R.T. Smith and Mike Sievers
Typesetting	Jynn Holton
Printing	Wetmore and Company Houston, TX
Package Cover Art	Doug McCloud
Package Layouts	Jynn Holton
Package Manufacture	Wetmore and Company Houston, TX

Playtesters -
    IBM Version

Ted Dyson	Russell Ehrenworth
George Mello	Daniel Ilenderson
Larry Renaud	Ben Krauskopf
Robert Rhodes	Brian Serviss
Alan Sikora	David Winfrey

Interstel PRODUCT WARRANTY

The disk(s) on which your **Interstel** program is recorded is warranted to be free of defects in material and workmanship under normal use for a period of on year (365.25 Earth days) from the date of purchase. This warranty applies only to the original purchaser and only to the purchased disk(s), not the software or information encoded on it.

PRODUCT REPLACEMENT

Interstel will replace your purchased disk(s) free of charge if it proves defective during the warranty period only. In order to receive warranty replacement, you must have registered your product with **Interstel,** or provide proof of purchase or the registration card with your claim. Photocopies or similar reproductions of the registration card will NOT be accepted.

PRODUCT UPDATE/UPGRADE PLAN

This plan allows you to purchase any enhanced version of your Interstel product at a special reduced price, or free updates of your current version.
Interstel may periodically release new versions of products, incorporating new or improved features. When a new version of a game becomes available, registered product owners will be informed via a product upgrade notice. This notice details the enhancements available in the upgraded version, the product costs and ordering information.
Interstel may also make new releases of the current version in order to correct any bugs found. You can return your original disk(s) al any time for a free update to the latest release of your version.

PRODUCT REGISTRATION

To take advantage of **Interstel's** Product Warranty, Replacement, and Upgrade Plan, you must first register your product with **Interstel.** The product registration card is included with this software. We encourage you to complete this card and mail il promptly