EMPEROR
of the
FADING SUNS™

WINDOWS® 95/PC CD-ROM

SEGASOFT™

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Emperor of the Fading Suns

In 4550 AD, Vladimir I, the first Emperor of the known universe, crowned himself with his own hands and by the Grace of Holy Terra. He was dead within moments.

Now the year is 4956 AD. Space is dark and cold, and humanity is scattered across its vastness. The Regency is vacant and all humanity is preparing to elect a new Regent. But times are changing; the mysterious fading of all the suns of the Known Worlds is accelerating, causing increased hardship and a general sense of foreboding. The Fading Suns are a portent, it is said, of the coming Armageddon.

Each of the Royal Houses can trace its ancestry to the time of Grand Emperor Vladimir, who consolidated the fragments of the Second Republic into one mighty Imperium. As ordered by the Great Charter, in the event of an Emperor's death, human space was to be ruled by an interim ruler, an elected Regent. However, no Regent has been able to harness enough power to declare himself Emperor; in the meanwhile, the Regency has become a means to loot the Imperium.

Many feel that the human race needs strong, dedicated leadership to face the uncertain future — a selfless leader willing to take a personal interest in the fate of the Imperium. But the Regent up until now has been a mere figurehead, who can at most discourage inter-human conflict. Humanity's only solution is to make the position of Regent a hereditary one, to once again have it called by its ancient name, Emperor. Then the future of the entire Empire will be the overriding concern of the Emperor, instead of just the short-sighted good of his own House.

Your Goal

You are in charge of one of the five Houses. The other four Houses share your concern, but you, of course, are the only Lord with real vision. Bringing all five Houses together will not be an easy task. None of the others will be able to see past their own short-sighted desires.

Each House controls five Elector votes, called Sceptors, that Emperor Vladimir distributed at the signing of the Great Charter. Five additional votes each are held by the Merchant Guilds and the Church. The Merchant Guilds are ruled by greed, so it is their greed that you need to satisfy to win their votes. The Church's Patriarch seeks to secure the supremacy of his own Sect and the rule of Church over State. And little but brute force will convince the other Houses to forego their own claim to the Imperial Throne.

You must, for the good of humanity, be elected Regent. Once elected Regent, you can declare yourself Emperor — Emperor of the Fading Suns!

Emperor of the Fading Suns is a one to five player game for Microsoft® Windows® 95. The game may be played by hot-seating or by round-robin E-mail.

USER INTERFACE

For the purposes of this manual, "L-click" means click with the left mouse button. "R-click" means click with the right button. "D-click" means rapidly double click with the left mouse button. See the Orders pulldown for a list of hotkeys. Most of the commands in the game offer hot-keys. When one of the letters in a menu option is highlighted, that key selects that item.

TUTORIAL/ QUICK START

Welcome to the Known Worlds of the Fading Suns! The purpose of this Tutorial is to walk you through some of the basic procedures of gameplay to fulfill your quest to become Emperor. This Tutorial should not be used as a strategy guide.

START A NEW GAME

At the main menu select "Start New". On the next screen select "Historical" then select "Play" on the lower right corner and the game will begin with all defaults. In a future game, once you understand the basics, you can select a different House to play, increase the difficulty and customize the play environment. All these options are covered outside of the Tutorial. The default house is Li Halan and the default difficulty is "Beginner".

PLAYER TURN ANNOUNCEMENT

When it's a 'human' player's turn, the Announcement Screen will appear with the current date and House whose turn it is. Since you are currently the only human-controlled House in the game, simply click on the OK button to begin your first turn.

ADVISOR MESSAGE

Your advisor will give valuable information throughout the game. In this case he is advising you to gain the Regency, then attempt to declare yourself Emperor. You will be eliminated from play whenever all five of your family "Noble" units are eliminated or if another House becomes Emperor. When you are finished reading the messages, click on the OK button.

CHOOSE PORTRAIT

Click on the portrait of the character that you would like to be seen as.

EDIT NAME

Put the mouse cursor over the box that contains your character's name. L-click on the box, and type in a new name. There is a limit to its length. When finished, click on the OK button.

THE MAIN MENU

NEW GAME OPTIONS

TRAITS SCREEN

View your House's default Traits by passing your mouse over the selection button's lights; a description appears in the box on the lower right. For purposes of the Tutorial, accept the defaults by L-clicking on the OK button.

TECHNOLOGY SCREEN

The next screen is a Research Screen. Use it to tell the scientists in your lab what to research next. Since House Li-Halan begins with three Documentarium traits (see TRAITS SCREEN), you begin the game with many technologies to choose from. Names in blue are category headers; names in red have been declared illegal by the Church, but you could research them anyway.

L-click on the "Database" button to see the technologies that you already possess. L-click on "Exit" to return to the Technology Screen.

Click once on Electron Microscopes. The text box in the lower right corner tells you what researching Electron Microscopes will let you research next. L-click on the "Archive Button" to read what Bishop Holst has to say about Electron Microscopes. L-click on the "Close" bookmark on the lower right corner to get back to the Research Screen. For the purposes of the Tutorial research Electron Microscopes. L-click on "Research Tech" to begin researching it. When the confirmation dialogue box appears, L-click on Yes to accept.

The map in the upper left corner shows you where the current lab is. Each Lab has its own Research Screen and each can be given a different technology to research.

UNITS

The first units you are asked to move are on the planet Byzantium II. We can ignore these units for now. L-click on the starmap button (the starmap button is located just to the right of the planet map in the upper left corner of the screen and looks like a Jumpgate). You will now be on the starmap screen. R-click on the miniature starmap (upper left) and you will get the full view of the Known Worlds. Your current home planet is Kish.

To view your starships orbiting Kish, L-click on the planet Kish. Now R-click on the purple icons (representing your ships above the planet Kish). All of your (Li Halan's) units appear with a purple background color. The entire stack is represented by one blinking unit on the star or planet map but each member of the stack is shown on the sidebar on the left side of the screen. On the starmap, the counter has the number six in the lower left showing that there is a total of six units in the stack. On the sidebar, there are six counters. Each has a number on the upper right corner that represents the number of move points that it has. Anywhere that the unit is shown, it has a green bar across the bottom of its counter that represents the unit's health.

HOUSE TRAITS

RESEARCH TECH SCREEN

R-click on the stack on the blinking unit on the starmap to view the Stack Screen. R-click on each unit to see details about it at the top of the screen. There you will see what the unit looks like, what its name is, as well as many other unit statistics that are covered in more detail outside of the Tutorial. Find a Frigate and remember what a looks like. Return to play by clicking on the Exit button.

EXPLORE KISH

R-click on the spinning planet below the word "Kish". This is your home world. Kish is drying up slowly but surely, food is scarce. You control most of the cities on it but several are held by Rebels. Also there is a trading post, called an Agora, owned by the Merchant League, as well as a Fort which is an outpost of the Imperial Eye, the secret service of the Regency. In the chaos after Vladimir's assassination, you have lost track of detailed reports of the regions outside of your cities. All you know is where the cities and roads are but not what the cities do. You have no knowledge of the location of any ruins or resource bonuses.

Scroll around by R-clicking on empty hexes or by clicking on different parts of the map in the upper left corner (corner map). To view the functions of all the buttons, R-click on any button. Return to the Starmap (again, by clicking on the Starmap button near the upper left corner of the Planet map).

EXPLORE THE PLANET RAMPART

R-click on the planet Rampart. It is to the lower right of Kish and is connected to it by a jump route. You are told that you have lost all knowledge of the planet. You must move a ship to orbit above the planet or trade for the map information.

R-click on your ship stack above Kish. All are currently selected as shown by their brightened background color and by the blue pulsing line around them. Select the frigate by using the short cut of D-clicking on one of the frigates in the sidebar. This will deselect all but that Frigate.

Move the frigate to Rampart by clicking on the planet icon. The jumproute will become bright green. Click a second time to cause the ship to enter the jumpgate above Kish and exit the one above Rampart. Jumping will exhaust all of a ship's move points, so the other ships will automatically become the current group. However, now that a ship is in orbit above Rampart you may R-click on it to view the map. You can only tell where roads and active cities are. To know more about the surface, you must land on the planet. That will be covered in turn two of the tutorial. Return to space by clicking on the jumpgate symbol.

SCOUT

You would do well to find out who your neighbors on Kish are. R-click on Kish. R-click on the Factory. Select one militia. Move him 2 hexes North on the road next to the Eye Fort and the League Agora. To move, click once at the destination. Dots and x's will show the move-to route. Click again on the destination to confirm it. He will spot units inside of the Agora, signaled by an audible 'unit spotted' message. Whenever a moving unit spots a new unit, it stops and awaits orders in case the new information changes your plans. Restart the move by clicking on the destination hex again. R-click on the Agora, and R-click once again to view the stack. There are a lot of valuable resources (cargo) in there. They are there for you to buy. Exit the stack screen.

FRIGATE

PURCHASE CARGO

The Agora should still be the active hex. The Agora should also appear on the sidebar. A button next to it says "Trade". Click on it and a menu appears. Select the number of Food Units to buy by using the slider bar. Notice the effect on your bank account. Select a second resource, slide it to the right. Notice that the food is also sliding to the right. This represents how you are now able to buy less food. However, purchases do not take affect until you click on the "Purchase" button and exit the screen. Slide the second choice back to zero and slide the Food Bank until you purchase 10 Foods. Click on the purchase button. A cargo pod will now be adjacent to the Agora; it may be under the militia. R-click on it. Move it back to your factory to protect it.

RAISE TAXES

After spending that money, you'll want to make sure you have enough funds for the next turn. Click on the 'House' pulldown from the menu bar. Notice the budget area located in the lower right corner. The first row is how much your House is making from taxes (per turn). The second is how much you skim (steal) from the Tithe that you are responsible for collecting from The Church. The third row is how much your unit pay is per turn. The fourth row (debt) is how much you owe the League for any loans (none at this point). The fifth row (bank) is how much was in the bank when you entered the house status screen. The last row is what will be in the bank at the end of this turn.

Move the slider bar on the first row (tax). Drag it slightly to the right to increase your revenues next turn. The red heart indicates that the people in the cities will not like this, and their loyalty will be decreased. Return the slider to the center of the Bar. Exit the screen.

SELL CARGO

You may also sell the League excess cargo. Select the Metals cargo pod in your Shield Generator complex. Move it up to the Agora by clicking on it twice. Click on it to move into the Agora. You are prompted to Sell or Cancel. Choose Sell. A screen will appear to tell you how much the League will give you for each cargo pod, which is one in this case. If you like the price select the check box next to the cargo type. Click on the "Sell" button to exit the screen and accept the price.

ATTACK

Or, you may attack the Agora, seizing the cargo by force with high casualties, causing the League to declare war and cease trading with you. Let's try that.

First, bombard the Agora from space. Return to space by clicking on the jumpgate symbol in the upper left corner; R-click on the space ship stack. Select the cruiser by D-clicking on it. Then L-click on Kish. You are prompted to Attack or Land. Choose Attack. You will get a red target icon. R-click to scroll around until the Agora is on the screen. Click on the Agora. Confirm that you wish to attack. Combat will occur between your cruiser and the Agora garri-

SHIELD GENERATOR

PTS MISSILE LAUNCHER

son, which includes a Planet to Space Missile Launcher (PTS Missile). Bombardments only last one round. Your cruiser should survive, possibly taking out a unit. Click on "Combat Done". Bombardment takes one movement so you could attack again but you don't have to.

R-click on Kish. R-click on the Li Halan Fort to the North of your Palace. Create a group with only tanks in it (all with 8 or more move points). Move onto the Agora to attack it. Choose "Attack". Choose the "Normal" attack mode. If you capture the cargo, move it to your factory to protect it.

DIPLOMACY

You are now at war with the League. To see that, click on the Diplomacy pulldown, then click on the League banner. The treaty status chart is on the lower left corner. There are crossed swords between you and the League and a thumbs down to show that they are not trading with you. Exit the screen by clicking "Done".

SEND CONTRACT

You might want to make friends with someone now. On the Diplomacy menu click on the Hazat banner. Notice that you do not know their budget condition. You would be able to look at the budget for house Hazat if you were Allied with them; but you are currently at the default status, Peace.

Try to form an Alliance which, in the future, will be represented by a green wreath with the Hazat. Diplomacy proposals are constructed in the Contract area on the upper right of the Diplomacy screen. Click on the top line, just beneath the "Give me.."; a menu will appear. Select "...an Alliance with you." Return to the Diplomacy screen. Click on the first line beneath the "AND I'll..." . A menu will appear; select "give you technology." Select the "Hospitals" technology then click on "Choose".

The "AND" button can be toggled to "OR" which brings up a threat menu, but you really don't have the muscle to threaten anyone yet.

To send the contract, click on the done button on the lower right of the screen. If you made a mistake on the contract and wish to change it, click on the "Clear" button and start over. Exit the Diplomacy screen.

LOAD SPACE TRANSPORT

To explore another planet you will have to put a unit on the ground. Space travel takes a while so go ahead and get a unit into space this turn. Use the Jumpgate symbol to bring up the Starmap. R-click on the ships. R-click on them again to bring up the stack screen. R-click on units until you select one called a "Lander"; exit out of the stack screen. D-click on one of the two Landers. Click on the planet Kish. Choose "Land". Land on the farming city to the lower left of your territory. R-click on the farm to bring up the stack screen. Click and drag a militia into the Lander. Do not let up on the mouse button until the unit completly overlaps the Lander icon.

LANDER

Drop the militia into the Lander; he will appear to the lander's right, connected by a coupling. The militia will have a plus marker on it now to show that it is cargo. Exit the stack screen. D-click on the lander to select it, and its cargo. A rocket icon will appear on a button at the upper left corner of the screen. It is called the

Launch button, L-click on it to launch the ship into space.

BUILD UNIT

After losing those units attacking the Agora, you will definitely want to produce some more. To produce a unit in any city, R-click on a city to select it. The city will appear on the sidebar and a "Build" button will appear next to it. L-Click on the Build button. All cities produce basic "garrison" units and engineers. Advanced units are built in Factories, Forts, Spaceports and Labs. Press the Cancel button.

R-click on your factory. Click on "Build" on the sidebar. Scroll through the list of options. Notice that each cost a different number of turns and resources to build. Each unit also has a maintenance cost. You must pay that every turn one unit is built. Select a medium tank to build. Click on the Build button on the upper left of the build screen. Confirm your choice.

BUILD CITY

Select the Engineer in the Palace. Move him to an empty hex, preferably the desert one that is surrounded by the pulsing blue light. The blue lines represent areas covered by the shield generator. Shields makes it impossible for a space ship to bombard any cities inside its area of Effect. Click on the Orders pulldown and then click on "Build City". Click on the Lab (becomes highlighted with a white box). Click on Build, then Confirm. The Engineer will be consumed, and a Lab will be produced.

SKIPPING UNITS

That is all you will want to do this turn. Click on the double red arrows on the lower left corner to cycle through your remaining units. As each stack comes up, click on the double red arrows button on the lower left. This is the Skip command. This causes the unit to not ask to be moved again this turn. Eventually, a stack on Byzantium Secundus will appear. You must keep at least one Noble on Byzantium Secundus to participate in the politics of the game, especially to become Regent. Keep skipping units until a message states that you have moved all of your units. Select OK to end your turn.

TURN 2 RESEARCH

Your research for Electron Microscopes should be complete. Select "Cyclotron" and L-click "Research Tech".

MOVE TRANSPORT TO RAMPART

Select the Lander with the militia in it. (shown by a plus sign on the militia's icon.) Move the Lander to Rampart by clicking on the planet twice.

Click on the "End Turn" button on the lower left of the screen. It will warn you that you have not moved all of your units. End your turn anyway.

BUILD CITY SCREEN

TURN 3

SET NEW PRODUCTION

The tank you started producing on turn one should be done now. You will be prompted to select another unit to build. You could choose to produce "nothing".

LAND TRANSPORT

Land the Lander Transport on Rampart. R-click on the Lander stack. Then click on the planet icon. Choose "Land". Land on the polar ice caps in the southern hemisphere. Unload militia by R-clicking on the stack, accessing the stack screen. Click and drag the militia out of the Lander and onto a blank rectangle on the stack screen. Exit the stack screen. Select the militia and de-select the Lander. Move the militia away from the Lander, exploring a small area. Ideally you would move a Scout Tank to a new planet because it has better speed.

STARTING THE GAME

The Main Menu offers four choices: Start New, Load Saved Game, Quit Game, and Credits. Load Saved Game brings up a menu of previously saved games. Quit Game exits the program. Credits shows you all of the people who contributed to EFS. The following section explains the options available when setting up a New Game.

GAME TYPES

Historical: The sector of the galaxy known as the Fading Suns, as it appears in all other EFS projects, from Role Playing Games to Paperbacks.

Random: Holy Terra, Byzantium, Leagueheim and the home worlds of the Royal Houses will always have the same atmosphere and industrial development. However, the location, geography, content and jumproutes of the surrounding planets will change.

HOUSE CONTROL

Select which Houses are controlled by humans and which by computer. After you decide, press 'Next' to view further options or 'Play' to go straight to the player portrait. See below.

HOUSE DIFFICULTY

Select House difficulty levels for human and CPU Houses. Each player may choose a difficulty level for himself. This allows for flexibility in multi-player games, where some players are more experienced than the others. There are five difficulty levels. Your difficulty level will affect your score with multipliers.

Beginner Level: gives you 5 Free Traits
Easy: 4 Free Traits
Average: 3 Free Traits
Difficult: 2 Free Traits
Ridiculous: No Free Traits, but you can always buy some by selecting Negative Traits.

OTHER OPTIONS

These rules affect all players equally and cannot be changed during the game:

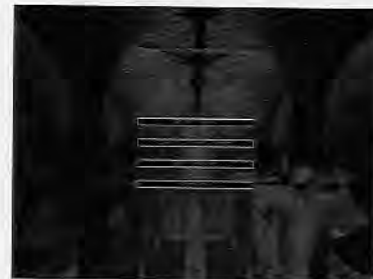**Plague:** On/Off. When On, lack of food may cause The Plague. When off, the plagues will not occur.

Rebellion: On/Off. When On, the inhabitants may stage rebellions when not treated properly. When Off, rebellions cannot occur.

Combat Report: On/Off: When On, during the player's message phase, they receive a report of any attacks against them.
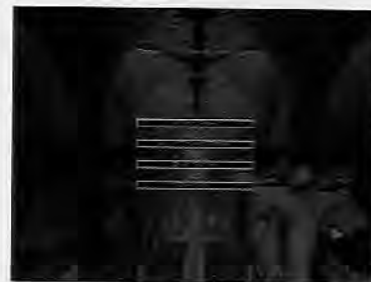
MAIN MENU

GAME OPTIONS SCREEN

TUTORIALS SCREEN

Show Tutorials: On/ Off: When on, your advisor gives you game rules and playing tips. When Off, you won't get the benefit of his advice.

PBEM: On/ Off. When On, it allows you to play EFS via e-mail, with one or more human opponents. When Off, hot-seating is available for multi-player games.

Universal Warehouse: On/Off. The Universal Warehouse lets any city you own, on any planet, use resources that are on any other planet. In other words, if a cyclotron is on one planet without any Gems, but you do have Gems on another planet, the cyclotron will consume the Gems. Blockades become far less important when the Universal Warehouse is on. When Off, the planetary warehouse is in effect. Computer opponents always use the Universal Warehouse

Food Consumption: On/Off. When On, most military units and all cities will consume food each turn. When Off, food is only required to build units and for trading purposes.

PLAYER PORTRAIT

At the beginning of your first turn, you must select one of the three portraits by L-clicking on it. The portrait is what other players see when they look at you in the game.

PLAYER NAME

You may also edit your name by L-clicking on the edit field.

PLAYER PORTRAIT

HOUSE TRAITS

House Traits allow you to customize the characteristics of your House. The number of free positive traits you can choose depends on the difficulty level you selected. You can add positive traits by selecting a negative trait first.

Default Houses have special characteristics, both positive and negative. They vary according to the House difficulty level. All of the Houses have histories that give each a unique flavor. If you customize your own House you may create more specialty points by giving yourself negative characteristics.

HOUSE TRAITS

POSITIVE HOUSE TRAITS

Noblesse Oblige: Doing good works for your subjects increases their starting loyalty by +10 .

Noble Scholars: Increases food yields by 10%.

Enlightened Nobility: Increases yield of research facilities by 10%.

Rule of Law: Increases starting loyalty of Cities by +10.

Warrior Ethic: Units receive Expert experience rating fresh out of boot camp.

Charismatic Leadership: +20 to planet unit loyalty if there's a Noble in Palace.

Administration: A better organized government increase tax revenues by 10%.

Mercantile Savvy: Get better prices in trade with the League. +10% when selling, -10% when buying.

A Friend in the Church: +20 to Church's approval level at beginning of game.

A Friend in the League: +20 to League's approval level at beginning of game.

Ancient Documentarium: 3 Advances in Bioengineering.

Ancient Documentarium: 3 Advances in Advanced Physics.

Ancient Documentarium: 3 Advances in Psychosocial Engineering.

Internal Security Apparatus: -10 to rebellion rolls everywhere.

Battlemaster: +20 to unit armor ratings of units in stack with noble.

NEGATIVE HOUSE TRAITS

Despotism: Discourages nay-saying, decreases research yields by 10%.

Inbreeding: Inbreeding has caused your House to become ridiculed. +10 to rebellion rolls everywhere.

Insanity: Insanity runs in your genes. Constant changing of mind lowers production across the board by 5%.

Inept Military Training: -1 on weapon accuracy during combat.

Tyranny: Arbitrary use of law decreases beginning loyalty of Subjects -10.

Spendthrift: Lose 10% of sales revenue with League due to spending on useless stuff.

Anti-trade: Black markets decrease tax revenue by 10%.

Decadence: Royals spend 10% of tax revenue on debauchery.

Disdains Trade: +10% cost when buying, -10% revenue when selling.

Enemy in Church: -20 to Church approval level at beginning of game.

Enemy in League: -20 to League approval level at beginning of game.

GAME TURN OVERVIEW

PLAYER TURN

A game turn encompasses the player turns of five Houses, the League, Church, Ministries, Rebels and Aliens. A game turn includes the following events.

Research Technologies: Any labs that have completed their research will prompt you with the research technologies screen.

Receive Event Messages: Linear playback of movements, combat, and diplomacy (including any votes that you need to make). All messages may be reread or responded to at any time during the turn. You must read them at least once before ending the turn.

Production Notices/Planet Management: You will be prompted to select a new unit to build when the current one is complete.

Move Units: You will be automatically prompted to move units without sentry orders.

Politics: You can engage in politics at any time. Typically you'll be asked to respond to a proposal before your turn ends. Also, if you've been elected Regent you must make appointments before ending the turn.

Unit Maintenance: Units must be paid at the end of each turn. If you don't have enough money to pay your units, you'll be forced to come up with the money either by disbanding units, raising taxes, decreasing unit pay or skimming more money off the Tithe.

Loan Payment: You'll be prompted to pay any outstanding loan debts. You can refuse to pay, but if you do the League will probably declare war on you.

Repair/Heal Units: Any damaged unit will heal a portion of its damage. Units heal faster when placed in cities. Note: This is not an interactive part of the turn.

RESEARCHING TECHNOLOGY

The Imperium has many war machines left over from the Republic. Advanced, irreplaceable equipment is very valuable and rarely risked; salvage is big business. Sometimes equipment is found hidden in ruins. Some advanced technology can be gained from monasteries.

It is difficult to maintain high technology levels; research into particular technologies is outlawed by the Church, while research in general is deemed dangerous. If a Lord does not have enough labs to maintain his technology, he will lose it; slipping into a dark age of his own. Production of proscribed units by those that possess ancient documentarium is discouraged (by some Sects more than others) for fear of unleashing secular contagion. However, some entities insist on pursuing higher learning at great risk to their souls and flesh.

RESEARCH TECH

MANAGING RESEARCH

Labs produce up to 100 research points per turn as modified by the health and loyalty of the city. Maintenance of existing techs consumes a certain percentage of points across the board during the research phase.

Each lab may be set to research a different tech with its remaining points. Two labs researching the same tech combine points towards the objective.

Categories: The Technologies are divided into four categories, represented in blue: Bioengineering, Physics, Psychosocial Engineering and Applied Technology.

Archives Button: Bishop Holst, a clergyman of recent fame, has compiled an illustrated tome of knowledge of things ancient and new. It's the book everyone in the Imperium prefers when looking for generalized information.

The tome is divided into the following chapters: The Known Worlds, Microbiology, Physics, Psychosocial Engineering and Military Units. The Bishop writes in an archaic prose to deliberately conceal the truth about the dangerous technologies.

Database Button: Takes you to the Database screen where you can view previously researched techs, view maintenance costs or strike a tech.

Each House has a database which contains the sum of its knowledge. It's a system that ensures centralized control of knowledge. At any time, you may strike (remove) a tech from your database. Usually, you'll strike a tech as a result of its being Proscribed by the church, but you may also need to strike a tech when you're no longer able to pay the maintenance cost. Striking a tech causes all labs to delete the relevant information from their databases and to burn all their books and records.

Maintenance represents the intellectual resources required to keep the population educated in the technologies that you already have. Each Technology has a research point maintenance cost, which is 1% of the original cost, rounded down.

In the beginning of the game some techs will be proscribed by the church, and as the game progresses others may be added. Technologies that are proscribed will be spelled out in red, but you may research them at your own risk.

Strike Button: Allows you to remove a technology. If you strike a technology that has another researched tech based on it, that tech is not affected. This helps simulate the fact that in our advanced civilization, nobody knows how to make soap by hand or how to build a bessemer iron plant. Doing this allows you to play close to the edge and risk a sudden tech collapse in order to advance more quickly. Of course, you may opt for a more conservative approach.

ARCHIVES SCREEN

THE INQUISITION

The Terran Inquisitors are a constant factor, roaming about the Empire in small task forces looking for forbidden knowledge and servants of evil. They are controlled by the current Patriarch. The Inquisitors will tend to gravitate around the planets of the entities that the Patriarch likes least.

Church Inquisitors fly from system to system trying to spot labs researching proscribed techs. Labs off the road and on more remote planets will be less likely to be found.

While they are moving about, they look for labs and Churches. If they spot a lab they will move to it. If the lab contains forbidden knowledge they attack it. Scientists are sent to the rack, crucified and then burned.

Houses can send maps showing forbidden labs to the church, greatly pleasing the Patriarch.

THE PULLDOWN BAR
The menu bar across the top of both the planet display and the starmap contains pull downs labeled from left to right: FILES, ORDERS, MESSAGES, ARCHIVES, HOUSE, DIPLOMACY, and BYZANTIUM II.

To access the options available under the various menu headings, L-click on the heading to reveal its list of options. To select an option, L-click on it.

FILES MENU
Save: Unlimited save slots in the...efs\sav directory, it saves the game with the last save files name used.
Save As: Lets you change the name that the game will be saved under.
Load: Lets you load a saved game.
Options: Allows the player to change various game options, as well as view fixed game conditions and view House Traits.
Restart: Starts a new game without exiting EFS.
Exit Game: You will be asked to confirm your request.

OPTIONS
Sound: Turn sound effects On/Off.
Grid: Toggles an overlay showing hex boundaries.
Autosave: The game is automatically saved at the end of each of your turns. There are 2 autosave slots for each human player in the game. The save game alternates between them.
PBEM: Play by E-mail. The game will prompt you to save after your turn.
CD Player: The player may turn music on and off, as well as choose music to be removed from the queue. Music is CD audio and plays directly from the CD. Note: You may also play your own music CDs.

THE INQUISITION

ORDERS

Skip Units: Space Bar. Causes a group to not come back up to be moved again that turn, but they will prompt to be moved next turn.

Wait: 'W' Key. Causes units to prompt to be moved once all the other units have had a chance to be moved. Wait will place the unit at the end of the movement queue.

Sentry Units: 'S' Key. Sentried units will not prompt to be moved. Sentried units are shown with a dark background version of the player color.

Go: 'G' Key. Makes a unit move along the move-to route that is shown.

Group All: Combines all the un-sentried units in the stack into one active group.

View Stack: Brings up the Stack View screen which lets you view details on each unit in the stack by R-clicking on the unit.

Build Road: 'R' Key. Engineers can build roads.

Build City: 'B' Key. If an Engineer unit is in the stack, a menu showing all the cities that can be built in that hex appear.

Raze City: 'Z' Key . If an engineer is in a city, he may destroy the city.

Build Units: If a city is in the current hex, this will bring up the build unit menu.

MESSAGES

Send Message: Allows you to send a message to any of the opposing Houses. They will receive that message at the beginning of their turn.

Read Messages: Review any messages that you received this turn.

Read Contracts: Reviews any unresolved contracts.

ARCHIVES

Volume 1: The Known Worlds: Accesses the archives of the known worlds.
Volume 2: Microbiology: Accesses the archives of the microbiology based techs.
Volume 3: Physics: Accesses the archives of the physics based techs.
Volume 4: Psycho-Social: Accesses the archives of the psycho-social based techs.
Volume 5: Military Units: Accesses the archives of all possible military units.
Group Finder: Lets you search for and go to any of your units.

HOUSE

Your Portrait: A picture of your character.

Power Graph: The power graph represents your current score. L-click the power graph to expand it.

Treaties: The current disposition between all the Houses: Allied, Peace, or at War.

THE HOUSE SCREEN

DIPLOMACY SCREEN

BYZANTIUM II SCREEN

Bar Graphs: The Bar Graphs show rough, comparative levels of different player assets in Sceptors, units, money, cities and technology.

BUDGET AREA

Tax: Tax levied by you on your cities. The number represents the number of Firebirds collected per turn.

Tithe Skim: The Terran Tithe is always 10% and is collected by you from all units and cities on planets that you control a Church on. You then decide how much to actually pay to The Church.

Unit Pay: Also called unit maintenance. The number represents total cost.

Debt: What you owe to the League per turn.

Bank: The current number of Firebirds in your account.

Total: The balance in your account at the end of the turn.

DIPLOMACY

The diplomacy screen allows you to form alliances and treaties by offering terms to other Houses or powers. You can choose any of the other four Houses, the League, the Church, or the Vau.

If you choose any of the four Houses, you can see a modified version of their House screen as well as a contract screen. (See the Diplomacy Section for more about the contract screen.)

If you choose the League, you'll see the status of all treaties, trades/embargoes, or loans with other Houses. You'll also see the amount in their warchests, held Sceptors, and their contract screen.

If you choose the Church, you'll see the current relations between each Sect and each House as well as the number of votes each Sect can cast in a Patriarch election. You'll also see the number of Sceptors held and their contract screen.

If you choose Vau, you will only have the option to sell them maps of various planets you have explored.

BYZANTIUM II

This screen represents the current political structure. In the beginning of the game, the regency and the three Ministries are vacant. As houses obtain these positions, their banners will be placed here.

THE PLANET DISPLAY

Each planet is represented by a scrolling map with East-West wrap-around. The map is 44 hexes wide and 34 hexes tall. Darkened hexes represent terrain that has only been spotted from space.

Planets come in six categories: Normal, Barren, Desert, Jungle, Frozen and Megacity. Barren planets were once fertile, but were ravaged by war. Megacity planets are covered in a scabrous layer of tightly packed cities hundreds of stories tall. You may not build cities on Megacity planets like Byzantium Secundus.

A single hex may contain up to 20 of your units.

PLANETARY CONTROL
In order to take control of a planet, you need to take over the palace. There can only be one palace on a planet, and some have no palace.

Planet Map: L-click anywhere on the Corner Map to cause strategic view to center at that point. R-click to view a complete large scale map of that planet. To scroll the map, L-click on the Corner Map or R-click on the main screen.

SIDEBAR
The sidebar is located on the left of the planet display. The different areas on the sidebar are described below.

Corner Map: L-click on the corner map to scroll around the planet map. R-click on it to get the strategic planet map.

Starmap Button: Jumpgate Symbol. Returns view to Starmap.

Launch Ship Button: Illuminated only if all units in the current group can go to space. L-clicking on it causes the group to orbit the planet in space.

Planet Name: Name of the planet you're on.

Date: The current stardate.

Bank: The number of Firebirds in your bank account.

City Information Window: Shows an icon of the selected city, its current health, and buttons to build units, change tech currently being researched, trade, or change Sects.

Stack Information Window: Shows all units in the current hex. Units in the current group are highlighted and outlined in a pulsing blue line. Darkened units are sentried. Medium colored units are not in the current group and are not sentried. Lightened units are currently selected. Units inside of Carriers or cargo ships are indicated with a plus sign in the upper left corner.

To select all non-sentried units, L-click on the "group all" button. To select a unit and de-select all others, D-click on the unit. To access the Stack Screen, L-click on the view stack button or R-click inside the view stack window, or R-click the stack on the map.

ORDERS BUTTONS

End Turn: The hourglass. This will end the current turn. You may be prompted to settle any unresolved issues.

Skip Unit Button: The two red arrows. This command skips over a unit and you will not be prompted to move it again that turn.

Wait: The two green arrows. This command makes the current unit wait to move until all other units have moved.

Sentry Group: The brown tent. This sentries all units in current group. Sentried units can be awakened by L-clicking on them.

Move-to Button: This button shows a destination 'X' with an arrow pointing to it. If you have given a unit move-to orders, a path will be outlined. L-clicking on it causes the group to move along the Green path for the current turn.

Browse Warehouse: A row of boxes across the bottom of the planet map shows the total amount of each resource present. These points are held in cargo pods on the planet surface. They can be captured, hidden or moved to another world. If the number in the box is red, the resource has decreased since the last turn. Building a unit or consuming resources takes the points out of the box. The points are in turn removed from the actual cargo pods.

R-clicking on a box will give you more information about that resource: the amount you have, how it is made, what the League pays for it, and how much you are producing and consuming on both a planetary and universal level.

Universal Warehouse Option: If you selected the universal warehouse option at the beginning of the game, the boxes show the total amount of each cargo you own everywhere.

Planetary Warehouse Option: The boxes represent only the resources you control on that planet.

Other Shortcuts:
The number pad allows you to move groups one hex at a time.

Center on Active Units: 'C' Key

MOVING UNITS

Movement point usage is based on the movement class of the unit and the type of terrain. The group is limited to the speed of the slowest unit.

R-click to select a stack in a hex. The stack will blink and all non-sentried units will automatically be selected. L-click on a hex next to the stack. If the slowest unit in the stack has enough points to move, the stack will move there. If not, a red 'x' marker will appear.

If you L-click on a hex further than one hex, a path of x's will appear. Green x's show hexes the stack can travel to this turn. Red x's require additional turns. By L-clicking the mouse again, or L-click the "move to" button, the unit will now travel the green path.

Once the Stack has moved along the green path markers, its movement is exhausted and a new stack is selected by the queue.

On the next turn, the Stack will move additional hexes along the move-to route if you L-click on the Move-to button.

MOVE TYPES

Naval (N): Waterborne vessels that cannot move onto land.

Foot (F): Foot units do not normally get many move points but the cost per any hex is usually low.

Wheel (W): Wheeled units are greatly penalized by uneven terrain, swamps, etc. There is no bonus for traveling on roads, however, this is the favored mode of transportation.

Crawler (C): These massive tracked vehicles have a very hard time moving across swamps and mountains.

Tread (T): Tread-tracked vehicles get few terrain bonuses from roads but normally have plenty of move points.

Air (A): Atmospheric aircraft. Use 1 point for every terrain type.

Space (S): Units can go to space but can't use Jumpgates unless carried by a transport.

Lander (L): These space ships have special landing gear that lets them land outside of cities. Only Assault Landers may land where there is no city without taking damage on landing.

Jump (J): These units have the capacity to use Jumpgates. Their size prohibits them from being hauled inside other starships. Starships require a singularity engine to use the Jumpgates. Starships vary little from the old, tried and true Republican hull designs.

SPOTTING UNITS

When moving, your units can reveal hidden terrain and spot enemy units. Spotting strength dissipates in a radius. Its radius is spotting strength divided by two, rounding down, for a minimum radius of one. For example, a ground unit with a spotting strength of four can see two hexes away.

When a land unit moves onto a hex, the surrounding mist is cleared. Also, mist is cleared in a radius of five hexes around cities that you've owned since the beginning of the game.

Spotting strength is also used to find hidden enemy units. A unit's strength decays two points per radius. The resulting number is compared to the camouflage number of the hiding unit. A unit's camouflage number is found by taking its camouflage rating from the chart and adding a random number between + and -2, then multiplying that by a terrain modifier. That number is assigned for each unit at the beginning of each game.

When a moving unit checks, it compares its spotting number against the hiding unit's modified camouflage score. If the moving unit's spotting number is higher, the hiding unit is seen. Each unit in a stack checks against each unit in other player/entity stacks every time they move.

Units in stacks are spotted separately and must be respotted every turn.

Moving units back and forth next to a suspected unit will not help you spot, because your spotting number is always the same and the hider is sitting still. Therefore, the modified camouflage number remains unchanged.

LOADING AND UNLOADING SPACE TRANSPORTS

Units that you wish to transport must be in the same stack as the space transport.
To load a space transport, R-click on the stack to bring up the Stack Screen. L-click and drag the unit you want to transport into the transport unit icon. The unit will reappear behind the transport unit, connected by a coupling icon. Units inside a transport, including cargo pods and septors, are destroyed if the transport is destroyed.

Units in a transport in space do not consume food. You cannot see what cargo is in a rival's transport.

To unload a space transport, L-click and drag the unit into a blank spot or any spot containing a unit that is not also loaded in a transport. The coupling icon will disappear. Other than space fighters and space bombers, you cannot unload a unit in space.

Space carriers allow any space units inside of them (space fighters and torpedo bombers) to engage in combat.

SPACE TRANSPORT

LOADING AND UNLOADING NAVAL TRANSPORTS

The cargo capacity of each Naval transport is represented on the unit icon as a row of small cargo pods, which stand for the number of units the transport can hold.

To load, move a unit into the stack with the naval transport; by definition, this will be a water hex. Note that you cannot give a land unit Move-to orders to a water hex; you can use the move to get them to an adjacent hex but then you must use the mouse or keyboard to move them into the transport stack.

To unload naval transports, move your transport adjacent to land and L-click the ground hex that you wish to unload your units into. You will be prompted to confirm the unloading command. If you confirm it, all units will be unloaded into the hex, up to the stacking limit.

NAVAL TRANSPORT

THE STACK SCREEN

The Stack Screen displays all the units in the selected stack. To access the screen, you may: R-click on any one of the units displayed on the sidebar; R-click on a selected (flashing) stack; or L-click on the view stack button.

The Stack Screen shows the starmap of the system, a planetary overview, all the units in the stack, and a particular unit's information. When viewing the Stack Screen, R-click on any unit to get the unit information.

UNIT INFORMATION

Name: This is the type of unit. To the right is an icon of the unit, as well as a portrait or 3-D model.

Sect: This is the religious Sect of that unit type. Note: If the unit's Sect is different than the planet's Sect, the unit's loyalty will suffer.

Health: Percentage of unit health. This is also shown as a bar under the unit's Icon.

Loyalty: Percentage of unit loyalty. Its current loyalty is also reflected by its heart icon.

There are five levels of loyalty, each with its own icon:
Love: 80-100% Totally green heart
Like: 60-79%
Neutral: 40-59% Half Green and half red
Hate: 20-39%
Rebel: 0-19% Totally red heart

Experience: There are three levels of experience: green, expert, and elite. Green units have a strength and armor rating of -20%. Elite units have a rating of +20%. Expert units are unmodified.

Unit experience is also shown by an eagle icon. Green has no eagle, Expert a silver eagle, and Elite a golden eagle.

Moves Left: Number of move points remaining.

STATISTICS

Armor: A unit's ability to withstand the strength of a weapon when hit.

Agility: A unit's ability to maneuver to avoid enemy fire.

Spot(ting): A unit's ability to spot other units. Also dictates the range of spotting other units/terrain.

Camouflage: A unit's ability to hide from other units. Units that begin combat hidden receive a +3 agility bonus.

MvPts (Move Points): The maximum number of movement points the unit has.

MvType (Move Type): The letter represents the type of movement the unit employs. Different move types are charged different amounts for the same terrain.

Maint(Maintenance): The number of Firebirds the player is charged per turn to keep the unit active.

PsyDef (Psychic Defense): Units that require more focused training are more resistant to psychic defense. The exception is Wetware enhanced units.

Units may have different forms of weaponry. Each weapon has a type, an accuracy, and a strength. See Combat for details.

Resource List/ Disband Button: The resource list shows the resources used to build that unit. When you disband a unit, you gets some of the resources back. L-click on the disband button to disband the unit.

ENGINEER

BUILD CITY SCREEN

CITIES

Cities are built on the planet's surface. Each city represents a specialized city complex that includes required housing, population and other infrastructure.

Cities are built by Engineer Units. Only one city may exist per hex. Resource gathering cities may not be placed within 5 hexes of another resource gathering City.

Resource gathering cities, (farms, mines, et al) have a two hex radius of effect. Non-resource gathering cities may be placed side-by-side or within the radius of a gathering city.

BUILDING A CITY

To have your Engineer build a city on any non-city hex, choose orders from the pulldown bar and then choose build city from the menu. Once selected, you'll see a full list of cities you can build at that hex, their icons and their names. Some cities cannot be built until you have done the proper tech research. Each city can produce Basic Garrison Units and Industry Engineers. Building a city consumes the Engineer unit. Engineers can also raze cities. Move the Engineer into the city and use the 'raze city' command from the Orders pull down bar

Road: Modifies the cost of moving on the terrain below units.

Farm: Produces food from a range of two hexes, including the ocean. Extra Food or rare flora and fauna called Exotica may be formed if their deposit markers are inside the Farm's radius.

Units will starve and develop plague if food supplies diminish and the food consumption and plague options are on.

Mine: Produces Metal and Trace Elements from terrain in a two hex radius.

Extra Metal and Trace elements, as well as Gems may be mined if their deposit markers are inside the Mine's radius.

Wells: Extracts oil and coal from terrain in a two hex radius and processes it into carbon based Energy. Extra energy can be created by Wells if and Energy marker is found inside the Well's radius.

To build a Well at sea, move the Engineer out on a naval transport.

Lab: Each lab creates up to 100 research points and can contribute research to a separate technology. Labs can also produce plague bombs once researched.

Hospital: Helps defend against the plague.

Fort: Produces infantry, officers, and spies. Also gives a defense bonus.

Factory: Produces tanks and planes. If built on a shoreline, naval units can be produced and launched out to sea.

Chemical Plant: Creates 10 Chemicals from 10 Energy + 5 Trace.

Arborium: Greenhouses that produce more food and exotica than farms using hydroponic tech in an enclosed environment. This includes desert terrain.

Electronics Plant: Makes 10 Electronics from 10 Energy + 5 Trace. Electronics represent everything from simple servos to silicon wafers for think machines. They are critical to building units with high spotting skills.

Biochem Plant: Produces 10 Biochemical compounds from 10 Exotica + 10 Chemicals + 10 Energy. Biochems are useful for generating money as well as necessary for the construction of genetically altered or drug enhanced units. There is a great demand for biochemicals on Leagueheim, and they bring in top dollar.

Ceramsteel Plant: Produces 10 C-Steel from 10 Energy +10 Chemicals + 7 Trace.
C-Steel is an advanced composite that is lighter and stronger than normal composite armor and structural elements. It is key to producing Advanced Armor hover vehicles and large space ships.

Wetware Plant: Produces 10 Wetware cybernetic implants from 10 Energy + 10 C-Steel +10 Biochems. Wetware is used to combine people with machines, creating fighters with better agility and accuracy.

Fusorium: Produces 10 Monopols from 10 Energy +7 Electronics. Monopols are integral to fusion power generation which is necessary to produce fusion weapons and powered armor.

Starport: Builds spaceships and starbases.

Cyclotron: Produces 1 Singularity from 7 Gems + 10 Energy + 10 Monopols.
Singularities are the core of Jump Engines. The larger the vessel the more Singularities that are required.

Church: Limited to one per planet. Players may build a new Church if the old one has been destroyed. The player that controls the Church collects the Tithe for all of their units on the planet.

The owner may dedicate the Church to a Sect by R-clicking on the Church and then L-clicking on the 'Sect' button that appears next to the Church icon on the side bar. Placing a Sect in charge of a Church increases his Flock by one per unit and ten per city (assuming 100% health) on the planet. This gives the Sects more votes in the election for Patriarch.

Palace: Limited to one per planet. May provide increased loyalty for the entire planet if manned by a Noble.

Shield Generator: Limited to one per planet. Huge superconducting coils tap into the planets magnetic field. They protect everything within a one hex radius from all space attack. Since the core of a planet is tapped to power the shield, only one may be built on each planet. This encourages clustering of high value Cities around Shield generators, effectively creating mega-cities (much like a castle was the center of medieval city construction). Shield generators do not protect against ground attacks.

CITIES THAT PLAYERS CANNOT BUILD

Agora: Major planets have trading posts established by the Merchants League. Cargo pods can be bought or sold here. If the Agora is taken by force, its inventory will be absorbed by the player, and the League will declare war on the attacker.

Monasteries: Built by monastic orders or psi-lords. The first player to enter a monastery may obtain free technologies.

Human Ruins: Usually defended by a native force. Once you succeed in entering a Human Ruins you might find some lost technologies, resources, units, or even holy relics.

Holy Relics give special powers to their possessor. Others can capture them. To wield them, the House must have a Theurgy technology.

Alien Ruins: Similar to Human Ruins, except they contain more powerful objects and are defended by more formidable enemies.

Symbiot Hive: A city used by the Symbiot hordes. It cannot be captured; it will be automatically destroyed instead of captured.

Vau City: A city used by the Vau. It cannot be captured; it will be automatically destroyed instead of captured.

MANAGING YOUR CITIES

RESOURCE PRODUCTION

City loyalty affects productivity. For example, if the planetary (or universal) warehouse is fully supplied with the raw materials required, and the city is 100% loyal and 100% healthy, the city will produce at full capacity.

Resource producing cities will generate new resources each turn. These resources are placed in cargo pods. You must protect the cargo pods or other players can capture them. Used resources come directly out of these cargo pods.

PRODUCING UNITS

Units are produced by first R-clicking on a city to select it, and then L-clicking on the 'Build' button in the city information window. The Build Screen will appear with all the necessary unit information.

Resources in red are units that you do not have enough resources to build. The row of resources across the bottom show how much of each a unit costs. The row displays the number of each resource that you would need to build the unit. If you try to build the unit without all the proper resources, it will attempt to buy the necessary resources from any Agora on the planet. The resources required to build the unit are consumed immediately. If you change production before it is done, you get the resources back.

All cities may produce Garrison Units and Engineers.

CASTES AND SKILLS

The Caste system greatly discourages upward mobility but provides for great stability, a valuable commodity in the Empire of the Fading Suns.

Peasants: Peasant population reflects the health of a city. Each ten percentile equals one peasant. Peasants pay taxes, tithes and consume food. Thus, a city at 100% health has 10 peasant to tax, tithe, and feed. If a city rebels, some or all of the peasants become rebel military units. The number of peasants in a city is represented by a green bar at the bottom of the selected city.

Officers: Officers reinforce loyalty in combat, adding 20% to resist rout. They don't pay taxes.

Spies: Spies have great spotting skill. They have a chance to directly attack officers and nobles and can engage in combat on Byzantium II.

Nobles: Nobles represent your extended family. Only they can hold political offices. In combat Nobles add a 30% bonus to avoiding rout. They can occupy Palaces to give a large loyalty bonus to your subjects on that planet. They cannot be produced and do not pay taxes. When all of your Nobles are killed, you are eliminated from the game.

Nobles can be trained to be Blademasters once the appropriate technologies are researched.

TAXES

Every one percent increase in taxes decreases loyalty by 3 points. Increases can quickly cause rebellions. Each tenth percentile of each city that you own generates taxes. A city with 50 health produces half the taxes that a city with 100 health does. Loyalty does not factor into tax collection. Regarding unit play, anything above 100 is considered bonus pay and raises loyalty by 1% per percentile raised. Anything below 100 will lower loyalty by 1%.

Taxes and Tithe Skim: On the House screen (access by pulldown bar), you can adjust your Tax and Tithe Skim rates. The more you tax your fiefs, and the more you skim from the church, the lower your approval level.

UNREST AND PRODUCTIVITY

Each Unit and City has a Loyalty statistic. City Loyalty affects Productivity and Rebellion. Loyalty is changed by taxes, religious alignment, and excommunication. Rebellions may occur when cities or units loyalty drops below 25%.

Religion: Houses may change the controlling Sect of a planet. If the Sect of the planet does not match the unit's sect, the unit's loyalty is reduced by 5%. Being Excommunicated by the Patriarch causes your subjects to be more disloyal to you.

Palace: While the Palace is staffed by a Noble, loyalty is increased if the Charismatic Leadership trait is selected.

Taxes: The higher the tax rate the grumpier your civilian subjects will get. Each incremental change in the rate gives a one time change to loyalty.

Health: Unit health is lowered by plague, famine and warfare.

The Plague: Plague is cause by either starvation or the effects of a plague bomb. When contracted, units will continue to take damage and spread the disease until treated. Both hospitals and the cure for necrosis will help prevent the spread and increase the likelihood of eradicating the plague.

Rebellion: Rebellions cause disloyal units and parts of city populations to turn into Rebel units, at which time they are under the computer's control. Rebels may attack your loyal units or head for a nearby rebel stronghold.

PLAGUE

REBELLION

THE STARMAP DISPLAY

Due to the decline in the industrial infrastructure that occurred during the final days of the Republic and loss of knowledge during the ensuing chaos, high-tech Wargear from the Second Republic is highly valued. Each House has a handful of starships at the beginning of the
Emperor Wars.

The system of the Fading Suns is a series of interconnected planets. Each planet is owned by one of the various Houses or powers. It's not unusual for areas of a planet to be occupied by several Houses at once. The player that controls the governor's palace determines a planet's owner. The color of the name on the planet indicates who's in control. The list below shows each entity's name, home planet and designated color.

House	Planet	Color
Li-Halan	Kish	Purple
Hazat	Aragon	Red
Decados	Severes	Bright Green
Hawkwood	Delphi	Blue
Al-Malik	Istakhr	Yellow
The League	Leagueheim	Dark Green
The Church	Holy Terra	Bright Red
The Rebels	Various Planets	Light Gray
The Ministries	Byzantium II and Stigmata	Dark Gray
The Vau		Dark Gray
Symbiots		Dark Gray
Planet with no palace		White

At the beginning of the game, some entire planet maps will not appear, signifying that all survey records about the world are lost. When a ship enters orbit above the planet, the whole planet is explored from space, but units and cities are not shown, only terrain. Unexplored cities are shown as a generic gothic city. What it actually is will be revealed when you approach it from the ground. Ruins and Monasteries are not shown from space.

THE SIDEBAR
The sidebar is an interface area oriented vertically on the left side of the screen.

Corner Starmap: L-click anywhere on Corner Map to cause strategic view to center at that point. R-click to view complete large scale map of Fading Suns.

Scrolling the Starmap: To scroll the starmap, L-click on the Corner Map or R-click on the main screen.

A view of the planet display screen may be accessed by R-clicking on the planet at the center of the 3X3 grid. You may not view the surface map of a planet that you have not explored with a space ship or received a map for.

Date: The current stardate.

Bank: number of Firebirds in the bank.

Stack Information Window: Shows all units in the current group. Units in the current group are highlighted and outlined in a pulsing blue line. Darkened units are sentried. Medium colored units are not in the current group and are not sentried. Lightened units are currently selected. Things inside of carriers or cargo ships are indicated with a plus sign in the upper left corner.

Moving Space Units: R-click on a stack to select it. All non-sentried units will be selected. L-click on the destination planet. If you wish to attack an enemy group in orbit around the current planet, L-click on any of the ships you want to attack.

Each planet is surrounded by a three-by-three grid. When a ship jumps in from another planet or takes off from the planet below, it is placed in the grid square reserved for ships from that player. Each square is reserved for ships in orbit: one each for the five other Houses, Aliens, and The League. The Church and Imperial Fleet ships share the final one. An orbit square may contain up to 20 units.

The center square represents the planet. Any stacks already on the planet must be viewed in the planet map.

Squares that must represent several factions cascade. R-click on a stacked orbit square to see the different players there.

Jumpgates: Jumpgates are used to travel between planets. In EFS there is only one important planet per Gate. The Jumpgates are located near the planet, but not within Planet-to-Space weapons range. Jump units typically have 3 move points. Landing or taking off takes one point.

In a turn, Jump-capable ships may make only one jump. The jump consumes all of its move points. Ships already above a planet may visit or bombard it.

Jumproutes: Jumproutes are the pulsing blue lines that connect the Jumpgates. Jumproutes are predetermined at the beginning of the game and cannot be changed. It takes the same amount of time to cross any jumproute no matter what its length.

Landing and Attacking: To land, L-click on the planet icon. If you want to attack another orbiting stack instead of landing on the planet, L-click on its area of the grid.

Spaceships can land on any non-water, unoccupied or player-owned land hex on the planet, but will take damage unless they land in a city. Assault Lander ships do not suffer from the damage penalty. For this reason, they are preferred as troop transports.

If ships land or attack within five hexes of hostile PTS weapons, combat will occur. Surviving, non-withdrawn units will land. PTS combat only lasts one round.

COMBAT

War centers around the control of planets and their cities with land forces. Shield generators, powered by the core of the planet, give immunity to space bombardment within a limited area. To capture it, ground forces must slip beneath the shield where it meets the planet surface.

A typical assault consists of jumping into a system and defeating defending craft. Surviving transports may then land on the surface, avoiding the deadly fire of planet-to-space (PTS) guns.

Combat occurs whenever you move a unit into a hex containing enemy units. If you move into the stack of a neutral player, you'll be asked if you want to start a war. The movement points for the terrain fought in are subtracted from the unit's remaining move points. Any remaining move points can be used to advance and even fight again.

The Combat process takes place in the following order:
1. Assign Attack Orders
2. Display Bonuses
3. Spotting
4. Weapon Resolution Phases

ASSIGNING ORDERS

The attacker is prompted at the beginning of his attack to set Combat Orders. Combat orders are Assault, Normal, or Feint. 'Assault' gives an additional attack bonus and a defense minus. 'Feint' gives an additional defense bonus and an attack penalty.

DISPLAY BONUSES

The Retreat Bonus: If an Officer is in the stack, your units receive a bonus of 20% when checking for a rout. If a Noble is in the stack, your units receive a bonus of 30% when checking for a rout. This is a non-cumulative bonus.

Battlemaster Bonus: +20% to your unit's armor rating if stacked with a Noble and this trait is selected.

Xenobiology Bonus: +2 to each Weapon's Accuracy if you are fighting on a planet type that you have researched.

SPOTTING

A round of spotting occurs at the beginning of combat. Units are spotted individually. That means that some units in a stack could be spotted while others are not. All units appear when the battle begins. Previously unspotted units receive an agility bonus of +3. All units in stacks that have just attacked or defended are automatically spotted for the rest of that turn.

WEAPON RESOLUTION PHASES

Combat takes place in phases, one phase for each weapon type. Combat is resolved for each weapon type in a pre-set order, with Underwater resolved first and Psychic attacks last. Units may have multiple weapon types.

1. Attacker with the appropriate Weapon type chooses a target, based on the unit's rank and move type.
2. Compare Weapon accuracy to target Agility. Determine if the target is hit.
3. If missed, unit must wait for next Weapon Phase.
4. When a unit is hit, compare Weapon Str. to target Armor. Determine damage. If destroyed, a skull and crossbones appears over the unit.
5. Defender may counterattack if it has the correct weapon type and the defender has the correct move type. Repeat steps 1-4 for counterattack.
6. The results are displayed. All effects occur simultaneously.
7. Repeat 1-6 for each Weapon type in order, taking damage into account.
8. Each unit checks its standing orders to see if it should withdraw.
9. Check for rout. Attacking units that rout lose all remaining movement points. A yellow flag overlay signifies a routing or withdrawing unit. Defending units that cannot rout to an adjacent hex or have already routed once that turn, surrender and are captured or destroyed.
10. Ground Combat goes on until one side destroys or routs the other. Space combat and space bombardment only last one round.

WEAPONS SEQUENCE AND RESTRICTIONS

Underwater: Torpedoes and Depth Charges can only be used between naval crafts.

Indirect: Artillery Shells, Ranged Ground weapons that can attack enemy ground units that cannot fly.

Air: Flak Guns, Missiles and Targeting information used to attack aircraft and hover units.

Direct: Rifles, Beams, Energy Weapons used against ground units that cannot fly.

Close: Fists, Claws, Close Range Weapons. Used against ground units that are not naval or airborne.

Psychic: Channeled Psi-Energy. Used against any ground unit.

Ranged Space: Spiral Mounted Beam Weapons and Torpedoes. Planet to Space Weapons. Used against any unit except foot units. Crawler units with Ranged Space weapons can defend against space and jump ships landing or attacking within a 5 hex radius.

Direct Space: Ships Cannons, Torpedo Bombers. Used against any unit in Space.

Close Space: Ships Anti-Fighter and Flak Cannon. Used against any unit in Space.

Targets for each Weapon are assigned round robin. Doubling up only occurs after each defending unit that can be shot at by the current weapon type has received an attacker.

Units that are cargo in a space ship and which do not have any space Weapon do not take damage. If their transport is destroyed, they are destroyed.

ACCURACY VS. AGILITY

Each unit has an accuracy for each weapon type. That number is subtracted from the target's Agility rating. The resulting number is a modifier that is applied to a randomly chosen number between 1-20. If the random number combined with the modifier is 10 or greater, it is a hit. Lower than 10 is a miss. Thus, if the attacking unit's accuracy is equal to the defender's agility, there will be no modifier and the attacker will score a hit 50% of the time.

Units that are unspotted at the start of a battle gain a +3 in their agility.

STRENGTH VS. ARMOR

Each unit has a strength for each weapon type. That number is multiplied by any modifiers and then compared to the target's Armor, multiplied by any modifiers.

CALCULATING STRENGTH NUMBER

Generate the attacker's number for the current type of weapon using the following formula: (Weapon Strength)x(Experience Modifier)x(Hit Point Percentile)x(House or Relic Special Modifier). Thus, a unit with a Strength of 50, Elite Experience, 80% Damage, and no Special Modifier has a modified strength of 60 (50x1.5x.8).

CALCULATING ARMOR NUMBER

(Armor Number)x (Experience Modifier)x(Hit Point Percentile)x(House or Relic Special Modifier)

COMPILE AND ASSIGN DAMAGE

Compare the Attack and Defense Numbers. The Higher the Strength over the defense, the more likely the unit will be destroyed. Generate a random number and apply the resulting points as damage.

CHECK FOR ROUT

Units check against their current loyalty to see if they will rout. If a random number between 1 and 100 is more than its current loyalty, they withdraw immediately. They add 20 to their loyalty if an officer is present and add 30 if a Noble is present (non-cumulative).

CHECK FOR WITHDRAWAL

Withdrawn or routed land units show up in the hex opposite the attacker if they are defending, and in their original hex if they are attacking. Withdrawn or routed space units show up in the owning players spot, along with any unbroken ships at the end of combat.

COMBAT REPORT

A summary report shows up at the end of all the Weapons Phases. It shows units destroyed, withdrawn and routed from the Attacker and Defender Stack.

DIPLOMACY

DIPLOMACY SCREEN

The power groups of The Fading Suns include The Royal Houses, The Ministries, The Church and The Merchant League. Their political ends sometimes conflict, and sometimes compliment each other, and their means for achieving their objectives are always different.

You may make Contracts in the Diplomacy screens. Contracts consist of 1-3 Request and 1-3 Offers. Request and Offers are fairly interchangeable and include: Map Info, Money, Treaties with you, Ministries, Technology, and Elector Votes. Up to 3 Requests and Offers may be pinned together to create a multi point Contract. All elements in a contract that you accept are immediately binding.

Giving your Scepter Votes locks you into placing all your votes for that player when elections occur. The number of votes equals the number of Sceptors you have when elections occur, regardless of how many you had when you agreed to the deal.

There are three states of disposition between any two given houses. You can attempt to negotiate for an alliance and you can threaten to start a war. The consequence of each are listed below.

Allied: Allied players are at peace, and share their financial information with each other. Attacking will break an alliance. Attacking an allied player causes animosity, and other players will know about your dishonesty as well.

Peace: Neutral status. Moving into a stack with Neutral players will ask for confirmation to attack that player. If you say yes, combat occurs and all units are spotted as per normal. War is automatically declared.

War: Declaring war on the turn before you actually attack helps keep other players from distrusting you. Moving into a hex with enemy units automatically causes combat. It's represented by red, crossed swords.

ELECTION OF REGENT/EMPEROR

Each House vies to be elected the current Regent. This involves receiving a majority of the Sceptor votes, when a vote is called every 10 years or after the old Regent dies. Regents have an uncommonly short life expectancy.

Sceptors were handed out by Emperor Vladimir under the Great Charter. By tradition, a fixed number of Sceptors are held by the Royal Houses, The Church, and The Merchants League, with the preponderance of votes currently held by the combined Houses. Sceptors may be traded or seized; possession of each equals one vote in the Regency elections. The total number extant, 35, never changes unless Sceptors are lost in space on board a destroyed spaceship.

Each House maintains a fort on Byzantium Secundus. A House must have a Noble there when elections are held or offices are assigned, or they are not eligible to vote or hold a ministry office. Again, if a House has no noble on Byzantium Secundus when Regent elections called, he may not be voted for.

ELECTION SCREEN

THE REGENT

The game begins with the Regency vacated. The Regency office is held for ten years.

When selected, the Regent must appoint Ministers from the families of the House Electors, if they are on Byzantium Secundus. He can only change the Ministers after an election. Only one ministry per House is allowed. If there are not enough nobles to fill the ministries, they remain vacant.

MINISTRIES

You may not stack ministry troops with your own.

Minister of the Imperial Eye
The Minister of the Imperial Eye gets control of observation outposts that exist on each of the House home worlds. They are ostensibly to keep an eye on the House, but it is tempting to use them for personal reasons. He also gets the infrastructure to maintain and replace them.

Minister of Imperial Fleet
A potent fleet designed to respond to any problem, the Fleet Commander includes several cities on Byzantium for support. The major portion of the fleet is normally stationed off Stigmata, the rest being stationed on the Vau front. It offers a contingent of land forces as well.

Minister of the Stigmata Fleet
In the year A.D. 4947, after the defeat of a Symbiot invasion, a garrison was established in the Stigmata system with the sole task of keeping future Symbiot invaders from slipping or breaking through again. The Regent appoints the Stigmata Garrison commander. The planet is well defended and has a modest production infrastructure. The Commander can manage the planet and the units as if they were his own, though they may not stack together. Units built in Stigmata garrison cities will be Garrison owned and control will be transferred to the new minister when your term is up.

THE EMPEROR

To win without killing off the other players, you must become Regent and then declare yourself Emperor. Over the next ten turns there will be two additional votes. You must have one noble alive and win both elections to become Emperor. During that time, the other Houses will attempt to destroy you or eliminate some of your votes with diplomacy.

The League may also seize the chance, and declare the Third Republic with as few as 300,000 credits in their warchest.

If your bid for Emperor fails, the game continues until someone tries and succeeds. At the end of the ten turns, new Regent elections are held, even if the full term is incomplete.

ENDING AND WINNING THE GAME

Being Eliminated

A player is eliminated when all 5 of his Nobles have been killed.

Winning

Final Victory is achieved when someone becomes Emperor or all other player's Nobles are eliminated. If all the Nobles from all the other Houses are eliminated, you are automatically elected Emperor and scores are calculated.

Imperial Scoring

You get points for:

1. (Value of all resources, plus credits)/100.
2. Each technology you have gives 10 points.
3. Every time you get elected Regent. 100 points
4. Take the value of each unit and multiply it by the units loyalty. Take the value of each city and multiple it by the city's loyalty. Take the sum of the two numbers and divide it by 500.
5. Minus 50 points for every planet with a Vau or Symbiot city on them. (Not for use in power graph, only for final score)
6. Multiplier for difficulty.
7. -30% if you have signed the hold writ.
8. -30% if the league is declared the third republic.

Emperor Bonus

You get 50 points for being Emperor.

POWERS OF THE FADING SUNS

THE FIVE ROYAL HOUSES/BYZANTIUM SECUNDUS

For the last millennium the once spectacular capital planet of the Second Terran Republic, and subsequently the Imperium, has been falling into disrepair as each Regent primarily occupies himself with gutting the treasury for the good of his own House. The maze-like city that covers the planet has become very dangerous for inhabitants and visitors alike.

The Imperial Planet is guarded by the elite troops of the Imperial Guard, whose funding is internal and whose primary mission is to prevent House warships from entering the system or landing troops outside the embassy. Transports are allowed to land in your embassy on Byzantium Secundus without being fired on by the Planet to Space guns of the Imperial Guard. Only submarines, stealth ships and spies may attack on Byzantium before an emperor is declared.

THE CHURCH/HOLY TERRA

From his ancient Church on Holy Terra, cradle of humanity, the Patriarch of the First Interstellar Church Universal and Triumphant (aka The Church), attempts to save his scattered flock from the influence of alien heresies and anarchic free thinkers. You must be careful not to offend him or you might get a visit from the Inquisition. The Patriarchy is always held by one of the five major Sects. How the power of the Patriarchy is used depends on which Sect is in office and which House, if any, they are friendly with.

Holy Terra is guarded by the Terran Guard, and the Patriarch's expeditionary fleet is usually nearby. Several Inquisitorial fleets patrol the Known Worlds examining them for illegal technology research. The Patriarchy may guide them to particular locations on the advice of others. Players may offer planet maps showing labs to the Church.

It is not uncommon for a Patriarch to deny his vote to an Imperial claimant unless the House signs the Holy Writ, which is an acknowledgment that the Patriarch has the right to crown the Emperor, showing the rule of Church over State. Signing the Holy Writ is a great blow to the future power of the Emperor and therefore reduces the player's score by 30%.

The Church diplomacy screen shows how many Sceptors the Church controls. The Patriarch may be solicited to Excommunicate a House. This usually requires a large donation to the church. The screen shows a portrait of the current Patriarch. A chart shows how each Sect feels about each House. Also shown is how many Houses have signed the Holy Writ. 'Flock' is the number of units that each Sect has been placed in charge of by the House owners of the various Churches.

When a Patriarchal election occurs, each Sect gets a vote for every subject on each planet that they are the official Sect of (a Bishopric). This is called their flock. It is displayed to the far right of the Sect. The Patriarch is elected for life, but they do die.

PRIEST

The Patriarch may Excommunicate your House, causing a general dislike of you by your Subjects. This lasts for 5 turns.

The general goal of a Sect is to gain appointment as the official Sect of many planets, so that they can win the Patriarchy. The ultimate goal of all Patriarchs is to get all the Houses to sign the Holy Writ, which declare the authority of the Church to be higher than the States, effectively making the Patriarch a God Emperor. They also like to take in a little extra money for their Sect's widows and orphans fund.

THE GUILDS

The Guilds are seen as a necessary nuisance by the Houses and Church. They are the only group allowed by the Church to lend money. The Houses are more than happy to let them handle trade as it is below a Nobles dignity to dally in commerce.

The great Guilds belong to the Merchant League which resembles ancient Terra's Hanseatic league in power and organization. The League is the true descendent of the Second Republic. Each Guild works for the betterment of the League while seeking mercantile dominance within the League. They yearn to recreate the free-trade glory days of the Second Republic, before the rise of the Emperor and the Royal Houses. Once they have collected enough resources, it is rumored that they intend to declare a Third Republic.

Guilds are corporations, but they tend to be controlled by one family. Now, the Guilds are in greatest danger and have temporarily placed complete power in the hands of the Leaguemeister.

THE LEAGUE/LEAGUEHEIM

Leagueheim is the headquarters of the League. From there, the Leaguemiester sends out the fleet to maintain trading posts, aka Agoras, and collect on bad debts. The Leaguehall shows how many Sceptors the League possesses and how much money is in the warchest.

You can make contracts with the League but the options are different. You can ask for a loan or Elector votes from this screen. Securing votes is a matter of bribing the Leaguemeister. You may also ask to have another House embargoed.

The League bank will automatically offer loans to most Houses if asked. They will prompt you at the end of every turn for the payment; if you refuse, they will likely embargo you and possibly declare war. Next time you get a loan the rate will be higher depending on how much trouble you were.

The League keeps a credit rating for each House based on its record of payment. This is shown by a thumbs up or thumbs down symbol. Embargoed players may not buy or sell with the League.

GUILD MERCHANT

THE LEAGUE

The Leagues overall goal is to play the Houses against one another to encourage the purchase of league merchandise. When they collect between 300,000 and 500,000 Firebirds in their warchest they will declare the Third Republic, cease trading and wage war on all the Houses. Whatever the outcome of the ensuing civil war, it will weaken the Imperium to external threats and therefore lowers your victory score by 30%.

THE VAU/VRIL-YA, MANITOU, ASPHAI, VAU

The Vau are an ancient, enigmatic race of aliens to the galactic south of Human Space. They have a superiority complex and keep to themselves. They occasionally make claim to the planets on the borders as 'Protectorates' but they have never been known to do more than talk. The Vau protectorates are Vril-Ya, Manitou and Apshai. The planet named Vau is actually only the local outpost of Vau space which is rumored to encompass nearly a hundred worlds. The Vau are known to be interested in map information on human planets and have the funds to buy it.

THE SYMBIOTS/DAISHAN

The Symbiots are a sinister contagion unleashed centuries ago by human settlers. Symbiots can infest all life forms and alter their genetic make up. The planet of Daishan was made barren in an effort to halt their first invasion. They continue to attack humanity but are held in check by the Imperial Garrison on the planet Stigmata. It is located to the galactic Northwest of human space.

Symbiots have never been known to communicate with full blooded humans other than to tell them to surrender peacefully to the warm embrace of the hive mind.

ONE OF THE VAU

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"AFTER THE BATTLE", "SANCTUS", "FINALE"
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"FADING SUNS"
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"THE GATEWAY"
an original musical composition composed, arranged, performed and produced by
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