



FAQ

Is this really a patch for a 28-year-old game?

Yes, and much more. Traditionally you copy a patch onto an existing piece of software. This “patch” is not that. There is no way to copy the fixes onto your existing EFS game. The only way this works is to download the entire game anew, as we have changed so very much. So, welcome to Emperor of the Fading Suns Enhanced (EFSe).

How do I play this game?

The original manual still applies to this game. We have created a new tutorial for EFSe. There are also plenty of tutorial videos online. The developers have created this playlist:
https://www.youtube.com/playlist?list=PLxou4k4H1Y_xJjbhonbCVnGqJZGTnC6if

How do I save this game?

When you access “Save” or “Save As” in the File menu, it will save games to an Emperor of the Fading Suns directory in your “My Documents” folder. Please remove the asterisk “*” from the file name, but keep .sav after the file name.

When do I get relic bonuses?

You must research Theurgy to utilize the relic bonuses. Some offer combat bonuses to the stack they accompany. Some improve a single city’s production. Some provide bonuses from wherever they happen to be.

In multiplayer, why can’t I cancel saving the game when I end my turn?

When you end your turn in multiplayer, there is no going back. Just save the file and send it to your next opponent.

How can I start modding EFSe?

The easiest way to modify the game is through the .dat and .ini files in the DAT folder. PLEASE backup these files before you start editing them. You can open these files with a text editor like Wordpad. Each file contains variables for specific game attributes. These range from turning the

game music on and off to research to unit statistics and much, much more. The files are relatively self explanatory, and you should feel free to experiment with any changes you like ... after you have backed up the folder!

How do I install a mod?

Mod Installation Guide To install a mod, place its folder in this directory. Then, update MOD.INI in the base EFS folder to reference the mod's folder name. For example, if your mod is in Game Install Directory\MOD\Legacy, set the mod name in MOD.INI as: Legacy Multiple mods can be loaded by referencing one mod folder after another (one line each in MOD.INI). The game will then search your mod folders for individual files. Files in mods at the top of the load order takes precedence over files in later mods.

I think I found a bug. Where do I report it?

We really appreciate help squashing bugs. We monitor the GOG and Steam forums for these, so please post your concerns there. Always include the easiest way to recreate the bug. If you have a save game file that always shows it, keep it safe and let us know.

Where are the inquisitors?

Inquisitors may come to burn your labs if you research proscribed techs. However, they may also be deployed somewhere else (perhaps against another House). No one ever knows when to expect the Inquisition!

What if I need to know something else?

Our Discord community is a great place to ask questions, meet other fans for multiplayer games, talk to modders, and more. You can join at <https://discord.gg/jYKQzBq8eH>

