

## **STARTOPIA PLAYGUIDE**

To avoid unnecessary confusion, keep this leaflet handy and refer to it periodically while first playing the game.

### **Messages**

1. Various message icons will drop down on the left hand side of the screen. To view a message, left-click on its icon.
2. To confirm you have read the message, and dismiss the message icon, left-click on the cross button.
3. If the message needs a response, the green 'check' button is yes, and the red 'cross' button is no.
4. If the message has an eye icon available, you can zoom to the location of the event.
5. Right-click will close the message panel, but retains the message icon for future viewing.

### **The Camera**

The camera can move almost anywhere within the station, and can look in any direction. It can change height, and slide from side to side. There are three elements to successful camera control.

1. To scroll around your station, use the cursor keys, or move the mouse cursor to the edges of your screen
2. If you have a mouse wheel, rolling it will change the height of the camera. Otherwise use the 'Insert' and 'Delete' keys on your keyboard, or access the height slider in the OSD.
3. To pan the camera, hold down the middle mouse button, 'right ctrl' on your keyboard or access the 'Pan Camera' control in the OSD. Keeping any of these keys held down, move the mouse in the direction you wish to look.

### **Menus**

1. If no menu is active, a right-click on the floor, crates, aliens and rooms will bring up an associated menu.
2. Right clicking while a menu panel is visible will normally close it down, or go back one stage in multi-stage menus.

### **Beaming**

1. To beam something into your pattern buffer, left-click on it. Only non-sentient things can be beamed.
2. To beam the topmost item in your pattern buffer down, left-click on an empty space.
3. To beam other items from your pattern buffer down, left-click-hold and drag the item from the pattern buffer to the place you want it to appear.
4. A red beam effect denotes the item cannot be beamed there.
5. If you beam down furniture, it first places a blueprint version to allow re-alignment. Once happy with the furniture position, a second left-click places it down.

### **Crates**

1. Right-click on a crate will bring up the Crate Panel.
2. If the crate can be opened, left-clicking on the Crate Panel will open it.

## **The OSD (On Screen Display)**

1. This is the panel in the top left corner of your screen. It begins life in minimised mode.
2. You can see your current energy displayed as a 7 digit number. Below this is a power bar showing the station power levels.
3. There are three number icons corresponding to the Industrial Deck (1), the Pleasure Deck (2) and the Biodeck (3). Clicking on these will move you to that deck.
4. A camera icon toggles show/hide camera controls.
5. The Camera controls are a sphere and a slider. Pressing and holding the left mouse button over the sphere puts you into 'Pan Camera' mode. Left clicking and dragging the bar on the slider changes the camera height. This is primarily for people who only have a two-button mouse, as these functions are duplicated by a middle mouse button and mouse wheel respectively.
6. The alien head icon opens and closes the Management Screen.
7. The small button in the lower left corner of the panel opens and closes the map view.
8. The Map view shows which portions of the station are occupied. Different colours are used to represent different players.
9. When on the Biodeck, a Nano-soil control panel appears. Initially the controls are locked. Four small icons control the size of the Area that you can modify, small on the left up to large on the right. The four coloured icons below this determine your cursor effect. From left to right they are: Land Modify, Water Modify, Moisture Modify and Temperature Modify.  
To return to normal cursor control, left click on the small lock icon above these controls.

## **Scuzzers**

1. Right clicking on a scuzzer will bring up the scuzzer interface, where you can customise how your scuzzers act.
2. Normal scuzzers have four tasks that they will undertake. You can set the priority of these tasks re-ordering the task icons. To change the order, left-click and hold the cursor over a task icon. Drag it to the new position, and let go of the left button. It will move the new location.
3. Security scuzzers also have four tasks, but will undertake only one at any time. To set its current task, left-click on the appropriate task icon.
4. On the left of the interface there is a Maintenance bar showing the scuzzers health. When health drops to the marker point, a scuzzer will find a Recharger to repair itself. The marker point can be moved up and down the bar.
5. On the right of the interface there is an energy bar showing the scuzzers battery. When power drops to the marker point, a scuzzer will find a Recharger to recharge itself. The marker point can be moved up and down the bar.
6. To adjust the settings of all scuzzers of a particular type at the same time, ensure the 'Scuzzer Link' button is highlighted. This is the chain-link icon at the bottom of the scuzzer interface.

## **Building Rooms**

1. Right-click on the deck to bring up the Build Menu and select a room with a left click OR open a crate containing a room plan.
2. A blueprint is now at your cursor location. If it's a fixed-size blueprint, you can move it about to a suitable location. Blue means it can be placed. Red means you can't build it there.

3. To place it down press the left mouse button. To pick it up, left-click on the blueprint.
4. To rotate the blueprint, press and hold the left mouse button, then move the cursor in the direction you wish the blueprint to face. Some experimentation may be required, as not all blueprints have an obvious 'front'.
5. If it's a variable size blueprint, you need to define its dimensions. Left-click once on the deck to fix one corner – drag the cursor to pull it out and define its size. A second left-click will place the opposite corner.
6. To resize a variable blueprint, left-click on an edge or corner to pick it up, then drag the cursor to resize. A second left-click will place the edge or corner back down.
7. To pick up a variable size blueprint, left-click in its centre. A second left-click will place it down.
8. When the blueprint is in a valid location, press the 'confirm' button in the build menu to confirm it for construction, or go to the furniture placement menu.

### Placing Furniture

1. Select an item of furniture from the build menu OR open a crate containing a furniture plan.
2. A furniture blueprint is now at your cursor location. If it is blue it can be placed down. Red means you can't place it.
3. To place down a furniture item from a crate, press the left mouse button. To pick it up, left-click on the blueprint.
4. To place a build menu furniture item, press the left mouse button. To delete a build menu furniture item, left-click on top of the placed item with another item (it does not need to be the same).
5. To remove a build menu item from your cursor and choose a new item, right-click.
6. To rotate the furniture blueprint, press and hold the left mouse button, then move the cursor in the direction you wish the blueprint to face. Some experimentation may be required, as not all blueprints have an obvious 'front'.
7. Some items, such as doors, must be placed next to walls to be valid. These items will tend to rotate themselves automatically to align with the wall.
8. When happy with the location of build menu placed furniture, press the 'confirm' button in the build menu to confirm it for construction.

### Room Menus

Right clicking on many rooms will bring up a room interface. Many rooms have specific interfaces that you can explore, but all have the following standard components

1. The first icon along the bottom of the interface controls Power. Left-click this icon to toggle the room on or off.
2. The **second** icon allows you to add furniture to rooms that support this feature.
3. The **third** icon allows you to repack or demolish a room and its contents.

## Management Screen

The Management Screen gives you direct access to the various members of each race, your droids and an overview of your current situation. Left click on the alien icon in the OSD to select it.

1. Left-click on the first button (from left) along the top of the interface to show the list of Residents currently on your station.
2. Left-click on the second button along the top of the interface to show the list of Visitors currently on your station.
3. Left-click on the third button along the top of the interface to show the list of Droids currently on your station.
4. Left-click on the fourth button to access the Station Overview
5. To zoom to an alien or droid, highlight its name with a left-click, then left-click on the portrait in the top right of the interface.
6. Along the bottom of the interface are icons displaying the aliens or droids shown in the list. Left click on an icon to toggle display of those alien types in the list.
7. A scroll bar on the right is used to scroll long lists.

## Alien Interface

1. Right-click on an alien to access the Alien Interface. Using this interface it is possible to question the alien or to hire, fire or promote it.
2. To hire the alien, left-click on the Hire button found to the upper right of the alien portrait.
3. To fire an alien, left-click on the Fire button found to the lower right of the alien portrait.
4. To promote an alien, left-click on the large promote button to the right of the Hire/Fire buttons.
5. To ask the alien various questions about how they are feeling, left-click on the mood buttons that run across the interface under the alien portrait.

## Trading

To initiate the trade interface, accept a message from Arona, left-click on a docked trader message, or right-click on a docked ship.

1. The icons down the left of the interface represent the goods the trader has in stock – a number within each details the exact number of crates available. Beside each is the price that the trader will sell the item. The icon in the lower left of the screen shows you the Trader race.
2. Down the right side of the interface is your current stock that the trader is possibly interested in buying. Beside each is the price the trader will pay for each item. If no price is shown, the trader does not want anymore of that item.
3. Beside each price are a number of **green (good deal) or red (bad deal) icons**. This is a general indicator of how good the deal is for you.
4. To buy an item, left click on the trader's crate in the left hand column. Assuming you have the funds, the item will move across and now belong to you.
5. To sell an item, left-click on your crate in the right hand column. The trader will pay you the specified amount and take a single crate.
6. If you make a mistake, you can buy or sell an item back without penalty, regardless of the price shown in the panel.
7. If the crate does not move across to the trader, they have either run out of cash, or do not want any more of that item.
8. You can scroll the inventory up or down with the two buttons in the bottom centre of the interface.

### **The Biodeck**

- 1.** To modify the Biodeck, left-click on an appropriate 'Modify Biodeck' icon from the OSD.
- 2.** When 'Modify Biodeck' is active, you cannot beam objects on or off the Biodeck.
- 3.** Left clicking will add or increase the selected Modify Function; right clicking will remove or reduce the function.
- 4.** The intensity or amount added or removed is determined by the four small 'Area Effect' icons in the OSD.
- 5.** To return to normal cursor function, left-click on the 'Disable Biodeck Control' icon in the OSD

### **Cargo Hold Interface**

- 1.** Right-click on the Cargo Hold to bring up the Cargo Interface
- 2.** Left-click on one of the five categories to see the contents of all your cargo holds stationwide.
- 3.** To pick up an item and place it in your pattern buffer, left-click on the item in the list.
- 4.** To Auction an item, beam it into the Auction point in the lower portion of the Cargo Interface.

### **Auctions**

- 1.** Left-click on an Auction Message to bid, or adjust the reserve price if you initiated the Auction.
- 2.** To increase your bid, left-click on the Bid Button.
- 3.** To increase the reserve, left-click on the Bid Button.

## Fighting

1. The following staff, in order of toughness, will fight if the situation arises: The Kasvagorians, the Grekka Targ, the Groulien Salt-Hogs and the Greys.
2. The Security Scuzzer is the only droid that is armed.
3. To designate an enemy unit for attack, whether a facility or lifeform, merely left-click on the target. The more you click on the target, the greater it's priority.
4. Right clicking will have the opposite effect, lowering the target priority right down to cancelling the attack order altogether.
5. Your forces will split themselves among designated targets based on their priority. A high priority target will get more attackers than a low priority one.
6. Right click on a bulkhead between you and an enemy opponent. The option to 'breach' will be given. A nearby Security Scuzzer will make its way to the Bulkhead lock, and proceed to disable the mechanism. Once successful, the doors will open.
7. The doors will remain open for a short period of time, or until the segment is captured or the attack repulsed.
8. To capture an enemy held segment, **you must target the far bulkhead lock in the section adjacent to your own territory**, and disable the mechanism with a Security Scuzzer. On successfully disabling the mechanism, the segment and all structures within will come under your control.
9. To repel an enemy attack, you must target your own bulkhead lock next to the breached doors, and get a Security Scuzzer to re-enable the mechanism.
10. You can cancel an attack via the attack message generated during a take-over action, or by clicking on your Bulkhead lock and closing your own doors.
11. To place a Muster Point, press and hold the right mouse button over the spot you wish your forces to gather. A Muster Point Hologram will appear. Use this hologram as if it were an enemy unit (left or right clicking on it) to collect or disband your forces.
12. Your forces draw their weapon power from your territory's power grid – the further away from your territory they venture, the weaker their energy blasts will be. Consequently, attacking distant enemy facilities is not recommended.
13. Opponents are designated as enemies from the Station Overview section of the Management Screen. Opponents will revert to friendly after a time of peace has passed.
14. Any droids or combat ready residents that belong to an enemy opponent will automatically be given basic target priority when they enter your territory.