

SPACE EMPIRES IV (SIEV) GAME GUIDE

By:

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BETA VERSION NOT YET OFFICIAL
V 0.95

INTRODUCTION

When I set out to develop this guide, I wanted to make it as simple as I could. However, there is really nothing simple about Space Empires IV. So basically, I tried to keep it simple. This Game Guide is intended to be used as a help source for those who wish it, or need it. The information contained in the Game Guide was gathered from many sources including but not limited to, my own experiences, the game manual by Malfador, and information from various members of the Shrapnel Intel SEIV Forum. When possible, I tried to include the Author's name. I hope that those of you who do use this Game Guide find it helpful.

FIRST THINGS FIRST

If you have not yet installed it, I strongly recommend that you download and install the [Matryx Mod Launcher](http://www.shrapnelgames.com/cgi-bin/newuploads/1039630481.zip) <http://www.shrapnelgames.com/cgi-bin/newuploads/1039630481.zip>

Fyrons Min Maxing your Races Characteristics

<http://www.spaceempires.net/home/modules.php?name=Content&pa=showpage&pid=1>

Frequently Asked Questions by Newbie's (FAQ)

<http://www.shrapnelcommunity.com/threads/showflat.php?Cat=&Number=153474&page=0&view=collapsed&sb=5&o=&fpart=1>

INDEX

Chapter 1

1. Getting Started

- A. Quick Start
- B. Tutorial
- C. Scenario
- D. Credits
- E. Quit Game
- F. Load Game
- G. Resume Game
- H. New Game

2. Load Game

- A. Quadrants
- B. Events
- C. Technology
- D. Player Settings
- E. Victory Conditions
- F. Game Settings
- G. Mechanics

3. Players

- A. Add New

GETTING STARTED (Chapter 1)

Space Empires IV comes with a tutorial game, however, for the purpose of this Game Guide, we will assume that you have already played it. If you have not, well then, you can if you want, but it really won't make a difference here. It is just suggested that you do to help you gain a better understanding of the basics of the game.

What will be discussed in this chapter is basic game set up. In other words, the chapter will walk you through the set up process for the game before giving you a (25) twenty five turn game walk through.

For the sake of discussion, I will assume that you have successfully installed the game, and have updated to the latest patched version. (1.91 is the final version.) If not, you really should install the game and get the 1.91 patch.

You can get the patch from:

www.malfador.com

www.shrapnelgames.com

www.fileplanet.com

www.gamespot.com

Ok, now that you have installed the game, and updated to the latest patch. Lets get started. To begin a game of Space Empires IV, you will need to double click on the game Icon (Figure 1) on your desk top, Or go through your START menu and start the game.



(Figure 1)

Once the game has started, you will see the Splash Screen below, the Game Introduction Window, and be given the option to choose what you would like to do.

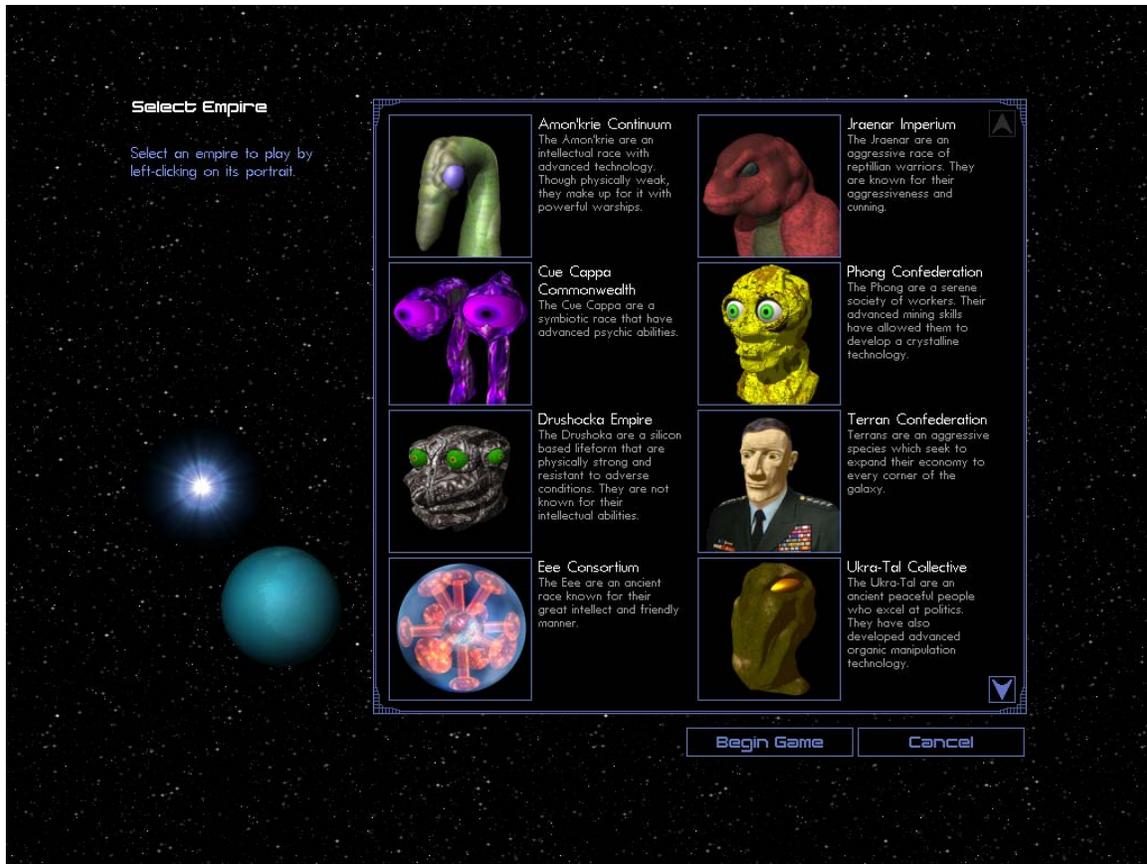


What will do now is go through each of these buttons and what they do.

Quick Start



Will take you to the Race Selection Menu where you can choose one of 16 races to play. These races are already set up so all you have to do is select one and then click BEGIN GAME.

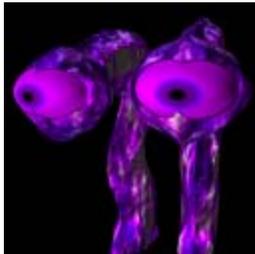


The races are listed in the following order: (NOTE: We will discuss each race in detail later on.)



Amon'krie Continuum

The Amon'krie are an intellectual race with advanced technology. Though physically weak, they make up for it with powerful warships.



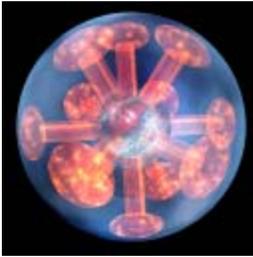
Cue Cappa Commonwealth

The Cue Cappa are a symbiotic race that have advanced psychic abilities.



Drushock Empire

The Drushaka are a silicon-based life form that are physically strong and resistant to adverse conditions. They are not known for their intellectual abilities.



Eee Consortium

The Eee are an ancient race known for their great intellect and friendly manner.



Jraenar Imperium

The Jraenar are an aggressive race of reptilian warriors. They are known for their aggressiveness and cunning.



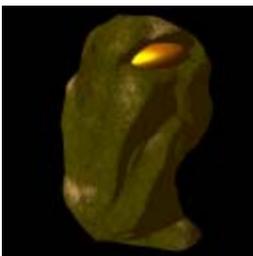
Phong Confederation

The Phong are a serene society of workers. Their advanced mining skills have allowed them to develop a crystalline technology.



Terran Confederation

Terrans are an aggressive species, which seek to expand their economy to every corner of the galaxy.



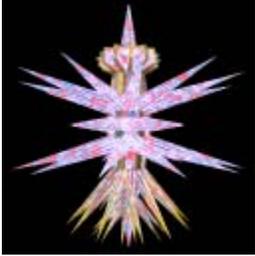
Ukra-Tal Collective

The Ukra-Tal are an ancient peaceful people who excel at politics. They have also developed advanced organic manipulation technology.



Abbidon Enclave

A neutral race, which holds art above all else and is latently psychic. The Abbidon are a peaceful and serene people.



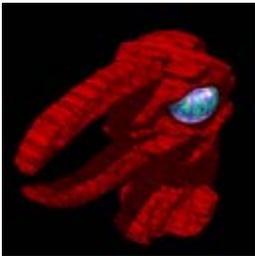
Crysoline Imperium

A vicious race of sentient crystalline lifeforms.



Fazrah Empire

The Fazrah are a young species that are very prone to violent conflicts. They have survived this long solely on their tremendous luck.



Krill Dominion

The Krill are a genocidal race, which are violent in the extreme. They reproduce quickly and are adept at building things.



Norak Continuum

The Norak are a deeply religious people prone to impulsive crusades against their neighbors.



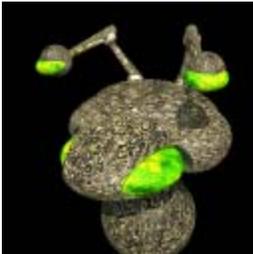
Praetorian Imperium

The Praetorian are a reclusive race that are known for their advanced resource extracting abilities.



Xiati Empire

The Xiati are aggressive and known as devious schemers. They are known to possess Temporal Manipulation technology.



Xi'Chung Hive

The Xi'Chung are a psychotic race of insects that are devoted to the destruction of all life other than their own.

If you just want to get into the game and play this is the fastest way to do it.

Tutorial



This will open the games Tutorial Mode. If you are new to Space Empires IV Gold, then it cannot be stressed enough that you should play through the tutorial at least once.

The Intro Screen to the Tutorial Mode will say this:
Welcome to the Space Empires IV Tutorial! This tutorial is intended to give you an introduction to the game and present the many windows that you will use to interact with it. In addition to this tutorial, there is extensive help available in the online documentation. At any window in the game, you can press the small button in the upper-right hand corner with a "T" on it, to bring up this tutorial window. Press the Next button.



There are (42) Pages to this Tutorial. Again, it is an excellent idea to run through the Tutorial if you are new to the game. The complete Tutorial Text is listed in the Reading *The Tutorial Chapter*.

Scenario

Scenario

The Scenario button will open the Scenario List. Since there is only one Scenario, the TUTORIAL, there is seldom a need to use click this button.

From here you can load a scenario, but you will notice that there is only one, the Tutorial.

If you have not yet played through the Tutorial, it is highly recommended that you do so. The Tutorial will provide you with the basic understanding of how the game works.

Creating Scenario's is quite a chore and you will find that there are virtually no scenarios for you to download and play. Basically a Scenario is just a saved game with some set up and a back-story.



Credits

By clicking on the Credits button you will begin right hand side of the Game Intro Window.



Credits

**Space Empires IV Gold
Malfador Machinations**
(www.malfador.com)

Design
Aaron Hall

Programming
Aaron Hall

New sound Effects
Christopher DeLaurenti

Old Sound Effects
Aaron Hall
Russell Satio

Music
Aaron Hall
Russell Satio

Artwork

Eric Henry
Russell Satio
Shane Watson
Tim McElwain
Dean Hu
Aaron Hall

Mod Coordinator
Chris Traber

Shrapnel Games
(www.shrapnelgames.com)

Artwork
Andrew Lonon

Marketing
Richard Arnesen

Special Thanks To
Larry Niven (Ringworlds)
The Gang at PBW
Chris Taber
Melissa Hall (07/14/01)

Thanks for playing!

Beta Testers

Anrew J. Caton
Andrew J. Martignoni, Jr.
Andy Matignoni III
Boris Jenjic
Chris Taber
D. Theron S. Williams
Dean Hu
Doug Fields
Eric Snyder
George C. Perley
John K. Lerchey
Jose Luis Pereyra
Justin Adams
Ken Musante
Kermit Martignoni
Matt Selnekovic
Mauro Casarotto
Michael Putman
Mike Flynn
Nick Dumas
Paul Zimmerman
Peter von Kleinsmid
Philipp Kullmann
Randy Stulce
Richard Bradley
Robert C. Engvall
Shane Watson
Sonke Nickelsen
Steve Faught
Tom Jett



(Credits are listed in the back of the Game Manual.)

Quit Game

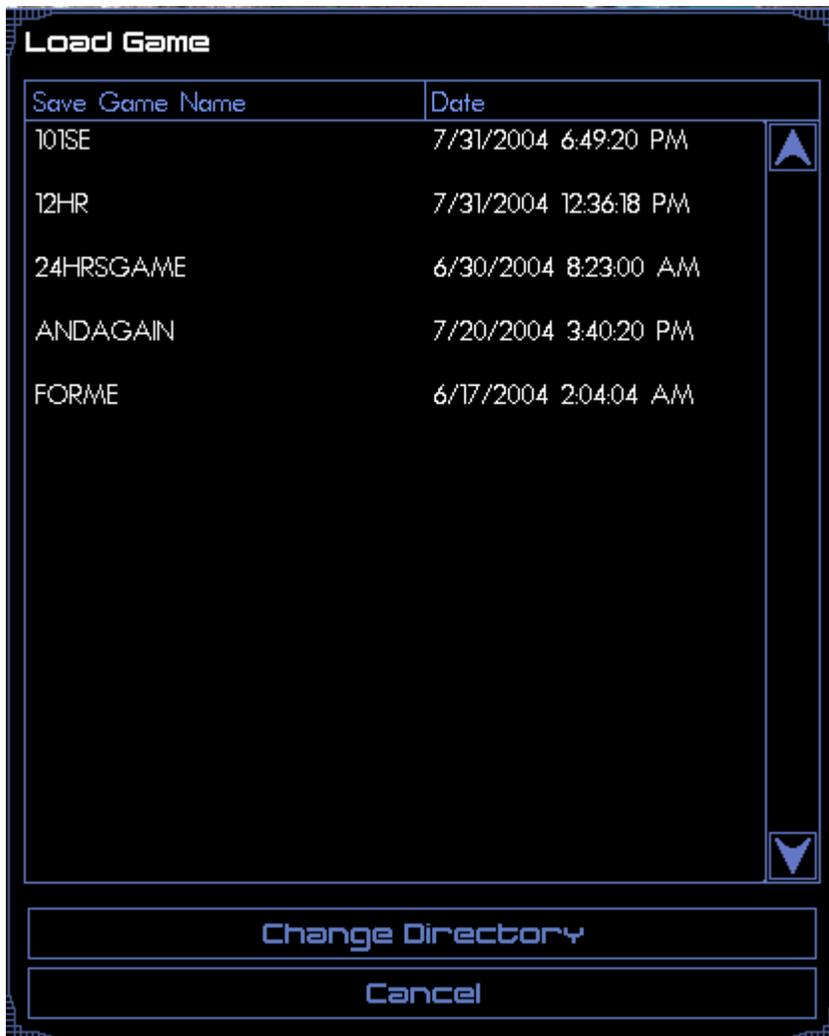


Well this one is self-explanatory. Click it to end the game.

Load Game



This button will open the Save Game folder and you can choose one of your saved games to play from here.



You load a game by simply clicking on the game you want to play. Space Empires IV Gold will then start.

NOTE: If you did not save your game after the last time you played, even with the auto save feature, you may find that you when you load your game to resume play that you might start a few turns back.

It is always a good idea to save your game manually when you are done playing for the day.

This way you know that you will be returning to the exact turn that you ended with.



When you click this button you will be taking the first steps toward a new dimension of addiction for which you may have never experienced before. “Just one more click,” will become the motto of your life.

WARNING:

This game is NOT suitable for students, interns, apprentices, or anyone else who is expected to pass tests on a regular basis. Do not think about SEIV strategies while operating heavy machinery. Do not begin learning SEIV without first making arrangements for someone to check on you daily. If you find that your game has continued for more than 36 hours straight then you should consult a physician immediately (Do NOT show him the game!)

Warning provided by G. Parker

LOAD GAME Part 2

Upon clicking the **Load Game** button you will be taken to the Game Setup Screen. From here you will configure everything from the size and type of the Quadrant you will be playing in through the make up, abilities, and characteristics of your race. Sounds scary huh? Well don't worry it really isn't that hard. Actually it is quite fun. Starting from the top and working our way down we will go through each tab, showing each of the sub functions and such in an effort to explain them all.

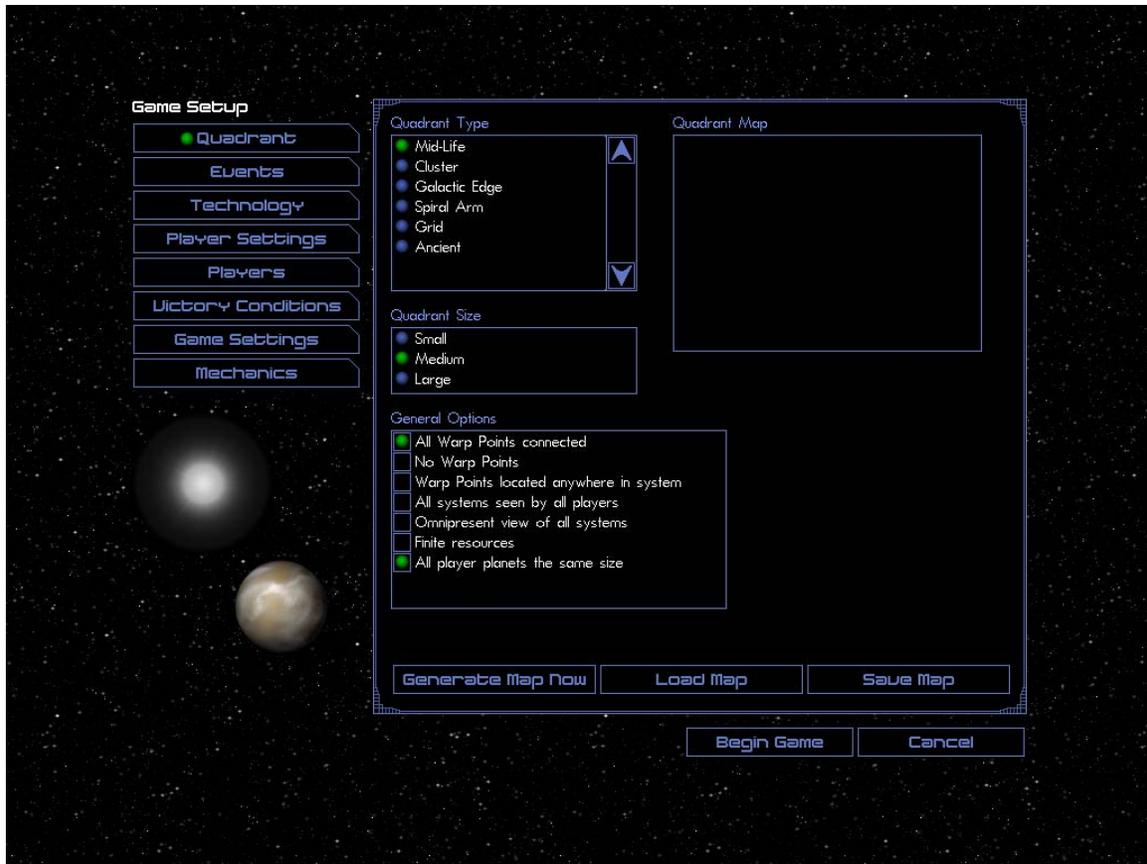


You will note that the page you are looking at is under the PLAYERS tab. This will always be the page that comes up first. Why Aaron designed it this way I doubt we will ever know. We will come back to this page and in just a bit. First we need to set our game settings. The best way to “Git R Done” is to start at the top.

QUADRANT

Quadrant

This window allows you to configure the quadrant layout and characteristics for a new game.



In the Quadrant Window you have several different selection that you can choose in creating your game galaxy



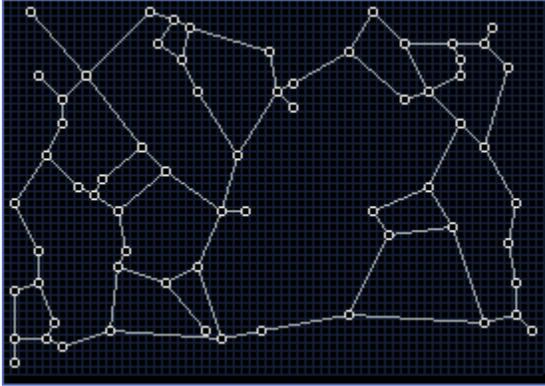
Quadrant Type

Allows you to select the different quadrant types to use in creating the quadrant. The types dictate how the solar systems will be arranged on the map and what kinds of planets they will be composed of.

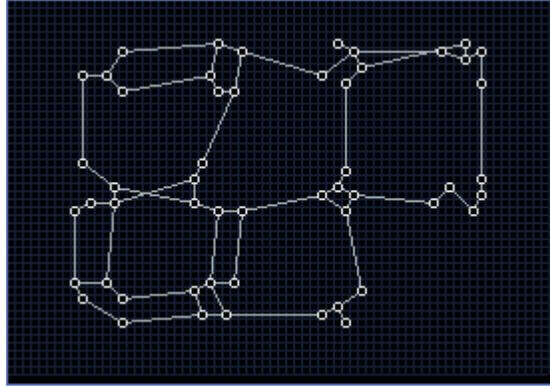
Describing the six Quadrant Types is kind of hard but I will give it a go. This information my or may not be entirely accurate.

- Mid-Life** – Standard Game Map. Good planets and resources.
- Cluster** – Good for Play By Web and Hot Seat games.
- Galactic Edge** – Like mid-life. If you have only a small number of systems, the warp connections will be spread more evenly.
- Spiral Arm** – Looks pretty. Chains of systems near the outside, cluster near the inside.
- Grid** – Systems are laid out in a square grid pattern. No chokepoints, free roaming. Right angles everywhere.
- Ancient** – Really bad resources, few planets.

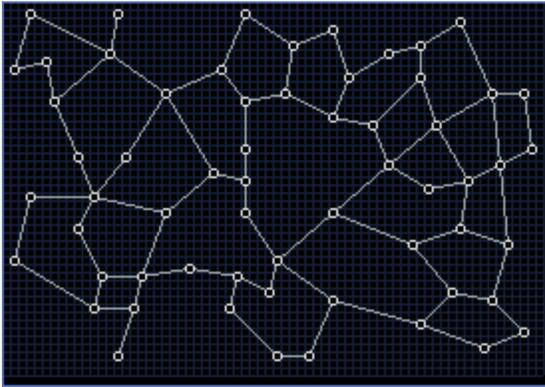
Thank You Suicide Junkie.



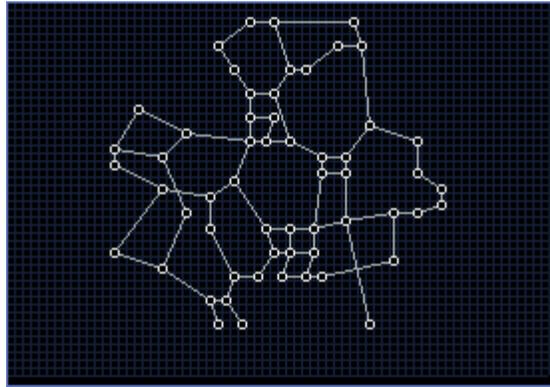
Mid-Life Galaxy (Medium)



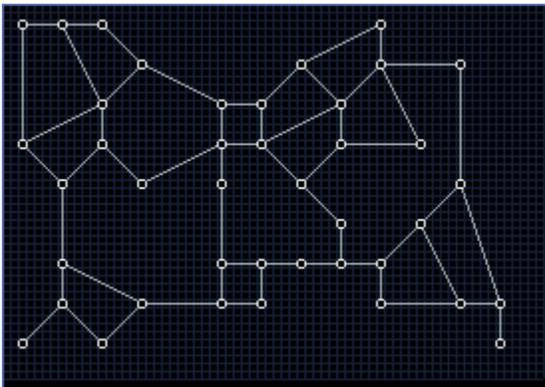
Cluster Galaxy (Medium)



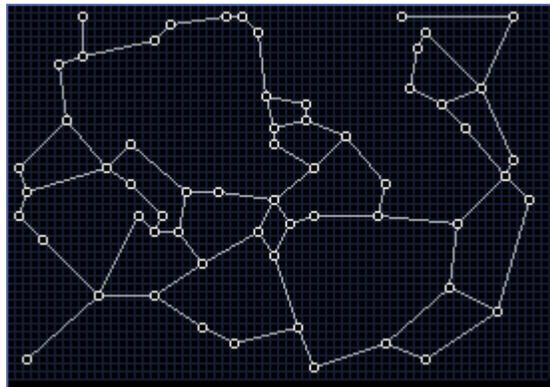
Galactic Edge Galaxy (Medium)



Spiral Arm Galaxy (Medium)



Grid Galaxy (Medium)



Ancient Galaxy (Medium)



Quadrant Size

Allows you to set an average size of your galaxy. That is how many solar systems it will have. The game is set to a default of 100 systems, however, this can be increased to a maximum of 255 systems.

(NOTE:

To change the default systems from 100 to any number up to 255 do the following:

1. Using My Computer or Explorer open up your SEIV directory and find the folder named "DATA"

2. Find the TEXT file named "SETTINGS"  Settings

3. Near the top, below the word BEGIN, find the line that reads:

"Maximum Number Of Systems := 100"

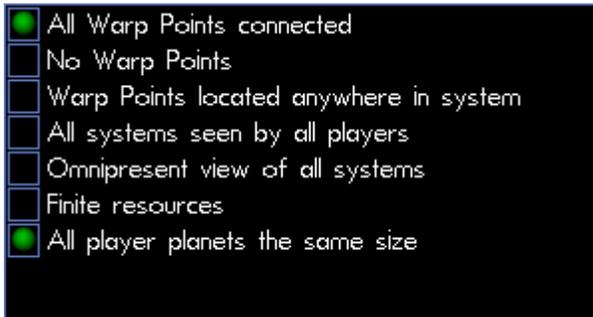
```
=====
*BEGIN*
=====
Allow CD Music                               := TRUE
Use Old Log Political Message Display        := FALSE
Maximum Number Of Systems                    := 100
```

4. Change the "100" to any number you wish from 1 to 255.

DO NOT EXCEED 255, OR YOU WILL CAUSE GAME ERRORS

```
=====
*BEGIN*
=====
Allow CD Music                               := TRUE
Use Old Log Political Message Display        := FALSE
Maximum Number Of Systems                    := 255
```

5. Exit and Save.)



General Options

Is a listing of options that can be set by the player, which will affect the way in which the galaxy and its resources are configured.

All Warp Points Connected:

This option means that all of the solar systems in the quadrant will have some kind of connection to all of the others. By turning this off, the quadrant map may be created with clusters of solar systems that are not accessible through standard warp points from the other systems.

No Warp Points:

The solar systems created will not contain warp points.

Warp Points Located Anywhere In System:

Normally, warp points are only located on the outer most edge of a solar system. By selecting this option, you allow warp points to be present anywhere in a solar system.

All Systems Seen By All Players:

When the game starts, all players will have seen all of the solar systems in the quadrant. This is equivalent to having visited all of the systems in the quadrant, but not being present in any of them.

Omnipresent View Of All Systems:

With this option selected, you will see a solar system as if you were present in the system. You will see everything present regardless of whether it is cloaked or not.

All Player Planets The Same Size:

With this option selected, planets will have a finite amount of resources. As resources are obtained from a planet, the planet's value will decrease until eventually it is worthless.

Generate Map Now By clicking this button you will generate a map based off of your Quadrant Type, Quadrant Size, and Options settings.

Load Map By clicking this button you will open the Load Map window will you will be able to load a saved map.

(NOTE: In some cases you will have to generate a map then LOAD a map in order to get the map you want to load to load.)

Save Map By clicking this button you can save your generated map.

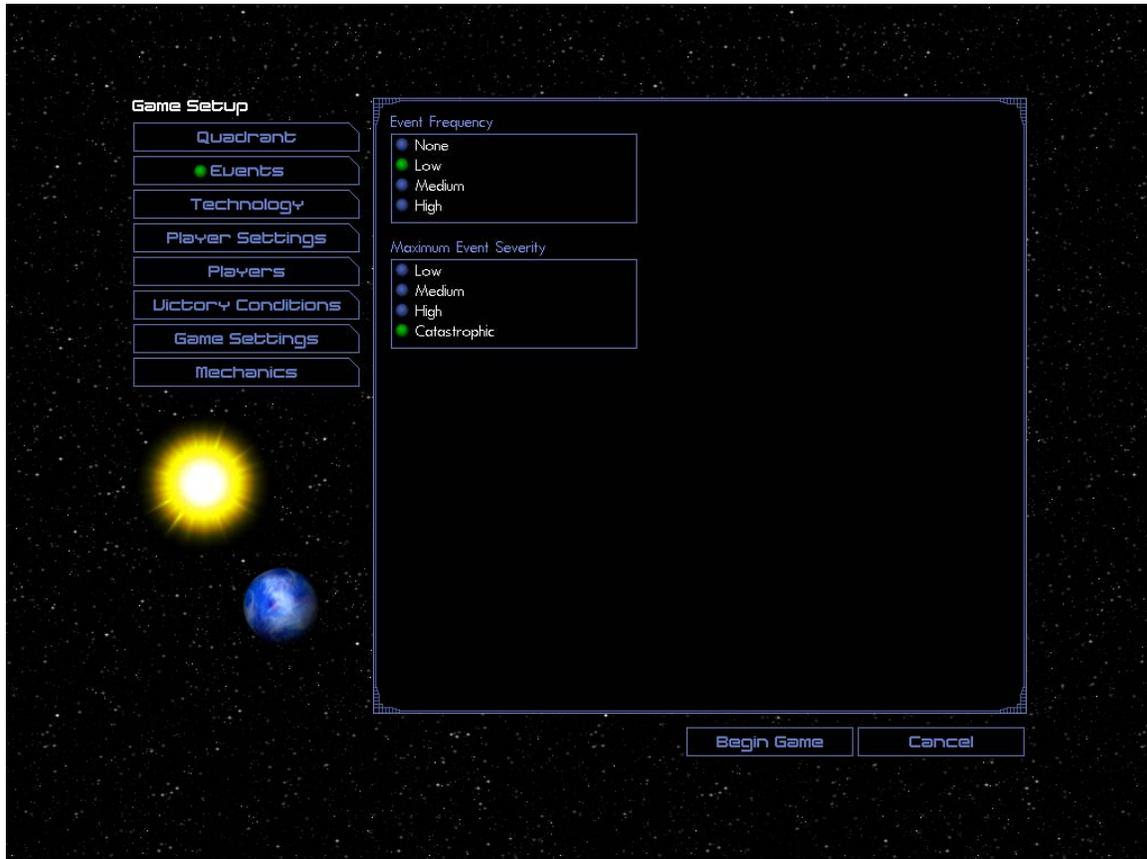


Basically it is a strait forward process to save a map. First you generate a new map, then click on the SAVE MAP button then NEW MAP FILE, name it, and click OK. You're done.

EVENTS

Events

This window allows you to configure the settings for natural events that will occur in the new game.



Event Frequency:

This is a selection of how often natural events will occur during the game.



Maximum Event Severity:

This is a selection of how severe the events can be. An example of a catastrophic event would be a star exploding.

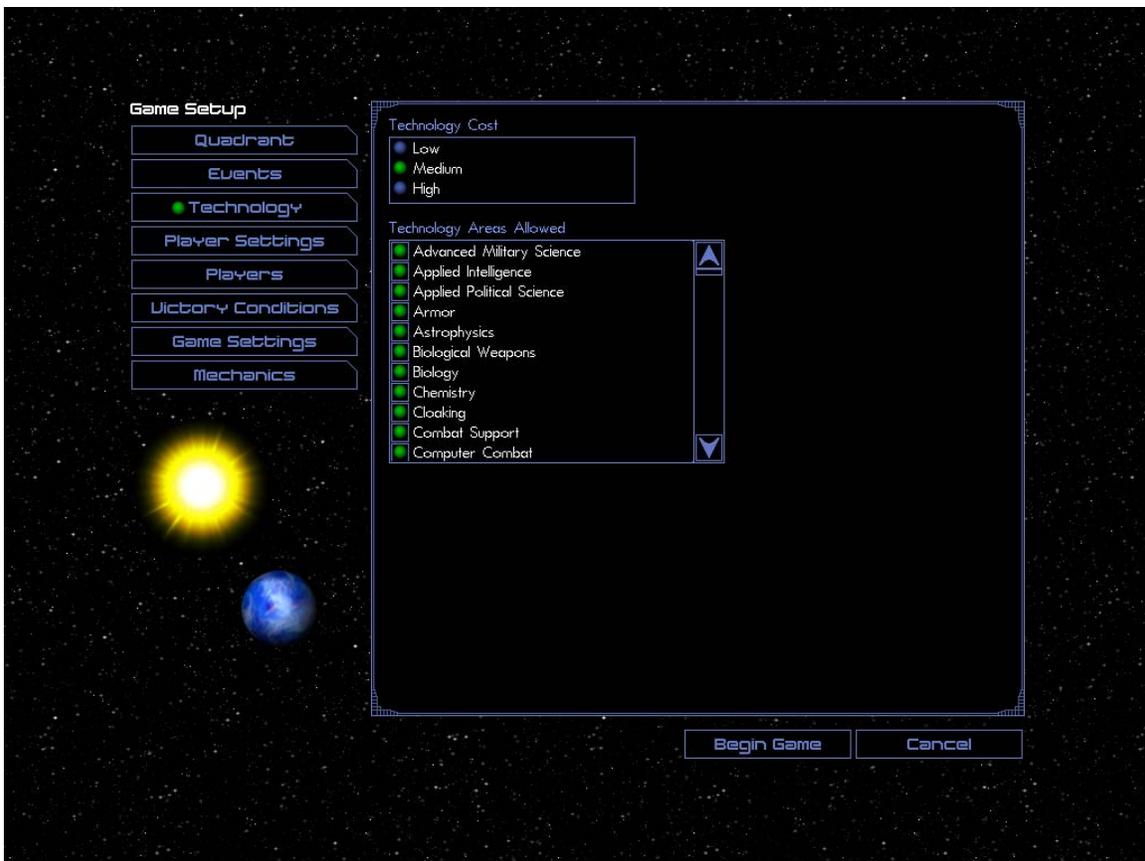
All of the events in the stock game are NEGATIVE events. There are mods out, and one on the Space Empires Gold CD in the Extra folder named Eye Candy that adds Positive

events to the file. For the most part players generally just set the event Frequency to NONE.



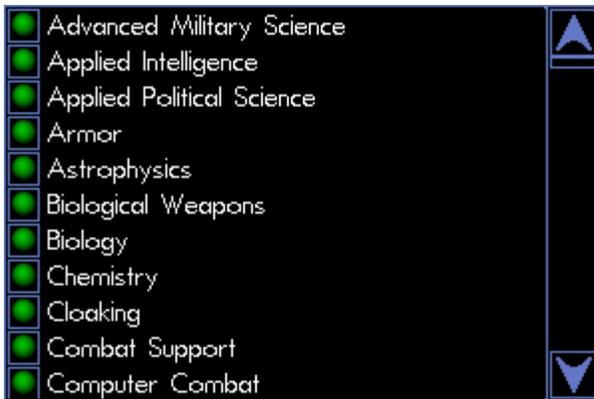
TECHNOLOGY Technology

This window allows you to configure the technology cost and allowable tech areas in the new game.



Technology Cost:

This is a selection of the relative cost of researching new technology areas during the game.



Technology Areas Allowed:

This list allows you to select which technology groups you would like to allow during the game. By deselecting an item, the entire technology group will not be present for researching in the game.

<p><u>Allowed Technology List:</u> Advanced Military Science Applied Intelligence Applied Political Science Armor Astrophysics Biological Weapons Biology Chemistry Cloaking Combat Support Computer Combat Computers Construction Crystalline Technology Crystalline Weapons Energy Pulse Weapons Energy Stream Weapons Engine Overloading Weapons Fighters Gravitational Technology Gravitational Weapons High-Energy Discharge Weapons Industry Medical Technology Military Science Mines Null-Space Weapons Organic Technology Organic Weapons Phased-Energy Weapons Physics Planet Utilization Planetary Engineering Planetary Weapons</p>	<p><u>Allowed Technology List:</u> Point-Defense Weapons Psychic Technology Psychic Weapons Psychology Religious Technology Repair Resource Manipulation Scanners Sensors Shield Damaging Weapons Shields Ship Capture Smaller Weapons Stellar Harnessing Stellar Manipulation Temporal Technology Temporal Weapons Torpedo Weapons Tractor/Repulser Weapons Troop Weapons Troops Warp Weapons Weapon Overloading Weapons</p>
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Most of these technologies have multiple levels of research and have a varying degree of effect in the game. We will discuss each of them in the Technologies Chapter later on.

Red Items are Racial Traits
Crimson Items are Racial Trait technology.

In most cases you would not exclude these technologies in a Single Player game, however in Play By Web or Hot Seat games you might wish too.

Crystalline Technology
Gives access to Crystalline weapons and armor.

Organic Technology
Gives access to Organic weapons, facilities, and armor.

Psychic Technology
Give access to Psychic weapons, and facilities.

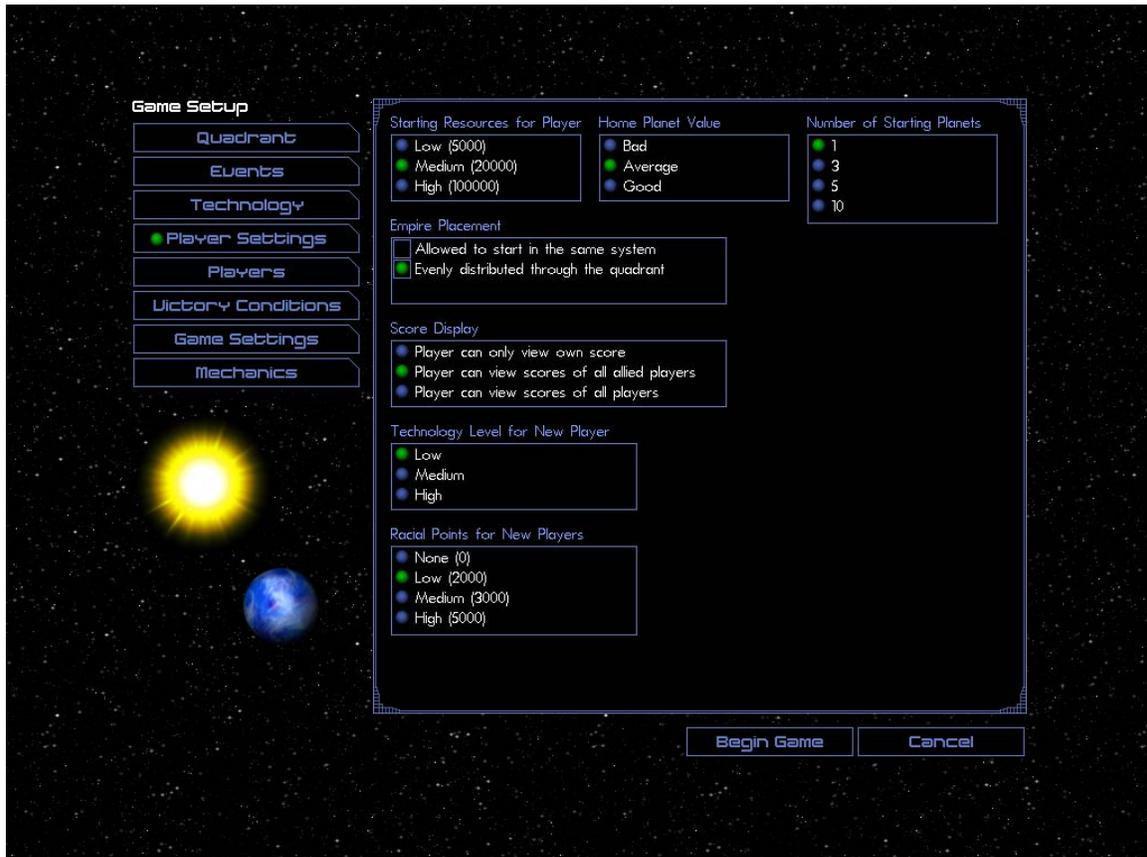
Religious Technology
Gives access to the Religious Talisman, and religious facilities.

Temporal Technology
Gives access to Temporal weapons and facilities.

PLAYER SETTINGS

Player Settings

This window allows you to configure the general options used in setting up new players for a game.



- Low (5000)
- Medium (20000)
- High (100000)

Starting Resources for Player:

How many resources each empire will start with when the game begins.

- Bad
- Average
- Good

Home Planet Value:

The relative value of the player's home planets to that of other planets.

- 1
- 3
- 5
- 10

Number of Starting Planets:

The number of home planets a player starts the game with. If this selection is more than 1, a player may have multiple planets in multiple systems. The systems will usually be grouped closely together.

- Allowed to start in the same system
- Evenly distributed through the quadrant

Empire Placement:

Allowed to start in the same system:

With this option selected, two different empires may start the game within the same system. By default, this is unselected so that players get a little breathing room when first starting the game.

Evenly distributed throughout the quadrant:

This option directs the game to place players as far away from each other as possible. The game will attempt to "spread out" the empires across the quadrant. It is possible that empires will end up next to each other, but on the average, players will be evenly placed on the map.

- Player can only view own score
- Player can view scores of all allied players
- Player can view scores of all players

Score Display:

During the game, a player will be able to view their own score and see a graph of several key values over time. This selection allows you to see other allies' scores, or even all players' scores during the game. The default is that you can only see your score and your allies' score. Being able to see an enemy's score is an advantage since you can see exactly how large they are, and how they are devoting their resources.

- Low
- Medium
- High

Technology Level for New Player:

This selection governs how high each player's starting technology level will be. The default is Low, which means that players only start with the lowest level of technology. A selection of High, will start players with all technology levels present in the game.

- None (0)
- Low (2000)
- Medium (3000)
- High (5000)

Racial Points for New Players:

When creating a new race, racial points are used to select advantages for that player. This selection determines how many racial points will be available for players to create their empires with.

PLAYERS



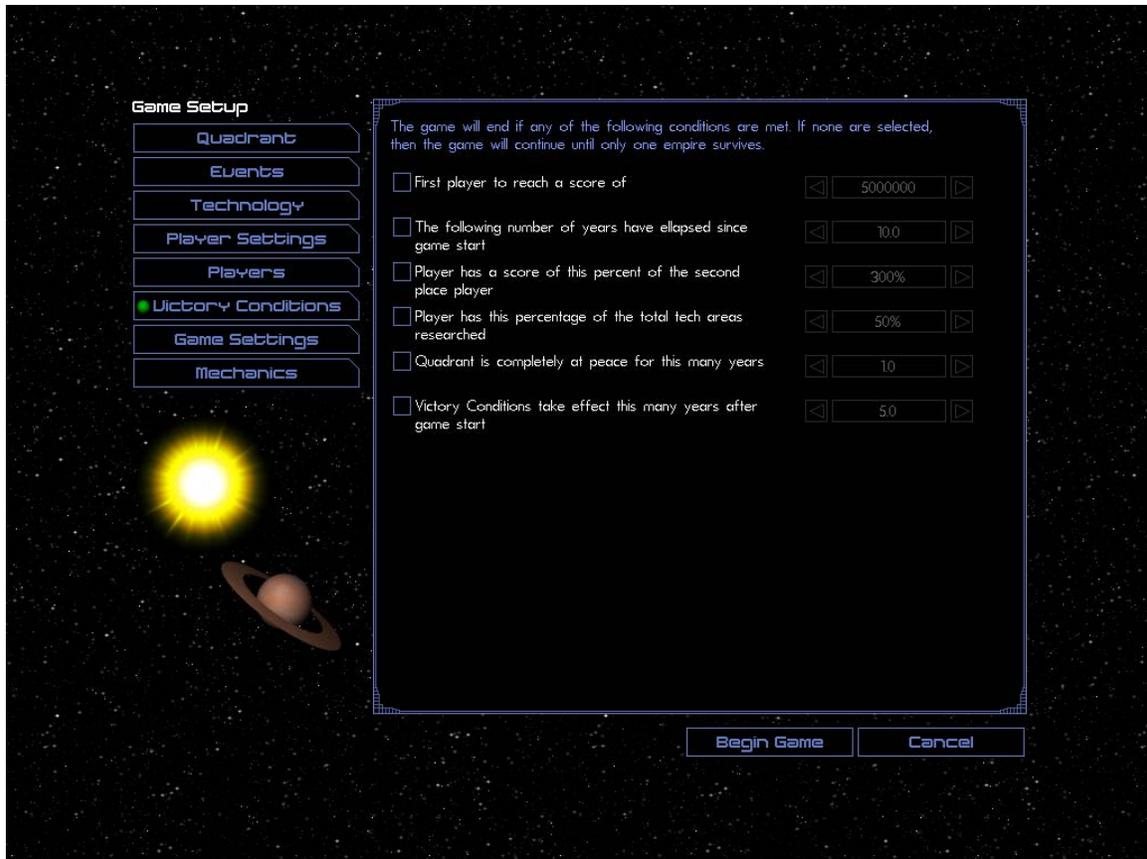
We'll come back to this one in just a second.

VICTORY CONDITIONS



This window allows you to select the victory conditions that will apply to this game. The default is that none of these victory conditions are selected. With no items selected, the game will continue until only one player is left. When a victory condition is selected, the selector value at the right will allow you to configure the exact value for that victory condition. You can select any victory condition that you would like to have applied to this game.

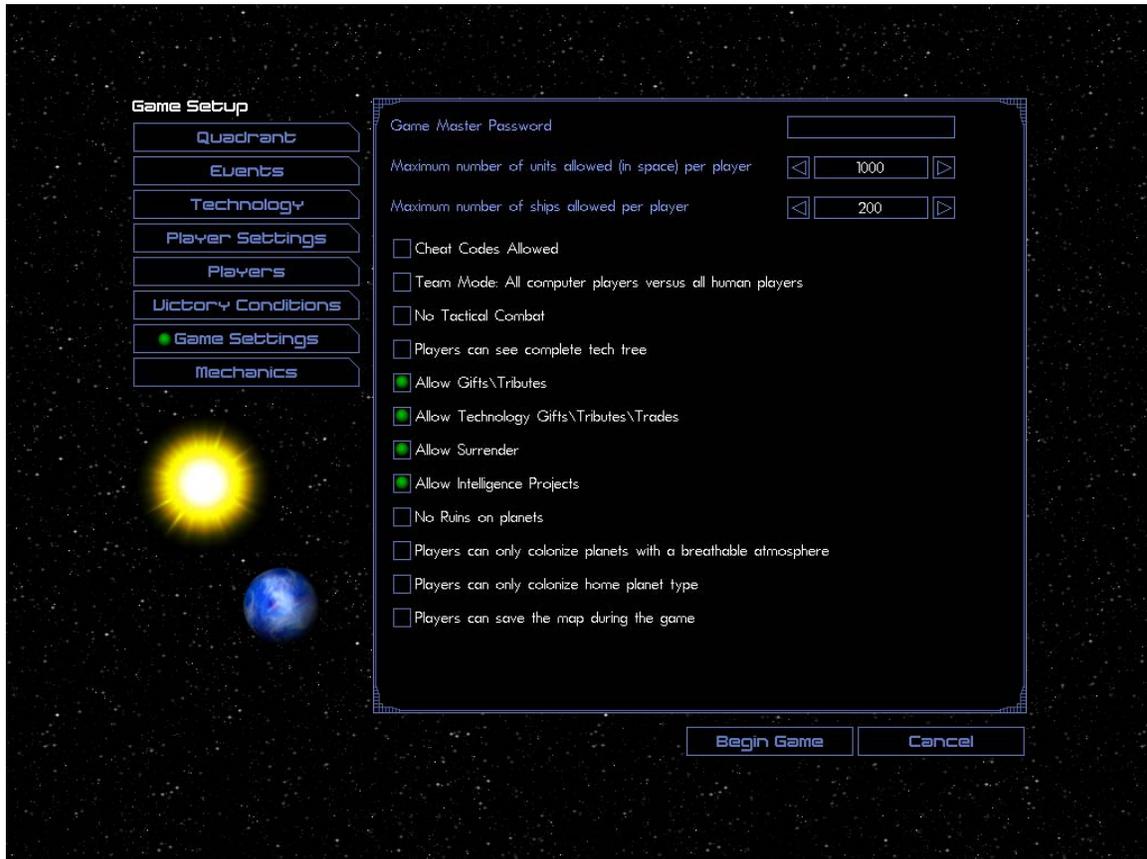
For example, if you select "First player to reach a score of", then the value selector to the right of that selection will enable. You can then select the specific score amount you want to require be reached for the game to end. If you don't change it, it defaults to a value of 50000 points required.



GAME SETTINGS

Game Settings

This window allows you to set some of the high level options for this game.



Controls: (From the Game Manual)

Game Master Password:

This allows you to enter the master password for the game. Each player can have their own password to play their individual turn. But one password is required to control the entire game. The master password allows someone to enter the game and modify players; change whether they are computer controlled, and run the host in simultaneous games.

Maximum number of units: (*)

This setting puts a maximum upper limit on the number of units (in space) a player can have. This should only be modified if you have specific memory requirements. For example, if you have more than 64 Megs of memory, you can feel free to set these values higher. If you have a slow machine with only 32 Megs of memory, then you might consider lowering these values to prevent games from growing to large.

Maximum number of ships: (*)

This setting puts a maximum upper limit on the number of ships a player can have. See the comments under "Maximum number of units" for more information on this setting.

- (*) To set the Unit and Ship number so that you do not have to manually change it each game do the following:
1. Open your Settings.txt file in your DATA folder in your SEIV folder
 2. Scroll down through the file until you find:
Default Number Of Units Per Player := 1000
Default Number Of Ships Per Player := 200
 3. Change the 1000 and 200 values to what you wish. They cannot exceed 20000 each though.
- Exit and save.

Cheat Codes Allowed:

With this option turned on, various cheat codes are allowed during the game. Cheat codes allow you to gain bonus points, instant repair times, and more by pressing special key combinations.

NOTE: To Use In Game:

While in the CONSTRUCTION window: Press and hold CTRL and type FAST. – All projects will be done in 1 turn.

While in the EMPIRE STATUS window: Press and hold CTRL and type MONEY – Will give you 100,000 of each Resource.

Team Mode:

This setting means that the game will be played in a special mode where all of the computer players will ally themselves together to fight the human players. This is recommended for advanced players who want a real challenge.

No Tactical Combat:

Selecting this option means that the choice for Tactical combat will not be available. Players will only be allowed to resolve combat through Strategic Combat.

Players can see complete tech tree:

This option allows players to have access to the Tech Tree window when playing the game. When players are in the Research window during the game, a button will be present which says Tech Tree. This button will display the Tech Tree window which details all of the technology areas in the game, how each are interdependent, and exactly what items will be received by research each area. This option should only be used by advanced players who are already familiar with the complete tech tree.

Allow Gifts\Tributes:

This option allows or prevents the ability to give gifts and tributes during the game. This option is mainly provided for multiplayer games where players often team up together and give each other gifts of technology to put their team ahead. By turning this off, no gifts or tributes will be allowed.

Allow Technology Gifts\Tributes\Trades:

This option is similar to the one above but is specifically towards just technology. By turning this off, players will not be able to give gifts, tributes, or trades of technology. This is normally intended for multiplayer games.

Allow Intelligence Projects:

This option will allow or disallow intelligence projects in the game. If unselected, it will prevent any player from conducting any kind of intelligence project against another player. However, the technology areas for intelligence still exist and can be researched (though they are effectively useless).

No Ruins on planets:

This option will prevent any ruins from being placed on planets when the quadrant is randomly generated.

Players can only colonize planets with a breathable atmosphere:

This option will make it so that empires can only colonize planets that are breathable to them. Normally, you can colonize any planet, and if you can't breathe the atmosphere, the colony is "Domed". This option makes it so that you cannot even colonize planets with different atmospheres.

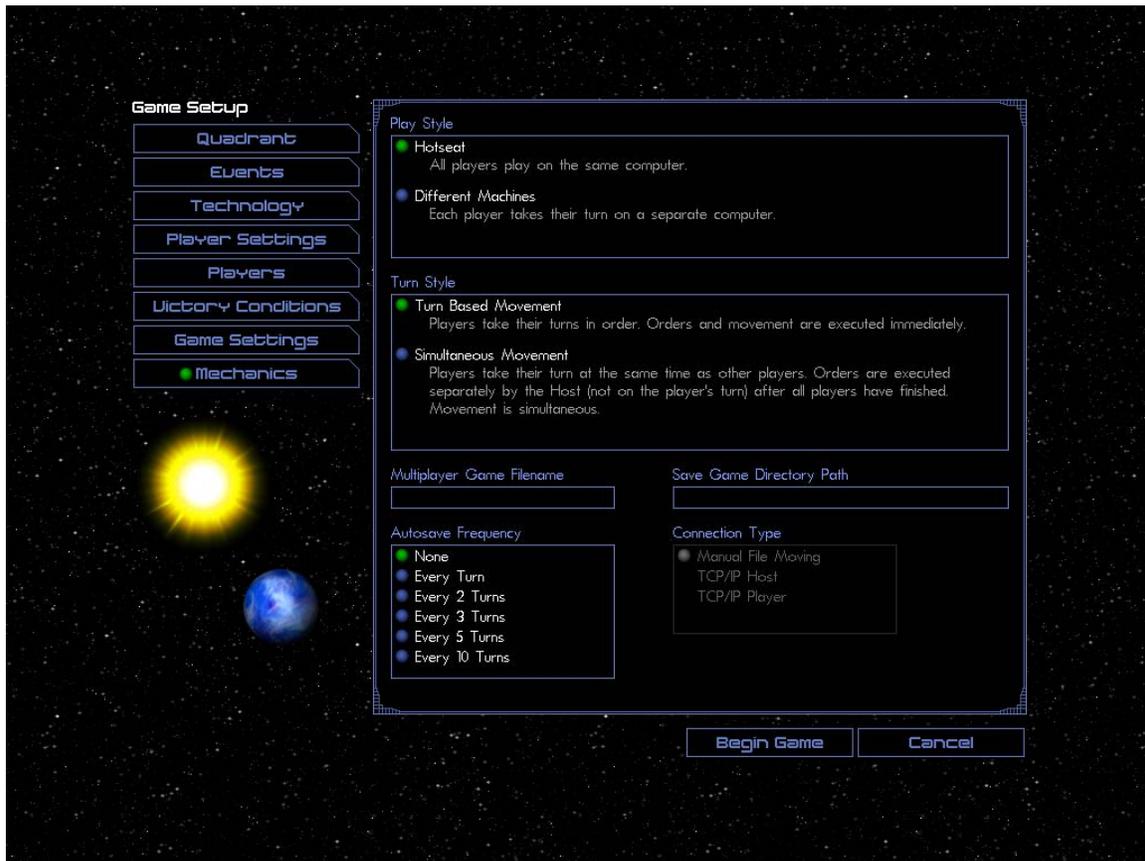
Players can only colonize home planet type:

This option will make it so that empires can only colonize planets, which are the same type as their home planet. Normally, you start the game with the technology to colonize planets like your home planet. And then through research, you can acquire the technology to colonize other types of planets. With this option selected, even with the proper technology, you cannot colonize other planet types.

MECHANICS

Mechanics

This window allows you to configure how this game will be played out.



Controls: (From the Game Manual)

Play Style:

This selection determines whether this will be a "Hot-seat" or "Different Machines" game. When playing hot seat, all players play on the same machine. When playing on different machines, each of the players is on a different computer, possibly in a different location. The game files will need to be transferred between these machines as the game progresses.

Turn Style:

This selection determines how each turn will be played out. There are two options for game play, Turn Based Movement and Simultaneous Movement.

Turn Based Movement is the most common type of turn-based game where each player takes their turn moving their ships. When a player completes their turn, the next player can begin. If players are located on different machines, then when each player completes their turn, the game will be saved. This save game file will need to be sent to the next player so that they can play their turn, and then send the save game on again.

Simultaneous Movement games are when all of the players of the game take their turn at the same time. This is most advantageous for multiplayer games so that each player can take their turn without having to wait for the previous player. During a simultaneous movement turn, ships do not move immediately. Players are merely giving their orders to their ships. When all players complete their turn, the Host (the person who created the game and runs it) will then process the turns, which is when the orders for the ships are actually executed.

In a game on different machines, players will play their turn and then a player file will be generated. This file will be sent in to the Host, where with all of the others, it will be processed to execute the ship orders. When the Host completes execution, a new save game file will be generated which is then sent to each of the players for them to begin their next turn.

Multiplayer Game Filename:

If the Play Style for this game is "Different Machines", then a multiplayer game filename will need to be entered. This is basically the filename that you want to use for this game. When a turn is completed, this name will be used to save the game to.

Save Game Directory Path:

This field allows you to enter a location to save games to. This is useful if you are playing a game over a LAN and need to specify a common location on the network for all players to save their games to.

Auto save Frequency:

This option allows you to automatically save the game after so many turns. The save will take place silently in the background after you end your turn. When you want to load an auto save game, look in the Load Game Window for files titled AutoSav0 - AutoSave9.

Connection Type:

This option is only available if the current Play Style selection is "Different Machines" and the Turn Style selection is "Simultaneous Movement". When it is enabled, the three choices are as follows:

"Manual File Moving" - The game that is setup will have the order files moved by the players themselves (much as it is described in Simultaneous Games).

"TCP/IP Host" - This selection indicates that the game will be played via the TCP/IP protocol over the Internet (or an intranet). The current machine will be designated as the "Host" of the game and will be responsible for setting the game up. The Host should fill out all of the Game Setup windows, as they want the game to be played. One thing which does not need to be done; is that no players need be entered into the Players in Game List on the Game Setup - Players Window. These players will be added automatically when they connect in to the host. When the host is ready, they should press the Begin Game button and the TCP/IP Host window will be displayed.

"TCP/IP Player" - This selection indicates that the game will be played via the TCP/IP protocol over the Internet (or an intranet). The current machine will be designated as one of the "Player's of the game. The Player does not need to fill out any of the information on the Game Setup windows as only the Host of the game can make these settings. When the Player is ready, they should press the Begin Game button and the TCP/IP Player window will be displayed.

PLAYERS (Part 3)

Now that we have gotten all of the basics out of the way we can begin to get down to business. Please note that most of what I have covered thus far is in html Game Manual located in your Space Empires IV Gold directory under Manual. If you have any specific questions about things, please read that as well as reading the New Player FAQ located at http://www.shrapnelgames.com/cgi-bin/ultimatebb.cgi?ubb=get_topic;f=23;t=009760

PLAYERS

Players

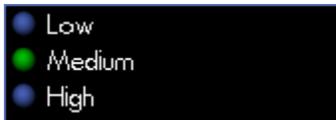
This window allows you to add players to the game, and configure the settings of the computer-controlled players. This is where you will set up your race. As we go through this section please keep in mind that there are literally hundreds of combinations that you as a player can use when setting up your races.



- Generate random computer controlled Empires
- Generate random computer controlled Neutral Empires

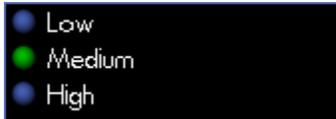
Random Computer Players:

These two options allow you to select whether there will be random computer-controlled empires added to the game when it starts. Added computer players can either be regular empires or neutral empires. Regular empires are full-fledged empires just like a human player. Neutral empires are empires, which are limited to their home system and are not a major threat in the quadrant. When the game starts, the players that are listed in the "Players in Game" list will be created, and then if these options are selected, random empires will be created as well controlled by the computer



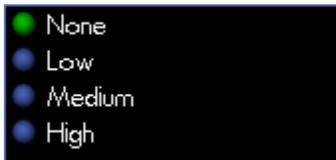
Number of Computer Players:

If one of the options for "Random Computer Players" is selected, then this selection controls how many random empires will be created.



Computer Player Difficulty:

This selection controls the overall difficulty level of the computer-controlled players.



Computer Player Bonus:

This option gives a bonus to the computer players to make them more difficult. This is only recommended for experienced players.

ADD NEW

This window allows you to set the general details of your empire such as name and picture. This is where you will choose your new race. In stock SEIV there are about 20 races that you can choose from. We will discuss these races in depth later one.

NOTE:

If you want to play a custom race and have downloaded one but have not installed it, you will need to do so before it will become visible through the ADD NEW menu.

To add a downloaded race simply unzip the file and if it is only one folder, typically named after the race, place that folder into your Space Empires IV / Pictures / Race folder. You will know you have the right place when you see all of the other race folders there. (Named after each race.)

Once you have unzipped it and placed into the Race folder, open it and see if there are any of the following files. EMP (Typically 3 of these), a file named simply after the race like RaceName.TXT (Race Name would be the name of the race you just installed.)

Place the EMP files into your Space Empires IV EMPIRES folder, and the RaceName.txt file into the DSGNAMES folder. Now the race should show up in the ADD NEW and EXSITING menus. Also you will have access to that races Design Name File.



Controls: (From the Game Manual)

Empire Name:

This selects the name of your empire. You may either type in something, or select the down arrow button to be presented with a list of possible names.

Empire Type:

This selects the type of your empire. You may either type in something, or select the down arrow button to be presented with a list of possible names. When your full empire name is shown, it is usually shown as [Empire Name] [Empire Type]. So if you select "Kratow" for the Empire Name, and "Alliance" for the Empire Type, your full empire name will be shown as "Kratow Alliance".

Emperor Title:

This is the title of your ruler. You may either type in something, or select the down arrow button to be presented with a list of possible names. This selection allows you to pick whether your ruler is an "Emperor", "King", or whatever.

Emperor Name:

This is the actual name of you ruler. You may either type in something, or select the down arrow button to be presented with a list of possible names. When your full emperor name is shown, it is usually shown as [Emperor Title] [Emperor Name].

Password:

This entry specifies the password for your empire. You may leave this blank or fill it in. If you fill it in, you will be required to enter your password before you begin your turn. This password is especially useful during multiplayer games so that you can be sure only you play your empire's turn.

Email:

This entry specifies your email address. You may leave this blank if you wish. This item is useful in multiplayer games so that the host can identify each of the players and keep in touch with them.

Race Portrait / Ship Style:

Each empire is represented by a race style. This style gives your empire its race portrait and the look for all of its ships. You can use the arrow button to move through the different pictures. When you see the one you want to use, just leave it in the display.

Design Name File:

When you create new designs for your ships, you will need to name each one of them. To make this easier there is a file, which contains a list of possible design names for you. In this selection, you can pick the name of the file you wish to use to provide your design names.

Minister Style:

This selection allows you to pick the personality of your ministers. You may use ministers during the game to control sections of your empire so that you don't have to. This selection governs how those ministers will play the game.

Computer Controlled:

This option determines whether the computer controls your empire or not. For most players, you will leave this setting off. For some games, though, you may want to set up your own custom computer players for a game. With this on, the computer will control this empire when the game starts.

Use Race Minister Style:

This option gets a little more complex. It works in conjunction with the "Minister Style" selection above. In the game, each of the different races has a very specific style to their play. By selecting this option, you are saying that you want your ministers to operate as if they are a part of the race style that you selected in the "Race Portrait / Ship Style" box. When you enable this option, the "Minister Style" selection will become disabled.

Experience Points:

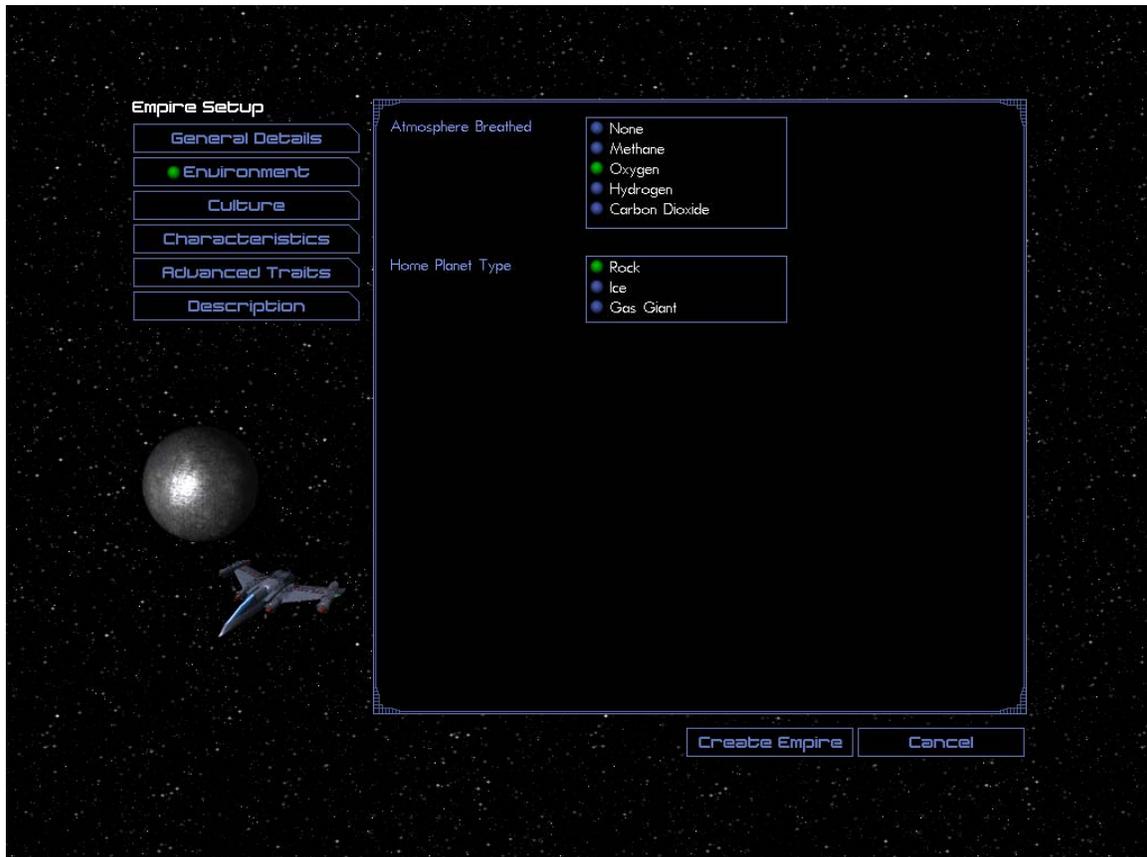
The current number of experience points your empire has accumulated is displayed here. If you are creating a new empire, this value will be zero.

Race Age:

The age of your race is displayed here. If you are created a new empire, this will display "Newborn".

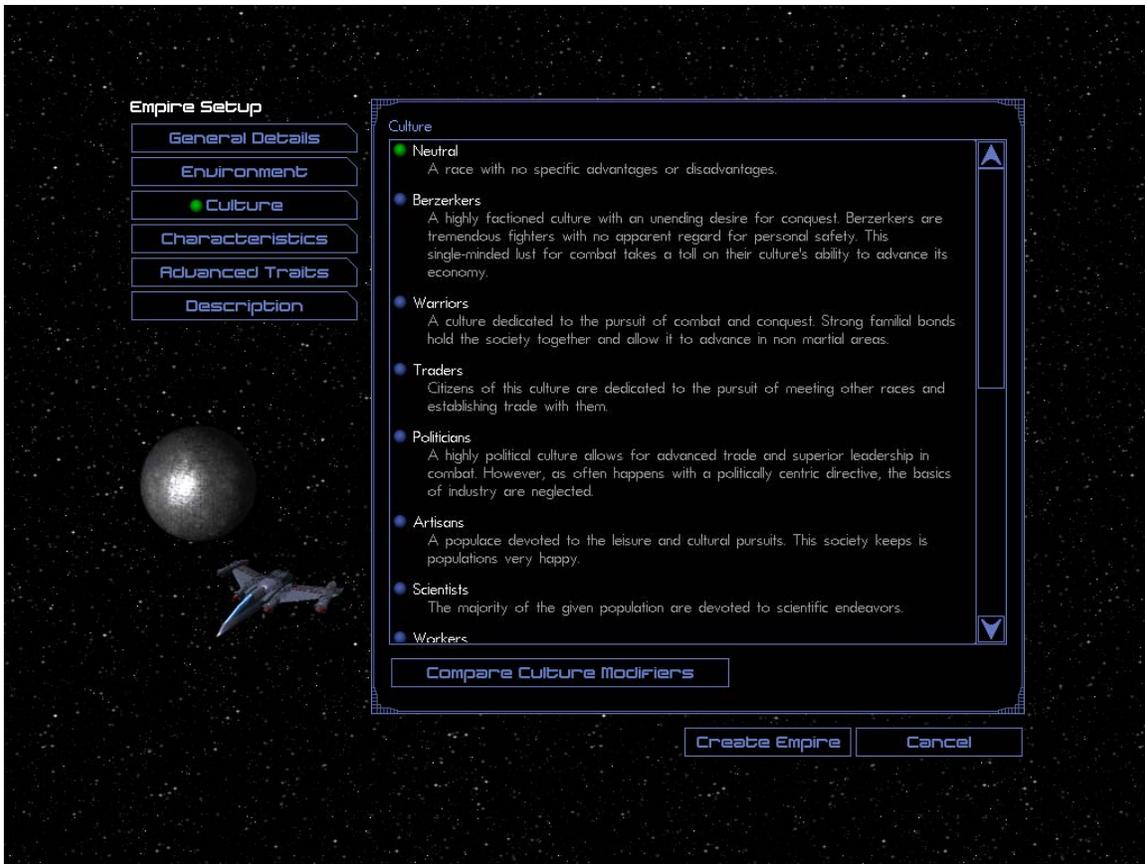
ENVIRONMENT **Environment**

This window allows you to the environment in which your race lives.



CULTURE **Culture**

This window allows you to choose the culture which best describes your race. Each culture has different modifiers, which will in turn affect aspects of your society.



COMPARE CULTURE MODIFIERS

Compare Culture Modifiers

This is a list of all the Cultural Modifiers and how they specifically affect your race.

Culture Modifiers Comparison										
Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Neutral										
Berzerkers	-5%	-5%	-5%	-5%	+10%	+10%	+5%		-2%	-2%
Warriors		-2%	-2%		+5%	+5%				
Traders				+5%						
Politicians	-5%			+5%	+2%		+5%			
Artisans							+10%			
Scientists		+5%								
Workers	+5%									
Schemers			+5%							
Zealots	-2%	-5%	-5%		+5%	+10%				
Engineers			-2%	-5%	-5%	-5%	+2%	+5%	+5%	
Merchants		-2%	-2%	+5%	-2%	-5%		+5%		
Renegades	-2%	-2%	-2%	+5%	+2%		+5%	-5%		+2%
Xenophobes			+5%	-5%			-5%			

Legend

Prod.	Resource Production	SC	Space Combat	SY	Space Yard Rate
Res.	Research	GC	Ground Combat	Repair	Component Repair
Intel.	Intelligence	Happy	Population Happiness		
Trade	Trade	Maint.	Maintenance		

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Neutral										

A race with no specific advantages or disadvantages.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Berzerkers	-5%	-5%	-5%	-5%	+10%	+10%	+5%		-2%	-2%

A highly factioned culture with an unending desire for conquest. Berzerkers are tremendous fighters with no apparent regard for personal safety. This single-minded lust for combat takes a toll on their culture's ability to advance its economy.

NOTE:

Truly, the best culture is Berzerkers. It gives a 10% bonus to combat offense and defense. Combined with Aggressiveness and Defensiveness characteristics, this nets a 30-35% bonus to all ships! Sure, the culture gives penalties to resource production, research, Intel, etc. But, the superior combat performance makes those immaterial. – By Fyron

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Warriors		-2%	-2%		+5%	+5%				

A culture dedicated to the pursuit of combat and conquest. Strong familial bonds hold the society together and allow it to advance in non-martial areas.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Traders				+5%						

Citizens of this culture are dedicated to the pursuit of meeting other races and establishing trade with them.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Politicians	-5%			+5%	+2%		+5%			

A highly political culture allows for advanced trade and superior leadership in combat. However, as often happens with a politically centric directive, the basics of industry are neglected.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Artisans							+10%			

A populace devoted to the leisure and cultural pursuits. This society keeps its populations very happy.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Scientists		+5%								

The majority of the given population is devoted to scientific endeavors.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Workers	+5%									

A culture, which values hard work above all else. Industry is given precedence above all other tasks.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Schemers			+5%							

A society with a natural disposition towards dark deals and political machinations. This society is adept at intelligence operations.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Zealots	-2%	-5%	-5%		+5%	+10%				

A culture completely dedicated to a single goal. All thought and effort is expended with this goal as the result. Though industry and intellectual pursuits suffer, this society excels at combat.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Engineers			-2%	-5%	-5%	-5%		+2%	+5%	+5%

A populace that is dedicated to engineering pursuits. These beings are adept at construction, maintaining, and repairing complex vehicles.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Merchants		-2%	-2%	+5%	-2%	-5%		+5%		

Merchants have directed themselves towards economic pursuits. They excel at trade and deep space supply.

NOTE:

The only other culture worth considering is Merchants. The 5% maintenance bonus. Combine that with a 115 Maintenance Aptitude, and you can get 5% maintenance rates for your ships for 1500 points, as opposed to 2500 points for a different culture getting 120 Maintenance Aptitude. Note that the lowest maintenance rate you can get is 5%. – By Fyron

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Renegades	-2%	-2%	-2%	+5%	+2%		+5%	-5%		+2%

A society almost to the point of anarchy, Renegades are highly factioned groups that prefer to work separately. Their diverse yet happy lifestyle keeps their population spreading throughout the galaxy.

Name	Prod.	Res.	Intel.	Trade	SC	GC	Happy	Maint.	SY	Repair
Xenophobes			+5%	-5%			-5%			

A culture, which has no desire for interaction with other cultures. They desire to remain apart and distinct from the rest of the galaxy.

CHARACTERISTICS

Characteristics

This window allows you to modify the characteristics of your race.

Most people have read through Fyrons Mini Maxing your Characteristic points.

<http://www.spaceempires.net/home/modules.php?name=Content&pa=showpage&pid=1>

I cannot stress enough the absolute importance of Mini / Maxing your races characteristics. Normally you would choose your races Advanced Traits first then Mini / Max your characteristics.

How you set up your races Characteristics will have a direct effect on how well your empire does within the game. For single player games this is important and should be mastered. For Multiplayer games like those at www.pbw.cc mastering the ability to Mini / Max your race is critical. Please read through Fyrons guide on this. I will also place a copy of it at the end of this Guide.



Racial Points Available Racial Points Available: 2000/2000

Modifying your characteristics costs Racial Points. This display shows how many racial points you currently have remaining out of the total available. When you increase a characteristic to higher than 100%, it will cost you racial points (the cost is dependent on the characteristic you are changing). If you reduce a characteristic below 100%, then you will actually gain racial points to spend. You cannot create your empire if the number of racial points is in the negative.

Physical Strength

Physical Strength ◀ 100% ▶ Average

Determines the physical strength of your race. Increasing this value will improve your ground combat ability.

This trait affects the strength of your troops in ground combat. It is a useless trait. I suggest dropping it to 50 without giving it a second thought. This gives 800 points, and all you have to do is use 2x as many troops, which is not hard at all to make up for in game. Raising this trait above 100 is most assuredly a waste of points. – By Fyron

Intelligence

Intelligence ◀ 100% ▶ Average

Determines the intellectual capacity of your race. Increasing this value will improve your ability to research new technology.

This trait affects how many Research points your empire generates. It is a good one to raise. 110 or 120 is a good level, depending on how many points are available to design your empire. It is a good place to put extra points you may end up with after designing your empire, as is Mining Aptitude. – By Fyron

Cunning

Cunning ◀ 100% ▶ Average

Determines the cunning and craftiness of your race. Increasing this value will improve your ability to conduct intelligence operations.

This trait affects how many Intelligence points your empire generates. If you do not care about sabotaging your enemy, dropping it to 50 is not a bad idea. Counter Intelligence is very overpowered. CI 3 causes points in it to be worth 360% of what they normally would be. With a 50 Cunning, this essentially drops to 180% (as you make half as much intelligence). But, that is still quite sufficient to effectively block all projects against you unless you are in the most overwhelming of situations. If you still want to do offensive Intel, you can drop Cunning to 80 and get 500 points back. This still leaves you with plenty of Intel points. – By Fyron

Environmental Resistance

Environmental Resistance ◀ 100% ▶ Average

Determines how well your race can stand up to the harsh conditions on other planets. Increasing this value will improve your population's ability to stand up to bad planetary conditions.

Every 5 percent in this trait raises or lowers planetary Reproduction Rates by 1%. This is a min-maxers wet dream, as you can get tons of free points with no adverse effects at all. Each full 5% lowered drops RR by 1%. Lowering ER by 4% has no effect at all. 100 free points. If you drop ER to 81 and then raise Reproduction to 103, you get default Reproduction Rates, and 400 free points! If you drop it to 51 and raise Reproduction to 109, you get default Reproduction Rates and 565 free points! There are minor effects on happiness, but they can be offset with the Berzerker culture. – By Fyron

Reproduction

Repair Aptitude ◀ 100% ▶ Average

Determines how quickly your race reproduces. Increasing this value will increase the rate at which your race reproduces.

This adds/subtracts directly to planetary Reproduction Rates. See Environmental Resistance for a method to get 565 free points. – By Fyron

Happiness



Determines the overall happiness and positive outlook of your race. Increasing this value will increase how quickly your populations grow happier.

This trait modifies the rate at which anger levels are decreased each turn. I suggest not raising or lowering it if you take the Berzerker trait. If you lowered Environmental Resistance, you will want some bonus to happiness. Berzerkers gives a 5% bonus here. If you pick a different culture, you might want to consider spending 100-125 points in Happiness to get 104 or 105, to return anger levels to a normal level. Of course, it is easy to keep planets jubilant with troops. 100-120 Police Troops (small troop with only a cockpit, add Electric Discharges if an Organic race) will keep them jubilant under all but the direst of circumstances (such as losing 200 ships and 50+ planets within a year or so). – By Fyron

Aggressiveness



Determines the aggressive nature of your race. Increasing this value will improve your ships ability to attack enemies.

This gives an offensive combat bonus to all of your ships to hit enemy targets. Setting it to 120 or 125 is a very good idea for optimal combat performance. 120 is good in 0, 2000 or 3000 point games. 125 is good in 5000 point games. – By Fyron

Defensiveness



Determines the defensive nature of your race. Increasing this value will improve your ships ability to defend against enemy attacks.

This gives a defensive combat bonus to all of your ships to be hit by enemy targets. Setting it to 120 or 125 is a very good idea for optimal combat performance. 120 is good in 0, 2000 or 3000 point games. 125 is good in 5000 point games. – By Fyron

Political Savvy



Determines the political ability of your race. Increasing this value will improve the amount your race will earn from trade.

This trait affects the resources and such you get from other empires through trade. Generally, it is better to rely on the resources your own empire can make instead of trade, as you never know when the politics of a game will shift and your long-time trading partners are now enemies. In games with small maps, it is best to set it to 50 and get 800 points out of it because there will not be much production from trade anyways. In medium or larger maps, I usually set it to 80 and get 500 points from it, then set those into my Mining Aptitude trait. – By Fyron

Mining Aptitude



Determines the mining ability of your race. Increasing this value will give your race a bonus to mineral production.

This affects how many minerals your empire produces. You want it to be at least 120, as minerals are the single most important resource in the game. It does cost 100 points after 120, but is still worth it. It is a good place to put extra points you may end up with after designing your empire, as is Intelligence. – By Fyron

Farming Aptitude



Determines the farming ability of your race. Increasing this value will give your race a bonus to organics production.

This affects how many organics your empire produces. Organics are essentially worthless to all non-Organic races. Setting this to 50 is not a bad idea, and it nets 800 points. If you are an Organic race and plan on using lots of organic armor and weapons, setting it to 80 may be a better idea, as you will need more organics. That still nets 500 points. – By Fyron

Refining Aptitude



Determines the refining ability of your race. Increasing this value will give your race a bonus to Radioactives production.

This affects how many Radioactives your empire produces. Radioactives are more useful than organics, but still not used nearly as much as minerals. Setting this to 50 is not a bad idea, and it nets 800 points. – By Fyron

Construction Aptitude



Determines the construction ability of your race. Increasing this value will improve the rate at which your space yards can process resources.

This affects the rate of all Space Yards in your empire, on ships, bases and planets. You will want it at least at 120, as fast construction is necessary for optimal empire performance. I usually set it to 122 because Berzerkers gives a -2 penalty to construction, and this nets a 20% bonus, making the math easier. Also, with a 20% bonus, you can get colony ships built in 4 turns instead of 5 with Ion Engines II at Base Space Yards. – By Fyron

Repair Aptitude



Determines the repair ability of your race. Increasing this value will improve the rate at which your ships will be repaired.

This affects the rate of repair of your ships and bases. All of the repair abilities of the planets, ships and bases in a sector are added up, and then multiplied by this amount in decimal form (0.50 to 1.50), and then rounded down. I set this to 52 because Berzerkers gives a -2 repair penalty. Repair bays are cheap to research and really cheap to build. All that having a 50% penalty means is that you need 2x as many of them. So, you need 10 instead of 5. For 780 points, that is certainly worth the extra 2000 minerals or so you have to pay for the extra repair bays. – By Fyron

Maintenance Aptitude



Determines the maintenance ability of your race. Increasing this value will reduce the total cost to maintain your ships.

This affects the base maintenance rate of your ships. The default is 25%. Each point in Maint. Apt. lowers that by 1%. So, 110 Maint. Apt. costs 500 points and makes the base maintenance rate of your ships 15%. That is a 40% reduction in maintenance paid, for very few points. Each point in Maint. Apt. costs 200

points after 110. It is still useful to raise it, but not nearly as good as getting it to 110, and points could be better spent elsewhere (such as 8 points in Minerals Aptitude). – By Fyron

ADVANCED TRAITS Advanced Traits

This window allows you to select advanced racial traits for your race. Advanced traits are special abilities that your race possesses.



Racial Points Available Racial Points Available: 2000/2000

Adding racial traits costs Racial Points. This display shows how many racial points you currently have remaining out of the total available. You cannot create your empire if the number of racial points is in the negative.

Racial Traits List

This displays a list of all of the advanced racial traits that are available. Before each listing is a box which shows if this racial trait has been selected. Click on any item to turn the racial trait selection on or off. At the far right is a listing of how much this racial trait costs in racial points.

Below the name for each racial trait is a description of what this racial trait will do for your empire. Some racial traits provide bonuses, some remove rules that most empires have to obey, and some provide access to unique technology areas.

Advanced Power Conservation

Supply usage by all space vehicles is reduced by 25%.

This is a worthless trait. 1000 points, and your ships use 25% fewer supplies. Certainly, a poor investment. – By Fyron

Mechanoids

Planets are not affected by plagues.

This trait is not worth 1000 points. All it does is make you immune to plagues. But, Medical Technology is not that hard to research, and who makes heavy use of plagues anyways? At worst, let the colony die and re-colonize the planet.. – By Fyron

Lucky

Half the chance for bad events.

This is another worthless trait. Do not take it if you wish to be competitive. – By Fyron

Natural Merchants

Systems do not require spaceports to get resources to the Empire.

This is a nice trait, but not really worth 1000 points in my opinion. A spaceport takes up a small fraction of the total facility slots in a system, and you only save 3 turns by taking this trait for getting resources from a new system. – By Fyron

Propulsion Experts

All space vehicles get 1 additional movement point.

Now this one is a good trait. Speed is very important in combat. This is not as valuable as Advanced Storage Techniques or Hardy Industrialists, but is a good 3rd choice. – By Fyron

Ancient Race

Empire has seen the entire galaxy at the start of the game.

This trait can be very useful, as it allows you to see where all ruins are and get to them first. It allows you to see where all your enemies are by looking for homeworld type planets. I would not take it over Advanced Storage Techniques, Hardy Industrialists or Propulsion Experts myself, but it is still a good trait. – By Fyron

Advanced Storage Techniques

Planets can store 120% of normal capacity.

This is a must-have trait. At only 1000 points, it gives you 20% more facility spaces. That translates to a 20% bonus to all resource production, research, Intel, etc. It also gives you 20% more cargo space and 20% more population space, but that does not matter much in the long run. – By Fyron

Hardy Industrialists

Planetary Space Yards produce at 125% of their normal rate.

This is another must-have trait. It gives you a 25% bonus to all planetary Space Yards. It stacks with Construction Aptitude. So, with Hardy Industrialists and 120 Construction Aptitude, you can get a 45% bonus to all planetary Space Yards! As mentioned early, fast construction is the key to victory. Without it, you will very easily fall behind. It is of course possible to win without this trait, but it is much harder, especially if everyone else has it. – By Fyron

Psychic

DeGains access to the Psychic Technology Tree.

Deeply Religious

Gains access to the Applied Religion Technology Tree.

Temporal Knowledge

Gains access to the Temporal Technology Tree.

Crystallurgy

Gains access to the Crystallurgy Technology Tree.

Organic Manipulation

Gains access to the Organic Technology Tree.

Emotionless

Populations do not grow angry or happy.

This trait is certainly not worth 3000 points. If you take it, make sure to set your Happiness characteristic to 50 so you can lower the cost of Emotionless to 2200. Taking this trait means you give up the 10% bonus from Jubilant happiness on your planets. This is a big bonus overall, and it is really easy to keep planets happy with Police Troops (small troop with only a cockpit, add Electric Discharges if an Organic race). 100-120 such troops will work fine in most situations. – By Fyron

“Well which one do I choose?” To decide which Advanced Trait you wish to choose will really depend upon how many Racial Points you elect to start your game with. Most people who play single player games set the Racial Points to 5000 in the Player Settings Menu.



Additionally most players opt for a low tech, low technology cost start. This makes the game last longer as it starts the game with virtually no technology.



Optionally I always select the **Hardy Industrialists** advanced racial trait regardless of how many Racial Points I start with. The reason for this is that it increases your Shipyard rate by 25% and that does help.

Later in the Walk thru we will set up a race for play using 5000 racial points. At that point I hope that you will gain a better understanding of what the advantages each of these advanced traits has to offer, and how best to use the. Ultimately it comes down to you as the player as to which advanced traits you want to use. Each player has his own style and method that most guard with their lives.

DESCRIPTION Description

This window allows you to enter general descriptive elements about your race.



Biological Description

This is a general text entry where you can type in a description of the biology of your race. This would include details of what your race looks like, their average life span, reproduction habits, how they evolved, and any other details you wish to provide. The entry of this field is optional.

Society Description

This is a general text entry where you can provide details on the society of your race. How does the government work? How do members of the society treat each other and view aliens? The entry of this field is optional.

General History

This is a general text entry where you can detail out the history of your race. How did they first obtain space travel? How did they react to their first alien encounter? What have been their great accomplishments? The entry of this field is optional.

Demeanor

This selection allows you to pick a general descriptive word to describe your race's demeanor.

The Default Demeanors are:

Psychotic – Violent - Aggressive - Impulsive

Neutral - Friendly - Honorable - Serene

NOTE:

You can add more words to the list simply by adding them to the Demeanors.txt file in your DATA folder located in your base Space Empires IV directory.

Happiness Type

This is the setting that effects how your race will handle interaction with other race, negative and positive events, and likelihood of rioting.

Peaceful

Populations respond well to good events such as ships being constructed, colonies being created, Partnership treaties, etc. They respond poorly to enemy ships, wars, and plagues.

Bloodthirsty

Populations love wars and the destruction of their enemies. They respond poorly to any combat losses or peace of any kind.

Neutral

Populations prefer that their race is left alone and scorns all treaties. They respond poorly to any unusual events.

NOTE:

This file can be edited as well. If you're into modding you can add additional happiness types and set them up according to your own desire. To do this, simply open the Happiness.txt file located in your DATA folder, which is in your Space Empires IV base directory. **MORE TO COME SOON**