

O.R.B.

OFF-WORLD RESOURCE BASE



Strategy First

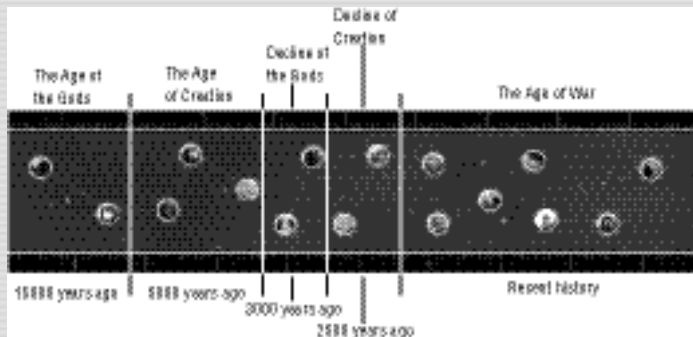


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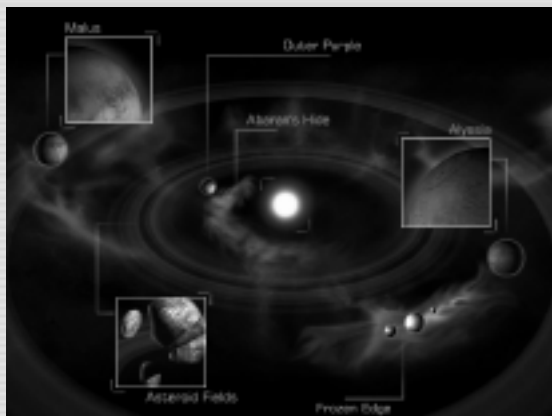
Book 1: War and Peace in the Aldus System



"A timeline of the Age of War"

Millennia ago, an empire that reigned over much of the galaxy suddenly and inexplicably collapsed. Theories abound as to the reason for its demise, but none is supported by evidence. When this ancient civilization died, the history of its ascendance, achievements, and ultimate downfall died with it. However, what we can glean from miscellaneous sources some two thousand years after the catastrophe indicates that entire solar systems became wastelands. Billions died, their stories never to be told. Those remaining reverted to barbarism, and the empire's monuments and less tangible triumphs were left to rot.

In a far corner of the galaxy, in the Aldus system, two races survived on two separate planets, quietly orbiting their common sun. Both groups were quite certain that they were unique and alone, yet they shared a common bond: the Aldar.



Who are the Aldar?

Of the numerous gods in the cosmic pantheon, only the Aldar have so powerfully affected the fate of life in the galaxy. Their story is told in their own words, comprising the first 300 books of the Torumin, a collection of 4,000 books written by these divine beings as a specific (if often paradoxical) set of directions for the races that they themselves begat. Their story is complex and often contradictory; nevertheless, it is possible to glean a summary of their birth, ascendancy, and ultimate demise. The final books of the Torumin are believed to have been written some 2,500 years prior to the current situation between the Malus and the Alyssians.

The Torumin

The **Torumin** has significantly shaped the cultures of both the Malus and the Alyssians. Scripture is used not merely for spiritual inspiration and succor; rather, it is a "divine blueprint" from which both races believe they can discern the actions that will allow them to triumph over any and all manner of trouble and adversity.

Perhaps now more than ever before, both sides are consulting the scriptures as they attempt to determine the course of action that will grant them victory. The scriptures have both generated and perpetuated the current hostilities between the Malus and the Alyssians, both of whom believe they are doing the will of the Aldar.

In the scripture below, we will examine only those books and verses that have played an integral part in the current conflict. Bear in mind that the excerpts included here represent only a fraction of the complete scriptures - over 4,000 books in all. The sections of the scriptures that are of the greatest significance during the current conflict are derived from five books: The Endless Shadow (Book 843), Prophecies and Portents (Book 1113), Admonitions (Book 3541), Origin of Spirits (Book 3647), and Shade of Dawn (Book 3999). The excerpts presented below, as well as the interpretations given them by both races, have been arranged chronologically so as to provide a context for the present struggle.

From Book 843, "The Endless Shadow"

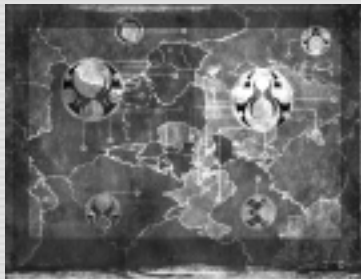
During roughly the same early period the cultures of both the Malus and the Alyssians experienced a significant disruption in their social and political structures. Perhaps the scriptural verse cited below was discovered simultaneously by both races, for the words seem to have been the primary cause in the restructuring of both societies.

- Verse CI -

**We who have created you, govern you.
We watch earnestly your every triumph,
your every mistake. Only rarely do we
intervene. Such is our relationship with
you: observer and the observed.**

Malus: In the year 424, during the era now known as the Old Dark, a period of intense fighting ended with the establishment of the Malus Clan system, in which each Clan is responsible for a particular aspect of society. Prior to the establishment of the Clan system, individual families vied for power. The results were unfailingly bloody and peace was short-lived. The Clans absorbed the existing families, and imposed a fragile structure on the chaotic squabbling.

No words have come down to us from this time, though the image reproduced below shows territorial divisions after the establishment of a Clan system on Malus:



Alyssian: During this same period, the Alyssians were at the height of a period of cultural and intellectual prosperity. This verse of the Aldar scripture had a profound influence on Alyssian thought; indeed, in their own tongue, "Alyssian" means "the Observed". Self-censorship in the arts grew, as fear of the Aldar's disapproval took root in the Alyssian mind. Prior to adopting the "Alyssian" name, philosophical theses abounded with arrogant references to the greatness of "the Elect":

"We, the Elect, are sole worthy to inherit the Cosmos. There is no other Intelligence but Our Intelligence."

Following the strict interpretation of Aldar scripture, particularly the above quoted verse, the tone changes dramatically:

"We, who are the mere Shadow of the Aldar, humbly submit our Intelligence, feeble though it may be, before them. We, the Observed, sit in judgment of their superior Wisdom."



From Book 3541, "Admonitions"

Admonitions, the book from which the following verse is taken, is a strange compilation of mystical guidance and practical admonitions. The latter includes guidelines regarding dietary restrictions, marriage rites, manners, mode of dress, even appropriate entertainment. Of the former - mystical guidance - the following verse has had a great impact on the evolution of the current war.

- Verse III -

Thus do we say, and let it echo from star,
that the Law is the way to Victory.
Child, what is the Law? That which
leads to Victory. Child, what is Victory?
To live in accordance with the Law.

Malus: Malus interpret this verse to mean "the laws of the Malus"; that is, secular laws. It was first employed by the Clan hierarchy as a means to legitimize the imposition of a despotic order on the unruly citizens of Malus. The Law, as it appears in the scripture, was soon defined as anything uttered by the various Clan leaders. The circular logic of the verse suited the whims of these upstart chiefs, who announced that any changes in the laws would be consequentially reflected in the divine Law. Any radical changes or abuses of power were then simply defined as being part of the Law, and therefore justifiable. This capricious form of lawmaking frequently led to savage abuses, such as the infamous Great Fading, in which millions of Clanless Malus were convicted of treason and summarily executed.



"The banner of the highly orthodox Rising Clan, showing the Aldar as menacing entities".



"The banner of the Lord of the Night Sky Cult, the current ruling clan on Malus".



"The banner of the long-defunct Crescent Clan. The crescent image is still commonly used, especially by the Malus military".

Alyssians: The peculiar translation of a single word highlights a fundamental cultural difference between Malus and Alyssia, and may be responsible for the current tensions between the two races. Whereas the Malus interpret the term "Victory" to mean conquest over oneself and others, the Alyssians, who lack such an aggressive mindset, took the term to mean "Unity", or "Friendship". Thus, this passage was critical in the Alyssians' efforts to determine if other intelligent life existed in the system. Prior to contact with the Malus, "Victory" appears frequently in the speeches of Alyssian political leaders, including the famous "Lecture to the People" of the Great Orator, Wihtric:

"My People, among us and within us there dwells an insatiable loneliness. To our philosophers, artists, orators, and the millions of others - nameless - who have enriched our lives, we owe gratitude. But, alone amongst even ourselves, our achievements ring hollow. We learn from Scripture, "Child, what is the Law? That which leads to Friendship." My People, it is time to take these precious words to heart. It is time to fulfill the Scripture. It is time to befriend the cosmos. Know that this is the destiny of the Alyssians."



Only three weeks after this speech, the Alyssian government set in motion a program of technological development that would, in only two years, enable them to dispatch unmanned satellites to the far reaches of space. The satellites were equipped with large refractors and marked with sacred Alyssian symbols, and they would act as beacons, proclaiming the existence of the Alyssians to the cosmos.

From Book 1113, "Prophecies and Portents"

Early in the morning, during the first night of the Shining Hespera, the Malus holy day, high atop the Malus observatory at Mount Ki're, astronomers detected the first signs of a new, unidentified body in the heavens. It would change the course of the entire system.

The Malus' age-old conviction that no other life existed in the cosmos had never been in question. Their gods, the Aldar, at the height of their power, had been drawn into a war with a

powerful enemy. Eventually, the Aldar were betrayed in a Great Battle, and were defeated. The Great Betrayer was known only as a symbol in the Torumin.

The **Alyssia 1** satellite contained a recorded greeting from the people of Alyssia, and a pronouncement that they would announce themselves by lighting up the night sky

"Prophecies and Portents" was written by an unknown Aldar during the decline of that divine race. Pessimistic in tone, the numerous "divinations" were the first indication that the Aldar's time had passed.

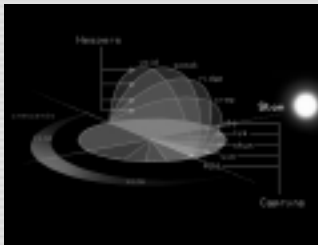
- Divination ml -

**All living creatures wake to the light of the sun;
When there are two suns,
Does this increase our awareness?
Shadow upon shadow, Light negates light.**

Malus: The Malus had long been divided over the significance of this enigmatic prophecy, and "two suns" had been interpreted in every sublime and ridiculous way imaginable. The passage has since become synonymous with the "Dual Rise". As the sun rose prominently over a heavily populated continent, the appearance in the sky of the unmanned, unarmed Alyssian satellite gave the appearance of two suns appearing simultaneously. Its orbit decaying, the satellite at last burned through the atmosphere and crashed to the planet's surface. What was recovered from the wreckage shocked the entire populace. Emblazoned on the wreckage was the symbol from the Torumin, the symbol of the Great Betrayer who had caused the downfall of their gods. The satellite also contained an encrypted message that, once deciphered, was immediately revealed by Malus holy men to be a previously incomplete Torumin scripture.

**Observer to observed,
The striking hand gathers the flame;
The crushing hand ignites the path,
Victory is the light.**

The threat was obvious. The great evil was returning to destroy them, as it had the Aldar. Malus had to prepare for war; a cataclysmic confrontation with the Great Betrayer was imminent.



"Dual Rise affected every facet of Malus culture, including the development of a navigational system based on a ship's position relative to the Sun".

Alyssia: The logical Alyssians do not place much importance on "**Prophecies and Portents**". Although some religious figures (usually on the fringes of society) claim to have successfully interpreted many of the Divinations, the Alyssian Orthodoxy generally frowns upon such unfounded speculation.

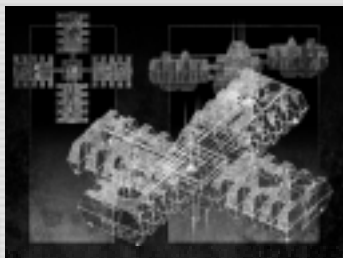
Before burning up in the atmosphere, **Alyssia 1** had transmitted enough information back to its home planet to convince the Alyssians that there was indeed intelligent life on Malus. The lack of response confused them, and finally convinced the Alyssians that civilization on Malus was still in its infancy.

From Book 1113, "Prophecies and Portents"

There was much turmoil on Malus following this unexpected encounter with their ancient enemy. Clans formed and collapsed, splintered and united. There was no consensus on how to prepare for the impending doom, but no one disputed the inevitability of war. A new breed of clan leader emerged, one who took on the role of savior, the only hope in these dire times. Some were powerful and charismatic enough to combine many clans under their leadership, and an apocalyptic fervor swept across the planet.

At the same time, a new and powerful religious caste calling itself the Devout of Torumin appeared on the frenzied scene. The Devout were adept at providing profound interpretations of the scriptures. Clan leaders began to associate themselves with the Devout, in the hopes that an 'interpreted' scripture might lend them some advantage in the power struggle. The Devout not only became mouthpieces for the words of the gods, but also the spokesmen for their preferred clan.

- Divination mmX-
When war falls, counsel peace,
The converse is also true.
Those who balk at the word,
may bristle at the blade.
These are fears And rhythms of life.



"The blueprint, with confidential data altered or deleted, formed the basis for the Spaceport's design".

Malus: When the presence of an alien intelligence in the galaxy could no longer be denied, the Malus hierarchy formed the Oversky Authority, a hastily assembled board of military leaders and Clan representatives. The Oversky Authority announced its militaristic intentions and focused Malus energies and resources on the construction of the Spaceport, a massive space station that would serve as the command center for the deployment of Malus forces.



Alyssia: During the period of the Oversky Authority, the Alyssians remained cautiously optimistic, despite the fact that many of the follow-up satellites they had dispatched into Malus space had vanished. Their newest effort would be an ambassadorial mission, and among the ships that were sent to perform the peacemaking tasks was the Trennah. A long voyage stood between them and the Malus.

From Book 843, "The Endless Shadow"

- Verse I -

Brother! Brother!
I am consumed by fire.
I am as a falling sun.



*"A Malus protective amulet
 fashioned from a fragment of
 the destroyed Alyssian
 satellite (Alyssia 1)."*

Malus: In the early morning hours of the second Hespera, a morning that would later be described by the Malus devout Pura, as "dung-dark and dry as death", the Oversky Authority activated the Spaceport. The Night Sky Cult had gained ruling status and an intense "re-education program" had buried any hopes of diplomacy. Most Clans gathered behind the Night Sky Clan, their military might and economical advantage presenting them with the best chance to defeat the Great Betrayer.

From Book 3999, "Shades of Dawn"

The Malus Spaceport was eerily renamed Nighthome by the Night Sky Clan, and was constructed to serve as a launching pad for military missions. All Clans mounted extensive military buildups, and rumors of sinister new weapons advancements soon found their way to the common people. Millions of would-be soldiers signed pledges to fight until the incoming enemy was subdued. The coming war would be everyone's war.

- Verse XX-

**Do not be misled by those who would deny
 your true inheritance. Gaze upon the night sky.
 Do you see discord there? It is not for you to see.
 Only when blood mixes with blood do the
 wonders of the cosmos reveal themselves.**

Malus: Following the dismantling of the Oversky Authority, a great battle erupted between the various Clans on Malus. Sides were chosen based on one fact, and one fact alone: did the Alyssians present a threat to the very existence of Malus? The violent imagery of this

scriptural verse appealed to that element of Malus society which believed that, in order to avoid ruin, a cataclysmic war must be played out against the invading Alyssians. Three years of internal chaos and bloodshed, dubbed "the Calming", led to the appointment of the first Exarch of Malus, a member of the dominant, and domineering, "Night Sky" cult, which took its name from this verse. The "Night Sky" cult was still the governing Clan on Malus, and was supported by a vast majority of Malus citizens. The Exarch was looked upon as the ultimate savior of Malus.

Alyssia: The Alyssians' take on this passage is typically pacifistic; cited frequently by those supporting the manned mission to Malus, Verse XX substantiated the Alyssians' belief that unity must be sought at any cost. "Only when blood mixes with blood do the wonders of the cosmos reveal themselves". For the Alyssians, this was nothing less than Scriptural proof that the secrets of the Aldar could only be attained by seeking out their cosmic brothers.

From Book 3541, "Admonitions"

Night Sky, the colossal Malus spaceport, orbits menacingly around its dark home planet, while Devouts recruit eager would-be martyrs from across the land...

The Malus' preparations for war were rapid and impressive: advances in armaments and other technologies were announced daily, and military leaders hastily assembled highly effective regiments of devoted soldiers. It was with an enormous sense of duty that the Malus prepared to face the Great Betrayer.

- Verse CXX -

**Lose your heart to thoughts of War,
And nothing else. Long for War,
And wed yourself to dreams of Battle.**



"The banner of the Fist, the symbol of the united Clans, lies draped over the coffin of a dead Malus soldier."

Malus: The recitation of the above verse by hundreds of thousands of Malus troops prior to entering battle has been, for those who have borne witness to the event, an awesome experience. The Malus war machine, which until fairly recently hardly existed, has grown into a formidable military structure. The current war is nothing less than the fulfillment of thousands of years of prophecy. Guided by the Aldar, the Malus are prepared to reclaim the galaxy as their own. The Clans however, are proudly and staunchly independent. Will a common cause suffice to maintain a fragile peace on the home planet?

Alyssia: Many Alyssian heroes are philosophers and explorers, reflecting the people's passion for thought. They hold tenaciously to ideas, a disposition which in the past led to several bloody internecine wars. Until recently, the modern Alyssian recalled these hostilities with a sense of shame. Today, however, Alyssian society is on a war footing, and memories of the past have been given new life. Alyssians are seeing a return to their more combative - some would say "noble" - past. And they point to verse CCX as evidence of the necessity for war.

From Book 3647, "Origin of Spirits"

Theologians on both sides are puzzling over the possible meaning of Divination MCC, which raises the specter of an as yet unknown force in the cosmos. The writer's tone - fearful in the face of an indefinable threat - heralds the appearance of a new author, perhaps a sage Aldar elder. There is a fatalism in this section of the scriptures that stands in marked contrast to the self-assuredness that is so apparent in earlier verses.

- DIVINATION MCC -
 I am tormented by dreams of our death,
 And grieve at what is to come.
 For in dreams I have seen The Heavens falter,
 And the stars drop from the sky.
 In my dreams creation ceases without a sound
 I have seen the destruction of the Way.

Malus: For centuries, Divination MCC was closely guarded by the Sedjahar, a semi-independent cabal of the Devout, whose aims were twofold: to study the infamous verse and, fearing that such divine uncertainty would demoralize the Malus citizenry, prevent it from becoming public knowledge. But with the advent of the Alyssian war, the Exarch has commanded that the divination be divulged to the public. The Sedjahar have emerged from obscurity, its members elevated to godlike status, and the verse reinterpreted to suit the whims of the Malus military regime. The Malus hierarchy, including the Devout of the Night Sky Clan, have adopted a position which was, until recently, a frightful heresy: the destruction of the Way admits the possibility that the Malus can now fulfill their destiny as the rightful inheritors of divine rule in the cosmos. Although this idea is nothing new in Malus religious thought, the prophecy in Divination MCC lacked historical precedence until the start of the war. Now the Malus believe that, with the destruction of the Alyssians, they will return to that paradisiacal period in galactic history when only divine beings - the Malus now among them - dwelled in the cosmos.



Mystical symbols have been carved by the Alyssian ancestors into the landscape to communicate their good intentions to the fallen Aldar"

Alyssia: Typically, the Alyssians have taken a considerably more humble approach to their interpretation of Divination MCC. Mystics among the Alyssian priesthood have determined that the passage is essentially a divine appeal for mortal help that has transcended time and space. It is both the burden and the privilege of the Alyssians to reopen "the Way" so that the Aldar may once again return to their former glory.

Book 2: Procedures Guide

1: System Requirements and Installation

System Requirements

Minimum

- Windows 95/98/ME/2000/XP
- PIII 600 MHz, 128 MB RAM, 500 MB Hard Drive space, 3D Video Card with 16 MB VRAM, DirectX 8.1 or Higher, DirectX Compatible Sound Card, 56k Modem for LAN and Internet

Recommended

- Windows 95/98/ME/2000/XP
- PIII 1 GHz, 256 MB RAM, 3D Video Card with 32 MB VRAM, DirectX 8.1 or Higher, DirectX Compatible Sound Card, 56k Modem for LAN and Internet

Installing O.R.B.

To install **O.R.B.**, insert the **O.R.B.** Install CD into your CD-ROM drive and follow the on-screen prompts.

If the AutoPlay screen does not automatically appear, perform the following actions:

1. Close all running programs
2. Ensure that the **O.R.B.** Install CD is in your CD-ROM drive
3. Double-click My Computer on your desktop
4. Double-click the CD-ROM icon
5. Double-click the Setup.exe icon to launch the installer
6. Follow the on-screen instructions to install the game

Note: You do NOT need to install GameSpy Arcade to play **O.R.B.** on the Internet.

After installing the game, you will be given the choice to either view the readme text file, or immediately start playing the game. The readme file contains recent additions to the manual.

Note: This manual provides you with everything you need to know to play **O.R.B.** For more detailed information on ships, their armaments and weapons please refer to the folder entitled "Extra" in the **O.R.B.** section of the Start Menu.

2: About The Game

O.R.B., the acronym for **Off-World Resource Base**, is a 3D real-time strategy game that involves the desperate struggle between the forces of two planets for control of the Aldus solar system. You command the military forces of both the Malus and the Alyssians - two radically different races with fundamentally different cultures and motives.

Extract resources from asteroid belts throughout several systems to expand your fleet. Research new technologies to upgrade the capabilities of your existing ships and test your enemies by building new prototypes. You can also capture enemy ships and steal technology

to open up new research branches. The secrets of your world can be discovered in far flung corners of the solar system, allowing you to piece together the past and learn more about your present situation.

O.R.B. Features

- 3D RTS with full freedom of movement in all directions.
- Epic story tracing a battle to the death between two bitter rivals.
- Two playable races with unique campaigns, strategies and technology trees.
- Multiplayer: eight players in cooperative mode and four players in head-to-head mode.
- Dynamic environment that includes free-floating objects - asteroids, planets, moons, debris moving at varying speeds.
- Context sensitive music.
- Extensive ordering system including Rally Points, moveable Nav Points, and smart Nav Points that track targets.
- Interaction with objects such as huge asteroids where mining factories and secret bases can be built.
- Epic Scale: Five levels of units including combat-suited commandos, fighters, destroyers, battle cruisers, and space stations.
- Visible upgrades to units as you research new technology.
- Customizable Squad logos on each ship.
- The possibility to capture enemy units, thus opening new branches in your research tree.
- Downloadable campaign editor, complete with the ability to script your own in-game cut scenes (not officially supported).

3: Getting Started

When you first load the game, the Main Menu appears. It contains the following options:

- **Single Player:** Play a Single Player campaign or skirmish
- **Multiplayer:** Play a Multiplayer game
- **Options:** Access the Options menu
- **View Intro:** Watch the O.R.B. intro movie
- **Quit:** Return to Windows

Let's get started by taking a look at how you begin a single player game...



Starting a Single Player Game

Select Single Player from the Main Menu. The Select Player screen is displayed. You can now create a new profile, select a previously created profile, or delete an existing profile.

To create a new profile, click the New button. Enter your player name in the field, and click the OK button. Your new name is added to the list of available players. To continue, click the OK button at the bottom of the screen.



To play the game with a previously created profile, simply select the name from the list of available players and click the OK button to continue.

If you wish to delete an existing profile, select that profile's name and click the Delete button. You can now create a new profile or start the game with a previously created profile.

Click Back to return to the Main Menu.

The Select Game Screen

The Select Game screen allows you to select the scenario or campaign that you wish to play for a Single Player game. You have the following options on the Select Game Screen:

- **Malus:** Play the Malus Campaign
- **Alyssian:** Play the Alyssian Campaign (The Alyssian Campaign will be unlocked once the Malus Campaign is completed).
- **Skirmish:** Play a new Skirmish game (see Skirmish: The Skirmish Window, below)
- **Saved Custom:** Play a saved Skirmish game
- **Tutorial:** Play the Tutorials
- **Back:** Return to the Select Player screen



The Mission Menu

If you have selected one of the Campaign options from the Select Game screen, the Mission menu is displayed. This menu displays all completed and available scenarios for the selected campaign. The Mission Log window displays the name of the mission.

When you complete a mission, a new scenario is unlocked in the Mission Log window.

You have the following options from the Mission menu:

- **Saved Game:** Play a saved Campaign game
- **OK:** Launch the selected game
- **Back:** Return to the Select Game screen

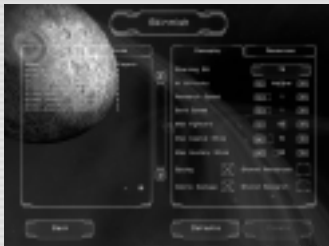


Skirmish: The Skirmish Window

The Skirmish window displays maps that you have created. To the right of the Maps window is the Options window. Here, you can change several options to suit the needs of your game. See Options in the Multiplayer section of this manual for more information about setting game options.

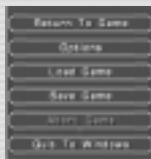
You have the following additional options in the New Custom menu:

- **Defaults:** Reset game settings to the map default
- **Create:** Go to the Game Lobby (see the Multiplayer section of the manual for details)
- **Back:** Return to the selected game



The Esc Key Menu

You can press the Esc key at any time during the game to display the following menu:



- **Return to Game:** Click this to resume playing after making any changes in this menu.
- **Options:** Click to change Video, Audio, and other game options. See The Options Menu in the Multiplayer section of this manual for further details.
- **Load Game:** Click to load a previously saved game.
- **Save Game:** Click to save the game you are currently playing.
- **Abort Game:** Click to quit the game you are currently playing without saving it.
- **Quit to Windows:** Click to exit O.R.B. and return to your desktop.

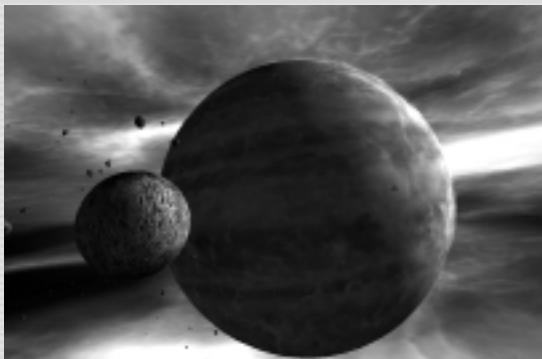
4: Playing the Training Modules

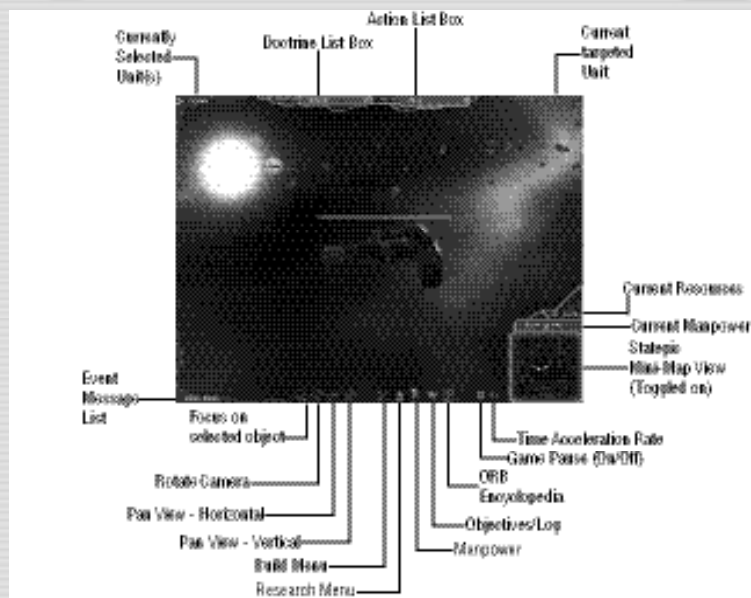
The O.R.B. Training Modules are designed to introduce you to both basic and advanced game controls. Simply click the Tutorial button on the Select Game screen. On the Mission screen, select the Training Module you wish to run, and then click OK. It is recommended that you begin with Tutorial 1 and continue in sequence through to Tutorial 5.

5: Procedures and Protocols

The Gameplay Interface

The Main Screen, also known as the 3D Map, is where you interact with the environment. Here, you select and move units, engage in battle, harvest resources, and see the results of those actions.








The Main Screen Interface


The icons along the bottom of the Main Screen allow you to accurately control camera movement, perform important game actions, and control your Resource Units (RU). (See Building Units for more information about Resource Units.)

There are four basic options on the Main Screen that require little explanation, so we'll take a quick look at those first:

 **Data Book:** Click to view mission objectives, important notices, and statistics for your current mission or campaign.

 **Help:** Click to view information about the Malus and Alyssians, as well as detailed information about all technologies.

 **Play/Pause:** Click to pause the game, and click again to resume playing.

 **Game Speed:** Set the game speed to normal (1X), (2X), or (3X) normal speed.

Moving the Camera

Camera movement in O.R.B. is quite basic, but you should take the time to get used to the various controls. You will need to act quickly in the heat of battle.

To zoom in on a unit, first make sure that the unit is selected. Next, hold down both mouse

buttons. Move the mouse forward to zoom in to the unit; move it backwards to zoom out. You can also freely move the camera around any selected unit by pressing and holding down the right mouse button and moving the mouse to position the camera where it will give you the best view of the scene.

The camera movement we have discussed thus far assumes that you are focused on a unit. However, if you wish to use the camera to freely roam space without being attached to a specific unit, you can use the icons at the bottom of the screen to detach the camera. Note that these camera options are not available in the 2D map.



Zoom/Focus: Click this icon to focus on a selected object. The object is now centered in your field of view. Click the icon a second time to zoom in to the selected unit. To refine your zoom, click and hold both mouse buttons, and then move your mouse up or down. You can also use the mouse wheel to refine the zoom.




Rotate: When you click the Rotate icon, a grid is displayed. Continue to hold the left mouse button and use your mouse to rotate fully around the selected object.



Move Along Plane: Click this icon and hold down the left mouse button to glide the camera along a single flat plane.



Move Up/Down: Click this icon and hold down the left mouse button to move the camera up and down over the selected object.

You can also focus the camera on any object without deselecting a previously selected unit by pressing the ALT key while clicking the object that you wish to focus on. When you press ALT, the mouse pointer changes to .

Selecting Units

In order to control units, you must first select them. Controlling a unit includes moving the unit and issuing orders to it. You also select units to provide a focus for the camera. This allows you to keep an eye on your selected units by moving the camera to various points in space.

There are four ways that you can select a unit:

1. Left-click on the Unit: Health and Shield bars are displayed on top of the ship. These are visual indications of the current Health and Shield status of your units. For more detailed information, press the F2 key to display the Squad Manager Bar. A Doctrine & Action box interface is displayed at the top center of the screen, and the ship name is displayed in the top left corner of the screen. In Verbose Mode (see Moving Units, below), the icon is flashing. Left click again or press the "F" key to focus the camera on the unit(s).
2. Hold down the left mouse button and drag around the units to select them: All units inside the blue-dotted drag box are now highlighted. This type of unit selection is called "band selection".
3. Press the Shift key and left-click on the unit: A "+" sign is displayed. This method allows you to band select units and add units individually by clicking on them. To remove units from

the band selected group, position the cursor over the unit(s) you wish to remove. The "+" sign changes to a "-" sign. Now, simply click on the units you want to remove.

4. Press the "H" key to Hop between units: The camera hops between the various units, whether they are selected or not.

If you have a selected group, press the "#" key that represents that group: See Grouping for further details.

Moving Units

Use the Move command to dispatch your ships throughout the cosmos, engage in combat, and perform research tasks. Only ships using a defensive doctrine while under attack will respond without your intervention, so it is essential that you become familiar with this most basic game feature. You can move your ships in both 3D and 2D environments using the same procedures. To switch from 3D to 2D, simply press the Spacebar. You can also access the 2D mini-map by moving your mouse to the bottom of the Resource Units panel to the far right of the screen.

On the 2D map, different colored icons represent different elements. To find out what each of the icons on the mini-map represents, simply move your mouse over each icon.

- Green icons represent friendly units
- Red icons represent enemy units
- Blue icons represent allied units
- Blue diamonds represent Nav Points
- Grey dots represent unidentified objects (that is, out of sensor range; see Detecting Enemies)
- Yellow icons represent Capital Ships
- Blue orbs represent planets

The mini-map provides you with a good overall view of your environment, and is especially useful in determining the relative distance between various objects. You can also set Nav Points on the mini-map, and watch the action unfold in 3D in the Main Screen.

To move a unit, you must first select it (see Selecting Units). Next, you can press the TAB key to activate Verbose Mode. Verbose Mode is not required to move your ships, but they will be more easily recognizable in this display.

A Selected Unit



*The Same Unit in
Verbose Mode*



Now, press CTRL to display the navigational grid. Left click on the unit's destination. A dotted trajectory line appears. If you are flying to a point in empty space, a Nav Point is created at the intended destination. Nav Points are markers that units will fly to when issued Move commands. You can set multiple Nav Points, (Ctrl+Shift+Left-Click) and your units will fly to them in sequence before becoming Idle. You also use Nav Points to create Patrol Routes. Select the ships that you want to send on patrol, create waypoints, and then select "Patrol"

from the Action menu. The units will continue to fly to each point until you issue a new command.

If your destination is an object, the trajectory line is drawn to that object. Now, release the CTRL key. The selected unit begins to move toward its destination, and "Move" appears in the Action box at the top of the screen. See the next section for more information about the Action box.

If you want to move to a number of locations in a specific order, simply press SHIFT (while continuing to hold down the CTRL key) and click on each of the target destinations. This creates Waypoints. Release CTRL and your units will immediately move to the first defined location. Press the "F" key to zoom in on your moving units.

The Action Box

The Action box, located at the top of the Main Screen, displays the commands that can be given to your ships. You will note that certain ships have commands unique to those ships. The graphic below contains standard commands for a moving vessel that is not involved in combat.



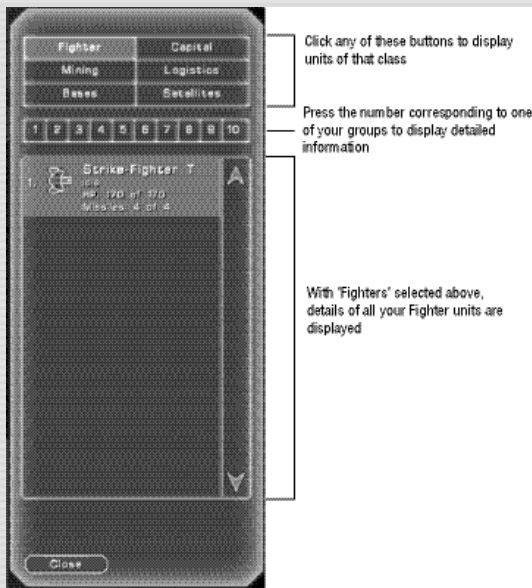
When your ship is not moving, "Idle" automatically appears in the Action box. When your ship is moving, "Move" automatically appears in the Action box. The following are explanations for the other Action box options:

- **Powerdown:** When you select this option while your unit is moving, the engines are cut, and after a moment "Powerdown" appears in the Action box. Once your ship has stopped, the "Powerdown" option disappears from the Action box selections. Ships in this mode will not appear on enemy sensors at passive sensor range and the grey dots will not be displayed.
- **Dock Nearest Base:** When you select this option, the selected unit(s) fly immediately to the nearest Base, where their Health is regenerated, and any torpedoes and missiles are re-supplied. To return your docked ships to active service, simply click on the name of the ship located in the top left corner of the Main Screen.
- **Self-Destruct:** The selected ships are automatically reduced to space dust. This can be a useful option when you wish to prevent the enemy from seizing your ship. Also, the blast radius of a self-destructed ship can be large enough to do significant damage to enemy vessels.
- **Retire:** The selected ships dock at the nearest base and are processed into RU's. You can see your RU total increase when the ships enter the base.
- **Make Formation:** Groups all selected units within a single fleet, thus allowing you to control them as one entity.
- **Break Formation:** Dissolves your current formation. You now control each ship as a separate entity.

Grouping

Grouping allows you to assemble and assign a number to several units for quick reference. To form a group, simply select the units you wish to include, and then press CTRL + NUMBER (from 0 - 9). Each ship in the group is now tagged with the selected number.

You can check on the status of a group and any ship under your control by opening the Squad Manager Bar. Press the F2 key to display the Squad Manager Bar. The Squad Manager Bar also includes detailed information about your units 'Health, group, missile and torpedo load, current order and Shield status.



Building Units

Click the Build icon  to display the Build Menu.



The Build Menu

Building units is essential to creating and expanding your fleet. You build units to perform certain tasks, and you can upgrade these same units to carry out more advanced orders. In Single Player mode, building is limited by the scenario being played. At the beginning of the game, you can only build a certain number of ships. In order to build more advanced units, you will need to perform Research, which will be discussed in the next section.

Before we discuss the types of structures that you can build, a word about Resource Units. Resource Units (RU) are the standard units of energy in O.R.B. You obtain Resource Units by harvesting and processing the minerals in nearby asteroids. You then spend these Resource Units to do Research and to build new units. You can see a current and constantly updated tally of your Research Units on the far right side of the Main Screen: **RU 2000**.

From the Build menu, select the ship from which you want to build your new unit. You can build from 3 different types of structures. The main structures are the Spaceport (Alyssian) and Starbase (Malus). In addition, Military Bases and some Capital ships (Unarmed Carriers, Carriers, and Assault Carriers) can build a small selection of ships. If you have not selected a unit from which you will construct new units or upgrade existing units, the Starbase (or Spaceport if you are playing the Alyssians) is selected by default. Now, select a Class button to select the ship class. Ship classes include Fighters, Capital Ships, Logistics, and Upgrades. A complete list of all units is included in this manual. When the Class Type is highlighted, the ship display window to the right of the Class window displays the ships that you may currently build.

Note also the following three figures to the right of the Ship Display Window:

- **Cost:** The number of Resource Units required to build the unit
- **Crew:** The number of Manpower Units required to build the unit

To build a unit, click on the Build button. A queue list appears to the right with the ship name and a progress bar. Once the ship is completed, the queue is deleted and the unit emerges from the Spaceport or Base and parks itself in orbit. You can click Build many times to queue up several units. When your units have been built and dispatched into space, you can quickly select and focus on them by clicking, for example, "Sensor Jamming Vessel Built" in the bottom left corner of the Main Screen. To close the Build Menu, click the Close button or press the "B" key.

Note that the required Resource Units (RU) and Manpower Units are deducted automatically from your total on the right side of the Build Menu.

Researching Units

Before you can build a specific unit or technology in the Build Menu, you must first construct a prototype in the Research window.

Click the Research icon  to open the Research Menu.


There are two types of technologies in **O.R.B.**: Research Technologies, and Applied Technologies. Before you can build a new unit, you must fulfill specific prerequisite requirements for construction of the new unit. Thus, you employ Research Technologies to "unlock" Applied Technologies, which allows you to construct prototypes. Researching technologies costs Resource Units, the cost depending on the level of Research you are performing.

There are 6 distinct fields of Research technology. Each player starts at the Basics level in every field. As you research within a given field (and thus attain the next Research level), more options are opened up to you. The main Research fields are:

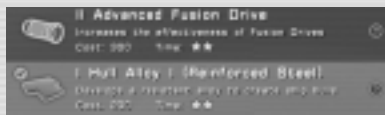
- Energy (E), Materials (M), Construction (C), Explosives (X), Electronics (L), Academics (A)

Research in these fields allows you to develop the technology to create new, more powerful units. For example, in order to build the Light Fighter Prototype, check the Research menu to determine the Research prerequisites:

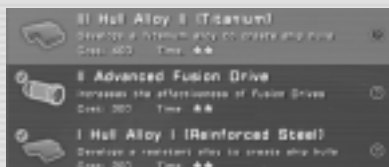


In this example, Level 1 Research is required in the fields of Energy, Materials, Construction, Explosives, Electronics, and Academics. When these prerequisites have been met, new units become available for construction. The checkmark in the top left corner indicates that this category has already been researched. For additional information about the selected category, click the Help icon  to the right of the screen.

When you complete Research at a certain level within a certain field, additional levels within that field are opened up. Researching these more advanced levels will allow you to build new and more powerful units. For an example of how Research opens up new research possibilities within a category, let's take a look at the following:



After researching Materials 1 by clicking the Research button, the Materials category in the Build Menu appears as follows:

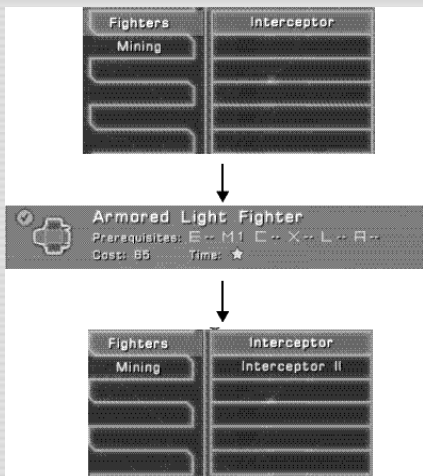


Note that Materials II (Advanced Fusion Drive) is now available for Research. Keep in mind that each step of Research is sequential. You cannot "jump ahead" to a new area of Research without first meeting the research requirements of the level currently being studied.

Click the Stop button to cancel research on a given technology.

Prototypes


When you build a prototype, the ship or unit is "unlocked" in the Build menu; you may now construct that unit. For example, building the Armored Light Fighter prototype (which requires specific Research prerequisites) allows you to construct the Interceptor II Fighter in the Build menu. The diagram below illustrates this progression:



Applied Technologies are not organized in a sequential manner, which means that you can build any prototypes you desire in any order.

Certain events may occur during the building of a prototype that will alter your original building schedule. These events will either cancel or delay your building.

Manpower

Click the Manpower icon  to display the Manpower screen.

In addition to resources, Research and Construction also require Manpower. Manpower is essential for the following:

- Research, Covert Operations and Tactical Events, Pilots

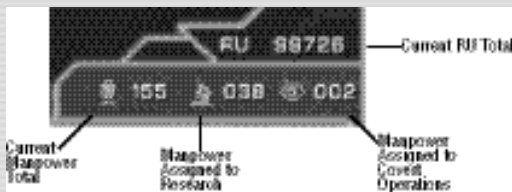
Each of these Manpower requirements is described.

Manpower units are acquired through Academics research and through the construction of Mine Bases. Each additional Academics level and each Mine Base adds ten Manpower units to your total. Building certain mining constructions will also add to your total Available Manpower:

- A Mining Colony adds 15 Manpower units, A Repair Base adds 20 Manpower units, A Military Base adds 25 Manpower units

Your maximum Manpower at any given time depends upon the map that you have selected to play.

You are responsible for distributing your Manpower units among Research and Covert Operations (see below). A certain number of Manpower units are also automatically assigned as Pilots for your ships. You can check your Manpower distribution at a glance on the far right side of the Main Screen:



To distribute your Manpower units, simply click on the area to which you wish to add Manpower units. You can do this in both the Manpower screen, or in the status panel shown in the above graphic. You do not lose Manpower units by distributing them; they are simply reallocated. In the example below, we have added 20 Manpower units to Covert Ops by clicking on the Current Covert Ops number 20 times. These newly assigned units are deducted from the Available Manpower total at the top of the screen, and the total Available is reduced by 20: from 210 to 190. To reverse this action, you would simply click Current Available 20 times; (**TIP:** Shift+Click allocates 10 Manpower at a time) your Current Available returns to 210, and Covert Ops once again has 0 units assigned to it.

MANPOWER			MANPOWER		
	CLR	MAX		CLR	MAX
Available	210	210	Available	190	190
Research	038	125	Research	038	125
Covert Ops	002	010	Covert Ops	020	020
Pilots	005		Pilots	005	

When you suffer casualties in combat, and when your covert operatives are exposed, you also lose any associated Manpower units. The lost Manpower units are returned, but this process takes time. Recruits must be trained and new scientists schooled. The recovery of one Manpower unit takes a randomly determined 2 to 25 seconds to complete. Each Academics level that you have achieved deducts two seconds from this base delay. Thus, once you have successfully researched all five Academics levels, 10 seconds are deducted from the Manpower unit recovery time.

Now, let's take a closer look at the role of Manpower units.

Research

In order to perform research and create prototypes, you must assign at least 1 Manpower Unit to Research. However, you can only transfer a limited number of Manpower Units. This limit is determined by the level of Academics that you have researched. At the start of the game, you can assign no more than 20% of your total Manpower Units to Research. With the appropriate research in Academics, this limit can be raised as high as 30%. The more Manpower that you allocate to Research, the faster new Technologies and Prototypes become available. With the maximum assigned Manpower, you can speed up your Research by 100%. Each Academics upgrade allows you to assign an additional 2% of your Manpower Units to Research.

To research at normal speed, you will need to match your Research level to your Manpower level. For example, use 1 Manpower unit to research Tech Level 1 at normal speed; use 5 Manpower Units to research Tech Level 5 at normal speed. The table below shows the effects of Manpower on Research speed.

Percentage of Manpower Required to Research at Normal Speed	Effect on Research Speed
0%	No Research possible
25%	Minus 75% Research speed
50%	Minus 50% Research speed
75%	Minus 25% Research speed
100%	Normal Research speed
200%	Plus 25% Research speed
300%	Plus 50% Research speed
400%	Plus 75% Research speed
500%	Plus 100% Research speed

Covert Operations and Tactical Events

Ten percent of your total Manpower can be assigned to Covert Operations, a field of espionage which includes spying on and sabotaging enemy Research, destroying enemy Manpower Units, and hindering the functioning of enemy Covert Operations teams. In order to add Manpower to Covert Operations, you must build the "Information Division" Academics structure. This allows you to allocate 10% of your Manpower units to spying. Additional Academics research increases this percentage.

Each Manpower Unit that you assign to Covert Operations increases the chance that an automatic Event will occur. Any of the following Events may occur as a result of successful Covert Operations:

- **Spying:** Information is revealed about the enemy, such as Research status and fleet unit data. For example, you may receive a message stating the name of your enemy's strongest vessel.
- **Prototype Sabotage:** Reduces the enemy's current prototype status by a randomly determined 10% - 90%. Prototype Sabotage may also result in the utter destruction of a prototype. No resources are actually lost when a prototype is sabotaged.
- **Assassinate:** Destroys a randomly determined number of enemy Manpower Units in the enemy's Research department.

- **Capture an Enemy Spy:** Enemy spies - that is, units from your opponent's Covert Operations Department - are captured and executed.
- **Steal Technology:** One technology (from any area of discipline except Academics) is stolen from the enemy.

Keep in mind that your enemy can do to you whatever you can do to him. All of the above events work both ways!

Pilots

Pilots are necessary to fly your ships. In Manpower terms, this means that from one to 50 Manpower units will be required for a particular vessel.

The allocation of Manpower units as Pilots is carried out automatically when you build a new ship. You can view the Pilot requirements for a vessel you wish to construct in the Build menu. Keep in mind that you must have enough Manpower units to first build the vessel; this number will be equal to the crew of the ship.



Research Technologies

The following tables detail the various technologies that are available when you are playing either the Malus or the Alyssians.

Energy

Energy Research allows you to harness potent sources of power to enhance the strength of your shields and weapons, as well as the rate at which your ships recover from damage. The highest level of Energy Research enables you to hyperjump through rifts in space.

Malus	Level	Alyssian
Energy Basics – Basic Shields: <i>+ % Beam Damage</i> <ul style="list-style-type: none"> Applies to damage caused by beam striking a target. Each additional Energy level adds +3% to all Beam Damage, up to a total of 24%. <i>+ % Shield Strength</i> <ul style="list-style-type: none"> Applies to the max. strength of the shields on all shielded ships. Since shields periodically recharge a certain percentage, this effectively increases their recharge speed. Each additional Energy level adds +3% on all Shields, up to a total of 24%. 	1	Energy Basics – Basic Shields: <i>+ % Beam Damage</i> <ul style="list-style-type: none"> Applies to damage caused by beam striking a target. Each additional Energy level adds +3% to all Beam Damage, up to a total of 24%. <i>+ % Shield Strength</i> <ul style="list-style-type: none"> Applies to the max. strength of the shields on all shielded ships. Since shields periodically recharge a certain percentage, this effectively increases their recharge speed. Each additional Energy level adds +3% on all Shields, up to a total of 24%.
Energy Fields – Develops technology to shield small vessels	1.1	Energy Fields – Develops technology to shield small vessels
• Light Shield Generator		• Light Shield Generator
Plasma Fields – Enhances light vessel shielding technology	1.2	Plasma Fields – Enhances light vessel shielding technology
• Medium Shield Generator		• Medium Shield Generator
Energy Accumulator	1.3	Phasing Device – Develops technology to cloak small vessels
• Increases Fighter class shield regeneration by 20%.		• Self-cloaking device for small ships (Fighters).
Ion Beams – Develops technology to focus ions into deadly beams	1.4	Ion Beams – Develops technology to focus ions into deadly beams
• Small Beam Cannon (Destroyers).		• Small Beam Cannon (Destroyers).
Ion Pulse Cannon – Increases the force of ion beam technology	1.5	Ion Pulse Cannon – Increases the force of ion beam technology
• Heavy Beam Generator (Carriers).		• Intermediate Beam Generator (Carriers).
Plasma Pulse Cannon – Produces a powerful beam of pure energy	1.6	Plasma Pulse Cannon – Produces a powerful beam of pure energy
• Strong Beam Generators (Battleships).		• Strong Beam Generators (Battleships).
Plasma Accumulator	1.7	Phasing Field Generator – Develops technology to cloak large vessels
• Increases shield regeneration for Capital Ships by 20%.		• Produces a Cloaking Field that cloaks a Capital Ship.
Hyperspace Generator – Enables ships to travel through energy portals	1.8	Hyperspace Generator – Enables ships to travel through energy portals
• Jump Gates for fleets of ships.		• Jump Gates for Capital Ships.
• Jump requires M8 (Deuterium Fuel Cell) as second prerequisite.		• Jump requires M8 (Deuterium Fuel Cell) as second prerequisite.

Materials

Materials Research involves the development of advanced ship hulls and drive systems, thus improving both your ships' ability to withstand attacks and the speed at which your vessels can travel through space. Materials Research also includes the high-level construction of the Deuterium Fuel Cell - an essential component for hyperspace travel.

Malus	Level	Alyssian
Material Basics – Basic Armor and Fuel: <i>+X Armor Value</i> <ul style="list-style-type: none"> Stronger and more resistant alloys allow for greater protection for the same weight and cost. This makes ships more resistant to damage. Each level of Materials adds a bonus of 3% to all Armor, up to a total of 24%. 	2	Material Basics – Basic Armor and Fuel: <i>+X Armor Value</i> <ul style="list-style-type: none"> Stronger and more resistant alloys allow for greater protection for the same weight and cost. This makes ships more resistant to damage. Each level of Materials adds a bonus of 3% to all Armor, up to a total of 24%.
Hull Alloy I (Reinforced Steel) – Develops resistant alloy to create ship hulls <ul style="list-style-type: none"> Armor of most small vessels (Medium Fighters). 	2.1	Hull Alloy I (Reinforced Steel) – Develops resistant alloy to create ship hulls <ul style="list-style-type: none"> Armor of most small vessels (Medium and Light Fighters).
Advanced Fusion Drive – Increases the effectiveness of fusion drives <ul style="list-style-type: none"> Improves the performance of fusion reactors. 	2.2	Advanced Fusion Drive – Increases the effectiveness of fusion drives <ul style="list-style-type: none"> Improves the performance of fusion reactors.
Hull Alloy II (Titanium) – Develops titanium alloy to create ship hulls <ul style="list-style-type: none"> Average armor for light armored ships. 	2.3	Hull Alloy II (Titanium) – Develops titanium alloy to create ship hulls <ul style="list-style-type: none"> Average armor for light armored ships.
Plasma Drive – Develops a highly effective drive system for space travel <ul style="list-style-type: none"> Improved drive for Advanced Fighters. 	2.4	Plasma Drive – Develops a highly effective drive system for space travel <ul style="list-style-type: none"> Improved drive for Advanced Fighters.
Ion Drive – Develops an effective ion-based drive for ships <ul style="list-style-type: none"> Capital Ship drive. 	2.5	Ion Drive – Develops an effective ion-based drive for ships <ul style="list-style-type: none"> Capital ship drive.
Hull Alloy III (Carbon-Titanium) – Develops a carbon-titanium alloy used to create hulls <ul style="list-style-type: none"> Large ship armor. 	2.6	Hull Alloy III (Carbon-Titanium) – Develops a carbon-titanium alloy used to create hulls <ul style="list-style-type: none"> Large ship armor.
Hull Alloy IV (Adamantium) – Develops an Adamantium alloy used to create ship hulls <ul style="list-style-type: none"> Strongest Armor. 	2.7	Hull Alloy IV (Adamantium) – Develops an Adamantium alloy used to create ship hulls <ul style="list-style-type: none"> Strongest armor.
Deuterium Fuel Cell – Develops an energy source for Hyperjumping <ul style="list-style-type: none"> Allows Capital class ships to possess the Jump ability. 	2.8	Deuterium Fuel Cell – Develops an energy source for Hyperjumping <ul style="list-style-type: none"> Allows Capital class ships to possess the Jump ability.

Construction

Construction Research involves the production of sturdier ship chassis, as well as the development of a more efficient and advanced assembly process that increases the speed at which vessels are built. In addition, Research in this field allows you to build Bases, which can be used to repair and refit (that is, re-supply) damaged ships.

Malus	Level	Alyssian
<p>Construction Basics – Basic Chassis and Structures:</p> <p>+X% Hull</p> <ul style="list-style-type: none"> Better construction techniques allow for a sturdier chassis, improving all vessels' tolerance for abuse. Each level of Construction adds a bonus of 3% to ship Hulls, up to 24%. <p>+X% Construction Speed</p> <ul style="list-style-type: none"> Increases the speed of all ship construction. Each level of Construction adds a bonus of 3% to Construction Speed, up to 24%. 	3	<p>Construction Basics – Basic Chassis and Structures:</p> <p>+X% Hull</p> <ul style="list-style-type: none"> Better construction techniques allow for a sturdier chassis, improving all vessels' tolerance for abuse. Each level of Construction adds a bonus of 3% to ship Hulls, up to 24%. <p>+X% Construction Speed</p> <ul style="list-style-type: none"> Increases the speed of all ship construction. Each level of Construction adds a bonus of 3% to Construction Speed, up to 24%.
<p>Light Chassis – Develops a light but effective frame for Fighters</p> <ul style="list-style-type: none"> Medium Fighter Class Ship chassis. 	3.1	<p>Light Chassis - Develops a light but effective frame for Fighters</p> <ul style="list-style-type: none"> Medium Fighter Class Ship chassis.
<p>Nano Regeneration – Develops nano-machines to repair damaged ships</p> <ul style="list-style-type: none"> Repair ship nano particles. 	3.2	<p>Nano Regeneration – Develops nano-machines to repair damaged ships</p> <ul style="list-style-type: none"> Repair ship nano particles.
<p>Military Facilities I (Mining Colony to Repair Base Upgrade)</p> <ul style="list-style-type: none"> Allows the repair and refitting of ships in a base that has been transformed into a mine (does not include construction). 	3.3	<p>Military Facilities I (Mining Colony to Repair Base Upgrade) – Allows Mine to upgrade into Repair Base</p> <ul style="list-style-type: none"> Allows the repair and refitting of ships in a base that has been transformed into a mine (does not include construction).
<p>Medium Chassis - Develops a medium-sized spaceship frame</p> <ul style="list-style-type: none"> Medium Ship chassis (Heavy Fighters). 	3.4	<p>Medium Chassis - Develops a medium-sized spaceship frame</p> <ul style="list-style-type: none"> Medium Ship chassis (Heavy Fighters).
<p>Intermediate Chassis – Develops an intermediate sized spaceship frame</p> <ul style="list-style-type: none"> Heavy Cargo, Unarmed Carrier, and Destroyer chassis. 	3.5	<p>Intermediate Chassis – Develops an intermediate sized spaceship frame</p> <ul style="list-style-type: none"> Heavy Cargo, Unarmed Carrier, and Destroyer chassis.
<p>Large Chassis – Develops a large sized spaceship frame</p> <ul style="list-style-type: none"> Carrier Chassis 	3.6	<p>Large Chassis – Develops a large sized spaceship frame</p> <ul style="list-style-type: none"> Carrier Chassis
<p>Military Facilities II (Repair Base to Military Base Upgrade)</p> <ul style="list-style-type: none"> Allows for construction, repair, and refitting of ships in upgraded base. 	3.7	<p>Military Facilities II (Repair Base to Military Base Upgrade)</p> <ul style="list-style-type: none"> Allows for construction, repair, and refitting of ships in upgraded base.
<p>Colossal Chassis – Develops a colossal sized spaceship frame</p> <ul style="list-style-type: none"> Battleship chassis. 	3.8	<p>Colossal Chassis – Develops a colossal sized spaceship frame</p> <ul style="list-style-type: none"> Battleship chassis.

Explosives (Blasters and Missile Damage)

Explosives Research greatly increases the damage potential of your blasters and missiles, and even allows you to develop the Mass Destruction Fusion Probe - a guided missile capable of wreaking havoc on your enemy's fleet.

Malus	Level	Alyssian
<p>Explosives Basics – Basic Blasters:</p> <p><i>+X% Blaster Damage</i></p> <ul style="list-style-type: none"> This bonus affects all blaster-firing ships and directly increases their damage output. Each level of Explosives adds a bonus of 3% to Blaster damage, up to 24%. <p><i>+X% Missile Damage</i></p> <ul style="list-style-type: none"> This bonus allows all vessels carrying warhead payloads to cause more damage with a hit. Each level of Explosives adds a bonus of 3% to Missile & Torpedo damage, up to 24%. 	4	<p>Explosives Basics – Basic Blasters:</p> <p><i>+X% Blaster Damage</i></p> <ul style="list-style-type: none"> This bonus affects all blaster-firing ships and directly increases their damage output. Each level of Explosives adds a bonus of 3% to Blaster damage, up to 24%. <p><i>+X% Missile and Torpedo Damage</i></p> <ul style="list-style-type: none"> This bonus allows all vessels carrying warhead payloads to cause more damage with a hit. Each level of Explosives adds a bonus of 3% to Missile & Torpedo damage, up to 24%.
<p>Ion Blasters - Develops a concentrated discharge of ionic energy</p> <ul style="list-style-type: none"> Medium Fighter blasters. 	4.1	<p>Ion Blasters – Develops a concentrated discharge of ionic energy</p> <ul style="list-style-type: none"> Medium Fighter blasters.
<p>Plasma Blaster – Increases the power of Ion Blasters</p> <ul style="list-style-type: none"> Necessary for Gun Arrays (Satellites). 	4.2	<p>Plasma Blaster – Increases the power of Ion Blasters</p> <ul style="list-style-type: none"> Necessary for Gun Arrays (Satellites).
<p>Proton Missiles – Develops an explosive warhead for missiles</p> <ul style="list-style-type: none"> Small anti-Fighter missiles. 	4.3	<p>Proton Missiles – Develops an explosive warhead for missiles</p> <ul style="list-style-type: none"> Small anti-Fighter missiles.
<p>Ion Cannon – Increases the discharge power of ionic blasts</p> <ul style="list-style-type: none"> Heavy Fighter Cannons I. 	4.4	<p>Ion Cannon – Increases the discharge power of ionic blasts</p> <ul style="list-style-type: none"> Heavy Fighter Cannons I.
<p>Fusion Torpedo - Develops an explosive warhead for torpedoes</p> <ul style="list-style-type: none"> Anti-Capital Ship torpedo I. 	4.5	<p>Anti-Matter Detonation</p> <ul style="list-style-type: none"> Adds 25% to missile damage.
<p>Mass Destruction Fusion Probe – Develops a probe of mass destruction</p> <ul style="list-style-type: none"> Exploding Long Range Probe: Following a player-defined path, the Probe detonates upon reaching its target. Once the command has been issued and the Probe dispatched, the order cannot be cancelled. 	4.6	<p>Fusion Torpedo – Develops an explosive warhead for torpedoes</p> <ul style="list-style-type: none"> Anti-Capital Ship torpedo I.
<p>Plasma Torpedoes</p> <ul style="list-style-type: none"> Adds 25% damage to Missiles and Torpedoes. 	4.7	<p>Plasma Torpedoes</p> <ul style="list-style-type: none"> Adds 25% damage to Missiles and Torpedoes.
<p>Anti-Matter Torpedo</p> <ul style="list-style-type: none"> Anti-Capital Ship torpedo II. 	4.8	<p>Ion Accelerator</p> <ul style="list-style-type: none"> Increases the rate of fire for all Fighter class ships by 25%.

Electronics

The Electronics Research division develops enhanced sensors for detecting enemy ships, jammers, which conceal your ships from enemy sensors, and satellites, which greatly increase the range of your sensors.

Malus	Level	Alyssian
Electronics Basics – Basic Sensors	5	Electronics Basics – Basic Sensors
Sensor I - Develops a basic scanner for ships	5.1	Basic Sensors – Develops a basic scanner for ships
Satellites - Develops the technology to build Satellites	5.2	Satellites – Develops the technology to build Satellites
Sensor II - Enhances the Basic Scanner technology for ships	5.3	Improved Sensors – Enhances the Basic Scanner technology for ships
Jammers - Allows ships to hide from passive sensor range	5.4	Jamming Technology – Allows ships to hide from passive sensor range
Sensor III (Adv. Science) – Develops a highly effective scanner for ships	5.5	Advanced Sensors – Develops a highly effective scanner for ships

Academics

Academics Research involves training your soldiers and military personnel in order to increase Manpower and create elite teams capable of performing Covert Operations. Each Academics Upgrade adds +10 Manpower and +1 to Recovery, and also subtracts two seconds from Manpower regeneration (20sec MP regeneration at start).

Malus	Level	Alyssian
Academics Basics – Basic Training	6	Academics Basics – Basic Training
Astro University – Builds a University to train officers and scientists	6.1	Astro University – Builds a University to train officers and scientists
Information Division – Creates a training center for special operations (Unlocks Spies 10%)	6.2	Information Division – Creates a training center for special operations (Unlocks Spies 10%)
Military Institute – Builds a training ground for space marines (Unlocks Commandos)	6.3	Military Institute – Builds a training ground for space marines (Unlocks Commandos)
Auto labs – Builds specially equipped laboratories that increase Research speed by 20%	6.4	Auto labs – Builds specially equipped laboratories that increase Research speed by 20%
Space Academy – Builds a specialized University for ranked officers	6.5	Space Academy – Builds a specialized University for ranked officers



6: Game Actions

Building and Researching units are an integral part of O.R.B., but those procedures are just the beginning. The game really begins when you dispatch your ships into space against the enemy. This section details the various game actions that you will be required to know in order to emerge victorious.

Establishing Your Presence In Space

This section details non-military procedures that you will use to establish your presence in space, including mining and harvesting, building Mine Bases, and building defenses for your Asteroid Bases and Spaceports.

Scanning Asteroids

Scanning allows you to determine whether asteroids contain resources you can harvest.

In order to scan, you must first build a Reconnaissance Vessel (in the Mining category). Now, with the Recon Vessel selected, you can scan asteroids. To scan, press CTRL and left click on the asteroid(s) that you wish to scan. Release CTRL. The Reconnaissance Vessel automatically travels to the selected asteroid and begins scanning it.

When you view scanning on the 2D map, an "R" marks any asteroids that contain resources. Simply mouse over the asteroid to reveal the exact number of resources it contains. You can also scan by selecting Autoscan from the Action box.

Building a Mining Colony

Mining Colonies are the primary means to acquire resources. A Mining Colony is built inside an asteroid to extract its resources.

Your first step towards building a Mining Colony is to build a Recon Vessel and scan nearby asteroids (see Scanning for both procedures). When you have found an asteroid that is rich in resources, you may then decide to build a Mining Colony. First, build a Resource Base ship (in the Mining category).

You can now build the Mining Colony. Press CTRL and left-click on the previously scanned, resource-laden asteroid. Release CTRL. The Mining Engineer ship immediately departs for the asteroid, and "Build Mining Colony" appears in the Action box. Shortly, a newly constructed Mining Colony appears in the asteroid. In the 2D map view, the Mining Colony is identified with an "M" over the asteroid containing the new construction.

One Resource Base ship is capable of building only a single Mining Colony. To build more Mining Colonies, you must build additional Mining Engineer vessels.

Harvesting Mining Plants

The Mining Plant extracts the resources from an asteroid. However, you need to transport these resources to a base so that they can be processed into RU's and used to construct units. Freighters are designed specifically for this purpose; they fly inside the Mining Plant, load up on resources, and deliver them to a nearby base.

First, build a Freighter (in the Mining category). Select the Freighter, and select "Harvest Nearest" from the Action box. The Freighter will now automatically harvest the mine closest to

the Base from which it was dispatched. A red bar beneath the shield bar indicates the progression of the harvesting. When the freighter has finished harvesting, it undocks and flies to the nearest base to deliver its resources.

You can also initiate the harvesting process by pressing CTRL and left-clicking on a specific mining plant. "Harvest" (instead of "Harvest Nearest") appears in the Action box. The Freighter will now harvest only the mine that you have specified.

Building Repair Bases and Military Bases

Once an asteroid has been depleted of its resources, you can modify an existing Mining Colony into a Repair Base. A Repair Base is a resource facility that adds five units to your total Available Manpower and is capable of repairing and refitting vessels. In order to build a Repair Base, you must first have built and then depleted - by harvesting - a Mining Colony (see Building a Mining Colony).

You're now ready to upgrade your Mining Colony to a Repair Base. Once that has been completed, you can upgrade your Repair Base to a Military Base.

A Military Base allows you to construct units from facilities created within the asteroid. It is also capable of repairing and refitting your ships. Click the Build icon. Select "Repair Base" from the Base List. Click on the Upgrades tab and select Military Base. As you watch the construction of your Base, the RU's required to build the Base are subtracted from your RU total.

For more information about these procedures, see Researching New Technology.

Building Defenses for Asteroid Bases and Spaceports

Your military bases - Asteroid Bases and Spaceports - are initially unprotected, and therefore vulnerable to enemy attacks.

There are a number of prerequisites that must be met before you can build defenses for your bases. You must first upgrade your Repair Base to a Military Base, as discussed in the section, Building Repair Bases and Military Bases.

See Researching New Technologies for defense prerequisites. Next, click the Build icon, and select a Base from the Base List on the left side of the Build interface. Click the Upgrades tab and select one of the following defenses:

- Satellite (extends the sensor range of your Base), Gun Turret, Beam Turret

A Repair base can sustain 1 satellite and 4 of each turret type a Military base can sustain 1 satellite and 6 of each turret type.

Special Ship Movements

The following procedures cover everything you will need to know in order to safely and effectively transport your ships through the cosmos.

Cloaking and Decloaking

Cloaking is a powerful technology that allows Alyssian units - and only Alyssian units - to become invisible to both enemy sensors and regular sight.

For Fighters, you must Research Energy Level 3; for Capital Ships, you must Research Energy Level 7.

To cloak a unit, select the ship equipped with Cloaking capability, and then select "Cloak" from the Action Box. The selected ship becomes translucent and disappears from enemy radar.

To decloak a unit, select the ship with Cloaking capability, and then select "Decloak" from the Action box. Your ship will also decloak when its decloaking energy is depleted. Either way, the ship is now visible on enemy radar.

Shadowing

The Shadow command allows you to follow either friendly or enemy units. The shadowing unit will attempt to keep shadowed units inside its passive radar range, while remaining undetected.

To shadow a unit, select the unit that will stalk the enemy ship. Press CTRL and left-click on the unit that you wish to shadow. Your unit immediately flies towards the enemy unit. Finally, select "Shadow" from the Action box. The shadowing unit will now stay just outside passive sensor range of the enemy unit. (For information about sensors, see Detecting Enemies, below.)

Hyperjump Travel

A player with Hyperjump technology can construct ships that will travel from one side of the universe to the other by using portals, which are essentially tears in the fabric of space.

Before you can make use of Hyperjump technology, you must first Research it. You will need to Research Energy Level 8 and Materials Level 8 in order to develop the necessary technology.

To hyperjump a unit, first select the unit that possesses the Hyperjump capability, and then press CTRL to display the grid. Left click on the destination you wish to travel to, and then select "Hyperjump" in the Action box. Release the CTRL key. A portal opens in front of the Hyperjumping unit and the unit flies through it, emerging instantaneously from another portal at the selected destination point. When the unit has exited the portal, the portal immediately closes.

7: Combat

Combat involves not only the exchange of blasts with the enemy, but preparation for the melee and the restoration of your ships after the fray. In this section, we will examine doctrines and formations, various attack moves, and refitting your damaged vessels.

Doctrines

Doctrines define the general reaction of a unit, or group of units, when they encounter an enemy in a given situation. Some doctrines will immediately send the units into combat, while others will dictate that they flee. A doctrine can also determine whether ships will fight to the bitter end or retreat when a certain amount of damage has been sustained. Each unit or formation can have its own doctrine. Note that unarmed vessels can have any doctrine.

Use the Doctrine Action box at the top of the Main Screen to select a doctrine or create a custom doctrine.



The Doctrine Action box

Scroll up and down in the Doctrine menu to create a set of commands that you wish to issue to a group of your ships.

Note also the three options at the bottom of the Doctrine Action box:

- **Special Weapon:** When this option is selected, units will fire missiles and torpedoes at will. If you do not want your units to fire these weapons, deselect this option.
- **Auto Repair:** When this option is selected, units will automatically fly to the nearest base for repairs. If you prefer to control this action yourself, deselect this option.
- **Auto Refit:** When this option is selected, units will automatically fly to the nearest base to be refitted. If you prefer to control this action yourself, deselect this option.

Unless you select Set Up... (the custom command option), your group will automatically be configured according to the following criteria:

Rules of Engagement: Defines how your group will react when confronted by enemies. There are seven types of Engagement:

- **Aggressive:** Ships following this approach will always attack anything within sensor range, and will continue to attack until destroyed or defeated. Retreat is simply not an option. Indeed, even unarmed ships will continue with their tasks if attacked by enemy vessels.
- **Neutral:** Ships following this approach will engage the enemy only if attacked first. They will also attack if a nearby allied ship is being molested. Battle will continue until the melee drifts beyond the ships' passive sensor range. Ships fighting under Neutral Rules of Engagement will retreat according to the selected Retreat doctrine. Unarmed allied ships will continue their tasks even while enemy ships are in close proximity, but will retreat if attacked.
- **Evasive:** Ships following this approach will always flee. Unarmed ships will immediately retreat when enemy ships enter their sensor range.
- **Always:** Ships following this protocol will always attack, though they will break off the melee if fighting continues beyond their passive sensor range. Ships will retreat according to the selected Retreat doctrine. Unarmed ships will retreat only when a certain amount of damage has been sustained (as defined by Retreat Damage, below).

- **If Attacked:** Ships will only engage in battle if they or a nearby allied ship are under attack. Unarmed ships will proceed with their tasks, and will only retreat if attacked.
- **If Stronger:** Computer calculations will determine which of the two parties - factoring in the strength of nearby allies - is stronger. If your strength is greater, your group of vessels will attack, otherwise they will retreat.

Keep in mind that, unless specific orders are issued, combat will play out automatically.

Results will depend on the selected units and doctrine.

For more information about sensors, see Detecting Enemies, below.

Formation Options: Defines the configuration of a selected group of ships. If you assign a different formation to a single ship, that ship will break off from the formation and follow its new order. You can create formations using ships of different types. For example, Light Fighters can join Heavy Fighters in the same formation. However, during combat, these mixed formations will break up, with units of the same type grouping together in order to take advantage of their special capabilities. Capital Ships cannot join any formation due to their massive size and minimal maneuverability.

There are six possible formations:

Tilted Star, X, Prong, Arrow, Tilted X, Wedge

Each formation has its own advantages (such as more focused fire) and disadvantages (such as increased susceptibility to enemy fire). Experiment with the various formations to determine which ones work best in a given situation. Traveling formations are usually larger than Combat formations. If a traveling squad engages in battle, its formation will divide into smaller groups.

To create a formation, click and drag around the ships that you wish to include, and then select "Make Formation" from the Action Box. To break a formation, select "Break Formation" from the Action Box.

Refit Range: Defines the distance from an available allied unit capable of re-supplying ships (such as a Base or Carrier) to which a formation will travel. For example, if you have selected Medium, and a Base is within 50,000 Units, your ships will withdraw from battle and fly to the Base for refitting.

- **Never:** Units never disengage in order to refit
- **Short:** 10,000 Units
- **Medium:** 50,000 Units
- **Long:** 200,000 Units
- **Always:** Units leave battle to refit regardless of the distance to the nearest Base or Carrier

Retreat Damage: You can set the amount of damage you are willing to have your units sustain before they will retreat:

- 100% (in other words, units will not retreat), 80%, 70%, 60%, 50%

Retreat Range: Defines the distance that retreating units are willing to travel when sufficient damage has been sustained. Select from one of five Retreat Range options:

- **Never:** Units never retreat from battle.
- **Short:** Units will retreat only if a Base, Carrier, or Nav Point is within 10,000 Units.
- **Medium:** Units will retreat only if a Base, Carrier, or Nav Point is within 50,000 Units.
- **Long:** Units will retreat only if a Base, Carrier, or Nav Point is within 200,000 Units.
- **Always:** Units will retreat regardless of the distance to the nearest Base, Carrier, or Nav Point.

Pre-Set Doctrines

If you do not wish to use the Set Up... option to create your own custom doctrine, you can select one of the pre-set doctrines from the Doctrine action box. The table below defines each doctrine, and indicates the default settings for each element of a particular doctrine.

DOCTRINE	ENGAGEMENT	FORMATION	ROUND RANGE	RETREAT RANGE	RETREAT DAMAGE
AGGRESSIVE	Attack Everything	Yield 1	None	Never Retreat	Never Retreat
DEFENSIVE	Defend	Group	Short	Short	Low
EVASIVE	Never Attack	Group	N/A	Always Retreat	Always Retreat
CUSTOM 1	Defend	Group	Short	Medium	Low
CUSTOM 2	Defend	Yield 1	Short	Medium	Low
CUSTOM 3	Defend	1	Short	Medium	Low

DEFAULT DOCTRINE FOR	FORNARS	CAPITAL SHIPS	UNARMED VESSELS
	Never	Never	Never

Buttons: Defaults, Save, OK

If you select "No Doctrine" from the Doctrine action box, you will need to issue all orders directly to your units.

Detecting Enemies

All ships and bases use sensors to determine the range within which you (and your enemies) can detect objects. In the game, this is represented by the peeling back of an area of "Fog of War" to reveal any units or objects previously undetectable.

There are two types of sensor ranges:

- **Passive sensor range** scans a broad area, but does not provide details about any object within the detected area. For example, you will not know if a ship detected by passive sensors is an ally or an enemy.
- **Active sensor range** clearly identifies objects in a smaller area, such as enemy ships.

When a unit is out of range of your sensors, it appears as a grey dot on the 2D map, and no information can be gleaned about it. Only when the enemy unit moves inside your Active Radar Range are you able to discern anything relevant about the unit. For example, when a ship enters your Active Radar Range, you can position your cursor over the unit to determine its type (e.g., Fighter). When a unit enters your Active Radar Range, the dot turns from grey to red. You can

zoom in for an even closer look at unidentified units within your Active Radar Range (in both 2D and 3D) by pressing and holding the ALT key while drawing a box around the unit.

Attacking Enemies

To attack an enemy, first select the units that will perform the attack. You can press the TAB key to activate Verbose Mode, which allows you a better view of your ships. Next, press and hold down the CTRL key, and select the unit(s) that you wish to attack. All selected units are now highlighted, and Health and Shield bars are displayed on top of each ship. The blue bar is your ship's Shield indicator. When this bar is depleted, your ship will begin to take damage. Until that time, however, your Shields will continue to absorb enemy fire. In time, damaged Shields will be restored.

In addition, the names of the targets are listed in the top right corner of the screen, and a trajectory line is drawn between your ships and the selected enemy units. Release the CTRL key and your ships will move toward and attack the enemy.

Ramming

When you ram a ship, you risk sustaining damage to your own vessel. However, this can be a powerful tactic to employ if your attacking unit does not have weapons.

The process for Ramming an enemy is similar to that used for a basic attack. Select the units you wish to perform the Ram, hold down the CTRL key, and then click and drag around the enemy units you wish to Ram. Select "Ram" from the Action box and release the CTRL key. Your units move toward and then Ram the enemy units.

Kamikaze

Kamikaze is a more deadly version of Ramming, and always results in the destruction of the attacking unit. The damage caused by a unit in Kamikaze mode is directly related to its Engine Power.

The process for Kamikaze an enemy is similar to that used for a basic attack. Select the units you wish to perform Kamikaze, hold down the CTRL key, and then click and drag around the enemy units you wish to attack. Select "Kamikaze" from the Action box and release the CTRL key. Your units move toward and then crash into the enemy units.

Rally Points and Retreating

You can define where your units will retreat to by establishing Rally Points. To create a Rally Point, press the ALT key and double-click. A blue flag appears. Your units will now fly to this point if their doctrine requires that they retreat. Although Rally Points can be virtually anywhere, it is a good idea to establish them where you have repair ships waiting to tend to your damaged ships.

To remove a Rally Point, press the ALT key and double-click again on the blue flag.

Disabling and Capturing Enemy Units

You can damage enemy ships enough to disable them without completely destroying them. The ship can then be returned to a base to retrieve any enemy technology that might be con-

tained within it. Such damaged units will require repairs in order to perform any further actions.

To disable an enemy unit, first select the ships you will use to perform the disabling action. Next, drag to select the enemy units you wish to attack, press and hold the CTRL key, and select "Attack to Disable" in the Action box. (If this is not an Action box action, then the selected unit cannot be disabled.) Release the CTRL key. Your ships will perform a regular attack on the enemy but will stop short of annihilating it. If your disabling attack is successful, a blue electrical field radiates from the attacked unit.

Once you have successfully disabled the enemy vessel, you can attempt to capture it. Using a Troop Carrier, you can take over the disabled ship and bring it back to your base.

To capture the disabled unit using the Troop Carrier, click and drag to select the unit you wish to capture while holding down the CTRL key. Release the CTRL key. The Carrier begins to move toward the target vessel. When it reaches a certain distance from the disabled unit, it will release Commando Pods, which will continue toward the destination. When the Pods reach the ships, Troops emerge from the Pods and begin breaching the hull of the disabled vessel. (In the case of Capital Ships, the Troops secure themselves to the hull and breach it from the inside.) If this operation is successful, the Troops enter the ship, at which point you gain control of the vessel.

A Note Regarding Unit Acknowledgments

Malus and Alyssia are radically different societies, a fact that is evident from the little linguistic knowledge that we have been able to glean.

The table below should help you better understand the Malus and Alyssian tongues. It is also worth noting that both races use similar communication devices. While those devices are similar, they vary from one type of ship to another, and learning to identify the particular traits of a given device will help you understand which ships are communicating with you.

Situation	Malus	Alyssian
Select a ship	<ul style="list-style-type: none"> Ga mhor Hish Mhor Ra Mhor 	<ul style="list-style-type: none"> Mi shu mi Mi shu Nio
Issue an order	<ul style="list-style-type: none"> Moark thaw Arun Ma Thaw Tar Ma thaw 	<ul style="list-style-type: none"> Mi shu canop Ru mhi tano Ru mhi Jata Ru mhi quinto
Whenever you give a passive order to a ship (guard, scan, etc.), you will hear one of these acknowledgments	<ul style="list-style-type: none"> Baromah Taromeh Seerhatha 	<ul style="list-style-type: none"> Bouthra nara Racto nafrou Matha narako
Whenever a ship reaches a Nav point, you will hear one of these acknowledgments	<ul style="list-style-type: none"> Stoo Re Mu Braha re Mu Traku re Mu 	<ul style="list-style-type: none"> Bato mo Nari Bato kimanou Bato Potopri
Whenever a ship has completed an order, you will hear this sentence Ship pilots use these words to communicate that they are under attack	<ul style="list-style-type: none"> Shu maw pu Ta ra Tha ma Thara 	<ul style="list-style-type: none"> Propatal moroto Ni To re Mi shu

8: Controls

The following tables summarize the game controls for both Single Player and Multiplayer games.
In 2D and 3D Map View

Esc	Access Quit Game menu
Print Screen	Take Screenshot
Spacebar	Toggle 3D Game View and 2D mini-map
Tab	Verbose (tactical overlay)
P	Toggle Pause/Unpause
H	Hop to next individual units/Formations
Shift + H	Hop to previous individual units/Formations
C	Select similar neighbors (ships of the same type as selection).
Shift + C	Select all neighbors
Backspace	Go to previous selection
V	Select all formation members (useful when only 1 formation member was selected)
F	Focus on currently selected object. Press again to toggle zoom
Home	Select Next Base
Shift + Home	Select Previous Base
Middle mouse click	Focus on currently selected object
B	Build Menu
F2	Fleet Menu
D	Display the Data Book
CTRL + # (0-9)	Create Groups
(0-9)	Select Groups
F3	Hide/Display mini-map
Alt + Mouse band select	Attach camera to a body without deselecting the currently selected body
Ctrl + Shift + Left-Click	Add Nav point
Ctrl + Left-Click / Right-Click	Move up / down altitude of Nav point
Ctrl + Home	Select Main Base
Alt + Double Left-Click	Create / Delete Rally point
Alt + G	Give ship screen
Alt + N	Name ship screen
Ctrl + Left-Click	Set Nav point / Delete existing Nav point
Left-Click on Nav point	Move Nav point
Mouse wheel up / down	Incremental zoom on selected object

In 2D Map View (Spacebar)

Hold R-click	Move around map view
Double L-click on object	Focus on object
Hold L-button + Hold R-button	Fine zoom on selected object

In 3D Game View

You can add and delete Nav Points on the 2D mini-map that appears in the 3D game view.

Hold R-button	Rotate camera
Hold L-button + Hold R-button	Fine zoom on selected object
Mouse wheel up and down	Incremental zoom on selected object
Ctrl + L-click on body	Send selected unit to selected body
Ctrl + band select	Send selected unit to nearest selected body
Ctrl	Access 3D Grid
Ctrl + L-click	Set Nav Point / Delete existing Nav Point
Shift + L-click	Add Nav Point
Ctrl+ L-click/R-click	Change Altitude of Nav Point
F	Focus and zoom on selected object
M	Manpower screen
T	Enable camera tracking mode on selection



9: Starting a Multiplayer Game



To begin a Multiplayer game, select Multiplayer from the Main Menu. The Select Player menu is displayed. This is where you select your profile for Multiplayer games.

- **Prev:** Cycle back to view previous logos
- **Next:** Cycle forward to view additional logos
- **New:** Create a new player profile
- **Delete:** Delete the selected player profile
- **OK:** Select the player profile and continue to the Connection screen
- **Back:** Return to the Main Menu

The Connection Screen

The Connection Screen allows you to select your connection protocol. On the left side of the screen, select from one of the following connection types: TCP/IP Internet, TCP/IP Local (LAN), or GameSpy. See the next section for additional information about setting up LAN and GameSpy Multiplayer games.

You also have the following options available on the Connection Screen:

- **Reset:** Reset your connection
- **OK:** Accept the currently selected protocol
- **Back:** Return to the Select Player menu

The GameSpy Lobby



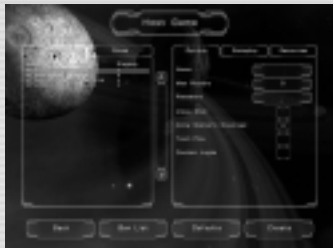
GameSpy is a free matchmaking service available on the Internet. In this Lobby screen, players connected to the current session appear in the window at the bottom right of the screen. Games in progress, as well as any details about the session, appear at the top.

If you wish to chat in the Lobby, simply type your text in the window above the Refresh and Host buttons.

The following options are available in the GameSpy Lobby:

- **Refresh:** Refresh the game-in-progress list and the player list
- **Host:** Create a Multiplayer game
- **Join:** Join a Multiplayer game
- **Back:** Return to the Connection Screen

Hosting a Multiplayer Game



The Host Game screen allows you to control all settings for any game that you are hosting. Select the game that you wish to run from the list on the left side of the screen. All games are sorted by Type and by the Number of Players that the map can accommodate.

On the right side of the Host Game screen are all of the options that you can set.

The following buttons allow you to further refine the game that you will host:

- **Ban List:** Allows you, as the host, to enter the names of players you do not wish to join your games
- **Defaults:** Resets the options to their default values
- **Create:** Starts the game room (lobby) so that other players can join
- **Back:** Returns you to the Connection Screen

The Game Lobby



Once you have created a game, a Game Lobby is generated. Here, players can join the game, taking the place of the empty slots. As the host, you can also replace empty slots with AI players.

The Lobby is also the area where players choose their race, team, colors, and logos. Players can also chat in the Lobby by typing text in the blank field and pressing the Enter key.

The Game Lobby contains the following additional options:

- **Settings:** Allows any player to view the game options selected by the host
- **Launch (Host):** Launches the game when all players are ready
- **Ready (Join):** Informs the host and other players that you are ready to start
- **Cancel:** Quits the hosted lobby

10: The Options Menu



The Options menu allows you to set your preferences for any type of game. The following options are included in the Options menu:

- **Video:** Access the Video options screen
- **Audio:** Access the Audio options screen
- **Check for Update:** Connects to the Internet and searches for O.R.B. updates
- **Back:** Return to the Main Menu

Let's examine each of these options in turn.

The Video Options Menu



Here you can set your game's resolution, bit depth, and Z-buffer. You can also set the Texture Mode from low detail to high detail. Click Apply to confirm any changes that you have made. Click OK to accept the changes and return to the Options menu, and click Cancel to cancel any changes you have made and return to the Options menu.

The Audio Options Menu



Here you can toggle volumes on or off, and adjust the volumes of O.R.B.'s audio elements: Speech, User Interface sounds, 3D Effects, Music, Unit Acknowledgments, and Voice Chatter can all be adjusted independently of one another. Click OK to accept the changes and return to the Options menu, or click Cancel to reject any changes and return to the Options menu.

11: Skirmish and Multiplayer Game Options

General Options

Name

Give a name to your game session.

Max Players

Limit the number of players that can join the game

Password

A password will be required to join this game session.

Voice Chat

Allow Voice Chat (Requires headset) Communication.

Allow Scenario Download

When this option is on, joining players will download the host's custom maps.

Team Play

Enables team play.

Custom Logos

Allow custom made logos in the game.



Gameplay Options

Starting SU

Sets the amount of resources each player will have at the start of the game.

AI Difficulty

Sets the difficulty level of AI players.

Research speed

Modify the default research speed in the game in %.

Build Speed

Modify the default build speed in the game in %.

Max Fighters

Limit the maximum # of fighter class units players can build.

Max Capital Ships

Limit the maximum # of Capital Class units players can build.

Max Auxiliary Ships

Limit the maximum # of Auxiliary Class units players can build.

Spying

Allow spying technology in the game.

Shared Resources

Share resources with teammates.

Debris Damage

Allow debris to cause damage when colliding with units

Shared Research

Share Research with teammates.

Resource Options

Initial Resources

Set the initial resource for all players

Harvesting

Allow harvesting in the game.

Randomize Asteroids

Overrides the Map default resource asteroids with random ones.

Resource Injection

Enables resources injections for all players.

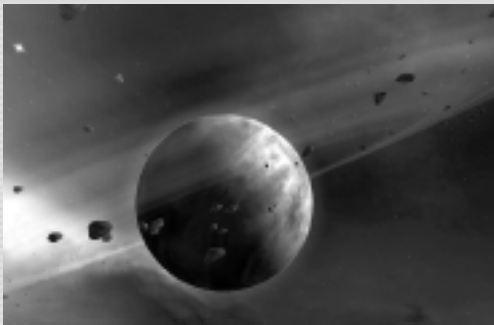
Injection Time

Specify the time interval for resource injections

Injection Quantity

Specify the amount of resources injected at each time interval.

Note that skirmish games only have the Gameplay and Resource Options available.



12: The Credits

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Notes

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Notes

Controls

The following tables summarize the game controls for both Single Player and Multiplayer games.

In 2D and 3D Map View

Esc	Access Quit Game menu
Print Screen	Take Screenshot
Spacebar	Toggle 3D Game View and 2D mini-map
Tab	Verbose (tactical overlay)
P	Toggle Pause/Unpause
H	Hop to next individual units/Formations
Shift + H	Hop to previous individual units/Formations
C	Select similar neighbors (ships of the same type as selection).
Shift + C	Select all neighbors
Backspace	Go to previous selection
V	Select all formation members (useful when only 1 formation member was selected)
F	Focus on currently selected object. Press again to toggle zoom
Home	Select Next Base
Shift + Home	Select Previous Base
Middle mouse click	Focus on currently selected object
B	Build Menu
F2	Fleet Menu
D	Display the Data Book
CTRL + # (0-9)	Create Groups
(0-9)	Select Groups
F3	Hide/Display mini-map
Alt + Mouse band select	Attach camera to a body without deselecting the currently selected body
Ctrl + Shift + Left-Click	Add Nav point
Ctrl + Left-Click / Right-Click	Move up / down altitude of Nav point
Ctrl + Home	Select Main Base
Alt + Double Left-Click	Create / Delete Rally point
Alt + G	Give ship screen
Alt + N	Name ship screen
Ctrl + Left-Click	Set Nav point / Delete existing Nav point
Left-Click on Nav point	Move Nav point
Mouse wheel up / down	Incremental zoom on selected object

In 2D Map View (Spacebar)

Hold R-click	Move around map view
Double L-click on object	Focus on object
Hold L-button + Hold R-button	Fine zoom on selected object

In 3D Game View

You can add and delete Nav Points on the 2D mini-map that appears in the 3D game view.

Hold R-button	Rotate camera
Hold L-button + Hold R-button	Fine zoom on selected object
Mouse wheel up and down	Incremental zoom on selected object
Ctrl + L-click on body	Send selected unit to selected body
Ctrl + band select	Send selected unit to nearest selected body
Ctrl	Access 3D Grid
Ctrl + L-click	Set Nav Point / Delete existing Nav Point
Shift + L-click	Add Nav Point
Ctrl+ L-click/R-click	Change Altitude of Nav Point
F	Focus and zoom on selected object
M	Manpower screen
T	Enable camera tracking mode on selection

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