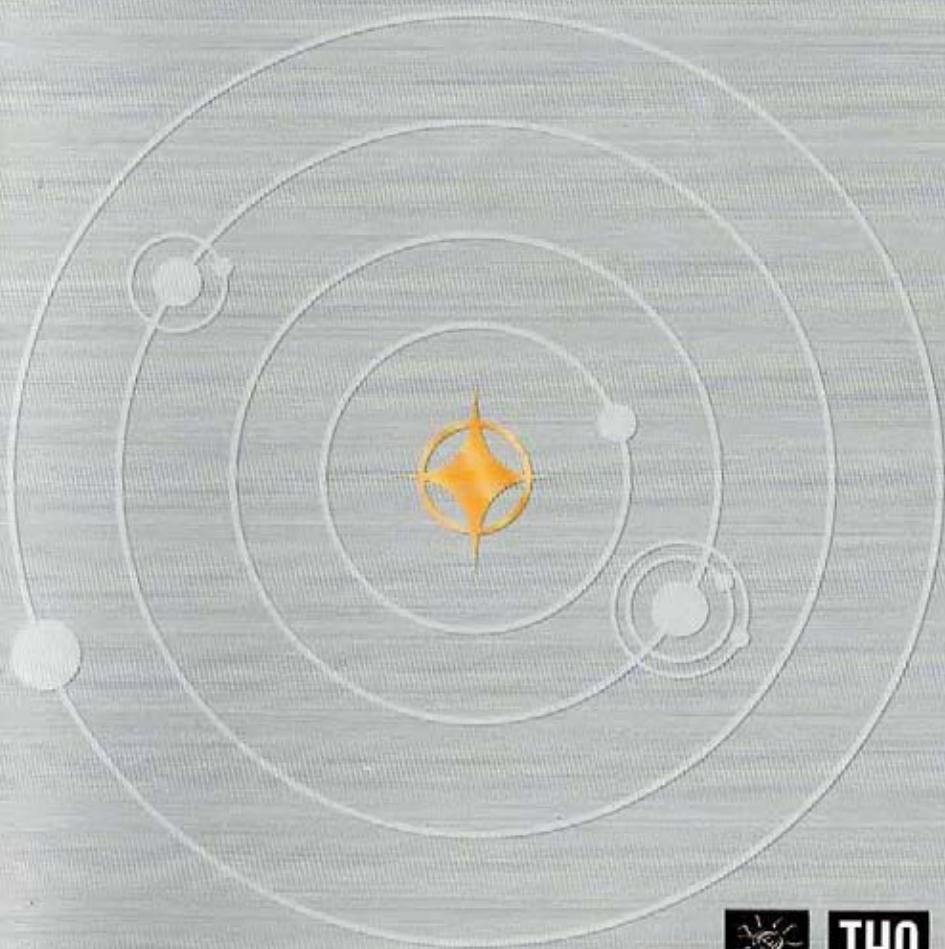


PAX IMPERIA

EMINENT DOMAIN™

THE ULTIMATE IN INTERGALACTIC STRATEGY AND COMBAT



Quickstart

Install Pax Imperia: Eminent Domain on your computer.

Start the game by selecting the Pax Imperia icon from the Pax Imperia Menu in your Windows 95 Start menu. For more information, see page 7.

The opening movie will begin to play. Press the Space Bar if you want to bypass the movie.

Select Single Player Game from the Main Menu. For more information, see page 8.

Select New Game from the Game Menu.

Choose the species to represent your empire. To select a species, click on one of the eight tubes in the background. Select the Accept Button to accept the species and continue. For more information, see page 9.

From the Game Setup Screen, type the name of your empire under "Name Your Empire" and select the Start Button to begin the simulation.

Note: You can configure your universe, fleet design, flag, and game difficulty from this menu. For more information, see page 18.

You will now enter the Main Control Room. For more information, see page 22.

Double-click on the highlighted blue star in the Universe View Window in the upper-center of the screen to view your home sector.

You begin the game with 1 colonized planet, 2 transports capable of colonizing planets, and 1 scout ship capable of exploring nearby sectors. For more information on ships, see page 34.

Your planet will be highlighted in blue in the Universe View. Information on your planet will be displayed on the left side of the screen.

Click on the sun in the center of the Universe View. The attributes of all of the planets in your sector will be displayed on the left side of the screen. The planet with your flag displayed next to it, is your home planet. The name of the planet is displayed next to the planet. Additionally, an overall assessment of the planet's natural resources is displayed (Sterile, Poor, Normal, Abundant, Rich, or Opulent), followed by a number in parentheses. The higher the number, the more money this planet will be able to contribute to your empire. Additionally, the face icon displayed in green, yellow, or red (Good, Fair, or Bad) assesses the planet's ability to contribute to your empire. The final piece of information on the screen is the planet's potential population. For more information, see page 25.

Next you should colonize a planet, use the information listed on the previous page to make your selection. Once you have decided, click on that planet and select the Colonize Button in the lower right side of the screen. For more information on colonizing planets, see page 26.

Here are some quick hints on establishing and growing your empire.

Always look for Good (green) worlds first. Fair (yellow) and Bad (red) planets grow much slower and contribute much less to your empire. Avoid Bad worlds unless that is all you have left available, or you need to establish a refueling point on your path to galactic conquest.

Transports are lost when you colonize a world with them. They are used as the basis for the colony itself, so you will want to keep a steady flow of them being built. At this early point in the game, expansion is the most important thing for your empire.

To build a new ship select your first planet in the Sector View (F2). It will be the one with the little white ship icon at the lower left of the planet. Then click the Build Ship Button on the panel at the lower right. The display on the left changes to show a list of ships you can build. Select Transport and click Build. The planet will begin working on the new ship, and you will be notified of its completion.

Exploration into new sectors will better your selection of planets to colonize, and expand your empire. To begin exploring, send any one of your ships through a wormhole. To do this, select a fleet in the Sector View, then click on the Move Fleet button in the lower right panel. The cursor will change to the Send Fleet Cursor, move it over one of the wormholes in your sector and click. The fleet will start to move to the new destination. Once the it arrives there it will use its Star Drive to jump through the wormhole and move to the next sector. You can repeat the process described above to find which is the most favorable planet to colonize in this new sector. Also note that a fleet can be moved by simply selecting it and right-clicking anywhere in the sector.

Having established a new colony, be patient with it. Do not try to build defenses and shipyards right away. Over time the population will climb and be able to produce more, but at the outset, a new colony is a fragile thing.

Fleet range is limited! Remember that in order for a fleet to extend its range, you must establish colonies along the way. Jump range is the number of wormholes the fleet can jump through with out refueling. Sectors that are within range can be seen by selecting a fleet, and moving the cursor over the star map at the bottom of the screen.

A line will be drawn in either yellow or red. Yellow indicates sectors that are within range of the fleet, red indicates sectors that are out of range at this time. Better star drive technology or colonies along the path can extend fleet range. Also note that a right-click in the starmap give the fleet a new destination.

Also, the default game speed is 4. This speed can be changed in the Game Options Screen [ESC], or by using the + and - keys.

THE FOLLOWING IS A BRIEF DESCRIPTION OF THE IMPORTANT SCREENS IN PAX IMPERIA: EMINENT DOMAIN:

- F1 - Main Control Screen:** Use this screen to survey your entire empire. See page 22 for more information.
- F2 - Sector View Screen:** Examine individual planets and control fleet movement within a sector. See page 22 or 25 for more information.
- F3 - Research Screen:** Controls which projects your species is currently developing. See page 22 or 42 for more information.
- F4 - Fleet Command Screen:** Inspect fleets or build new ships at any of your shipyards. See page 23 or 37 for more information.
- F5 - Domestic Policy Screen:** Examine and change the build profiles for all of your planets and allocate your empire's treasury to research, construction, and espionage. See page 23 or 46 for more information.
- F6 - Foreign Affairs Screen:** Control the nature of contact with other empires. Investigate trade, treaties, and espionage. See page 23 or 44 for more information.
- F7 - Planetary Surface Screen:** View the state of each planet's economy. See page 23 or 32 for more information.
- F8 - Ship Design Screen:** Design custom ships for your species. See page 24 or 34 for more information.
- F9 - Combat Screen:** Displays the current combat scene. See page 24 or 39 for more information.
- ESC - Options Screen:** Load, save, or quit a game, adjust the volume, etc. See page 21 for more information.

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Installation & Configuration

The InstallShield utility is used to install Pax Imperia: Eminent Domain to your hard drive. Follow the prompts to properly configure the game for your own system, choosing from among the Normal or Full installation options for optimal performance.

Choosing the Directory

The installation utility allows you to designate the directory where the game will be placed. The default is C:\Pax Imperia.

Configuring for Win95

If your computer is running Win95, there is one other component of proper installation:

INSTALLING DIRECTX

Win95 users will need to have DirectX 3.0 or higher installed to play Pax Imperia: Eminent Domain.

If you do not currently have DirectX installed or are unsure of which version you have, you can install the latest version as part of the InstallShield process.

Configuring for Windows NT 4.0

In order for DirectX to function properly, Windows NT 4.0 users need to have Service Pack 3.0 or later installed on their machines. You may obtain the latest Service Pack through Microsoft's website at:

<http://www.microsoft.com/ntworkstation>

Readme File

The latest technical notes are included in the game's Readme file. Check there for specific troubleshooting advice.

Beginning A New Game

The goal of Pax Imperia: Eminent Domain is nothing short of total domination, and the complete destruction of all opposition. Your species will be competing on a galactic scale for limited resources. Only skillful management of each of the game's critical components will lead to victory. Defeat your fellow emperors through galactic warfare or strategic treaties and alliances.

Once the game is installed to your hard drive, launch it by double clicking on the PAX2 icon, or by selecting the Run Option from the Start Button Menu, and Browsing to the PAX2.exe file. The game's title screen appears following the opening animation. Press the Space Bar to bypass any animation in Pax Imperia: Eminent Domain.

Single Player Game

Selecting the Single Player Mode prompts you to choose between beginning a new game, or loading a saved game. Prior to each new single player game, you must first set the game parameters, many of which influence the game's difficulty.

Multiplayer Configuration



Selecting the Multiplayer Option from the title screen prompts you to configure for the Multiplayer mode, using IPX, TCP/IP, Modem or Serial for the connection. If you need help configuring the game for Multiplayer mode, refer to the Multiplayer section on page 47, or check the Help File that comes with the game for the latest technical information.

Loading a Saved Game

If you have a previously saved game, you can load it after selecting the Single Player Option from the title screen. You can also load a game from the Game Options Menu, which becomes accessible once a new game begins.

Species Selection

Each of the species in the tubes comes with a predetermined set of attributes, tendencies, tolerances and aptitudes giving it unique advantages (and disadvantages) within the game. Before beginning each new game, a species can be manipulated using the four buttons on the right-hand side of the screen – Accept, Cancel, Stock, and Custom – in conjunction with the Dialogue Box and the Delete and Design Buttons on the left.

A Stock Species is selected by clicking on one of the eight Species Tubes. The selected species will then move into the central tube on the screen.

Note: For more discussion of the individual attributes that define each species, see Species Design on page 14.

Species Select Buttons

ACCEPT BUTTON

Accepts the currently selected species – the one in the central tube – as the player's species.

CANCEL

Rejects the species in the central tube, and returns the game to the title screen. To decline the species in the central tube without returning to the Title Screen, click on a different species tube, and that species will move to the foreground.

CUSTOM BUTTON

The Custom Button accesses the roster of custom-designed species that a player has previously saved.

Note: Custom species must be designed before joining a multi-player game.

STOCK BUTTON

The Stock Button reverts the species selection to the eight pre-designed species that are included in the game.

DELETE BUTTON

The Delete Button permanently removes a Custom Species from the Custom roster. Stock Species cannot be deleted.

DESIGN BUTTON

To study each species' attributes in detail, click on the appropriate tube, and then click on the Design Button beneath the Summary Window to access the Species Design Screen.

SUMMARY WINDOW

The Summary Window indicates any prominent tendencies a species might have. More specific information about each species is available on the Species Design Screen.



Stock Species

The eight stock species included are intended to provide balanced play within the game universe. Each has specific attributes that are defined on the Species Design Screen. Computer opponents are selected at random from among the eight Stock Species.

Humans

Humans are the baseline species in the game, and thus, have no special cultural abilities. They do, however, warrant a 20 percent bonus to all physical characteristics.

SPECIFIC HUMAN ATTRIBUTES

Atmospheres	One
Physical	None
Cultural	None
Research Characteristic	2
Reproduction Characteristic	2
Construction Characteristic	2
Espionage Characteristic	2
Finance Characteristic	2
Temperature Preference	Warm
Weapons Research Level	Normal
Shielding Research Level	Normal
Ship Research Level	Normal
Colonial Research Level	Normal
Space Research Level	Normal



Kar'Tsoran

The Kar'Tsoran are the outstanding economists of the universe. Able to maximize production from any given resources, they expand very rapidly.

SPECIFIC KAR'TSORAN ATTRIBUTES

Atmospheres	One
Physical	None
Cultural	Builder and Merchant
Research Characteristic	-2
Reproduction Characteristic	0
Construction Characteristic	5
Espionage Characteristic	-3
Finance Characteristic	5
Temperature Preference	Cold
Weapons Research Level	Normal
Shielding Research Level	Normal
Ship Research Level	Normal
Colonial Research Level	High
Space Research Level	Normal



Gorak

The Gorak are a predatory, aquatic race. They possess the ability to thrive in two different types of atmospheres, and also have a high rating in terms of Weapons Research.

SPECIFIC GORAK ATTRIBUTES

Atmospheres	Two
Physical	Predator and Aquatic
Cultural	Warrior
Research Characteristic	0
Reproduction Characteristic	1
Construction Characteristic	1
Espionage Characteristic	0
Finance Characteristic	0
Temperature Preference	Very Hot
Weapons Research Level	High
Shielding Research Level	Normal
Ship Research Level	Normal
Colonial Research Level	Normal
Space Research Level	Normal



Yssla

The Yssla are universal espionage masters who control a vast intelligence network that they mercilessly wield against their opponents.

SPECIFIC YSSLA ATTRIBUTES

Atmospheres	Two
Physical	Psychic
Cultural	Spy
Research Characteristic	0
Reproduction Characteristic	-1
Construction Characteristic	0
Espionage Characteristic	5
Finance Characteristic	0
Temperature Preference	Warm
Weapons Research Level	Normal
Shielding Research Level	Normal
Ship Research Level	Normal
Colonial Research Level	Normal
Space Research Level	Normal



Tekari

The Tekari are peerless when it comes to scientific research. They develop new technologies at the fastest rate in the universe.

SPECIFIC TEKARI ATTRIBUTES

Atmospheres	Two
Physical	None
Cultural	Scientist
Research Characteristic	5
Reproduction Characteristic	-1
Construction Characteristic	0
Espionage Characteristic	-2
Finance Characteristic	0
Temperature Preference	Very Cold
Weapons Research Level	High
Shielding Research Level	High
Ship Research Level	High
Colonial Research Level	High
Space Research Level	High



Schreki

The Schreki are an insectoid species whose unique biology allows them to inhabit any planet in the universe. Their ability to disregard a planet's atmosphere and temperature allows them to colonize rapidly.

SPECIFIC SCHREKI ATTRIBUTES

Atmospheres	All
Physical	Anaerobic and Subterranean
Cultural	None
Research Characteristic	0
Reproduction Characteristic	0
Construction Characteristic	0
Espionage Characteristic	0
Finance Characteristic	0
Temperature Preference	N/A
Weapons Research Level	Normal
Shielding Research Level	Normal
Ship Research Level	Normal
Colonial Research Level	Normal
Space Research Level	Normal



D'Naren

The D'Naren are respected scientists and builders. Their research skills are comparable to all others in the universe.

SPECIFIC D'NAREN ATTRIBUTES

Atmospheres	Two
Physical	None
Cultural	Builder
Research Characteristic	5
Reproduction Characteristic	2
Construction Characteristic	0
Espionage Characteristic	-5
Finance Characteristic	0
Temperature Preference	Warm
Weapons Research Level	High
Shielding Research Level	High
Ship Research Level	High
Colonial Research Level	High
Space Research Level	High



Kybus

The Kybus species combines the two very valuable cultural attributes of warrior and builder. Their broad atmospheric tolerance also contributes to making them some of the toughest foes in the game.

SPECIFIC KYBUS ATTRIBUTES

Atmospheres	Four
Physical	None
Cultural	Warrior and Scientist
Research Characteristic	2
Reproduction Characteristic	0
Construction Characteristic	2
Espionage Characteristic	-1
Finance Characteristic	0
Temperature Preference	Cool
Weapons Research Level	Normal
Shielding Research Level	Normal
Ship Research Level	Normal
Colonial Research Level	Normal
Space Research Level	Normal



Species Design

Instead of choosing one of the preset species options, you can modify one of the eight species templates, or even create a new species from scratch. In either case, begin by selecting one of the eight preset species. Then, under the Species Summary Window, click the Design Button.



If you wish to modify an original species, adjust the various point totals. Additionally, you can select a graphic for your species, and give it a new name before accepting it. Scroll through the available species graphics by clicking on the arrows above the graphic window. Both the name and description of a species can be changed by clicking inside the appropriate text box and typing over the preset information.

If you choose to design a species from scratch, click the Clear Button to erase all of a species' preset attributes, then distribute the points throughout the menus on the Design Screen.

Allocating Points for Attributes

Each species in the game is defined by a collection of attributes and characteristics, as evidenced by the Species Design Screen.

The combined effects of these factors help determine the overall difficulty of the game. If your species closely resembles a competitor, you will be trying to fill the same galactic niche, which makes the game harder.

Spending points on mental and cultural attributes defines what style of gameplay will lead you to a desirable victory. Designating physical characteristics and temperature preferences directly determines which planets your species can inhabit.

The maximum total points that can be allocated in defining a new species are 10. It is possible to assign some of the variables (under Characteristics and Research) negative values.

The merits of each cultural attribute on the left side of the Species Design Screen have differing effects within the game. Each is seen as a relative advantage, and thus, each one that is selected counts as two points towards your species' total of 10. If you have opted for one of the Cultural Traits, be sure to take advantage of it during gameplay.

The characteristics on the right-hand side of the Species Design Screen are on a sliding scale ranging from -5 to 5, and represent further nuances of your species. As such, their final configuration should closely reflect the style of game you intend to play.

There are six basic categories of defining attributes on the Species Design Screen: Atmosphere, Physical, Cultural, Characteristics, Temperature Preference, and Research Level.

ATMOSPHERE (VARIABLE COST)

There are four possible atmospheres for each planet in the game: Carbon Dioxide, Methane Ammonia, Oxygen Nitrogen, and Sulfur Dioxide.

Each species can automatically breath in one of the four atmospheres at no cost. Each additional atmosphere costs one point towards the 10-point total for your species. Obviously, the more atmospheres your species can tolerate, the easier it will be to find suitable planets to inhabit.

PHYSICAL (VARIABLE COST)

Some species possess physical characteristics that provide them with special abilities.

Anaerobic Species (Cost: 5 Points) can exist regardless of atmosphere, even thriving on a planet in the vacuum of deep space. When this option is selected, the atmosphere selector section of the menu becomes inactive.

Subterranean Species (Cost: 5 Points) can exist underground, and are not affected by temperature extremes. When this option is selected, the temperature preferences section of the menu becomes inactive.

Psychic Species (Cost: 3 Points) possess heightened powers of perception and empathy. As a result, they know the content of all sectors automatically, and receive a 20 percent bonus when they are involved in espionage counter operations.

Predatory Species (Cost: 2 Points) reap the benefits of their hunting and killing instincts, receiving a 25 percent bonus on all attacks.

Aquatic Species (Cost: 2 Points) have evolved in a liquid environment. They have an innate ability to judge spatial-relationships, affording them a 20 percent ship movement bonus and a 20 percent defensive bonus.

CULTURAL (VARIABLE COST)

A species may also exhibit certain cultural tendencies that contribute to its success.

Warrior Cultures (Cost: 2 Points) receive a combat bonus, and are also equipped with better starship crews that train at an accelerated pace.

Scientist Cultures (Cost: 2 Points) have an innate ability to learn and discover. This gives them a 10 percent chance of developing research projects spontaneously.

Politician Cultures (Cost: 2 Points) quickly develop some of the finest governors and ministers in the universe.

Spy Cultures (Cost: 2 Points) enjoy twice the normal chance of success when attempting espionage missions.

Builder Cultures (Cost: 2 Points) are efficient and motivated. These attributes help them to reduce the cost of building all planetary and orbital structures by 20 percent.

Nomad Cultures (Cost: 2 Points) have refined the art of fleet maintenance. This task was achieved out of necessity, due to this culture's wandering nature. Their fleets are maintained at 80 percent of the normal cost, which allows them to receive one transport ship for every 10-population units upon abandoning a planet.

Merchant Cultures (Cost: 15 Points) are intensely competitive and frugal in the establishment of trade routes. They are able to trade for twice the normal amount on all routes they establish.

SPECIES CHARACTERISTICS (VARIABLE COST)

The five characteristics in the upper right-hand corner of the Species Design Screen are essential to some of the game's most important computations. Each is measured on a scale ranging from 50 percent to 150 percent, with 100 percent being the level at which all of the game's computations are performed without any characteristic modifier.

Research: This scale controls the rate at which the species generates research points.

Reproduction: Controls the rate at which the species reproduces.

Construction: Controls the rate at which the species generates construction points.

Espionage: Controls the rate at which the species generates espionage points.

Finance: Controls the rate at which money is generated by the species.

TEMPERATURE PREFERENCE (NO COST)

A major factor in the colonization of a planet is whether your species can tolerate the planet's average temperature. In order to determine this, the species' temperature preference is taken into consideration along with the content of the planet's atmosphere. You will notice that if you choose to make your species subterranean, the temperature preference area of the menu shuts down. Since the species is capable of living below the surface of the planet, the surface temperature is not a factor when considering a planet's suitability for colonization.

RESEARCH LEVEL

In order for a species to develop new technologies and keep up with its competition, research must be conducted in five specific areas: Weapons, Shielding, Ship, Colonial, and Space.

Research is conducted by expending research points, which each species population generates based on its size and the research characteristic they possess (listed in the upper right-hand corner of the Species Design Screen).

Note: A planet's infrastructure directly influences the production of research points in conjunction with population and the research characteristics.

The research point cost to develop new technologies for a species is controlled by the set of sliding scales in the lower right-hand corner of the Species Design Screen.

For each attribute, either low, normal, or high levels of ability can be designated.

In all instances, a normal research level (a cost of zero) means that research is performed with no penalties or bonuses in terms of the game's calculations.

A low research level (a cost of -1) means that a species will need to expend one and a quarter times the normal amount of research points to accomplish each research task in that area. Prioritizing research projects becomes much more critical if you opt for any low ratings in this group. Low-rated research disciplines will lag behind the other areas.

Conversely, a high research rating (a cost of 1) means that research in that specific area is performed at a cost of three quarters the usual research points. This can be a tremendous advantage.

Weapons: Determines the species' proficiency at weapon research.

Shielding: Determines the species' proficiency at developing shields and armor.

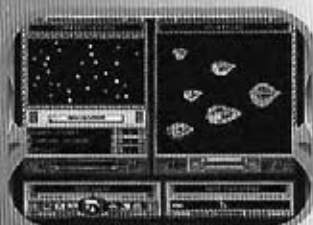
Ship: Determines development of such items as Star and Tac Drives, and Sensors.

Colonial: Determines the research development rate pertaining to all planetary structures.

Space: Influences the development rate of items such as fighters, colonization units and space-borne orbital defenses.

Game Set Up

Once you have selected your species from among the eight Stock Options, or chosen one of your own designs, a handful of variables need to be considered before beginning a new game. The final stage of game set-up is done from the screen that follows when you accept a species.



Configuring the Universe

The Configuring the Universe Menu allows you to adjust the difficulty of the game directly. The New Universe Button allows you to select a new, randomly-chosen universe.

NUMBER OF STARS

Setting the number of stars higher than the standard 20 generally makes the game longer, since there is more universe to conquer.

Note: A larger universe decreases the chance of contact early in the game, allowing players to get established before meeting other players.

COMPUTER OPPONENTS

Selecting more than three-computer opponents increases both the difficulty of the game and has a variable effect on the game's duration. The difficulty level of the game increases with the amount of competition. The duration of the game will also be lengthened in a large universe. But, additional computer opponents in a small universe can lead to a relatively quick resolution.

DIFFICULTY

The difficulty variable directly impacts the artificial intelligence of your computer opponents. The higher the number, the more aggressive the computer opponents will be. The difficulty variable also impacts your empire's starting resources (both in number of ships and home world wealth), as well as influences how likely a computer opponent will be to accept any treaties or trade agreements you propose.

Selecting Your Fleet Style

Use the scroll bar to cycle through the available ship styles for your fleet. The different ship sizes represent different classes of vessels that can be constructed.

Selecting Your Flag and Naming Your Empire

Use the scroll bar to cycle through the available flags, and select one to represent your empire. Type the name of your empire into the adjacent box, and press Start to begin the game.

Playing the Game

Once the game has begun, you must begin to colonize planets while researching new technologies. Each planet in the player's empire will automatically begin construction based on successfully researched infrastructure technologies. For more information on infrastructure technologies, see "Colonizing A Planet" on page 26.

In order to advance your species on a universal scale quickly and efficiently, each newly-colonized planet should immediately build researched infrastructure technologies that contribute to population and construction. Build these almost exclusively at first. Then, utilize the construction point subsidy (CP Subsidy) to accelerate construction by converting money into construction points.

Additionally, begin building ships that have the ability to colonize planets. Eventually, you will have to protect colonized planets with warships, or research specific defensive orbitals to keep your conquests secure. The building of ships and, eventually shipyards, is essential to expanding your empire. In fact, all other construction on a planet comes to a standstill during the construction of ships or orbitals of any kind. Until your newly colonized worlds are well developed, you probably will not want them to focus on building shipyards or other orbitals. Use your home world's shipyard to construct ships for colonization.

As the planets within your empire continue to develop, they will contribute to your domain in terms of research points, construction points, espionage points and, of course, monetary units.

Research Points

Each individual planet contributes research points to your empire based on the level of research infrastructure that has been constructed, the population of the planet in conjunction with research funding levels, and the species characteristics. The production of research points determines the speed with which new technologies are discovered. Newly discovered infrastructure and orbital technologies are available for construction on any planet in your empire.

Construction Points

Each individual planet's population generates construction points, a certain number of which must be expended to build any newly discovered infrastructure and orbitals on that planet. You can increase the speed of construction on any planet by converting cash into construction points (the CP Subsidy).

Note: The CP Subsidy allows you to redirect workers and materials to a new location to expedite a task. Without the CP Subsidy, a planet must utilize its own infrastructure to make improvements.

Espionage Points

Your population also produces espionage points, which can be used to instigate espionage actions of your own or counter espionage actions of an opponent. Until you make contact with another species in the game, using your available resources to generate espionage points serves no purpose. So, turn the espionage points aspect of your economy to zero by using the Domestic Policy Interface.

Governors and Ministers

Within each sector where you colonize planets, you will be assigned a sector governor, who will look after the affairs of all the planets in that system. Each sector governor receives percentage adjustments influencing four crucial areas of sector development: Construction, Research, Espionage and Defense.

At the beginning of the game, you also have four ministers under your authority, in the areas of Fleet Command, Research, Foreign Affairs and Domestic Policy.

Any of these sector governors or ministers may be subject to subversion or assassination through espionage actions, you will want to be on guard against such an occurrence.

If you suspect that one of your governors has been subverted (usually your economy will begin to suffer for no apparent reason), go to one of the minister's menus, and press the Replace Button. The roster of currently available sector governors will be displayed. You will not have to complete the promotion process to see if any of your sector governors have been subverted. If the governor's percentage modifiers appear as negative numbers, simply go to that sector in the Sector View, and replace the governor to eliminate the problem.

It is more common for governors to be subverted and for ministers to be assassinated, however, your ministers are also subject to subversion. If one of your ministers is subverted, replace him with a suitable governor from one of your sectors. If you select one of the four menus that should have an minister and the small box is empty, it is time to promote one of your sector governors to fill in the post.

Game Options Menu (Esc)

Game Options Menu Screen

The six icons on the Options Menu Screen will allow you to load the game onto your system, start, save or quit the game, control the volume of the game and choose the Game Options Menu.

SELECT THE GAME OPTIONS MENU ICON TO ACCESS THE FOLLOWING SELECTIONS:

Play Surface Animations: Selecting this option will allow you to view the daily activity of your empire. You may consider turning this option Off if your computer is experiencing any slow down in the Planetary Surface Screen.

Play Movies: This option will play movies at various times throughout the game. If you notice that gameplay becomes slowed or you simply do not want to view movies, you may turn Off this feature.

Auto Save Game: Will periodically save the game currently in progress. This should be left On if you are experiencing any difficulties with your system. However, since this feature may slow gameplay, you may choose to turn it Off if it is not needed.

Combat Auto Resolve: When this option is On, and you have only computer players engaging in battle, the battle will instantaneously resolve itself. If the option is turned Off, you will need to wait while the battle takes place. This option has no effect when human game players are involved.

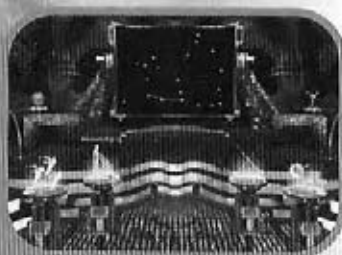
Combat Key Scroll: Determines how fast you can move the Combat Screen by using the arrow keys.

Combat Scroll Speed: Determines how fast you can move the Combat Screen by using the mouse.

Game Speed: Choose from levels 0-6 to set your gameplay speed.



Main Control Screen



From the Main Control Screen you can survey your entire empire by clicking on any of the six twirling icons to open each screen that controls Pax Imperia: Eminent Domain. As you move deeper into subsequent interface screens, left clicking on the button in the upper right-hand corner of each screen will cycle back one level, while right-clicking on the same button sends you back to the Main Control Screen.

In addition, left – and right – clicking within each screen has specific functions, and certain default actions are recognized by the game which can provide significant shortcuts while managing your empire.

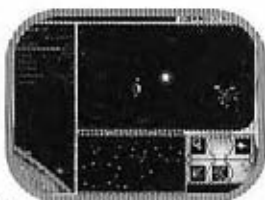
In brief, these are the aspects of the game controlled by each of the screens.

Universe View

The Universe View is a component of the Sector View, as well as the centerpiece of the Main Control Screen. Double left-clicking on a star in the Universe View brings up the corresponding Sector Display, unless a battle is currently underway in that sector. If a battle is in progress, the star is replaced by a round, yellow combat icon. Double left-clicking on the combat icon brings up the Combat View.

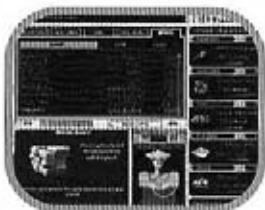
Sector View (F2)

The Sector Display is accessed by double-clicking on a star in the large central Universe View on the Main Control Screen. The Sector Display interface allows you to examine individual planets and control fleet movement within a sector. Fleets can also be moved efficiently through wormholes (which connect sectors) by utilizing the Universe View Screen in the lower left corner of the Sector View.



Research (F3)

The Research Screen controls which projects your species is currently developing. The five research categories are Weapons, Shielding, Ship, Colonial, and Space. The sliding scale for each allows you to control the percentage



of your empire's total research points being allocated to each area. You can toggle between Theoretical and Developed Systems to see how each area is progressing, and also highlight any one item to get a brief description. Double-clicking on any of the Theoretical Technologies or pressing the Research Button in the lower left designates it as the current research project for that area.

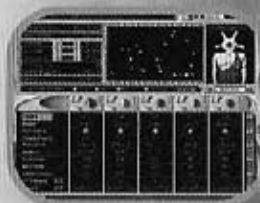
Fleet Command (F4)

The Fleet Command Window lets you inspect each fleet and ship, and also lets you initiate ship building at any of your shipyards. Ships can easily be upgraded with new technology as it becomes available. In order to upgrade a ship, you must first create a new design template for that ship type. Your ship must also be in orbit around a planet with a shipyard.



Domestic Policy (F5)

The Domestic Policy Screen allows you to carefully examine and change the build profiles for all of the planets that you have discovered. You can then apply filters to the list of worlds that you currently want to reveal. In general, you will want to view colonized worlds (to assess their merits and development) and explored worlds (with the "Bad" designation toggled off) to decide which planets are worthy of colonization.



Note: Double-click on any planet to bring up the Surface View for that planet.

Foreign Affairs (F6)

The Foreign Affairs Screen lets you control the nature of your contact with other empires, instigating trade, treaties and espionage, after you have encountered them. The Compare Empires Button lets you plot your empire's performance, in graphical form, against the competition.



Planetary Surface (F7)

The Planetary Surface Window lets you view each individual planet, and study the current state of that planet's economy. You can also control the construction of new infrastructure technologies as they are researched, and make adjustments to the planet's CP Subsidy.



Note: Your overall imperial income is reduced as you increase the CP Subsidy for specific planets.

Ship Design (F8)

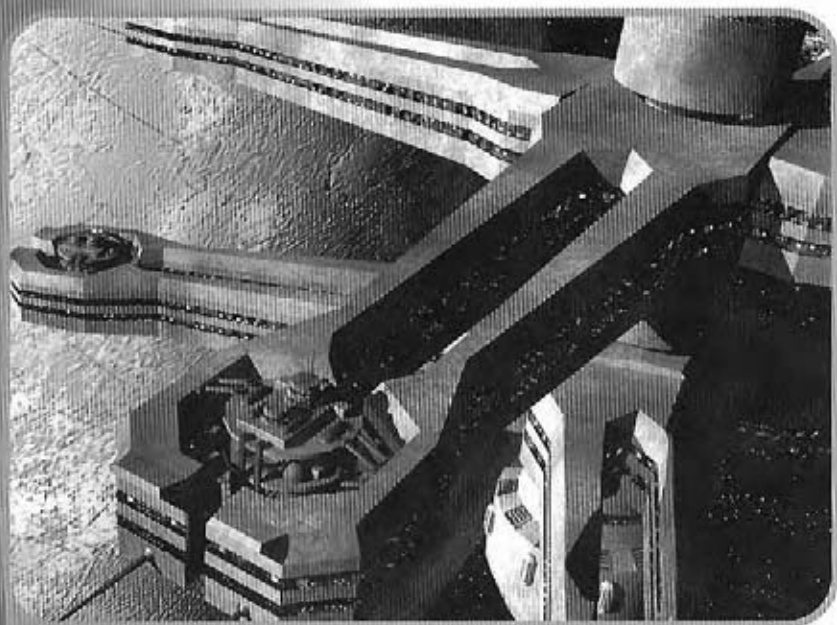
Each of the ships your species is capable of building can be viewed from the Ship Design Screen, allowing you to make modifications as new technology becomes available. In order to build ships beyond the original three types, you must research better hull materials. Larger ships require technological advancements to your star drives to move between sectors.



Combat Screen (F9)

The Combat Screen displays any combat currently in progress. Pressing F9 will send you directly to the current battle.

Note: If no combat is in progress, the screen will appear empty.

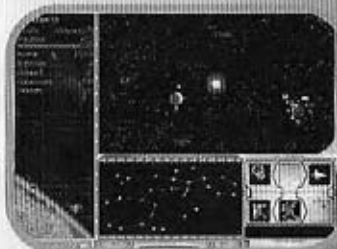


Sector View

Controlling Each Interface

Understanding and properly controlling each of the menu screens is a complicated task, but balancing all of the game's aspects is the key to success. The following sections review each screen in detail, and also illustrate how the game's components work together to form the complex universe of Pax Imperia: Eminent Domain.

The Sector View is used primarily to examine the planets in each system where you have explored, and also to move your fleet within a sector, and into the universe beyond. As the interface of these critical actions, the Sector View is one of the most important screens in the game.



Anything you select in the Sector View (with the exception of Wormholes and Gas Giants) reveals a specific set of commands on the six buttons in the lower right-hand corner of the screen. Additional information appears in the vertical window at the far left, opposite the Universe View.

Planets in the Sector View

Each planet in the Pax Imperia universe is rated with regard to your species' ability to inhabit it, based on the planet's atmosphere and temperature. Planets are also rated based on their intrinsic wealth: The value of things that the planet is capable of producing, and the ease at which the planet supports industry.

To study a summary of each of the planets in a specific sector, click on that sector's star in the Sector View. A list of the planets orbiting that star appears on the left-hand side of the screen.

Each planet is listed beneath its specific economic modifier, which the game uses to compute that world's monetary contributions to your empire. Beside each planet's name is its potential population, and a small face icon.

THE FACE ICON

The face icon is the most direct measure of a planet's ability to contribute to your empire. Planets are rated either Good, Fair or Bad (green, yellow or red), indicating the ease with which your species can inhabit that world.

A green face means that all of the economic benefits your empire might derive, in terms of money, research, construction and espionage points, are contributed on a one-for-one basis.



A yellow face means that the maximum planetary output you would expect will be cut in half, due to the additional resources needed for the planet's population to survive on a marginally habitable world. Additionally, the population growth rate is 50 percent that of a "good" planet.

A red face means that the living conditions on that planet are so adverse, virtually anything the world manages to produce must be consumed for the populace to survive. Only 5 percent of anything, including population growth, that a planet produces is contributed to your empire's overall wealth.

THE ECONOMIC MODIFIER

In addition to the planet's atmosphere and temperature, there is one other large aspect to consider when expanding your empire, the planet's overall wealth in terms of natural resources.

Planets are given an Economic Modifier based on their resources. A sliding-scale multiplier appears parenthetically after the planet's designation: Sterile, Poor, Normal, Abundant, Rich, or Opulent. The higher the number in the parentheses, the more money the planet will be able to contribute to your empire.

POPULATION

The final bit of critical information is a planet's population potential. The more people a planet can sustain, the more productive it can be. As the game progresses, technological advancements will help to increase the population of all the planets that you control.

Colonizing a Planet

In the Sector View, you can select each planet individually. If a ship capable of colonizing the planet is present, the option to colonize the world will be displayed.

In order to expand your domain, you must continue to build ships capable of supporting colonization units. As the game begins, only the transport is large enough to carry a colonization unit. Each ship which colonizes a planet is forfeited in the process.

Once a planet has been colonized, the population begins to grow, and it automatically begins to work on constructing the infrastructure technologies you have researched. Research is shared among all the worlds in your empire, but each planet must construct each new infrastructure technology as research is completed.

Each successive infrastructure technology allows the planet to develop further, contributing increasing amounts to your empire's ability to undertake more research, construction and espionage projects.

The five areas of infrastructure include: Population, Construction, Finance, Espionage and Research.

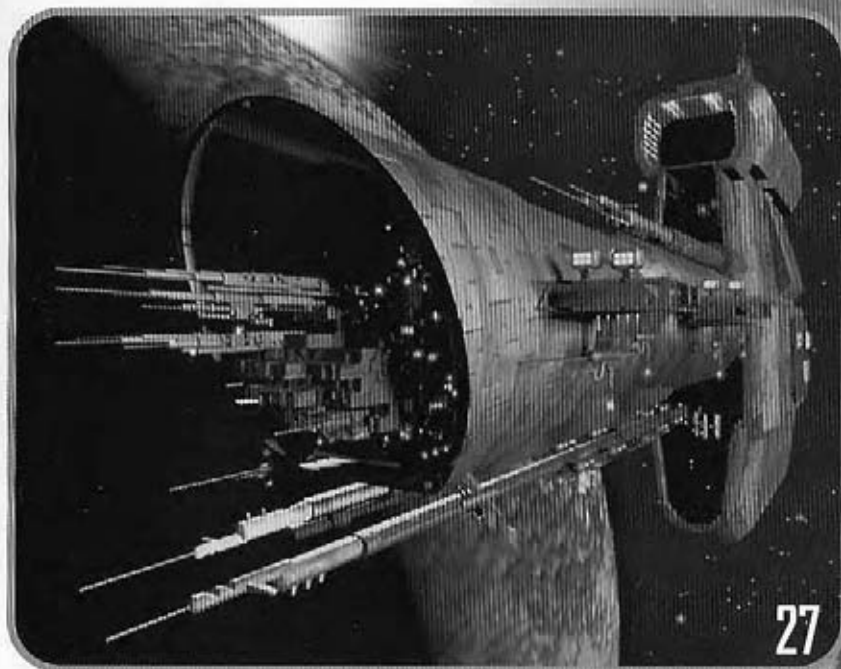
Population infrastructure allows your number of inhabitants to grow quickly, and expands your overall population level.

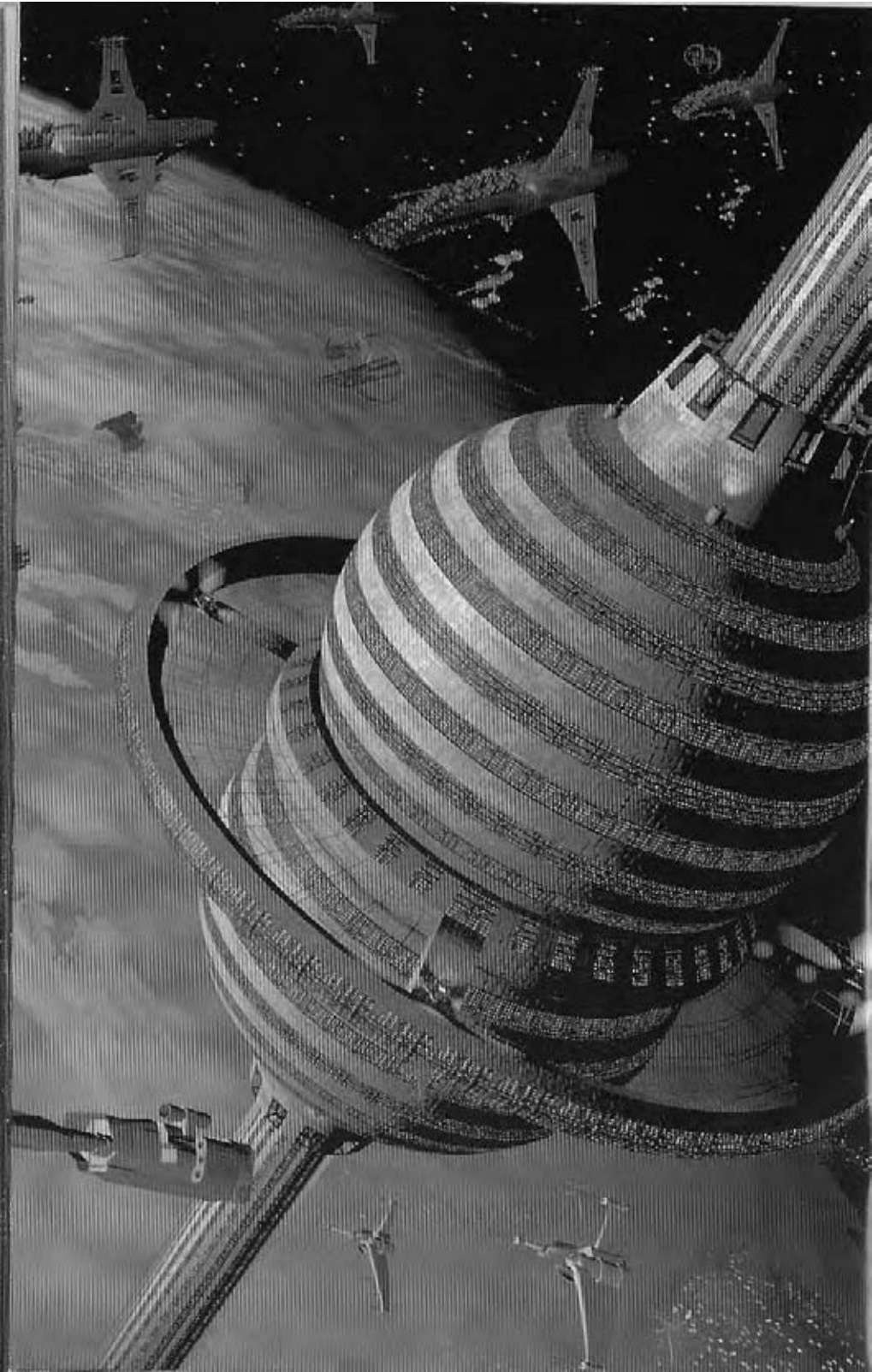
Construction infrastructure allows your planet to accumulate more construction points, which gives you the ability to build faster. These points will help you increase your defenses – i.e. ships, orbitals, etc., as well as all other structures on your planet.

Finance infrastructure is accumulated in accordance with the degree of infrastructure your planet has in place. The more money your planet generates, the greater ability it has to convert the money into construction, espionage and research points.

Espionage infrastructure supports your planet's defense system. When espionage infrastructure is created and espionage modifications are researched, it will benefit offensive espionage missions, counter-ops and other defensive maneuvers.

Research infrastructure points are needed to further research and expand all of the other areas of infrastructure. As you build research infrastructure, you will accumulate the necessary research points to develop your planet in the other areas.





Orbitals

Orbitals are constructs in space that may be built near colonized planets. There are six distinct types of orbitals. When you select a colonized planet in the Sector View, the option to build an orbital will appear on one of the buttons, if you possess any orbital technology.

Opting to build an orbital will activate between one and six of the buttons on the Sector View Screen, one for each of the orbital subtypes. Each of the orbitals in the game can be developed through five levels of technological upgrade.

Alternatively, orbitals can also be deconstructed, one level of development at a time, should you find that supporting a certain space structure puts too much of a financial burden on your empire.

FIGHTER BASES/MISSILE BASES

Fighter bases and missile bases house two of your best fighters or missiles, per level of development.

BATTLESTATIONS

A battlestation houses two of your best non-missile weapons, per level of development.

MINEFIELDS

Minefields are a very effective planetary defense against enemy incursions, requiring that any invading ships must pass through a gauntlet of space mines. Even when ships are capable of targeting the mines, due to advanced technology, the time it takes to clear a path through a minefield gives your other planetary defense systems an opportunity to inflict serious damage upon an enemy fleet.

SHIPYARDS

The shipyard is the easiest type of orbital to construct from a technology standpoint. Each successive level of development can build craft quicker and cheaper (in terms of the construction point cost). To better facilitate your shipbuilding efforts, make sure that worlds with shipyards are receiving the maximum CP Subsidy that you can afford.

When you begin to gear up for starship battles, you will want to include a fleet academy with your shipyard worlds, so that the crews can be training as you construct your warships.

FLEET ACADEMIES

By placing a starship in orbit around a planet with a fleet academy, the ship's crew can be trained. There are seven levels of proficiency that a starship crew may exhibit:

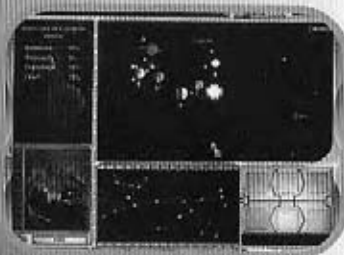
Raw, Green, Adept, Veteran, Expert, Elite, and Legendary



While in orbit near a fleet academy, a crew will train to the adept level of proficiency. Thereafter, only practical combat experience will serve to increase their abilities past the adept level of development.

Sector Governors

By clicking the Governor Button in Sector View, you can access the governor managing that sector of your empire. All of the percentage modifiers for that governor apply to all the planets in that sector.



If the governor's percentage modifiers are negative numbers, the governor has been subverted by one of your enemies through an espionage action. The governor must be fired.

A sector governor's efficiency increases with time, as reflected by the climbing percentage modifiers. If one of your ministers, in fleet command, research, foreign affairs, or domestic

policy, is subverted or assassinated, you may promote one of your sector governors to take his place.

Fleet Movement in the Sector View

Moving your starship fleets is the other primary function of the Sector View. By clicking on a ship icon, a listing of the ships in that fleet appears in the tall box on the left-hand side of the interface.

Selecting a fleet also activates several of the buttons in the lower-right corner of the screen:

Inspect Fleet: Accesses the Fleet Command Screen.

Move Fleet: Allows you designate a destination for the fleet.

Attack with Fleet: Allows you to assign a target for the fleet.

Interdict with Fleet: Allows you to put the fleet on guard at a certain location. It will then attack any enemy ships which arrive.

Note: Fleets that have the interdict order active are displayed in the Sector View with a small shield icon next to the fleet icon.

If the fleet has a colonizer, Inspect Fleet will activate the following control:

Colonize: Allows you to colonize a world by clicking on the world.

When a fleet is selected, clicking again within the Sector View has several default options:

Right-clicking on open space will move the fleet to that position.

Right-clicking on a planet will move the fleet into orbit.

Right-clicking on another fleet, under your control, will merge the two fleets.

Note: A maximum of 21 ships are allowed in any one fleet.

Right-clicking on a neutral or allied fleet will move the fleet to that selected position.

Right-clicking on an enemy fleet will initiate an attack.

You can utilize the Universe View Window below the Sector View to order the fleet to move between sectors.

Each fleet's range of movement depends on its engine type. You will notice that any movement path you attempt to assign utilizing the Universe View is highlighted.

A yellow path means that the destination sector is within range of the fleet (considering that it must also be able to return to a sector of a planet that you have already colonized in order to refuel).

A red path means that the destination sector you are proposing is outside the range of the fleet you have selected. You must either colonize more worlds in that direction, so that your fleet can refuel en route, or develop new technology which gives your starships increased range of movement.

WORMHOLES

Wormholes provide the only means of moving your fleet from one sector to another. Each trip through a wormhole is considered one jump, and ships have different jump ranges based on the current level of engine technology. To explore beyond the range of your engines, you will have to colonize planets to use as refueling stations along your route.

Note: Jump ranges need to be calculated as a "round trip", i.e., a jump range of 6, will take you three areas out and three areas back.

REFUELING STATIONS

Some sector contains no planets that you would like to colonize for purposes of development, but the sector's position in the universe necessitates that you travel through it as your fleet explores.

In such a case, you may want to colonize a planet in that sector, since any colonized planet acts as a refueling station, even if its atmosphere and temperature are unacceptable to your species. Your fleets will automatically refuel when passing through the sector.

Planetary Surface View

The Planetary Surface View allows you to monitor each planet's development progress, and control the current construction project.

Directing Construction

As each new research discovery is made, each planet's population is directed to construct the advancements that allow your species to expand your universal domain.



Each individual planet can be assigned a scheme for prioritizing construction of each new research development, either choosing the quickest available project to complete, or focusing instead on one of the key areas that further your universal expansion goals: population, construction, research, espionage, or finance.

Selecting **Quickest First**, located in the window above the small orbital graphics means just that. As new technologies are researched, the game determines which project can be completed most quickly, and begins construction.

By designating one of the other areas of technological advancement, the planet in question will focus on new developments within that specific discipline. If no new technology is available for construction in that area, the planet will default back to the project that can be completed the fastest.

For example, selecting the construction option means that that particular planet will concentrate on manufacturing new construction technologies as they become available through research, defaulting back to the quickest project once all construction technologies have been built.

To see the entire list that is in the queue, click on the **Extend List Button**. The list shows the projects that the planet will undertake, in order, as determined by the prioritization indicated in the box above (quickest first, construction, etc.)

If you would like to change any of the prioritization profiles, the lists can be modified from the **Game Options Control: Edit Planetary Profiles**.

Planetary Economic Profile

The right-hand side of the Planet Surface Screen shows the particular planet's current state of development, including not only population and income, but also the game-specific measurements of research, espionage and construction points that contribute to your domain's overall vitality.

Use the directional arrows above the right-hand screen, you can scroll through all of the colonized worlds in your empire.

Construction Point Subsidy

In order to increase the construction rate on any planet, you can spend money via the CP (construction point) Subsidy. The subsidy lets you turn cash into additional construction points at the rate of one point per \$20. While this is expensive, it lets you accelerate the construction process, thus, providing a significant advantage early in the game.

By concentrating your CP Subsidy exclusively on developing worlds later in the game, you can rapidly accelerate their growth as contributors to your empire.

Also, subsidizing worlds with shipyards increases the speed with which new vessels can be constructed.



Ship Design

Designing the templates for the various ship types in your fleet is a relatively basic task, though it allows for some creativity once you begin to make various technological advancements.

The straight-forward aspect of ship design is the simple act of upgrading each ship's component pieces as new technology becomes available. This is easily accomplished by deleting the current design for a certain ship type. Then, using the Design and Auto Buttons to configure each particular class of ship with the newest improvements.

Building ships, as opposed to creating your own ship design, is done from the Fleet Command Interface, or by highlighting a planet with an orbital shipyard in the Sector View, indicated by a small ship icon floating next to that planet, and clicking on the build option.

Ship Types

There are six distinct classes of ships that may comprise your fleet. As the game begins, you can build only three: the scout, the destroyer, and the transport. Each ship type is capable of accommodating a certain maximum number of component systems, as determined by the size of the ship and the size of each installed system.

SCOUTS

Scouts are just that, recon ships that help you investigate the surrounding star systems. Even after better Star Drive technology allows scouts to travel great distances, they can, at best, hold one decent primary weapon. Thus, their usefulness is limited to "scouting" for the duration of the game.



TRANSPORTS

Transports are the method by which you colonize new planets. As fast as you can build transports early in the game, send them off to colonize the best planets you have discovered. Before you begin to develop new Star Drives, you will have to colonize at least one planet in every system so that you can explore adjacent systems. You can also use transports as a make-shift carrier. Give them strong hulls and good shields, and a couple of your earliest fighter-types. Though such a ship comes apart pretty easily during combat, being the first species to introduce fighters into warfare can be a significant advantage.



DESTROYERS

Destroyers are the muscle of your fleet early in the game, though their usefulness wanes as technological advances allow the construction of larger, more impressive combat ships. Hopefully, before you get involved in a serious conflict with another species, you will have developed the ability to build and equip cruisers.



CRUISERS

The cruiser is probably the ship you will use most when it comes to assembling large fleets of warships. They have room for several different weapons systems, while still accommodating the latest in targeting, shield, and electronic counter measures.



CARRIERS

Carriers are meant to ferry your fighter squadrons into battle. With that in mind, you should provide them with good shields and hull materials, and equip them with fighters, as opposed to weapons systems. Let your cruisers and battleships do the heavy fighting, and keep the carriers off the battlefield.



BATTLESHIPS

The biggest ship in any fleet, the battleship is a behemoth of destructive power. There is plenty of room for weapons, not just in the primary slot, but also at every arc of fire. If you can draw an enemy's attention with an advanced wave of cruisers, and then mix in a battleship or two while that first wave is still the object of the opponent's aggression, you are well on your way to a decisive victory.



Ship Components

As new technology becomes available for your fleet, incorporating the latest advancements via ship design or the upgrade option in Fleet Command is essential in keeping your fleet on par with the competition.

Each type of ship has a preset capacity, which is the number to the right of the slash at the top of the design window. Each component system on the ship takes up a certain amount of that space, and so the total of the components must fit under the ceiling for that ship type before the design can be accepted.

DRIVES

Star Drives are for use in travel between star systems. Each Star Drive has a different Jump Range for travel through Wormholes (see Jump Range note under Wormholes on page 31).



WEAPONS

Each ship has, at most, four arcs of fire: primary, port, starboard, and point defense. Each of these arcs can be outfitted with its own independent weapons system. Additionally, the targeting computer is considered a part of this subsystem.

DEFENSE

Defensive systems consist of the ship's armor and shielding, and any counter measures designed to throw off the targeting attempts of the enemy. The point defense weapon system is an essential component because, at close range, it can be employed no matter what angle the enemy is attacking from, in addition to attacking enemy minefields.

Note: Minesweeping weapons are only effective against enemy minefields if used on the Point Defense.

SPECIAL

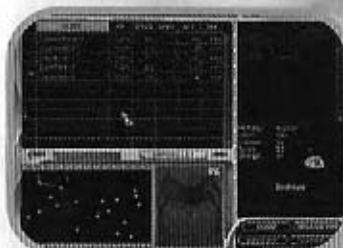
Special systems include colonization units, minesweepers, repair bays and fighter bays.

Utilizing Your Ship Designs

Once a ship design is accepted, it becomes one of the options when you elect to build a ship. Initiating the ship building process can be done by selecting a planet in the Sector View that has a shipyard in orbit, or through the Fleet Command Screen.

Fleet Command

The Fleet Command Screen allows you to monitor the current status of the ships in all your fleets, and to properly assemble large fleets of ships with ease. Additionally, the Fleet Command Screen lets you build and upgrade ships at any of your shipyards, with the newest technologies.



Fleet List

The Fleet List Button shows all of the starship fleets currently under your control. The composition of each individual fleet appears at the right of the screen when the fleet name is highlighted on the left-hand menu. Double-clicking on any of the fleets on your list will take you to that fleet in the Sector View.

UPGRADE SHIP

If a ship is in orbit around a planet with a shipyard, it can be upgraded to the latest design for its class by selecting the upgrade function.

SCRAP SHIP

Occasionally, a ship may become severely damaged in battle, or simply be made obsolete by technological advancements. Considering these two factors, along with a ship's accrued mileage, it may be more economical for you to scrap the ship rather than pay its maintenance costs.

Shipyards List

The Shipyards List Button toggles the menu of shipyards in your empire, displaying their current project (or if they are idle) and the percentage of completion of that project.

With the shipyard list toggled on, you can direct that building begin or halt, and monitor the progress of each project to better coordinate construction of large fleets at several different shipyards.

UPGRADING AND REPAIRING

Ships will repair themselves after sustaining damage in combat, and fleets of ships will work together to expedite repairs. Adding repair bays to a ship's design will increase the rate of repairs.

Upgrading a ship can only be accomplished if the ship is in orbit around a planet with a shipyard. As with building a ship, upgrading one halts all other construction projects on the planet.

FLEET COMPOSITION

Early in the game, your fleets are bound to be one or two ships, usually a transport and/or a scout.

As the game progresses, you will begin to switch away from colonization, and towards constructing ships with the intention of fighting your opponents, therefore, large fleets of destroyers are not uncommon.

Tailor your ship design and fleet composition to suit the current task at hand. You can ascertain the size of an enemy's fleet by clicking on it, which will display a list of the ships in that fleet along the left-hand side of the Sector View. The number and type of ships an enemy is using will give you a good idea of whether or not your own fleet is going to measure up to the challenge.

Additionally, you can examine each contacted species using the Foreign Affairs Screen, and see how many ships an opponent has managed to build. Before you declare war on an opponent, it is prudent to make sure you are not hopelessly outclassed.

TRAINING YOUR CREW

See Fleet Academies on page 29.



Combat View

Combat in Pax Imperia: Eminent Domain is of two distinct types, ship-to-ship and planetary bombardment. A well-balanced fleet should be capable of handling both, though it is likely you will design ships with a certain specialty in mind.

Early in the game, the size of your ships and the size of the component systems which you install in them will make it difficult to include high-end weaponry capable of attacking both a ship and a planet.



Build some of your ships with the idea that they will take out the planet's defensive systems, and others to bombard the planet surface once you have taken care of any fighters or mines that stand in the way.

Combat Controls

The controls that govern combat are identical for both ship-to-ship and planetary bombardment. Once you have chosen to attack a ship or planet in the Sector View, or an enemy has attacked one of your own fleets (or a planet with orbital defenses), the icon for that sector in the Universe View changes to the large, yellow combat icon. Double-clicking on the combat icon sends you to the Combat View, where your forces await your orders.

SELECTING YOUR SHIPS

Before you can give orders to all or part of your fleet in the Combat View, you must select the craft that will obey the orders. You can do this by clicking and dragging a box which encompasses a number of ships, or by left-clicking on any craft, then right-clicking on additional craft until all the ones you desire are selected. There are also two additional methods of selecting groups of ships. The first is the default method, which assigns each type of ship to a number on the keyboard. Pressing the appropriate number selects all ships of that type.

- 1: Scouts
- 2: Transports
- 3: Destroyers
- 4: Cruisers
- 5: Battleships
- 6: Carriers
- 0: All Ships

If you would rather assign mixed groups of ships to numbered slots, select them by dragging a box around them, or by clicking them individually.



When you have the proper group selected, press the Shift Button and then a number. Now, when you press that number, the grouping will be re-selected.

Note: In single player mode, you may find it helpful to pause the game while selecting ships, organizing them in groups and assigning targets. If you don't pause the game, enemy fleets will be gaining a tactical advantage while you are mulling over the options.

DEFAULT COMBAT CONTROLS

With a ship or several ships selected, there are two primary default actions in the Combat View. By right-clicking on an empty area of space, you order your fleet to move to that location. By right-clicking on an enemy craft, you order all selected ships to attack that target.

CONTROLS

The controls function superimposes a small window in the lower-left corner of the Combat View, which you can drag across the main view to quickly locate and evaluate all of the forces engaged in combat. Additionally, a sub-menu of eight buttons appears which are used for directing fleet movement in both ship-to-ship and planetary bombardment.

AUTO

The Auto Button transfers control of your fleet to the computer, and engages the enemy. Usually, this is only wise when you have a clear advantage. If you need to do something more than overwhelm the enemy by sheer might, directing the engagement yourself is highly advisable.

MOVE

With ships selected, clicking on the Move Button and then on an area of space in the large Combat View will move the ships to that destination.

ATTACK

Clicking on the Attack Button and then an enemy vessel will cause all selected ships to engage that target.



TARGET

Sets the primary target for a ship or ships. This differs from the attack function, in that ships do not move toward the target. This is useful for fighting retreats or bombarding a planet while attacking an enemy ship.

FORMATION CONTROLS

With several ships selected, utilizing the Formation Controls Button brings up a sub-menu with the formation options, a horizontal line, a vertical line, a diagonal left, or a diagonal right. Clicking within the Combat View after selecting a formation causes all selected ships to move to that spot and into the desired formation.

FACE

- The Face Button allows you to turn a ship or fleet to face a particular target, thereby determining which weapons systems will be fired in which direction.

FIGHTER CONTROLS

Ships and fighter bases can also direct their fighter squadrons within the Combat View, using the Fighter Controls Button to bring up a sub-menu of commands. Fighters can be ordered to attack or defend a specific target, or escort a larger ship, and then be recalled to their base through the sub-menu. Fighters can also be auto-launched, allowing the computer to direct their combat. The fighters will attack the closest target.

RETREAT

Occasionally, you will grossly misjudge the resistance, and decide that discretion is the better part of universal domination. The Retreat Button orders all selected ships to abandon the combat area.



Research



Performing research is the means by which your species makes technological advancements, and expands your domain across the universe. Until an item is researched, it cannot be constructed. Planets must build newly researched technology individually in order to take advantage of its benefits, but just as the entire society contributes research points to the discovery process, all planets have access to each new discovery simultaneously.

Controlling Research

Research is performed in each of five critical areas: Weapons, Shielding, Ship, Colonial, and Space technologies.

The five tabbed menus in the upper left-hand corner of the screen show the current list of projects, both Theoretical and Developed, as well as a project's cost in research points.

Your population produces research points to contribute to the technological advancement of your species. As new strides are made in the area of research technology, planets that construct those technologies contribute at an increasing rate.

As new technologies are developed, technological advancements that would follow logically appear on the Theoretical list of research projects. Developing different branches of the technology tree through a conscious direction of the research project may lead to advantages later in the game, if your enemy does not have time to develop the appropriate technological response.

THEORETICAL VS. DEVELOPED TECHNOLOGIES

The Theoretical list is the one from which new research projects are initiated, and the current project name is highlighted there. That specific project's progress is recorded in one of the five research discipline boxes along the right-hand side of the screen.

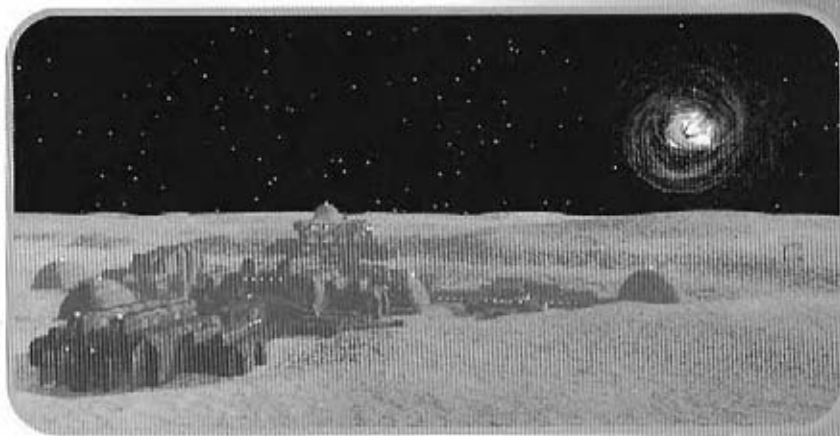
The list of Developed technologies are those currently available for construction on your domain's planets.

MAKING ADJUSTMENTS TO RESEARCH

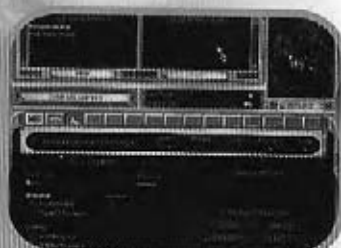
Controlling research should be a relatively passive endeavor. The slider bars beside each of the ongoing projects let you manipulate the percentage of your domain's research points that are being allocated to each specific area. However, it is rare that you will want to emphasize one area over another unless you are aggressively trying to develop some specific technology.

If you have a pronounced advantage or disadvantage performing one particular type of research, you may want to adjust the numbers slightly to dampen the high-rated area, or prop up the low-rated discipline.

It makes sense to have all five areas developing at roughly the same speed. Otherwise, you will wind up with some component pieces of your technology developing much faster or slower than others, and that is rarely beneficial.



Foreign Affairs



Foreign Affairs

The Foreign Affairs Screen lets you arrange treaties and trade agreements with other players, and conduct espionage missions against your enemies.

Though you occasionally will want to form some type of treaty with an opposing force, perhaps to facilitate your own fleet movement or to oppose a

larger enemy, the espionage aspects of the interface are much more significant in terms of gameplay.

Until you actually come into contact with an adversary, you can use the Domestic Policy screen to set your espionage expenditure to zero. Don't forget to turn it back up to 100 percent as soon as you contact another species, however, or you will leave yourself open to all kinds of nasty black ops. Your own counter-ops must be funded to resist the competition's advances.

Espionage

More often than you will be compelled to share information and resources with other universal powers, you will use the espionage functions of the Foreign Policy Screen to undermine their accomplishments.

The steal, subvert and sabotage functions all evoke a similar dialogue box when activated. By increasing the number of espionage points you are willing to expend, 1x, 2x, or 4x, you can increase the odds of the mission's success.

STEAL

The player can elect to steal either ships or technical information.

SABOTAGE

Entire planets as well as ships are subject to sabotage.

SUBVERT

Both sector governors and high-level ministers are subject to subversion through espionage.

BLACK OPERATIONS

Black ops are, in essence, all the nasty espionage projects that don't fall under the general headings of steal, subvert or sabotage.

That includes instigating rebellion and assassinating government officials.

Communications

The two communications modes let you negotiate with your opponent.

SEND MESSAGE

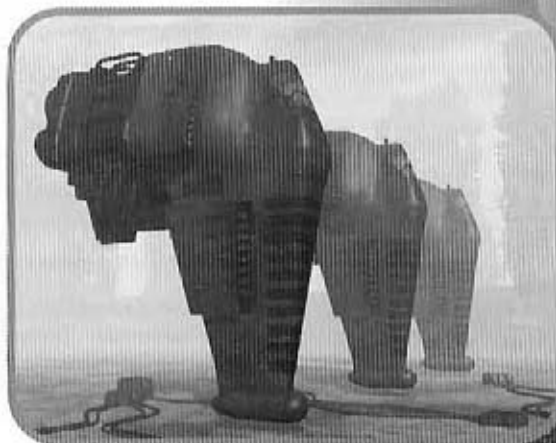
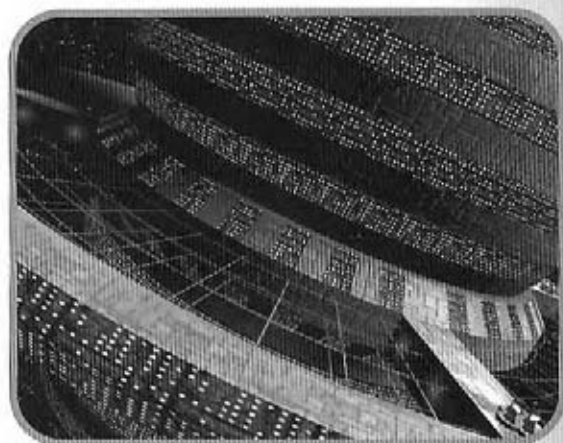
The Send Message Button lets you type in a dispatch to your opponent (a multiplayer option only).

INITIATE TRADE

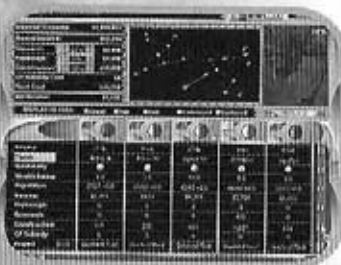
Once you establish a treaty that includes trade routes, you can select the initiate trade option, and swap resources with your ally.

COMPARE EMPIRES

The compare empires function lets you toggle through graphical representations of your domain's resources, comparing them with your opponent's resources in the same crucial areas.



Domestic Policy



The Domestic Policy screen provides a quick, concise summary of all the planets in all the sectors that you have explored, allowing you to filter them out by a variety of criteria.

The same information as is included in the Planet Surface Screen is summarized here, allowing you to quickly review each planet's economic numbers and CP Subsidy, and adjust construction project prioritization.

The upper left-hand corner of the screen provides an overview of your domain's resources, and also lets you manipulate the percentage of the maximum amount being spent in the areas of research, espionage and construction. If you turn down any of the three crucial areas, the net income of your empire will grow, as money not being spent is reflected in the bottom line.

Also, if your economy runs in the red too long, the percentages to which the three critical areas can be funded will be evenly adjusted downwards until a balanced budget is achieved.

Using Filters

By use of the five filters, you can selectively view the planets you have discovered. Filtering out the "Bad" worlds is a good place to start. Using the filters to show the worlds you have colonized is perhaps the primary filtering function, but you can also examine worlds that you have explored in order to locate prime candidates for colonization.

Prioritizing Planets

By clicking on any of the planet attributes in the far left-hand column, you can rearrange the list of worlds based on that criteria. The most favorable planet will move to the far left, and others following in descending order to the right.

Note: Use the scroll bar at the bottom of the screen to see the entire list.

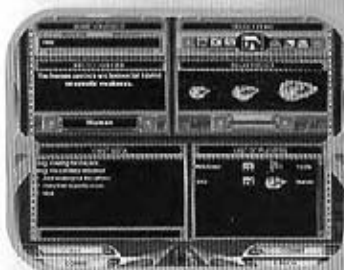
Other Planet Information

The graphical representation of each world that sits atop the planet's statistical data also holds important information. The small ship icon is present if the planet supports a shipyard orbital, while the small vertical bar turns from black to red as a planet's defensive system is upgraded.

Multiplayer Pax Imperia

The Multiplayer Mode of Pax Imperia: Eminent Domain is compatible with IPX and TCP/IP, Serial and Modem connections. It is accessed via the Main Menu Screen. If you intend on playing over the Internet, make sure your connection is active prior to launching the game.

Selecting the multiplayer option brings up a list of the possible connections, and choosing from among those opens up the primary multiplayer interface, where you can choose to either join a game or host one yourself.



Join Game

The list of games in the upper left-hand corner of the main multiplayer screen shows all of the multiplayer games you currently have access to.

You can use the Refresh Button to update the information on the server list. Highlight each game to view its configuration using the Universe Configuration Screen on the right.

If any Password is required to join the desired game, it must be entered before selecting the join option. Clicking the Join Button will attempt to connect to the currently highlighted game.

Host Game

Selecting the host game option allows you to configure a multiplayer game using your own system as the server. Other players can then join your game (though you may limit access by designating a password.)

CONFIGURING A HOSTED GAME

Similar to the menu that begins each single-player game, a player who decides to host a multiplayer game must configure the universe.

The sub-menu which appears allows you to name yourself, select a flag, species and fleet design. It also allows you to designate the number of stars in the in the universe, and also the maximum number of computer and human opponents, as well as the overall difficulty of the game. Additionally, there is a Chat Room Option that lets you communicate with other players by typing comments and hitting the Enter Key.

The game may begin once the host confirms all participating players.

Note: The number of players cannot be changed once the host has configured the universe.

Finally, you can name your game, and enter a password if you desire to limit access. Click the host button once more to begin the game.



CONTROLS QUICK REFERENCE

WINDOW KEYS

[ESC]	Option Window
[F1]	Main Control
[F2]	Sector View
[F3]	Research
[F4]	Fleet Command
[F5]	Domestic Policy
[F6]	Foreign Policy
[F7]	Surface View
[F8]	Ship Design
[F9]	Combat View

SPEED CONTROL

+	Faster
-	Slower
\	Toggle Pause

GENERAL

[Alt + X]	Exit Game
[Alt + N]	New Game

COMBAT CONTROLS

1	(Default) select all scouts	O	Auto Combat Toggle
2	(Default) select all destroyers	Q	Attack with fighters
3	(Default) select all transports	W	Defend with fighters
4	(Default) select all cruisers	E	Recall fighters
5	(Default) select all battleships	R	Auto Attack with fighters
6	(Default) select all carriers		
1-9	Selects that group of ships		
0	Selects all ships		
[Shift]+1-9	Assigns selected ships to that group		
[SPACE]	Center on current selection		
X	Retreat selected ships		
F	Set facing for selected ships		
A	Attack with selected ships		
M	Move selected ships		
T	Target with selected ships		
H	Horizontal formation with selected ships		
V	Vertical formation with selected ships		
U	Diagonal Left formation with selected ships		
L	Diagonal Right formation with selected ships		

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