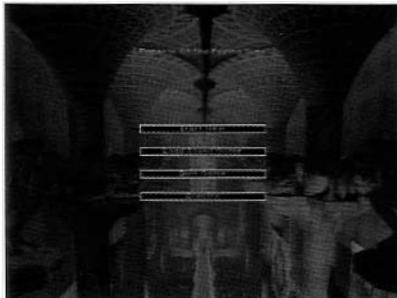


# Tutorial for Emperor of the Fading Suns Enhanced

## USER INTERFACE

For the purposes of this tutorial, "L-click" means click with the left mouse button. "R-click" means click with the right button. "D-click" means rapidly double click with the left mouse button. Most of the commands in the game offer hot-keys. When one of the letters in a menu option is highlighted, that key selects that item.



**THE MAIN MENU**

## TUTORIAL QUICK START

Welcome to the Fading Suns! This tutorial walks you through some of the basic gameplay to fulfill your quest to become Emperor. This tutorial should not be used as a strategy guide.

### START A NEW GAME

At the main menu select "Start New". On the next screen select "Historical," and then select "Play" on the lower right corner. The game will begin with all default settings. In a future game, once you understand the basics, you can select different Houses to play, increase the difficulty and customize the play environment. All these options are covered in the main manual. The default house is Li Halan and the default difficulty is "Beginner".

### PLAYER TURN ANNOUNCEMENT

When it is a human player's turn, the Announcement Screen appears with the current date and House whose turn it is. Since you are currently the only human-controlled House in the game, simply click on the OK button to begin your first turn.

### ADVISOR MESSAGE

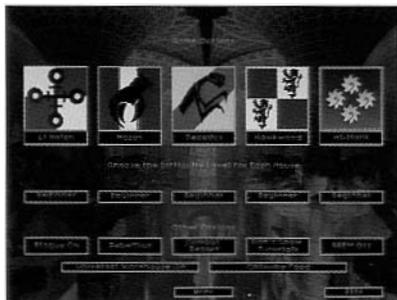
Your advisor will give valuable information throughout the game. In this case he is advising you to gain the Regency, then attempt to declare yourself Emperor. You will be eliminated from play whenever all five of your family "Noble" units are eliminated or if another House leader becomes Emperor. When you are finished reading the messages, click on the OK button.

### CHOOSE PORTRAIT

Click on the portrait of the Prince you want for the game.

### EDIT NAME

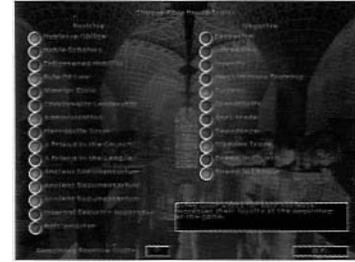
Put the mouse cursor over the box that contains your character's name. L-click on the box, and type in a new name. There is a limit to its length. When finished, click on the OK button.



**NEW GAME OPTIONS**

## TRAITS SCREEN

View your House's default Traits by passing your mouse over the selection button's lights. A description appears in the box on the lower right. For purposes of the Tutorial, accept the defaults by L-clicking on the OK button.



## TECHNOLOGY SCREEN

The next screen is a Research Screen. Use it to tell the scientists in your lab what to research next. Since House Li-Halan begins with three Documentarium traits (see TRAITS SCREEN), you begin the game with many technologies from which to choose. Names in blue are category head-ers; names in red have been declared illegal by the Church, but you could research them any-way.

L-click on the "Database" button to see the technologies that you already possess. From there, L-click on "Exit" to return to the Technology Screen.

L-click once on Electron Microscopes. The text box in the lower right corner tells you what researching Electron Microscopes will let you research next. L-click on the "Archive Button" to read spiritual warnings about Electron Microscopes. L-click on the "Close" bookmark on the lower right corner to get back to the Research Screen. For the purposes of the Tutorial, L-click on "Research Tech" to begin researching Electron Microscopes. When the confirmation dialogue box appears, L-click on Yes to accept.

The map in the upper left corner shows where the current lab is. Each lab has its own Research Screen to assign research.

## UNITS

The first units you see guard your embassy on Byzantium Secundus. It includes a noble, as you must have one on this planet to vote for Regent and Emperor. All Li Halan units loyal to you appear with a purple background color. The entire stack is represented by one blinking unit on the star or planet map. The sidebar to your left shows each member of the stack.

Sentry these units for now by L-clicking on the button that looks like a tent in the lower left hand corner of the screen. Early in the game, armed conflict is forbidden on Byzantium Secundus, both by tradition and the Regent's guards. However, the planet also has a long history of shadow wars, which means units like spies and assassins still operate here. When a Prince makes a bid to become Emperor, all restraint disappears and legions battle across (and above) the planet. At no point can the Houses build new cities here.

Now your view shifts to a farm on Kish, but instead of moving these units, L-click on the starmap button (the starmap button is located just to the right of the planet map in the upper left corner of the screen and looks like a Jumpgate). You will now be on the starmap screen. L-click on the miniature starmap (upper left) and you will get the full view of the Known Worlds. Your current home planet is Kish.

To view your starships orbiting Kish, L-click on the planet Kish. Now R-click on the purple icons representing your ships above the planet Kish. On the starmap, the counter has the number six in the lower left showing that there are a total of six units in the stack. On the sidebar, there are six counters. Each has a number on the upper right corner representing the number of move points that it has. Anywhere that the unit is shown, it has a green bar across the bottom of its counter that represents the unit's health.

R-click on the stack on the blinking unit on the starmap to view the Stack Information Screen. R-click on each unit to see details about it at the top of the screen. There you will see what the unit looks like, what its name is, as well as many other unit statistics that are covered in more detail outside of the Tutorial. Find a Frigate and remember what it looks like. Return to play by clicking on the Exit button.



**FRIGATE**

### **EXPLORE KISH**

R-click on the spinning planet below the word "Kish". This is your home world, where the deserts have inexorably expanded since the Fall of the Second Republic. You control most of the cities on it, but disloyal Li Halan and other rebel factions hold the rest. Other notable features include the Merchant League's Agora, where you can buy the resources to expand your power. Near that is an Imperial Eye base, containing agents and troops of the Regency's secret service. In the chaos after Vladimir's assassination, your House knows little of what lurks outside of your fiefs. You know ancient landmarks, like cities and roads, but little of what goes on in those places. You have to explore to discover those, as well as any ruins or resource bonuses.

Scroll around by R-clicking on empty hexes or by I-clicking on different parts of the map in the upper left corner (corner map). To view the functions of all the buttons, R-click on any button. Return to the Starmap (again, by clicking on the Starmap button near the upper left corner of the Planet map).

### **EXPLORE THE PLANET RAMPART**

R-click on the planet Rampart. It is to the lower right of Kish and connected by a jump route, but in the New Dark Ages, you have lost all knowledge of the planet. You must move a ship to orbit above the planet or trade for the map information.

R-click on your ship stack above Kish. Select a frigate by D-clicking on one of the frigates in the sidebar. This deselects all units but that Frigate.

Move the frigate to Rampart by L-clicking once on that planet icon. The jumproute turns bright green. L-click a second time to cause the ship to enter the jumpgate above Kish and exit via the one above Rampart. Jumping exhausts all of a ship's move points, so the other ships will automatically become the current group. However, now that a ship is in orbit above Rampart you may R-click on the planet to view the map. While you now know the locations of roads and active cities, you must explore the planet to remove the fog of war. Return to space by clicking on the jumpgate symbol.

### **EXPLORE KISH**

R-click on Kish. R-click on your Factory. Select one militia unit and move it two hexes north on the road next to the Imperial Eye Fort and the League Agora. To move, L-click once at the destination. Dots and x's will show the move-to route. Click again on the destination to confirm it. When the militia spots units inside of the Agora (signaled by an audible 'unit spotted' message), it stops and awaits new orders. Restart the move by L-clicking on the destination hex again. R-click on the Agora, and R-click once again to view the stack. It holds a lot of valuable resources (cargo) for you to buy. Exit the stack screen.



## **PURCHASE CARGO**

The Agora should still be the active hex. The Agora should also appear on the sidebar. A button next to it says "Trade". Click on it and a menu appears. Early in the game you need Food and Metal to build new units, as well as Electronics and some Chemicals. Later in the game you will need a wide variety of resources, but for now let's get more metal so you can build more military and Engineer units.

Select the number of Metal Units to buy by using the slider bar. Notice the effect on your bank account. Purchases do not take effect until you click on the "Purchase" button and exit the screen. Click on the purchase button. A cargo pod appears adjacent to the Agora; it may be under the militia. R-click on it. Move it back to your factory to protect it. You may also sell the League your own resource cargo pods. Or, you may attack the Agora, seizing the cargo by force with high casualties, causing the League to declare war and cease trading with you. We don't recommend that.

## **RAISE TAXES**

After spending that money, make sure you have enough funds for the next turn. Click on the 'House' pulldown from the menu bar. Notice the budget area located in the lower right corner. The first row is how much your House makes from taxes (per turn). The second is how much you skim (steal) from the Tithe that your House collects on behalf of the Church. The third row is how much you pay your units per turn. The fourth row (debt) is how much you owe the League for any loans (none at this point). The fifth row (bank) is how much was in the bank when you entered the house status screen. The last row is what will be in the bank at the end of this turn.

Move the slider bar on the first row (tax). Drag it slightly to the right to increase your revenues next turn. The red heart indicates that the people in the cities will not like this, and their loyalty will decrease. Exit the screen.

## **BUILD UNIT**

To produce a unit in any city, R-click on it to select it. The city appears on the sidebar and a "Build" button appears next to it. L-Click on the Build button. All cities produce basic "garrison" units and engineers. Advanced units are built in Factories, Forts, Spaceports and Labs. Now press the Cancel button.

R-click on your factory. L-Click on "Build" on the sidebar. Scroll through the list of options. Notice that each cost a different number of turns and resources to build. Each unit also has a maintenance cost. You must pay that every turn one unit is built. Select a medium tank to build. L-Click on the Build button on the upper left of the build screen. Confirm your choice.

Now R-click on your Shield and select Build. Scroll through and build an Engineer. Note that it takes four turns to build one. Next turn you will have a new medium tank legion in your Factory, but your Shield will not host a new Engineer until for several more years.

## COMBAT

You already have a variety of weapons at your disposal, and as you conduct research, you will develop advanced combat options. Near the Kish north pole, above your own Fort, are two cities cloaked in the fog of war.

Go to your space armada and select an assault lander. Use the jumpgate symbol to bring up the Starmap. R-click on the ships. R-click on them again to bring up the stack screen. R-click on units until you select one called a "Lander"; exit out of the stack screen. D-click on one of the two Landers, then L-click on the second so you have both selected. L-click on the planet Kish. Land on your Fort. R-click on the fort to bring up the stack screen. L-click and drag an antitank unit and then an artillery legion into the first Lander. L-click and drag an officer unit and then a militia legion into the first Lander. Do not let up on the mouse button until the unit completely overlaps the Lander icon.

The units now appear to the Landers' right, connected by a coupling. Each has a plus marker on it now to show that it is cargo. Exit the stack screen. D-click on the landers to select them. A rocket icon appears highlighted on a button at the upper left corner of the screen. It is called the Launch button. L-click on it to launch the ships into space. L-click again on Kish to land just above the city north of your fort that is closest to the river.

The game asks if you want to unload your cargo. Select Y. You have now discovered a farming community under rebel control. You could immediately attack with your legions, but let's soften up the target first. Shift your view into space again and select your remaining spaceships.

Highlight the cruiser, and only the cruiser. L-click on Kish again, and this time you get the option to Attack or Land. Needless to say, we are attacking. Move your targeting reticule over the rebel farm and L-click. Use all three of the cruiser's movement points to bombard the farm.

Now that you have softened it up, select the legions you disembarked (not the landers themselves). Move them onto the farm. You get the option to assault, feint, attack normally or cancel. This time attack normally, and you should have no problem capturing the farm.

Fog of war hides another nearby rebel city. To explore it, let's ship some more legions to the farm. Go to space and select your bulk hauler. Land it in your fort and load two Wolfen tank legions and two Smyter self-propelled artillery. Take your bulk hauler back into orbit and land on the newly captured farm. Unload your armored formation and move it along the road to the other city, where you will find a well.

NOTE: If any enemy units retreated from the farm, you can capture them. Use one of your units to move into the rebel hex, and the rebel legions surrender to you. From then on you can treat them as your own.



**PTS MISSILE LAUNCHER**



## **DIPLOMACY**

Space is a lonely place, better explored with friends - or at least other Royal Houses that can temporarily set aside their animosity for short-term mutual gain.

## **SEND CONTRACT**

You might want to try to make friends with someone now. On the Diplomacy menu, click on the Hazat banner. Notice that you do not know their budget condition. You would be able to look at the budget for the Hazat if you were Allied with them; but you are currently at the default status, Peace.

Try to form an Alliance which, in the future, will be represented by a green wreath with the Hazat. Diplomacy proposals are constructed in the Contract area on the upper right of the Diplomacy screen. Click on the top line, just beneath the "Give me.."; a menu will appear. Select "...an Alliance with you." Return to the Diplomacy screen. Click on the first line beneath the "AND I'll..." A menu will appear; select "give you technology." Select the "Hospitals" technology then click on "Choose".

The "AND" button can be toggled to "OR" which brings up a threat menu, but you really don't have the muscle to threaten anyone yet.

To send the contract, click on the Done button on the lower right of the screen. If you made a mistake on the contract and wish to change it, click on the "Clear" button and start over. Exit the Diplomacy screen.

## **BUILD CITY**

Select the Engineer in your Palace. Move it to an empty hex, preferably the desert one surrounded by the pulsing blue light. The blue lines represent areas covered by the shield generator. Shields make it impossible for a spaceship to bombard any cities inside its area of Effect. Click on the Orders pulldown and then click on "Build City". Click on the Lab (becomes highlighted with a white box). Click on Build, then Confirm. The Engineer will be consumed to produce a Lab.

Select your new lab. In the sidebar, it gives you the option to Research or Build. L-click research and select Electron Microscope.



## **SCOUTING**

Your Fort contains a number of other units, including a Scout Tank. Send it by itself along the road out from the Fort and bear west when it branches. See how much farther it can see than your other units do. Fast and far seeing, but fragile, your scout tank can explore quickly through Kish's deserts.

## **SKIPPING UNITS**

That is all you need to do this turn. Click on the double red arrows on the lower left corner to cycle through your remaining units. As each stack comes up, click on the double red arrows button on the lower left. This is the Skip command. This causes the unit to not ask to be moved again this turn. Eventually, a stack on Byzantium Secundus will appear. Keep skipping units until a message states that you have moved all of your units. Select OK to end your turn.

## **TURN 2 RESEARCH**

Your research for Electron Microscopes should be complete. Select "Cyclotron" and L-click "Research Tech". Do this for both labs.

## **DIPLOMACY**

Now you will learn whether or not the Hazat accepted your offer for an alliance.

## **MOVE TRANSPORT TO RAMPART**

Load your Landers with the units in their hex. Launch them into space and D-click on Rampart. They use all their movement to get through the jumpgate. Next turn your units can land on the planet and begin your conquest ... er, Liberation ... of the planet and the Known Worlds.