

COLONY 2106



The year is 2106. Your father once ruled one of the established colonies on planet Vvp-12a in the name of the emperor. After 16 years his reign ended. Now as his son and successor, it is your duty to continue his legacy. First, to rule as a colonial governor-elect, then perhaps if the emperor finds you worthy... Even higher stations may await you. However, the Emperor trusts no one. He will test your skills in action to see if you are worthy. You will start with next to nothing as your father did. The emperor will grant you a small piece of wasteland where you must establish your own colony. In ten years the emperor will return to weigh your actions. If you can pay the court the required sum of half a billion zoltars, you will be set as governor for life. Should you impress the emperor, you may be elevated even higher. But beware of your competitors. Other governors are ambitious and will be trying to carry favor with the Emperor. They will not be your friends. Do you have the courage, wisdom and strength to survive? Go forth now governor and set foot upon your colony. In the name of the Emperor!

TECHNICAL REQUIRMENTS

The game requires an Atari XL/XE computer with at least 64KB RAM, connected to a floppy disk drive capable of reading double density floppy disks (DD). It is also possible to run this game on a PC compatible computer using an Atari emulator. Various Atari emulators are included on the CD-ROM disk.

BOX CONTENTS

The box contains three single sided, double density floppy disks (180KB) or alternatively one double sided, double density floppy disk (360KB). A CD with images of those floppy disks for use with emulators and some additional materials including this manual and, a special surprise gadget is also included.

LOADING THE GAME

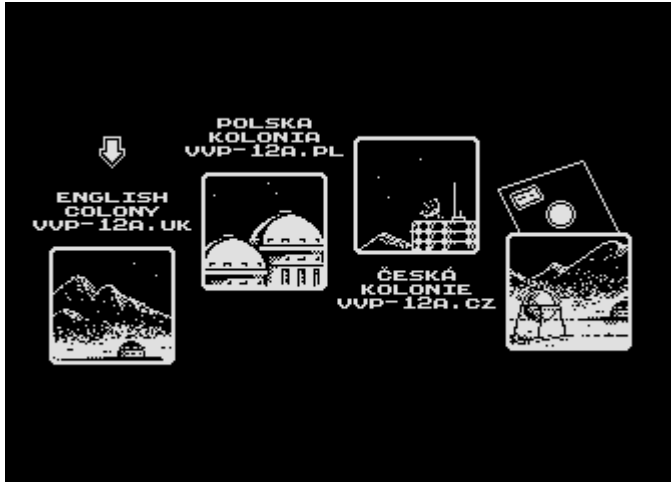
With your Atari computer switched off, place the floppy disk marked "UK" into your floppy disk drive and turn on the computer. The game will load automatically. (When starting the computer there is no need to hold down the OPTION key). To run the game using an emulator on a PC compatible computer, you can use one of the Atari emulators included on the CD-ROM. The instructions with how to use each emulator are included on the CD also.

CONTROL

The game is controlled by a joystick connected to port number one, or via the keyboard. In this second case, the arrow keys are the equivalent of the joystick directions, and the Shift key is the equivalent of the fire button. The Esc and Select keys are also used in the game. The Esc key lets you go back to the menu when the program requests changing the floppy disk in disk drive. The Select key lets you toggle the background color between black and white during the game.

STARTING THE GAME

After loading the game, the title screen appears. You then have to press the joystick fire button to pass to the language selection menu:

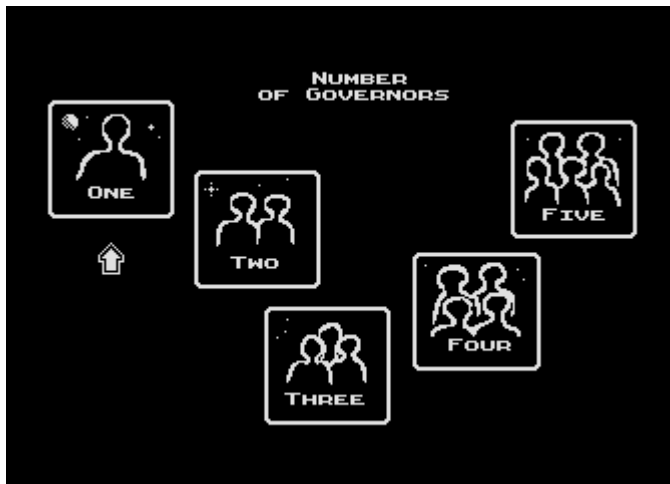


There is the possibility to choose from English, Polish and Czech language or choose another language which can be supplied on an additional floppy disk. After making a choice, press fire to go to the next menu:

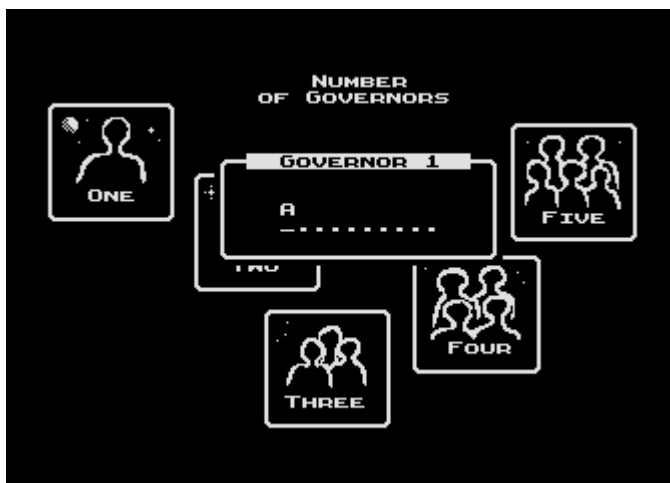


Here you can decide which background color you prefer, black or white, and if you would like to start a new game "NEW GAME" or continue one of the previously saved games "SAVED GAMES".

When you choose the NEW GAME option, you will pass to the number of players selection screen. You can choose from one to five players which will then be playing in turns, one by one:

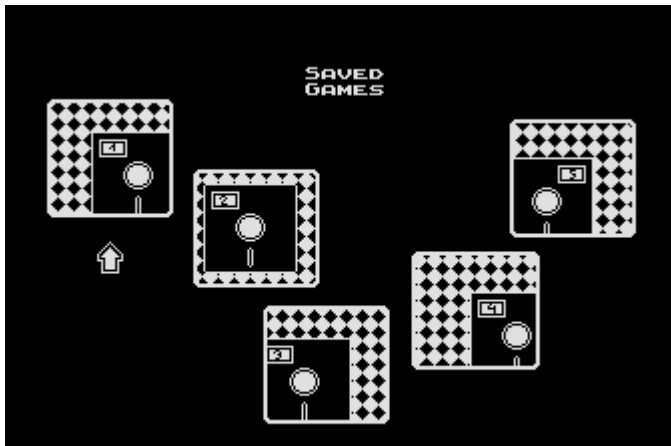


When you choose the number of players, a small window will appear and you have to set a name for each player:



Letters, numbers and other symbols are set by moving the joystick up and down. You can move the joystick left or right to select which character you are editing. When you have completed inputting your name, press the fire button to confirm. You will then pass to the next screen.

If you choose the "SAVED GAMES" option, a screen with five slots of saved games will appear:



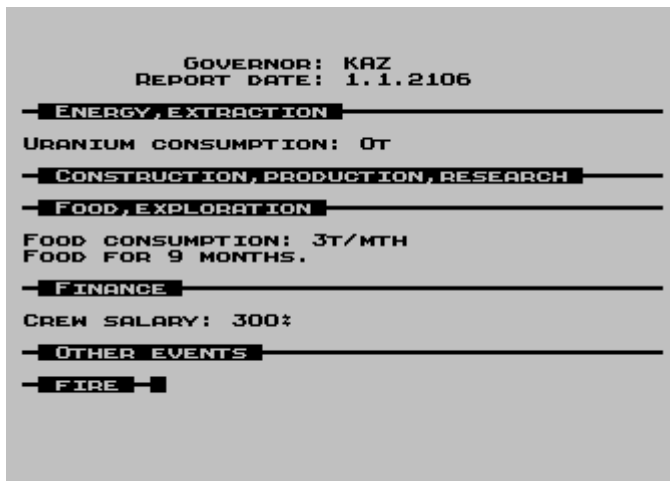
To continue one of the saved games, choose a slot in which it was saved using the joystick left and right and with the fire button to select. (Instruction for how to save a game is detailed further in this manual). If you chose to start a "NEW GAME" or selected one of the "SAVED GAMES" you will pass to the last selection screen:



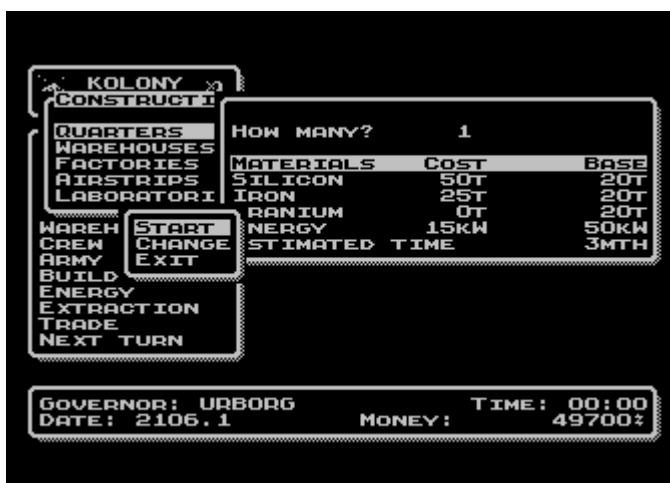
From this menu you can go back to the beginning by choosing "RETURN TO INTRO" (for example to set different game parameters). You can read the list of people involved in creating the game by choosing "GALACTIC COUNCIL" or you can read about your game task by choosing "BRIEFING". The last option "LANDING" will finally start the game.

HOW TO PLAY

The game starts on 1st of January in the year 2106. Your task is to earn 500 millions zoltars by December 2115. First you will see a report from your colony. The next sections of the report will appear after pressing fire button in joystick:



After the last section of the report, the fire button will bring you to main screen of the game. Here you will see a menu on the left with many different options. You can move through the menu by moving the joystick up and down to highlight the required option and pressing fire to confirm your choice:



Windows corresponding to the selected options will appear in different parts of the screen. Then you also have to use the joystick as well and fire button to confirm your choice. You can set different values by moving joystick up/down or left/right. You can

make the values skip faster by holding the fire button after moving the joystick in the desired direction.

In the lower part of the screen there is status window with the current player's name, time of the game which is counted individually for each player, present turn given in the form of date and amount of money on player's account.

The game is played in turns – first player is making his move, then second player...etc. Each turn consist of two phases: colony report and the second phase in which you are making your moves.



CONSTRUCTION – this option allows you to raise building like for example, warehouses or airstrips. The construction requires the appropriate amount of resources which are given in tables.

PRODUCTION – by using this option you can start manufacturing robots, weapons and other goods. In order to do so you must have factories and required resources.

RESEARCH – this option allows you to develop new technologies which help your colony to grow faster. In order to do so you must have laboratories and required resources.

EXPLORATION - sending expeditions allows you to discover new loads of raw materials, but there is risk of death to the people you are sending to an expedition.

AGRICULTURE – colony is holding a cultivation of plants which is the best way to provide food for the colony.

WAREHOUSE – this option allows you to control the amount of materials in your warehouses.

CREW – here you can find out how many people you have and to which task they are assigned to.

ARMY – This option lets you control the manpower and strength of the army protecting your colony. Here you can also launch attacks on other player's colonies (only in multiplayer game).

BUILDINGS – this window informs you how many buildings of each type you have.

ENERGY – this option allows you to control the energy resources of your colony.

EXTRACTION – here you can set up raw materials extraction levels. In order to do so, you have to discover loads of materials and have the appropriate number of colonists and mining robots.

TRADE – This option lets you trade with space ships which have landed in your colony. You can buy or sell machines and materials and also fire or hire crew members.

NEXT TURN – this window gives you the possibility to pass to the next turn (FORWARD), return to menu (BACK), restart the game (RESTART) or save the game (SAVE)

If in any of the windows an arrow appears, this means that you can change figures using the joystick.

ADVICE

The game has a high grade of complexity and there exists many correlations between different game parameters. Here we will explain some of them:

1. If you set up production on a longer period of time (2 – 3 months) your factories can be up to 50% more efficient. There will be no need to reconfigure its production lines that allow you to gain some extra performance. Example: you have 100 factories so you can produce up to 100 series of robots for one month. But for two months you can produce 250 series or for three months even 450 series – average: 150 series per month.
2. Short term expeditions are more risky. Composition of the exploring team is also important. More colonists means more safety, but only the scientists explore the area. However when scientists have more colonists to help them, they will work with a little more efficiency.
3. If you have too many people, you can fire some of them. When a trade ship arrives and there is a minus sign before the numbers of its colonists, scientists or soldiers, this means that the ship can take on board such a number of them. You have to pay for fired people's inverse tickets.
4. You can only fire the people who are in the base. Those for example who are working in mines, in factories or in fields cannot be fired as well as selling mining robots which are currently working in the mines.
5. To start a production you must have so many colonists and scientist to fill all the factories.
6. Construction time depends on the number of available colonists and building robots. The time given when you set up number of building to construct is an estimated time. If the number of colonists or robots in the base changes, completion time can also change. You can always check an actual estimated time of completion by choosing the "CONSTRUCTION" option once again.

7. Research completion time depends on the number of positions in laboratories and the number of available scientists in the base and similar to construction, it also can change if number of colonists change or if you build more laboratories. You can always check an actual estimated time of completion by choosing the “RESEARCH” option once again.
8. Be careful not to overload the power plant, and not to run out of uranium, because this will result in stopping extraction, construction, production and research, due to lack of energy.
9. When you set up the amount of extracted materials, always check if you have enough space in the warehouses, because a lack of space will result in suspending all the extraction.
10. Extraction power means the amount of materials your colony is able to extract per month depending on the number of available colonists and mining robots.
11. The option to attack other players is only activate in multiplayer game and only if you have at least one soldier.
12. When you are planning to attack another player, be sure to have free space in your warehouses. If you manage to defeat an enemy’s defense but you don’t have enough space in you warehouses to fit all plundered materials, the enemy’s warehouses will remain untouched.
13. If the amount of money in your account falls below zero, 12-months credit line for your colony will be automatically opened. Remember, no later than 12-months. After that, the status of your account must raise above zero. Then can you take another 12-months credit line. But be careful, because this credit line has high rate of interest, so if you take it heedless you can easily fall into spiral of net debt.
14. All people that you hire must hold one month obligatory quarantine. You cannot send them to work any sooner than the next turn.

15. Robots won't do anything all alone. No matter what kind of robot it is – building robots, mining robots or army robots, people are needed to control them. Without people, robots would lie around in warehouses and not increase your construction power, extraction power, or military strength.

16. When you are calculating the amount of materials to extract, you can't take into account space in warehouses under construction, even though it will be accomplished in the next turn but you can use those warehouses to fit crops in them, because the harvest takes place at the end of the month when newly constructed warehouses will be ready.

We all wish you success in game:

Janusz Bień – author of genuine „Kolony” game from year 1990

Adam Kaczmarek, Arkadiusz Lubaszka, Krzysztof Ziembik – authors of „Kolony 2106”

Michał Radecki – outro music and music on attached CD, mobile ring bells

Daniel Numan – intro music

beta-testers: Zuzanna Kaczmarek, Paweł Sikorski, Karol Wiśniewski, Marcin Wiśniewski, Petr Svoboda, Sebastian Wojdyło and others

translations: Petr Svoboda, Michał Radecki, Łukasz Tomasiak, Mark Schmelzenbach, Terrence Derby, Adam Kaczmarek

Questions, advice and discussion about „Kolony 2106” can be found on „Forum Atarum” on www.AtariOnline.pl

