

Space Bucks Demo Tutorial

Introduction

In Space Bucks, you are the CEO of a transport company in a galaxy that has just rediscovered faster-than-light travel, which for centuries has been lost to civilization. Five space-faring races inhabit the known universe, and each is eager to establish trade with the other four. Your goal is to build a transport empire to span the stars and bring prosperity to the scattered and isolated worlds of the galaxy. Four other transport companies, each representing one race, compete with you to become the biggest and the best transport fleet in known space.

The success of your company will be determined by the quality of service you provide to your customers and by how well you manage your company's assets. Your object is to keep the Customer Satisfaction Index (CSI) at each of your Starports as high as possible, while keeping costs low and profits high. The CSI will be affected by almost every aspect of your business: the speed and safety of your ships, the frequency of your service, the quality of your Starports, your interactions with the locals on the planet, your prices, the relationship between your race and the other races in the galaxy, and many other factors. Can you provide good service and keep your customers happy while still turning a profit?

SPACE BUCKS takes place in real time. When you start, you may want to put the game in Pause mode to look around. Do this by pressing the "P" key. When you are ready to unpause the game, press "P" again. Time only passes while you are on the Main Screen. Any time you open one of the secondary screens or panels, time automatically pauses until you return to the Main Screen.

Not all of the game's controls and features are used in this tutorial. For those controls which are not explained, check the Mouse Information Bar (see below) and the Help screens for more information.

Game Basics

The Main Screen

After the introductory animation and set-up screens have gone by, the Main Screen appears. Most game actions can be taken through buttons on the Main Screen. A few actions are taken through the drop-down menus on the Menu Bar (at the top of the Main Screen) instead. Many actions can be taken through either the Main Screen or the Menu Bar.

At the bottom of the Main Screen is the MOUSE INFORMATION BAR. This very important feature will help guide you through the game. Whenever you place the mouse pointer over a button or display area, the Mouse Info Bar will tell you what that button or display does.

The largest panel on the main screen is the Galaxy Display. In this panel, you can see the

known planets of the galaxy. Once you have created a route for your ship, you will be able to see your ship traveling between the planets. You can change the amount of information shown in this display by using the View Menu on the Menu Bar.

There are twelve different types of planets, each with a unique appearance on the Galaxy Display. Planets of different types produce different types of cargoes at different rates. Each planet also has a Development Level (from one to six), which indicates how advanced it is. More advanced planets produce more cargo for shipping. The more trade a planet gets

Just to the left of each planet is a six-part vertical bar with a round symbol at the top. One part of the bar lights up for each Development Level the planet has reached. The round symbol at the top indicates which race the planet belongs to. The color of the planet's name shows you which company, if any, it belongs to. A planet with a gray name is unowned. A planet with a violet name is under negotiation for landing rights.

A red circle marks the currently selected planet. To make any planet on the Galaxy Display the current planet, click on it once. To make any ship your current ship, click on it.

You can scroll this display by placing the mouse cursor near any edge and right-clicking to move in that direction. You can also jump quickly around the Galaxy Display by clicking anywhere on the Galaxy Minimap which appears in the top right corner of the Main Screen.

On the right side of the screen is a panel which has most of the information and action buttons you'll need to manage your company.

--> At the top is the Galaxy Minimap, which shows you the entire known galaxy. Each planet which has been leased by a company appears in that company's colors.

--> Just under the Minimap are four buttons. The first three allow you to change how much of the galaxy you can see in the Galaxy Display, and the fourth will take you to the Starport Screen for the currently selected planet.

--> Under those buttons is a display box showing the name of your company and your company's current operating funds. The stripes on either side of this box show your company's color.

--> The next row shows you time passing and lets you control how fast it goes by.

--> Under that are six buttons plus one very important "toggle switch." The toggle switch controls the display box at the bottom of this panel, and also controls the display row of boxes just underneath the Galaxy Display. The use of the buttons and the toggle switch will be explained later in the tutorial.

Step One: Get a Second Starport

Each company starts the game with one ship and a Starport on one planet. Your first goal will be to get landing rights on a second planet so that you can set up a shipping route for your ship and start making a profit.

Each planet can only support one Starport. In order to get more Starports, you will have to send out negotiation teams to bid for the landing rights on each planet you want. You start the game with one negotiation team, and can hire more if you choose by going to the Action menu on the Menu Bar and selecting "Negotiation Teams: Hire".

Find a nearby planet not owned by one of the other companies and select it. Be sure the planet is close; your first ship has a short flight range. Then find the button on the control panel that shows a human and an alien shaking hands and click on it. The Starport Negotiation Screen will appear.

The locals on a planet want to be compensated for letting you use their planet for your ships, but they also want the trade your company will bring. You'll have to pay the locals a certain amount of rent each quarter (every three months) for the right to use their planet, and you may also have to agree to provide them with a certain amount of service, and possibly also agree to build them something as well. In general, you will have to offer more to any planet that is highly advanced, or that doesn't like your company for some reason, or that is owned by a race not friendly to your race.

At the top of the screen is a box that shows the amount of rent the locals are asking. You can accept this number, or you can change it either by clicking in the box and typing in a new number or by using the arrows under the box to adjust the amount. There will be a minimum acceptable bid; if you try to enter a number lower than the minimum, the box will reject the number and show the minimum bid instead.

Below the rent box and to the left are the displays showing what services and/or facilities the locals want, if any. These are non-negotiable. The top display will show a type of cargo and a number. By placing the bid, you are agreeing to deliver that many units of that cargo to the planet each year. The bottom display shows a type of facility the locals want built, and the cost to do so. Again, by placing the bid you are agreeing to built that facility within one year of the time your Starport opens.

Failure to deliver on promises of service or development will hurt your CSI on that planet. If your CSI drops low enough, the locals may even cancel your license, kick you off their planet, and invite one of your competitors in to take your place!

Once you've decided on what your rent offer will be, click on "Submit" to place the bid. When you return to the main screen, you'll see that the planet's name has turned purple, showing that a bid has been placed on the planet.

You'll have to wait a while for the locals to decide whether or not they like your bid. It's possible that another company may decide to place a competing bid while you are

waiting. If this happens, a panel will appear alerting you to the fact, and giving you a chance to see what the competing bid is. You can then choose to up your own bid, if you feel like it. After a while, the planet will decide which bid it likes best, and award landing rights to one of the companies. Although the company that bids the most rent will usually get the contract, sometimes other factors (such as safety ratings or race relations) may sway their decision to someone other than the highest bidder.

Step Two: Set up a Route

Once you have a second Starport, you can then set up a route for your ship to follow. Find the Build Route button near the center of the Control Panel. (Use the Mouse Info Bar for help) and click on it. Several panels on the Main Screen will change to bring up the controls you need to set your ship's route. The bottom half of the Control Panel changes to show the Route List and the Route Control buttons. The information bar under the Galaxy Display is becomes two information bars, one marked with a ship, the other marked with a planet. (Ignore these bars for the moment. You'll use them in Step Three.) The mouse pointer changes to a targeting box.

On the Galaxy Display, your two Starports now have purple circles around them. These show you which planets are "legal" choices for landing sites -- that is, those that you own and that are within range of your ship. Click on one of the two planets. The circle changes to blue, and over on the Control Panel you'll see that the name of the planet you just chose has been added to the Route List.

Now click on the second of your planets. Its circle turns blue, and a red line connects the two planets. The second planet's name also appears on the Route List. You don't need to "close" the route by clicking on the first planet again; the ship will automatically travel from the last planet on its route back to the first, as long as the two planets are within the ship's range.

Find the "Accept Route" button (again, use the Mouse Info bar for help) and click on it. You will be returned to the Main Screen and see your ship's route still marked out in red. If you don't see your ship's route, go to the View Menu on the Menu Bar, select the "Routes" option, and make sure the name of your own company is checked.

Now press "P" to unpause time, and you'll see your ship, marked with your color, flying from the first planet to the second and back again. In the next section, you'll learn how to customize your ship's cargo bay so you can make the maximum profit from each trip.

Here's a few final notes on route building:

--> You will want to buy more Starports as the game progresses. You can never have more than six stops on any one route, however. You may revisit the same planet more than once in the same route. Remember that you don't have to send your ship back to the start of the route -- this happens automatically.

--> When your routes get longer you may accidentally set up a route where the start and

end planets are too far apart from each other for the ship to make the jump in one trip. If you do, you won't be allowed to save the "illegal" route. To fix it, click on the "Clear Route" button, which will clear the Route List and let you start over. (You'll have to do this any time you make a mistake while routing; there's no way to remove a single planet from the Route List.)

--> When you have more planets to choose from while setting up the route, you'll notice that the set of "legal" choices changes each time you add a new planet to the Route List. *Only* those planets which are both yours and are close enough to the currently selected planet will be shown. So, if you're trying to reach one of your further out planets and it isn't shown as a legal choice, you probably need to send your ship to a closer planet first.

Step Three: Optimize Your Ship

You now have a ship traveling between two Starports. It may or may not be making a profit, but in any case it's probably not making the most money it could. In order to improve its performance, you'll need to optimize its cargo hold to take advantage of the needs of the planets on its route.

Start by clicking on the "Build Route" button to bring the Routing Controls back to the screen. (This will automatically pause time for you.) Look at the two information bars under the Galaxy Display. The top one, marked with a ship, shows you what kind of cargo your ship is currently outfitted to carry. A cargo icon (see the table below) appears for each type of cargo the ship can carry. Under each icon appears one box for each unit of that type of cargo the ship can hold. A white box is an empty cargo container, while a green box is a full one.

The bottom bar, marked with a planet, shows you what kind of goods the current planet can supply and what kind of goods it demands. A cargo icon appears for each type of cargo the planet either has or wants. The number of boxes under the cargo icon shows how many units of that type of cargo the planet produces each quarter. Each green box is a unit of cargo that has been produced and is waiting to be shipped, while each white box is a unit of cargo that has not yet been produced.

The yellow bar beneath the cargo icon will be lit if there is a demand for that type of cargo on the planet. If the bar is unlit, that planet does not want that cargo and won't pay for it. Demand is unlimited; if the planet wants that cargo, it will take as much of it as you can supply. As a general rule, a planet that supplies a cargo type won't demand that cargo, and vice versa. Passengers and food are the exceptions to this rule -- a planet may sometimes supply *and* demand these cargoes at once.

The amount and type of goods a planet produces depends on several factors: what kind of planet it is, what kinds of industries exist on the planet (See "Improving Your Starport," below), and what the planet's Development Level (DL) is. The building of new industries can cause a planet to either start producing a new type of good, or to stop producing an older one, if it requires that older good as a raw material for its industries.

<u>Cargo Icon</u>	<u>Cargo</u>	<u>Cargo Type</u>
Fuel pump	Fuel	Raw good
Ore cart	Minerals	Raw good
Hamburger	Food	Raw good
People	Passengers	Raw good
Gold Bars	Refined metals	Manufactured good; requires ore.
Glass Flasks	Chemicals	Manufactured good; requires fuel.
Wine glass	Ambrosia	Specialty good; requires food.
Gun	Arms	Specialty good; requires chemicals and metals.
Computer	High Tech parts	Specialty good; requires fuel and metals.
Red cross	Medical supplies	Specialty good; requires chemicals.
Green Dog	Exotic Animals	Specialty good; requires toxic waste.
Skull	Toxic Waste	Waste product; must be stored or transported.

Every planet produces passengers and at least one other raw good. Planets will not produce any of the other goods unless the right industries are built at the Starport (see the last section of the Tutorial, "Other things to try.")

Find the "Configure Cargoes" button and click on it. The mouse pointer will change from the routing targeting box to one showing an arrow and six boxes. Click on one of your two Starports, and the Cargo Configuration screen will appear.

The top of this screen shows the inside layout of your ship, filled with gray cargo boxes. Each cargo box shows a picture of the kind of cargo it can carry. Under the layout picture are two rows of cargo icons. The top row is used to select the kind of cargo to place in the ship, while the bottom row shows you the cargo currently on the ship. Each of the blue boxes represents one unit of cargo.

Shown in gray underneath the cargo selection rows are two more rows of cargo icons. These rows show you the cargo supplies and demands for the planet your ship is departing from and the one to which it is going. To maximize your profit, you want to set up your cargo bays to carry only cargo that the first planet produces and the second planet wants.

Move the mouse pointer up to the ship layout. Find a cargo box that your ship doesn't need to be carrying and click on it. The cargo box will disappear. Get rid of all the cargo boxes your ship doesn't need for this leg of its route. Then move the mouse pointer down to the row of cargo selection icons (the first row under the layout.) The yellow bar shows you what kind of cargo is currently selected. Find a kind of cargo that your ship needs (or needs more of), click on it, then click on an empty space in your ship. The new cargo box will appear.

Fill your ship up with the right kind of cargo boxes for the trip, then click on the red check mark to save the configuration and exit back to the Routing Screen. You'll notice that a small yellow box has lit up next to that planet's name on the Routing List. This shows that the ship is using a special cargo configuration when it leaves that planet

instead of the standard configuration it started with.

Click on your second Starport and repeat the cargo configuration for the new set of supply/demand information. Again, click the red check mark to save the configuration and exit back to the routing screen. Save the new route information, and exit back to the Main Screen. Your ship is now ready to head out and start making money for you.

One last note about cargo configuration: it may happen that both of your two planets produce a certain kind of product and neither demands it. If that happens, don't bother loading your ship with boxes for that kind of cargo. Your ship won't load cargo unless there's some planet on its route that wants that cargo. (Otherwise you're just carrying coals to Newcastle, and what's the point of that?)

Step Four: Watch Your Cash

Now you've got the basics under control: you have two Starports, and a ship carrying goods between them. If you're not already there, get back to the Main Screen and unpause the game. Your ship will start moving back and forth between your two planets.

Find the toggle switch on the Main screen which has a picture of both a planet and a ship on it. Click on the ship side of the toggle, if it isn't already toggled down, and take a look at the box underneath the switch. You should see a set of information about your ship, in this order: a picture of the ship and its name; the number of credits it made on its last run (which will change as you ship makes each stop); the ship's range; the ship's speed; and the ship's status display, which should be constantly updating. Hopefully, the number of credits the ship is making is positive on both legs of its trip. The *exact* amount of credits the ship will make depends on many factors: how much cargo it delivered, how far it went, and several other things.

Look at the bar underneath the Galaxy display. It shows the ship's current cargo configuration for whichever leg of its trip it is currently on. This bar updates as the ship moves from planet to planet. The small boxes change from white to green and back as cargo is loaded and unloaded.

Now move the mouse pointer back to the toggle switch and click on the planet. The display now changes to show information on whatever planet is currently selected. From the top, this information is: the planet's name; the race that owns it; the planet's development level; your CSI for that planet; the quarterly rental cost for your Starport on that planet; and the status of the planet. The bar under the galaxy display shows the cargo the planet is producing. The boxes will change from green to white and back again as your ship picks up cargo and transports it away.

The revenue from your ship is the only income your company has, and it comes in continuously as your ship travels. Your company also has a number of expenses, which are paid quarterly: rent on your Starport facilities; fuel for your ship; maintenance on your ship; and so on. To track how well your company is doing, go to the Menu Bar and pull down the Reports menu. You can call up any of these Reports and get detailed

information on how your company is doing in comparison to the other four companies in the game.

Other Things to Try

Improve Your Spaceport

You can help your business by improving your Starport facilities. You can get to the Starport screen by double-clicking on the planet on the Galaxy Display (Main Screen). The buttons on the right side of the screen let you build new facilities, while the display window on the left shows you what your spaceport looks like.

When you click on a "Build" button, the types of buildings you can make appear on the bar underneath the Starport Display window. You may add only one of each type of building to your Starport. If you see a "closed door" icon instead of a picture of a building, it means that you have already built that facility.

You can add three types of buildings to your Starport:

--> *Facilities*. These are buildings that help your Starport run better. Three of them are essential: Landing Pad, Fuel Dump, and Terminal. Your Starport starts with these three facilities in place. You won't need to build them unless they are somehow destroyed by accident or sabotage. (Both these actions are disabled in this Demo version.) The fourth facility is a Shipyard, which allows you to build new ships at this Starport.

--> *Industries*. Industries help the planet produce more advanced cargoes for you to ship. Industries require raw materials which either have to be produced at the planet or shipped in. Industries also produce waste materials, requiring you to build Toxic Storage sites or risk your relations with the locals.

--> *Luxuries*. Luxuries increase the locals' level of happiness, improving your CSI at that Starport.

Buy a Ship

If you have the money, you can commission the building of a new ship for your fleet. To do this, find the *Build Ship* button on the Main Screen and click on it. The Ship Builder screen appears. Choose a ship model from the model list by clicking on it. Add weapons and shields (if you want) by clicking in the Weapon and Shield boxes at the bottom of the screen and selecting from the list of available parts. When you are done designing your ship, click on the *Purchase* button. Assuming you have enough money, the ship will be added to your fleet. (Be sure to go assign it a route!)

Visit the Bank

If you need a loan, or want to move some of your money from checkings to savings where it can earn interest, go to the *Menu Bar* on the Main Screen, pull down the *Actions* Menu, and select *Bank*. The Bank screen appears. From here you can request a loan, or transfer money between your accounts.

Company Valuations

The winner on the game is the player that has the highest company valuation. To find your company valuation or that of your opponents, look at the Comparison Report in the *Report* Menu. In simple terms, the company value is a combination of the player's cash-on-hand along with all of the player's assets.

Chemical inoperable

You may see this statement in your Starport Report. Don't Panic! For the ten years in which this demo spans, it is insignificant.

This ends the Space Bucks Demo Tutorial. We hope you enjoy playing this sample game!