
Sierra On-Line, Inc.

Outpost 2: Divided Destiny

Strategy Guide: The Eden Campaign Game

Introductory Notes

Base Missions and Unit Missions

There are two types of missions: Base Missions and Unit Missions. In Base Missions, you are primarily concerned with building your colony: deploying structures, growing the population, doing research, and managing Morale. Some of these elements may not be applicable to some Base Missions; for example, Morale is fixed at either Good or Fair (depending on the difficulty level) in Mission Two. Missions Two, Three, Five, Eight, Ten, and Twelve are Base Missions.

In Unit Missions, you are primarily concerned with moving vehicles around, often times in conflict with Plymouth. Missions One, Four, Six, Seven, Nine, and Eleven are Unit Missions. Some Unit Missions involve elements of base building; in Mission Seven, for example, you operate a remote mining outpost. However, since it is not possible to deploy any new structures (except Mines), and since Morale is fixed, this mission may be considered a Unit Mission.

Research

For those Base Missions in which you can (or must) do research, we have listed all of the research topics that become available in that mission. These listings contain the following items:

- **Topic.** The topic name, as it is displayed in the Topic Selection display in the Command Pane.
- **Predecessor.** The names of any topics which must be completed before this one is available. Some topics have no predecessor; these are available for research at the beginning of the mission.
- **Cost.** The number of research points required to complete the topic. The rate at which points are accumulated depends on the number of Scientists assigned to the topic, the maximum number of Scientists which may be assigned, and the level of Morale. See **Research** in the *General Gameplay Strategy Guide*.
- **Sci.** The maximum number of Scientists which may be assigned to this topic.
- **Lab.** The type of lab, Basic, Standard, or Advanced, at which this topic may be researched.
- **Teaser.** The preliminary description of the goals and background of this project, shown in the Assign Scientists display in the Command Pane.
- **Description.** The post-completion description of the topic, shown in the Research Summary display (available as part of the Labs report) in the Command Pane.
- **Result.** The effect of completing this topic. In general, topics will either allow construction of a new structure, vehicle, or weapon, or will improve an existing structure, vehicle, or weapon.

Mission One

This is a Unit Mission; there is no research to be done.

Mission Briefing

Commander:

Something has gone horribly wrong. We must evacuate the colony immediately. All available Evacuation Transports have been filled to capacity and are ready to leave.

Our survivability projections have identified the vehicles and supplies we need to build a viable new colony.

Gather these materials and rendezvous at the mining beacon southeast of our colony. An exact list of needed materials is available in the Specific Objectives.

Hurry, Commander. Time is running out.

The Map



- Figure 1. Terrain map for Eden Mission 1. This is a 64 x 64 map.

Easy Level

Mission Objectives

Move all units and their cargoes to the mining beacon southeast of our colony.

Tips from the Test Labs

Your vehicles are already loaded with their cargoes, so you will not have to do any docking or loading at all. You just have to move all the vehicles to the mining beacon.

Position the mouse in the northwest corner, press and hold the left mouse and drag the mouse pointer to the southeast corner of the map. Release the left mouse button, and all of the vehicles will be selected. Move the cursor (it should be the Move cursor) to the mining beacon and click. Right-click to de-select your vehicles and watch them go.

Normal Level

Mission Objectives

All of the following materials must be evacuated, that is, moved to the vicinity of the mining beacon to the southeast of the colony.

- 1) 6 structure kits (each must be loaded onto a ConVecs): Basic Lab, Structure Factory, Tokamak, Agridome, Common Ore Smelter, Command Center.
- 2) 4000 units of Common Metals (loaded into 4 Cargo Trucks).
- 3) 4000 units of Food (loaded into 4 Cargo Trucks)
- 4) Colonists (loaded in 3 Evacuation Transports)
- 5) Other vehicles: Earthworker, 2 Robo-Surveyors, 2 Robo-Miners

Tips from the Test Labs

Some of your vehicles are already loaded and ready, others need to be loaded. Find the empty ConVecs and get them to the Structure Factory quickly. While they are going, load two empty Cargo Trucks with food at the Agridome and two with Common Metals at either the Common Ore Smelter or Common Metals Storage Tanks. Once all the structure kits are in ConVecs, drag-select the entire screen (just as in the Easy level) and move the vehicles to the mining beacon.

Hard Level

Mission Objectives

All of the following materials must be evacuated, that is, moved to the vicinity of the mining beacon to the southeast of the colony.

- 6) 6 structure kits (each must be loaded onto a ConVecs): Basic Lab, Structure Factory, Tokamak, Agridome, Common Ore Smelter, Command Center.
- 7) 4000 units of Common Metals (loaded into 4 Cargo Trucks).
- 8) 4000 units of Food (loaded into 4 Cargo Trucks)
- 9) Colonists (loaded in 3 Evacuation Transports)
- 10) Other vehicles: Earthworker, 2 Robo-Surveyors, 2 Robo-Miners

Tips from the Test Labs

At the Hard level, none of your vehicles have the cargoes they need, you do not have enough Common Metals in storage or vehicles on the map, and there is a Power shortage as well.

First, solve the Power problem. Since the colony is about to be wiped out, you need not worry about Morale, research, or your Colonists' health. Idle all Residences, Labs, Recreation Facilities, and Medical Centers. You must release enough Power to bring your Garages Active.

Next, find the Cargo Trucks loaded with the Common Ore. Dock them at the Smelter to make the Common Metals you need. While they are en route, get the vehicles out of storage at the Garages.

Load the ConVecs and Cargo Trucks, then drag-select the entire map to select all of your vehicle.

Research

There is no research available in this Unit Mission.

Mission Two

Mission Briefing

Commander:

Our secret terraforming experiments have produced a deadly side effect. A mutated microbe is spreading through the planet's crust. Our scientists call it the "Blight."

Your computer display has been modified to show its projected growth. We do not yet know how to stop it.

We must establish a temporary colony here. The emergency evacuation has left many of our people exhausted and weak, and our food supplies are diminishing to critical levels.

To survive we need to grow more food and mine ores to produce more metals.

Most of our surviving colonists do not yet know what happened but rumors are circulating. Morale is holding at a steady level...for now.

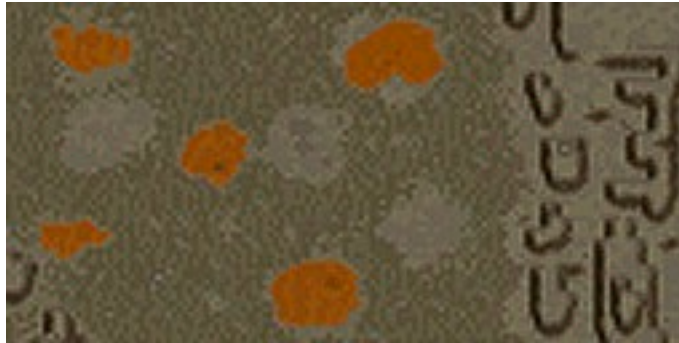
As the Blight continues to spread we will eventually need to evacuate again. We must build structure kits to be ready when that time comes.

In addition, the scientific databases we evacuated from Eden are badly scrambled and must be reconstructed.

We have done a new survivability projection of resources for our next evacuation. Check the Specific Objectives for that list.

Move quickly Commander. The Blight is approaching.

The Map



• Figure 2. Terrain map for Eden Mission 2. This is a 128 x 64 map.

Easy Level

Mission Objectives

- 11) You must have a minimum population of 20 Children, 14 Workers, and 8 Scientists.
- 12) You must research these topics: Astronomy, Boptronics, Chemistry, Planetary Sciences, and Social Sciences.
- 13) You must have the following structure kits in storage at Structure Factory: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 14) You must have at least six Cargo Trucks loaded with Common Metals and two Cargo Trucks loaded with Food
- 15) You must have enough Evacuation Transports for your population.
- 16) You must have at least five ConVecs, one Earthworker, one Robo-Miner, and one Robo-Surveyor.

Tips from the Test Labs

Group select all seven empty Cargo Trucks and set on an ore-hauling route between the mine to the east and the smelter. After the first load of ore has been delivered, send two empty Trucks to the Agridomes.

Start building an Agridome kit. Move a ConVec to the loading dock of the Structure Factory and load it with the Agridome kit as soon as it has been completed. Deploy the Agridome directly below the Structure Factory to avoid travel time. Start producing another Agridome kit.

Start researching one of the topics in the Basic Lab. The research order doesn't matter in this mission. As soon as you hear the "Research Completed" message hit the space bar to jump to the Basic Lab and assign another topic.

After accumulating 5000 Common Metals in the Smelter, take the Trucks from the ore-hauling route and load one Truck at a time.

Normal Level

Mission Objectives

- 17) You must have a minimum population of 20 Children, 14 Workers, and 8 Scientists.
- 18) You must research these topics: Astronomy, Boptronics, Chemistry, Planetary Sciences, and Social Sciences.
- 19) You must have the following structure kits in storage at Structure Factory: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 20) You must have at least six Cargo Trucks loaded with Common Metals and two Cargo Trucks loaded with Food
- 21) You must have enough Evacuation Transports for your population.
- 22) You must have at least five ConVecs, one Earthworker, one Robo-Miner, and one Robo-Surveyor.

Tips from the Test Labs

Survey the beacon to the east and build a Mine on it.. Construct the buildings in a row stretching towards the beacon. Build the Smelter close to the east end of the base to keep the route from the Mine to the Smelter short. Build the Mine and have the empty Cargo Trucks set up an ore-hauling route. As soon as you have enough Metals build a second Agridome.

You may want to unload some of the Metals in the Trucks so you can begin building the structure kits you need. Use those empty Trucks to haul more ore.

Remember to keep your Basic Lab busy doing research.

You may want to move the Evac Transports and other units that you are not using out of the way to the east side of the map. They will not be in any danger there.

If you have enough Metals in storage near the end of the mission, consider building Storage Tanks on the east side of the colony, away from the microbe. This lets you load Metals at both the Smelter and the Storage Tanks avoiding a bottleneck at the Smelter.

Hard Level

Mission Objectives

- 23) You must have a minimum population of 20 Children, 14 Workers, and 8 Scientists.
- 24) You must research these topics: Astronomy, Boptronics, Chemistry, Planetary Sciences, and Social Sciences.
- 25) You must have the following structure kits loaded into ConVecs: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 26) You must have at least six Cargo Trucks loaded with Common Metals and two Cargo Trucks loaded with Food
- 27) You must have enough Evacuation Transports for your population.
- 28) You must have at least one Earthworker, one Robo-Miner, and one Robo-Surveyor.

Tips from the Test Labs

You must act quickly and precisely here. Start your ConVecs moving toward the Command Center, then select each one and order it to deploy its structure kit. These should

stretch in a line from the Command Center eastward, with the Common Ore Smelter at the end of the line.

Build your Tokamak quickly south of the Command Center. The “rocky plains” terrain, light gray colored without vegetation, is the fastest terrain to build on in the game. Get the Tokamak there quickly.

After the ConVecs have started moving give a Robo-Surveyor a path to the mining beacon using waypoints. Without waypoints he will not get their soon enough. Do the same with one of your Robo-Miners.

When those units are on their way, move the Cargo Trucks carrying Metals to your Smelter’s construction site to unload them as soon as it is completed.

If you are one Tube too far apart when you place your structures, you can still unload the Metals in the Smelter when it is completed. Build Tubes to connect the buildings.

You may need to unload all metals and use them for building structure kits. Keep your ConVecs near the Structure Factory to load structure kits as they are completed.

Build another Agridome as soon as possible to build up enough food and do the basic research as you go along. Building the Agridome between the Smelter and the Mine will give the Trucks some bulldozed terrain to drive across.

Finally, as in the Normal level, you may want to build Storage Tanks on the west side of your colony, so that you may load metals in two places at the end of the mission.

Research

On all three levels, you must research all of the topics available. These are:

Topic	Predecessor	Cost	Sci	Lab
Astronomy	None	400	5	Basic
Teaser	Astronomy is the study of matter and energy in the universe, particularly the composition and movement of celestial bodies. Prior to our hurried departure, our astronomical database contained a great deal of information on nearby star systems and the local region of space. This database was corrupted and must be rebuilt.			
Description	Our astronomical database has been rebuilt, giving us increased knowledge of the possible resources and hazards of this part of space. It can provide the basis for future research.			
Boptronics	None	400	5	Basic
Teaser	“Boptronics” refers to hybrid devices and systems which use electronic, biological and optical components. Our colony is entirely dependent on this type of equipment, but our database of boptronic engineering techniques has been damaged. Reassembling this data is a top priority for our survival.			
Description	Our boptronics database has been restored. We will soon be able to develop new processes, techniques, and devices.			
Chemistry	None	400	5	Basic
Teaser	The science of chemistry investigates the composition and properties of materials. Our databases contained all of Earth’s knowledge of chemistry, as well as the results of many experiments carried out since we landed on New Terra; our studies in analytical chemistry, examining the composition of materials in the New Terrestrial soil are particularly valuable. This chemical database must now be rebuilt.			
Description	The chemical database has been reconstructed, and will provide the foundation of future scientific progress.			

Planetary Sciences	None	400	5	Basic
Teaser	The planetary sciences data bank included studies of the soil, landforms, and atmosphere of New Terra, as well as all geoscientific research done on Earth and the solar system prior to the planet's destruction. Restoration of this database is essential to our continued survival on New Terra.			
Description	Our planetary sciences database has been reassembled.			
Social Sciences	None	400	5	Basic
Teaser	The planetary sciences data bank included studies of the soil, landforms, and atmosphere of New Terra, as well as all geoscientific research done on Earth and the solar system prior to the planet's destruction. Restoration of this database is essential to our continued survival on New Terra.			
Description	Our planetary sciences database has been reassembled.			

Mission Three

Mission Briefing

Commander:

Our colony has relocated again as far away from The Blight as our limited supplies would allow. Now we must expand our research and grow our colony to survive.

The Basic Lab is no longer useful. The new Standard Lab configuration will allow us to develop new technologies with tangible results.

Cybernetic Teleoperation research will allow us to build more vehicles and remotely operate them.

An active Nursery will allow us to expand our population and decrease infant mortality rates. An active University will allow us to train new workers and scientists.

This new colony location is seismically active. This seems to be a side effect of The Blight as it spreads over New Terra. Be prepared for tremors.

The colonists will soon realize the gravity of our situation and morale may begin to fluctuate. This may affect our production rates at factories, agridomes, and laboratories. High morale will improve the birth rate and lower the mortality rate.

Do what you can to keep the colonists happy but do not forget about our other objectives.

The Blight is still a threat. We must keep sufficient Evacuation Transports ready and prepare other resources to move if we cannot stop it.

To have any hope of stopping The Blight we must learn more about it. Our scientists need some data from some of the Advanced Labs in our original colony. They believe they can make modifications to some vehicles providing temporary resistance to the effect of The Blight.

One other modification to these vehicles must be made. Before the "accident", our Council had become very concerned about the threats from Plymouth's leaders.

To protect ourselves in the face of these hostile words our Council ordered some of our scientists to develop defensive weapons systems. Several prototypes had been developed using modified industrial lasers. The prototypes had been installed in some structures and vehicles for testing purposes.

Our scientists believe the Blight may have infected and altered the organic memories of these systems. They may perceive our expedition's return as some kind of a threat.

The vehicles we send back will need to be equipped properly to defend themselves. Research will allow us to construct our own weapon prototypes.

The Savant computers have done projections of what we will need to accomplish all of these goals. See the Specific Objectives list for this information.

Act quickly Commander. We must be ready.

The Map



• Figure 3. Terrain map for Eden Mission 3. This is a 128 x 64 map.

Easy Level

Mission Objectives

- 29) You must have a minimum population of 28 Children, 22 Workers, and 15 Scientists.
- 30) You must research these topics: Emergency Response Systems, Health Maintenance, Cybernetic Teleoperation, Large-Scale Optical Resonators*, Mobile Weapons Platform*.
- 31) You must have the following structure kits in storage at Structure Factory: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 32) You must have at least five Cargo Trucks loaded with Common Metals and three Cargo Trucks loaded with Food
- 33) You must have enough Evacuation Transports for your population.
- 34) You must build a Vehicle Factory*.
- 35) You must have at least five ConVecs, one Robo-Surveyor, one Robo-Miner*, two Scouts*, and four Lynx*.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

This mission requires close attention to Morale to help meet your population goals. Build an additional Residence and Agridome as soon as possible; this will help build Morale. Start training all but two Workers to be Scientists at the beginning of the mission. This will increase the number of Scientists (increasing the speed of your research) and also reduce the number of unemployed Workers. Continue to train small numbers of Scientists throughout the mission.

Put all available Cargo Trucks on an ore-hauling route between the Mine to the northwest of the base and your Common Ore Smelter. If the Trucks get too bunched up at the Smelter's dock, move a couple of them out of the way to clear the jam. After the rest are moving again, unload them at the Smelter and reroute them. Trucks **must** be unloaded to accept programming for an automatic mine route.

Research topics which aid morale. Starting with Environmental Psychology, then proceed to Health Maintenance, Seismology, and Emergency Response Systems in that order. Build a Medical Center as soon as Health Maintenance is completed, and build a DIRT as soon as Emergency Response Systems has been researched. This will require 3 Workers and 2 Scientists to staff, so plan accordingly. Do not research Metals Reclamation until it is the last topic available.

After the Morale issues have been completed, research Cybernetic Teleoperation, Large Scale Optical Resonators, and Mobile Weapons Platform in that order. Start building your Vehicle Factory kit as soon as you have completed Cybernetic Teleoperation. The other two are required to let the Vehicle Factory produce Laser Lynx tanks. While they are being researched, build the Vehicle Factory, 2 Scouts, and a Robo-Miner.

Normal Level

Mission Objectives

- 36) You must have a minimum population of 28 Children, 22 Workers, and 15 Scientists.
- 37) You must research these topics: Emergency Response Systems, Health Maintenance, Cybernetic Teleoperation.
- 38) You must have the following structure kits in storage at Structure Factory: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 39) You must have at least six Cargo Trucks loaded with Common Metals and three Cargo Trucks loaded with Food
- 40) You must have enough Evacuation Transports for your population.
- 41) You must have at least five ConVecs, one Robo-Surveyor, one Robo-Miner*, two Scouts*, and four Lynx*.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

Research Seismology first. This will give you warning of the quakes coming and let you move any vehicles out of the way.

Very soon after that research Cybernetic Teleoperations. Then place a Residence, Vehicle Factory and a Medical Center on the map as quickly as you can.

Hard Level

Mission Objectives

- 42) You must have a minimum population of 26 Children, 20 Workers, and 15 Scientists.
- 43) You must research these topics: Emergency Response Systems, Health Maintenance, Cybernetic Teleoperation.
- 44) You must have the following structure kits loaded into ConVecs: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 45) You must have at least six Cargo Trucks loaded with Common Metals and three Cargo Trucks loaded with Food
- 46) You must have enough Evacuation Transports for your population.
- 47) You must have at least one Robo-Surveyor, one Robo-Miner, three Scouts, and five Lynx.

Tips from the Test Labs

This is one of the hardest missions in the game. You do not have very many people and the quakes and microbe make it a very difficult scenario.

At the beginning, focus almost entirely on building your Morale. Do Health Maintenance immediately. This is the only way to keep enough Workers and Scientists alive since your Morale starts at such a poor level that your death rate will be high. Also, **do not** train all of your Workers into Scientists at the start. Workers contribute twice as much to the birth rate as Scientists. If you convert them, you will not be able to produce enough Children to succeed. You may only have a few Scientists doing research at a time, but getting more Children is the critical challenge. Do the vehicles and weapons research near the very end.

Remember that you can Idle some structures to free up Workers for others, so once your Structure Factory has finished all the kits you need Idle it to get those Workers into other structures.

Do not worry about the mining beacons in the south and southwest. These will get hit by a lot of quakes and you will lose a lot of Cargo Trucks that way. Send all of the Trucks to haul ore from the mine in the west.

Most of the quakes hit to the west of your base but there are a couple that can be north and south. If you have researched Seismology, move your vehicles out of the way when you get the warning and Idle the structures near the epicenter until the quake is over.

As you complete the vehicle requirements, move your vehicles out of the way to the northeast corner of the maps... no quakes ever hit there.

You may wish to build a GORF and recycle some of your structures at the end to get enough Metals. If the only thing you have left to complete is the Metals requirement, forget worry about Morale and recycle as many structures as you need to finish.

Build Storage Tanks near the end to avoid a bottleneck at the Smelter.

Research

Topic	Predecessor	Cost	Sci	Lab
Advanced Vehicle Power Plant	High-Temperature Superconductivity	1500	12	Std
Teaser	Several of the vehicle models we use are powered by the R-2000 cool-fusion plant. Our work in High-Temperature Superconductivity may be applicable to an improvement of this power plant.			
Description	The new R-3000 series cool-fusion plant has been installed in all Cargo Trucks, Robo-Dozers, and Earthworkers, replacing the earlier R-2000 model. This application of the High-Temperature Superconductivity technology has increased the speed of these three vehicles.			
Result	Increases speeds of the Cargo Truck, Robo-Dozer, and Earthworker.			
Cybernetic Teleoperation	None	800	10	Std
Teaser	Prior to the evacuation from our original colony site, Workers remotely operated our vehicles using a technology called Teleoperation. Since the catastrophe, we no longer have enough Workers to teleoperate our vehicles. The Savant computers at the Command Center have taken on part of this burden, but the job is taxing their capacity. We need a specialized computer vehicle control system. This Cybernetic Teleoperation project should allow us to operate a much larger number of vehicles.			
Description	Our research has resulted in a specialized variant of the Command Center, with dedicated computers and communications capabilities. In addition, all vehicle designs now include the less expensive Noesis computer, utilizing elements of the Savant technology. This transfers much of the computing burden from the Robot Command Center to the vehicle itself.			
Result	Allows production of Robot Command Center and Vehicle Factory structure kits at the Structure Factory.			
Emergency Response Systems	None	1000	10	Std
Teaser	Given the new dangers confronting our colony, we need more protection against disaster than our emergency shelters are able to provide. Unfortunately, those colonists trained in emergency response were killed before we could evacuate Eden. This project will develop new methods, tools, and techniques to respond to structural damage.			
Description	Disaster Instant Response Teams (DIRTs) can reduce damage to structures. Once the DIRT structure has been deployed, DIRT members trained in emergency medical care and structural reinforcement will be on the scene in a matter of seconds.			
Result	Allows production of DIRT structure kits at the Structure Factory.			
Environmental Psychology	None	1500	12	Std
Teaser	Environmental Psychology studies the relationships between human behaviors and the environments in which they occur. The forced evacuation of our old colony site has increased the stress on our Colonists; additional research in this field may help us to create a more supportive environment and improve Morale.			
Description	Our expanded knowledge of the causes and effects of crowding and environmental and situational stressors has enabled us to redesign our Residences. We can now house more people in the same space, while improving Morale.			
Result	Increases Residence capacity from 25 to 35 Colonists.			
Health Maintenance	None	600	6	Std
Teaser	Although our emergency medical systems are adequate to deal with accidents and disasters, our people are suffering from a lack of regular medical care. We could exploit the vast medical knowledge in our databases to develop a regimen of health maintenance practices.			
Description	Medical Center personnel are trained in a variety of techniques of preventive medicine as well as the treatment of illness and injury. Each Medical Center can support the health needs of up to 40 colonists, improving the health and morale of the colony.			
Result	Allows production of Medical Center structure kits at the Structure Factory.			
High-Temperature Superconductivity	None	1200	12	Std
Teaser	Superconductivity is the ability of certain materials to conduct electric current with no resistance and extremely low losses. The best superconductive materials we have require an operating temperature of 152 degrees Kelvin (-121 degrees Celsius). Many new applications could be developed with a significant increase in the temperature of superconduction.			
Description	Our research into High-Temperature Superconductivity has resulted in the discovery of an alloy that is superconducting at 236 degrees Kelvin (-37 degrees Celsius), over 80 degrees higher than previous superconductors, improving power generation at our Tokamaks.			
Result	Increases Tokamak Power output from 250 to 300 units.			

Hydroponic Growing Media	None	1500	10	Std
Teaser	Our Agridomes use a variety of methods, including Hydroponics (soilless farming) to fill our Food requirements. Some of our Agricultural Workers have ideas on ways to improve the growing medium in which our Hydroponic crops are grown.			
Description	By adjusting the nutrients in the liquid in which our hydroponic crops are grown, we have been able to increase production at our Agridomes.			
Result	Increases Food production from 40 units to 50.			
Large-Scale Optical Resonators	None	1200	12	2
Teaser	Satellite observation indicates several of Chairman Nguyen's armed vehicles and guard posts still function at the old colony site. The full plans for these were not in the databases we brought from Eden, so we must recreate the technology. The key development will be the design of an optical resonator large enough to produce a weapons-strength beam.			
Description	Industrial laser torches provided the model for the Laser turret, whose large-scale optical resonators are capable of generating a beam that can slice through enemy targets quite easily.			
Result	Allows production of Guard Post structure kits at the Structure Factory. Makes the Laser weapon available.			
Metallogeny	None	1200	12	Std
Teaser	Metallogeny is the branch of geology that seeks to define the relationship between the geological history of an area and its mineral deposits. Metallogenic research is aimed at achieving a better understanding of the nature and geological settings of base and precious metal deposits, and to use this understanding to help develop areas of high mineral potential.			
Description	Our Metallogenic research has developed a new technique of locating and exploiting veins of Ore. This new method has increased Common Ore production.			
Result	Increases Common Ore Mine yield.			
Metals Reclamation	None	800	10	Std
Teaser	With our growing needs, we can no longer afford to overlook any possible sources of Metals. A few adaptations to our current Smelter technology may enable us to reclaim some of the materials in structures we no longer need.			
Description	The Garbage and Ore Recycling Facility (GORF) uses a variant of the hot-cracking technology used at the Common Ore Smelter to extract usable Metals from deconstructed structures, unneeded structure kits, and rubble.			
Result	Allows production of GORF structure kits at the Structure Factory.			
Mobile Weapons Platform	Cybernetic Teleoperation Large-Scale Optical Resonators	1400	12	Std
Teaser	While our Command Center staff is quite pleased with the new Guard Post/Laser structures, they point out that our defenses are rather inflexible, due to their lack of mobility. At their suggestion, our Scientists have outlined a project for developing a mobile weapons platform, which can be armed with the Laser turret.			
Description	The Lynx light combat chassis is a design adapted from existing vehicles. The Lynx includes light armor-plating and a weapons hard point, to which a Laser turret (or any other weapons system we develop) may be attached.			
Result	Allows production of Lynx at the Vehicle Factory.			
Seismology	None	1700	11	Std
Teaser	Our previous research on the geology of New Terra indicated that the planet was not subject to seismic activity; recent events, however, have changed the situation. Our planetary sciences database shows that seismologists had developed methods of seismic event prediction on Earth; some of these techniques may be adaptable to New Terra.			
Description	We have developed equipment to detect certain hydrogeochemical early warning signals of seismic events. Among the most reliable indicators are variations in the concentration of radon and carbon dioxide in the molten salts found in deep bore wells or in fumaroles. These warnings should give us some time to idle structures in the vicinity of the epicenter, reducing damage to them.			
Result	Gives early warning of quakes.			

Mission Four

Mission Briefing

Commander:

Recent observations indicate that the Blight grows less rapidly at night. We will send our research convoy to our old home under the cover of darkness.

We have modified several Scouts and Lynx tanks to temporarily resist the effects of The Blight. Unfortunately, we do not know how long we will be able to retain control of the vehicles before they become infected or what effect the Blight will have on the units. Watch them carefully and proceed as quickly as possible.

Each Lynx is equipped with our new Laser weapon. These vehicles are very similar to those previously developed at our original colony site.

Our units must infiltrate the colony and find the Advanced Labs where the information we need is located. Move a Scout directly next to the side of the lab so the Scout can scan the structure for the data. Scanning, locating, and transmitting the data back to us will take the Scout a few moments.

This expedition is a one way trip. Once our units enter the infected area, they will be carriers of the Blight. We do not want them to return unless we are sure it will be safe.

The Advanced Labs have sustained heavy damage and may explode spontaneously. If that happens the data will be lost forever. We must hurry.

Check the Specific Objectives list for more information.

The Map



- Figure 4. Terrain map for Eden Mission 4. This is a 64 x 64 map.

Easy Level

Mission Objectives

You must transmit data from each of three Advanced Labs in the old Eden colony site. The labs are located at **46,34**, **26,25**, and **20,55**.

Tips from the Test Labs

Keep your tanks grouped tightly together. Book-mark all of the combat units with <Ctrl+1> and all of the Scouts with <Ctrl+2>. This lets you move them as a group without having to click-and-drag each time.

Clear the way for the Scouts with the Lynx units, attacking any enemies in your path. Try to route your way around Guard Posts rather than attacking them whenever possible. Keep your Scouts close behind your Lynx for protection. Make your way to each of the three Labs in succession, moving as quickly as possible.

Avoid letting your vehicles cross loading docks, as this will cause them to be damaged.

Normal Level

Mission Objectives

You must transmit data from each of three Advanced Labs in the old Eden colony site. The labs are located at **46,34**, **26,25**, and **20,55**.

Tips from the Test Labs

Keep your tanks in one large group. Since the enemy units are clustered, you will always have the advantage in combat this way. Keep a quick pace: if you do not, all of the enemy Lynx will come hunting after your Scouts. Furthermore, the Advanced Labs are damaged and may spontaneously explode, so you must get to them as quickly as possible.

Hard Level

Mission Objectives

You must transmit data from each of three Advanced Labs in the old Eden colony site.

Tips from the Test Labs

The key to success here is to remember that you just need to get the Scouts next to the Labs, not level the entire base.

Your units will become infected at around time mark 90, so do not waste time on needless firefights. (You can see the current time mark on the Communications/Messages report.)

Watch the mini-map and avoid the large patrol going around. The Scout-hunting force of three Laser Lynx, hiding near the center of the map, will come out much sooner on this level so be ready for them or even hunt them down before they move on your Scouts.

One successful strategy is to split your forces into four groups on this mission. Send Group One, two Scouts and two Lynx, to the northwest corner, using waypoints to route around the edge of the map. Group Two is a single Scout; send it to the east side of the map. Group Three is four or five Lynx and two Scouts. Group Four consists of your remaining Lynx.

Move Group Three from the southeast corner, to the two Garages in the southwest corner and wait. Use waypoints to keep these units out of the Guard Post range. Most of the Guard Posts in the base are connected to the Command Center by tubes, and will therefore do extra damage.

While Group Three is moving, head northwest with Group Four. Punch your way through by blowing up structures and the one Laser Guard Post in the way, then engage the Laser Lynx guarding the Lab. While the guards are busy, sneak Group Two (the lone Scout) in from the east side. Once the data is transmitted take any surviving Lynx and move to the southwest, past the Guard Post to engage the three Scout-hunters waiting in the dark.

As that battle progresses, use Group Three to attack the guards at the Lab in the southwest and send one of the Scouts to the north side of the Lab when they are distracted. When the data is transmitted take all remaining units towards the west side of the map to avoid the Guard Post and head north to the final Lab.

Send your Lynx in from the south and the Lynx from Group One from the north. Again, use waypoints to avoid the Guard Posts. While the enemy Lynx are engaged, send in your Scouts from different directions to the sides of the lab.

Research

There is no research available in this Unit Mission.

Mission Five

Mission Briefing

Commander:

Data recovered from the expedition shows the terraforming microbe breaks down organic compounds into their base elements. Scientists don't know how to stop it yet and its growth rate is increasing. Unless a breakthrough is made, the Blight will consume the entire planet.

We must start constructing another starship as a contingency. The first step of this project will be developing our rocket boosters and launching a satellite into orbit.

Computer models show that New Terra has natural resources barely sufficient to support construction of a starship as the Blight spreads. We must continue to move just ahead of the Blight and exploit as many of these resources as we can.

Projections also show that we are missing valuable data about the starship construction. Our scientists have identified a crash site of the starship *Conestoga*, which brought us to this planet many years ago but crashed when its orbit decayed.

To gather more data we must prepare a convoy of Scouts, Cargo Trucks, and armed escorts to explore the site and recover parts of the wreckage. This will allow our scientists to reverse engineer the parts and expedite our new starship construction. We do not know what threats we will encounter and we must be ready.

The Standard Lab will no longer serve for some of the more complex research tasks. An Advanced Lab will be built so new research topics may be pursued. These research topics may be volatile and prone to accidents. Be careful where you construct the Advanced Lab.

The Tokamaks have shown that they degrade over time and require frequent repair. Pay attention to them or they may become unstable and explode. As our colony expands we need better power producing alternatives.

Our remote operations of vehicles is limited as well. A Robot Command Center with dedicated Savant computers will allow more control of our vehicles. The vehicles will also be able to use more complicated "smart routing" algorithms to improve their transit times.

The Robo-dozer has proven to be useful in decreasing building times for structures. When placed on a pre-bulldozed area, structures are

completed in substantially less time. Bulldozed roads will allow vehicles to travel over rough terrain much more rapidly as well.

Medical Centers will reduce the mortality rates of our workers and scientists.

The area we have moved into has rich deposits of needed ores, and some unusual kinds of ores as well. However, this area holds a new threat as well: potential volcanic activity which may be a side effect of The Blight.

Computer projections of what we will need to succeed are shown in the Specific Objectives list .

The Map



• Figure 5. Terrain map for Eden Mission 5. This is a 64 x 128 map.

Easy Level

Mission Objectives

- 48) You must have a minimum population of 40 Children, 30 Workers, and 20 Scientists.
- 49) You must research these topics: Robot-Assist Mechanic and Geothermal Power.
- 50) You must have the following structure kits loaded into ConVecs: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 51) You must launch one Satellite.

- 52) You must have at least three empty Cargo Trucks, six Cargo Trucks loaded with Common Metals, two Cargo Trucks loaded with Food, and two Cargo Trucks loaded with Rare Metals.
- 53) You must have enough Evacuation Transports for your population.
- 54) You must have at least one Earthworker, one Robo-Surveyor, three Scouts, six Lynx, and three Rail Gun Panthers*.

Tips from the Test Labs

You will not face any Plymouth attacks on this level, so concentrate on completing research, keeping Morale high, and meeting the mission objectives. Keep both the Advanced Lab and the Standard Lab busy with research until all topics have been completed.

Start an ore route between the Common Ore Mine to the southeast of the base and the Common Ore Smelter using all ten Cargo Trucks. Build Tubes down to the Mine area, then build a second Common Ore Smelter next to the Mine. Assign two Trucks to the ore route between the Mine and the new Smelter, and leave the rest of the trucks running the route between the Mine and the original Smelter. This will give you more Common Metals than you need for all of the mission objectives.

Build two Residences and an additional Agridome early in the mission to help keep up Morale. If you are doing well, you should be able to get new Workers to staff new structures about as quickly as you can build them. Train any excess Workers as Scientists to increase the speed of research.

Research Rare Ore Processing and Vulcanology first, followed by Space Program and Hypnopaedia. This will let you start accumulating Rare Ore and the disaster warning will improve Morale. Do not research Leisure Studies until the end of the mission.

After "Rare Ore Processing" has been researched, survey and build a Rare Ore Mine south of the existing Common Ore Mine. Build your Rare Ore Smelter next to the Mine, and run Tubes down from the second Common Ore Smelter. Assign two trucks from the original ore route to a new route between the Rare Ore Smelter and the Rare Ore Mine. Rare Ore is required to build the Spaceport, the SULV, the Edward Satellite, and any Panther tanks.

Normal Level

Mission Objectives

- 55) You must have a minimum population of 40 Children, 30 Workers, and 20 Scientists.
- 56) You must research these topics: Robot-Assist Mechanic and Geothermal Power.
- 57) You must have the following structure kits in storage at Structure Factory: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 58) You must launch one Satellite.
- 59) You must have at least three empty Cargo Trucks, five Cargo Trucks loaded with Common Metals, two Cargo Trucks loaded with Food, and two Cargo Trucks loaded with Rare Metals.
- 60) You must have enough Evacuation Transports for your population.
- 61) You must have at least five ConVecs, one Earthworker, one Robo-Surveyor, two Scouts, four Lynx, and two Rail Gun Panthers.

Tips from the Test Labs

Research and accumulate Rare Ore as quickly as is possible. Ignore the starting Common Ore Mine and build one in the eastern portion of the map. This Mine is much closer and more easily defended. If you work quickly, this mission provides an excellent opportunity to do extra research. Delay completing one of your mission objectives, such as leaving one Cargo Truck unloaded, until you have done all the research the Blight allows.

Hard Level

Mission Objectives

- 62) You must have a minimum population of 40 Children, 30 Workers, and 20 Scientists.
- 63) You must research these topics: Robot-Assist Mechanic and Geothermal Power.
- 64) You must have the following structure kits in storage at Structure Factory: Agridome, Command Center, Common Ore Smelter, Structure Factory, Tokamak.
- 65) You must launch one Satellite.
- 66) You must have at least three empty Cargo Trucks, five Cargo Trucks loaded with Common Metals, two Cargo Trucks loaded with Food, and two Cargo Trucks loaded with Rare Metals.
- 67) You must have enough Evacuation Transports for your population.
- 68) You must have at least five ConVecs, one Earthworker, one Robo-Surveyor, two Scouts, four Lynx, and two Rail Gun Panthers.

Tips from the Test Labs

Quickly solve the Power and Food shortages by deploying some of the kits in storage and constructing another Tokamak kit. At some point you will want to do the Geothermal Power research to build a Geothermal Plant for your Power needs.

Build several Rail Gun Guard Posts around the edges of your base and connect them to the Command Center with Tubes. Eventually Plymouth will send in about six Microwave Lynx to attack. This is an effective way to stop them.

Get the Rare Ore Processing research at the Advanced Lab done as soon as possible so you can get the Panthers and Spaceport built.

Research

Topic	Predecessor	Cost	Sci	Lab
Advanced Combat Chassis	Rare Ore Processing	2200	14	Adv
Teaser	While the Lynx has generally been a satisfactory design, it has proven to have a short life expectancy in combat. Our defenses require a heavier, more durable combat chassis.			
Description	The Panther medium combat chassis, based on the same vehicle body as the ConVec and Cargo Truck, is a heavier, better armored defender than its predecessor, the Lynx. Although slower than the Lynx, its greater durability in combat should improve our defenses.			
Result	Allows production of Panthers at the Vehicle Factory.			
Automated Diagnostic Examinations	Health Maintenance ¹	1500	8	Std
Teaser	The increase in our population is straining the capacity of our Medical Centers. We may be able to increase their capacity by automating some tasks.			
Description	A new type of robotic medical assistant has been developed which can perform many routine tasks at the Medical Center, allowing the staff to care for more patients.			
Result	Increases Medical Center capacity to 75 Colonists.			

¹ Health Maintenance is available in Mission Three

Consumerism	None	1000	6	Std
Teaser	Though there are a number of goods and services they can purchase, our colonists are asking for something more: items that they can enjoy during their leisure hours. A few colonists have asked for time at our research facilities to respond to this need.			
Description	Our research into the psychological benefits of consumerism has led to the development of a production facility in which a variety of goods can be produced. These items can induce a short-term increase in Morale.			
Result	Allows production of Consumer Goods Factory structure kits at the Structure Factory.			
Directional Magnetic Fields	Independent Turret Power Systems Advanced Combat Chassis	2000	14	Adv
Teaser	Some of our researchers, reviewing the military database brought from Earth, have found an abstract of a proposal for a weapon that uses a directional magnetic field to propel a projectile. Although plans for the weapon were lost, we believe we can recreate such a device.			
Description	The Rail Gun turret uses an electric current to accelerate a projectile to velocities of several hundred meters per second. The weapon consists of two copper rails and the R-10 cool-fusion power cell, which charges a capacitor. The capacitor is discharged into one rail and the current flows through the projectile into the second rail, producing a directional magnetic field that accelerates the projectile.			
Result	Makes the Rail Gun weapon available.			
DIRT Procedural Review	Emergency Response Systems ²	1800	10	Std
Teaser	As our colony grows, more and more resources must be invested in DIRTs to maintain adequate protection. DIRT members have made several suggestions that may reduce this burden. A review of methods and procedures is in order.			
Description	Using suggestions made by DIRT members, our emergency response procedures have been improved. Among the improvements are an additional team member, redesigned power-assist armor, and a new type of structural breach patch.			
Result	Increases DIRT protection capacity to 15 structures, increases DIRT Worker requirement to 3.			
Geothermal Power	High-Temperature Superconductivity ³ Rare Ore Processing	2200	14	Std
Teaser	On Earth, a significant percentage of electric power was generated by geothermal power plants. Although New Terra does not have ground water like Earth, and therefore cannot have the same kind of steam generation that Earth's geothermal plants had, recent volcanic activity indicates a great deal of underground heat that we may be able to tap into to produce power.			
Description	Although New Terra does not have ground water, and therefore does not generate underground steam and hot water that produced power on Earth, the fumaroles in this area do contain molten salts and gasses that can be used similarly. The Geothermal Plant is a less expensive and more stable power generation facility than our current Tokamak plant.			
Result	Allows production of Geothermal Constructor (GeoCon) vehicles at the Vehicle Factory.			
Hypnopaedia	None	800	10	Std
Teaser	As our research projects become more complex, we need to improve our methods of training scientists. Hypnopaedia, or sleep-learning, is a method we plan to investigate.			
Description	Our hypnopaedia project has borne limited fruits. Sleep-learning is useful only in reducing the time required for memorization. This is helpful in that a large part of our research training requires knowledge of what types of research are described in our scientific databases.			
Result	Reduces points required to train Scientists to 3750			
Independent Turret Power Systems	High-Temperature Superconductivity ⁴	1700	12	Adv
Teaser	Our weapons turrets currently feed off the Lynx cool-fusion power plant. Because of the other demands on this power system, the amount of power that is available to the weapon is limited. Our research project will develop an independent power source for weapons turrets.			
Description	The R-10 cool-fusion power cell, just developed, is a small but powerful generator designed to fit into the weapons turret on our Lynx combat vehicles. This replaces the power feeds from the Lynx' own cool-fusion plant, and makes possible other, more powerful weapons systems.			
Result	Increases Laser penetration damage to 45.			

² Emergency Response Systems is available in Mission Three.

³ High-Temperature Superconductivity is available in Mission Three.

⁴ High-Temperature Superconductivity is available in Mission Three.

Leisure Studies	None	1200	6	Std
Teaser	Our colonists are asking for additional entertainment options for their off-duty hours. This project proposes to tap the humanities database for possible leisure-time activities.			
Description	Our leisure studies project has produced a number of activities, for both individuals and groups, that will amuse, entertain, and stimulate our colonists. Recreation facility personnel are trained to organize physical exercise classes, games, and tournaments, and to teach various handicrafts.			
Result	Allows production of Recreation Facility structure kits at the Structure Factory.			
Rare Ore Processing	Metallogeny ⁵	2500	16	Adv
Teaser	Since our arrival on New Terra, we have encountered a number of sites that are rich in rare mineral deposits, but we have had neither applications which called for Rare Metals nor methods of processing these Rare Ores. Now, our scientists have a number of projects they wish to undertake which would require Rare Metals.			
Description	Rare Metals will be a great asset to us. These metals can be used in several new research projects.			
Result	Allows production of Rare Ore Smelter and Rare Metals Storage Tanks structure kits at the Structure Factory, and modifies Robo-Miners to deploy as Rare Ore Mines. Production cost of Robo-Miner increases to 700 Common Metals.			
Recycler Postprocessing	Metals Reclamation ⁶	1500	10	Std
Teaser	The hot-cracking column used in our GORFs successfully reclaims approximately 50% of the Metals content of materials. We have some theories about a secondary process that can recover additional metals from the remaining slag.			
Description	Metals recovered through recycling increased.			
Result	Increases amount of Metals recovered through recycling. (See the description of the GORF in the <i>General Gameplay Notes</i> for details.)			
Reinforced Vehicle Construction	Rare Ore Processing	1200	12	Std
Teaser	The Cargo Truck, and some similar vehicles, have shown themselves to be all too vulnerable to damage from disasters, explosions, and attacks. Through the use of new composite alloys incorporating Rare Metals, we can increase their durability.			
Description	The durability of these vehicles has been improved through a combination of revised construction and the use of a composite alloy incorporating Rare Metals.			
Result	Increases Hit Points and changes production costs of ConVecs, Cargo Trucks, and Evacuation Transports.			
		Cargo Truck	ConVec	Evacuation Transport
	Hit Points	750	375	280
	Common Metals cost	500	1000	650
	Rare Metals cost	100	150	100
Robot-Assist Mechanic	None	800	8	Std
Teaser	Our cybernetics experts have proposed a new robot that can be used in repairing vehicles.			
Description	Robot-Assist Mechanics, installed at the Garage, are capable of doing most vehicle repairs. A special version has been mounted on a vehicle for field repairs.			
Result	Allows production of Garage structure kits at the Structure Factory, and of Repair Vehicles at the Vehicle Factory.			
Robotic Image Processing	None	1400	12	Std
Teaser	The visual recognition systems of our robotic vehicles have a limited useful range, partially due to the limitations of the image processing software. Some of our programmers have a possible solution.			
Description	Through a combination of improved image processing software and increased zoom telescoping vision systems, the visual recognition range of certain units has been improved.			
Result	Increases sight ranges of the Light Tower (from 8 to 9), Guard Post (from 8 to 9), and Scout (from 7 to 8).			
Space Program	Rare Ore Processing	4000	18	Adv
Teaser	With the discovery that the Blight cannot be stopped, and that New Terra will eventually become uninhabitable, it becomes imperative that we develop a space launch facility as the first step in our evacuation of New Terra.			
Description	Our space program is underway. As an initial cargo, we have developed the Early Disaster Warning and Resource Detection (EDWARD) satellite.			
Result	Allows production of Spaceport structure kits at the Structure Factory, and of the Single Use Launch Vehicle (SULV) and the EDWARD satellite at the Vehicle Factory.			

⁵ Metallogeny is available in Mission Three.

⁶ Metals Reclamation is available in Mission Three.

Vulcanology	None	1600	8	Std
Teaser	Recent volcanic activity on New Terra threatens our colony. To protect our colonists, we need to develop a method of predicting eruptions so that we can safely evacuate our colonists.			
Description	Using data from our planetary sciences database as well as investigations of volcanoes and magma vents here on New Terra, we have developed an early warning system that will accurately predict volcanic eruptions. Our dual-method monitoring system uses seismometers to measure rock movement that may indicate rising magma in the planet's crust and correlation spectrometers that measure sulfur dioxide in plumes rising out of volcanic craters.			
Result	Gives early warning of volcanic eruptions.			

Mission Six

Mission Briefing

Commander:

We have sent a convoy of Scouts, Cargo Trucks, and armed escorts to one of the sites where part of the *Conestoga* fell to New Terra.

Our scientists have identified some crucial components we need to recover from this site. Finding them and returning them to our Spaceport will allow our scientists to reverse engineer the parts and expedite our new starship construction.

If the parts are not already identified then move the Scouts within scanning range of all the wreckage sites. As the parts are identified your computer display will mark their locations. Once a part is located load it in a Cargo Truck and return it to the convoy's starting point.

Satellite information has identified several Plymouth units in the area. We do not know their intent. Be prepared for any actions they might take but remember that returning the parts intact is our top priority.

Be prepared for one other threat as well—as the Blight continues to spread the atmosphere on New Terra is thickening. High winds are generating dangerous vortexes that can destroy our fragile vehicles. Keep the vehicles away from these ominous twisters.

See the Specific Objectives list for further information.

The Map



• Figure 6. Terrain map for Eden Mission 6. This is a 128 x 64 map.

Easy Level

Mission Objectives

You must pick up three pieces of wreckage from the *Conestoga*. The pieces are located at **31,2**, **90,9**, and **116,52**. Once acquired, they must be returned to the convoy's starting location.

Tips from the Test Labs

Keep your tanks grouped tightly together. Try bookmarking your combat units in one group and your Scouts and Cargo Trucks in another. Avoid combat whenever possible. Observe the patrol routes of the Plymouth units and see if you can time your travel to take advantage of holes in their defenses.

When attacks are necessary, use the greater range of your Rail Guns to kill them without incurring damage. Attack and retreat — keep them in range of your Rail Guns, but your units out of range of their Microwave weapons. Use the same strategy against Plymouth's Guard Posts. If you destroy the Tokamak and Command Center in the Southeast corner of the map, all of the Guard Posts will be Disabled and you can safely ignore them.

Normal Level

Mission Objectives

You must pick up three pieces of wreckage from the *Conestoga*. The pieces are located at **7,7**, **90,30**, and **114,35**. Once acquired, they must be returned to the convoy's starting location.

Tips from the Test Labs

Take care of your Scouts! You have superior forces, but if you lose your Scouts, all will be lost.

Beware the vortexes in this mission. They can help by destroying enemy units but they can also destroy yours if you are caught sleeping.

Keep the Rail Guns together. Remember that a Rail Gun has a greater range than a Microwave. Clear out as many units as necessary, but keep the Scouts and Cargo Trucks in a safe area.

Hard Level

Mission Objectives

You must pick up three pieces of wreckage from the *Conestoga*. Once acquired, they must be returned to the convoy's starting location. The pieces may be located at one of these three sets of locations:

	Piece 1	Piece 2	Piece 3
Group I	31,2	90,9	116,52

Group II	7,7	90,30	114,35
Group III	62,2	64,52	26,8

Tips from the Test Labs

A vortex shows up about time mark 42 right at your starting convoy location. Move everyone east before then. Most of the vortices happen on the west side of the map.

Keep everyone grouped together when attacking RPGs. Identify all of the wreckage first and clear the way before picking it up in the trucks and sending it back to the starting point.

Research

There is no research available in this Unit Mission.

Mission Seven

Mission Briefing

Commander:

To continue development of the new starship, our scientists require large quantities of both Common Metals and Rare Metals. We have established a mining base in the foothills of a nearby mountain range. This location has rich deposits of both Common Ore and Rare Ore.

The area is both seismically and volcanically active, however, and it is simply too dangerous to establish the full colony in this location. The mining base is staffed with some "volunteer" help.

A convoy of loaded ConVecs and Cargo Trucks has been sent in to help speed up the mining effort. A small complement of armored vehicles has also been dispatched to the location but few robots can be spared from the main colony's defenses and we do not have enough extra resources to support a Structure Factory in the mining base.

Satellite observations have shown numerous Plymouth vehicles in the area. Our secret location may not be as secret as we thought. Be prepared to defend the base if the Plymouth units locate it.

The increased effect of the Blight is also creating havoc in the skies. Severe electrical storms have been noted by our scientists. These may pose a threat to our base as well.

Our projections show what we must do to succeed. Check the Specific Objectives list for details.

The Map



• Figure 7. Terrain map for Eden Mission 7. This is a 128 x 64 map.

Easy Level

Mission Objectives

You must have 10000 units of Common Metals and 7500 units of Rare Metals in storage.

Tips from the Test Labs

The challenge here is to fend off the attacking Plymouth units while accumulating enough Metals to complete the mission. Attacks come from the four corners of the map, sometimes from two directions at once. Each attack will consist of two to six units, so be prepared to build several groups of eight Lynx for defense.

Start all five Cargo Trucks on an ore-hauling route between the southern Mine and the Common Ore Smelter. Bulldoze a double-wide path to the Mine to decrease travel time. When the mine yield on this mine drops to 240, move your cargo trucks to service the mine located to the west of the original mine. Build Rail Gun Lynx immediately. After you have 12 or so, build additional Cargo Trucks and start an ore-hauling route between the Rare Ore Mine in the southwest and the Rare Ore Smelter.

When you build the Guard Posts that are in the ConVecs, connect them to the base with Tubes to maximize their effectiveness. You can defend the northeastern approach with three Guard Posts and two Rail Gun vehicles. Place an additional Guard Post to defend the southwestern approach in conjunction with a group of eight Lynx to be shuttled between the southwestern and northwestern approaches. Place the remaining Guard Posts near the southern mine, along with another group of six to eight Lynx. Always repair damaged Guard Posts immediately after each attack. You have a ConVec for each, so there is no shortage of vehicles to repair them.

Having several combat units in reserve allows you to cycle damaged vehicles to the Garage for repair between attacks while maintaining the integrity of your defense. It is faster and cheaper to repair them than to build replacements.

If you lose one of your Tokamaks, build a GeoCon and tap either of the fumaroles in your base.

Normal Level

Mission Objectives

You must have 12000 units of Common Metals and 8000 units of Rare Metals in storage.

Tips from the Test Labs

Immediately build a small armada of Rail Gun units. Once there are enough to defend your base, build a Rare Ore Mine on the beacon east of your base. This Mine has a higher yield and is far more defensible than the initial mine. Bulldoze roads for your Cargo Trucks. These roads will greatly increase the speed with which they travel.

Hard Level

Mission Objectives

You must have 12000 units of Common Metals and 8000 units of Rare Metals in storage.

Tips from the Test Labs

There are devastating quakes in several places and many assaults that come in from the four corners. Build two or three Rail Gun Guard Posts at the northeast corner and connect them to the base with Tubes.

Send the four Robo-Miners out to build on the four remaining beacons. Even though you may not mine at them the enemy will attack them and split their forces up to do it. This will also give you some warning of incoming attacks.

Pick one Rare Ore and one Common Ore Mine and concentrate your defenses there. At some point the enemy will come in and target your Vehicle Factory and later your Storage Tanks. Both of these are critical to defend. You may want to build Guard Posts near those and hook up Tubes to them.

Build the Garage in a central location and quickly get your units repaired between battles.

In assault waves with EMPs and Spiders, focus on knocking out the Spiders first if you have several combat units. If you only have one vehicle to defend against this kind of wave, retreat out of range until you can get reinforcements.

You will have to keep building new units and repairing them. A Repair Vehicle (or two) is also very good to have. It is faster than the ConVec in both speed and repair time. Use it to fix up the Guard Posts that get damaged.

And finally, build some small Wall segments in key locations. These can channel enemy units to your "kill zones," but keep them short or the enemy will just shoot their way through.

Research

There is no research available in this Unit Mission.

Mission Eight

Mission Briefing

Commander:

The attack on our mining location has shown that remote bases will be difficult to defend. Our resources are better used defending only a centralized colony.

Further analysis of the Blight has confirmed our deepest fears. It cannot be stopped. New Terra is doomed.

To survive we must once again take to the stars. The construction of our starship has become our highest priority and will require massive amounts of Rare Ore. Computer projections show that known Rare Ore sites on New Terra will barely have sufficient yield to complete our starship and defend ourselves.

Early estimates show our new starship will hold about 200 colonists. Between this and our limited resources, we must be careful about our population growth. Idle the Nursery and University as needed to limit the amount of new children and workers.

We may wish to explore an idea proposed by one of our scientists for harnessing the magma of New Terra. Although the process is theoretical and potentially dangerous we may have no alternative.

We must also continue to grow and protect our colony. Plymouth has become desperate and unpredictable. Some of our vehicle engineers have proposed a new combat chassis that will counter the Plymouth threat.

Our astronomers report that New Terra has passed through a large comet's tail and the debris may cause a meteor shower. Be alert to any potential danger from meteor impacts.

Recently our Gene Bank was destroyed by subversive elements. We do not know if Plymouth was behind this action or not. The investigation is continuing but without a viable Gene Bank it will be impossible to establish a new colony on another world. The only known surviving Gene Bank is located in Plymouth.

The new Senate is making plans for negotiating the transfer of the Gene Bank to our starship. If a transfer cannot be arranged we will devise alternative methods for obtaining it...

Check the Specific Objectives list to see the things we need to be prepared.

The Map



• Figure 8. Terrain map for Eden Mission 8. This is a 64 x 128 map.

Easy Level

Mission Objectives

- 69) You must have a minimum population of 54 Children, 36 Workers, and 27 Scientists.
- 70) You must research these topics, if not previously completed: Advanced Vehicle Power Plant, Reinforced Vehicle Construction. You must also research Dual-Turret Weapons Systems*.
- 71) You must build and launch these starship components: Skydock, Ion Drive Module, Fusion Drive Module.
- 72) You must have at least 8000 units of Common Metals, 3000 units of Food, and 4000 units of Rare Metals in storage.
- 73) You must have enough Evacuation Transports for your population.
- 74) You must have at least four Lynx, four Panthers, three Tigers*, and two Scouts.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

You will be faced with multiple attacks by Plymouth units coming from the northwest, northeast, and south in this mission. Get your Metals production up to speed early and build as many Lynx as you can before the attacks start.

Research Electromagnetic Pulsing, Increased Capacitance Circuitry, Scout-class Drive Train Refit, and Efficiency Engineering first. This will give you faster, better Rail Gun and

EMP Lynx, which in combination are very effective at destroying attackers with minimum losses. A most effective combination is three EMP and five Rail Gun Lynx as a defensive unit. Dual-turret Weapons Systems allows you to build Tigers, but they are not really needed in this mission except to fulfill the mission requirements so you can delay this topic until later.

Smelter Postprocessing and Rare Ore Extraction will increase your Metals production rate, while Meteorology and Severe Atmospheric Disturbances will increase your warning times and boost Morale. These are worth researching very early.

Research and launch the Skydock as it opens additional research topics you will need to complete the mission objectives.

Remember to keep your Morale high and continuously train more Scientists.

Normal Level

Mission Objectives

- 75) You must have a minimum population of 54 Children, 36 Workers, and 27 Scientists.
- 76) You must research these topics, if not previously completed: Advanced Vehicle Power Plant, Reinforced Vehicle Construction. You must also research Dual-Turret Weapons Systems*.
- 77) You must build and launch these starship components: Skydock, Ion Drive Module, and either the Fusion Drive Module OR the Fueling Systems.
- 78) You must have at least 10000 units of Common Metals, 4000 units of Food, and 7500 units of Rare Metals in storage.
- 79) You must have enough Evacuation Transports for your population.
- 80) You must have at least six Lynx, four Panthers, three Tigers*, and two Scouts.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

Develop the Magma Well technology and implement it immediately. Building a Rare Ore Smelter directly next to the Magma Well to get as much Rare Ore as quickly as possible. Do not let your defenses down! Develop Acid Weaponry and Electromagnetic Pulsing and use these new weapons to defend your base. If you have not done so, research Robotic Image Processing — you will want it for the next mission.

Hard Level

Mission Objectives

- 81) You must have a minimum population of 54 Children, 36 Workers, and 27 Scientists.
- 82) You must build and launch these starship components: Skydock, Ion Drive Module, and either the Fusion Drive Module OR the Fueling Systems.
- 83) You must have at least 10000 units of Common Metals, 4000 units of Food, and 8000 units of Rare Metals in storage.
- 84) You must have enough Evacuation Transports for your population.
- 85) You must have at least six Lynx, five Panthers, four Tigers, and three Scouts.

Tips from the Test Labs

The strategies that apply to the other difficulty levels work here as well, but you will be under a very difficult assault that comes very frequently. The Acid Cloud works very well against Spiders but you will need to have plenty of Guard Posts (connected to your base) to defend your important structures.

Watch for meteors and electrical storms. The storms will move from one edge of the map to the other.

Protecting your Power supplies is very hard in this mission because the enemy will focus on that. You may want to build some Tokamaks in your base and protect them with Guard Posts if your Geothermal Plants get knocked out.

Rare Ore will become critical on this mission. Make sure you build the Magma Wells early and have your Rare Ore Smelter between the lower Mine and Magma Well. Keep it well defended.

Research

Topic	Predecessor	Cost	Sci	Lab
Acid Weaponry	Magma Refining	3500	16	Adv
Teaser	Our Common Ore Smelters produce a number of toxic byproducts during the processing of Common Ore into Common Metals. We believe we can use these wastes in a new weapons system.			
Description	Our Acid Cloud turrets fire a projectile which releases a cloud of corrosive acid that can eat through even the toughest armor. The cloud dissolves after a brief period, but any target caught within the cloud will take heavy damage.			
Result	Makes the Acid Cloud weapon available.			
Advanced Robotic Manipulator Arm	Robot-Assist Mechanic ⁷	2800	16	Std
Teaser	Certain units, such as the ConVec, use manipulator arms to accomplish complex tasks. Our cybernetic experts have a proposal for improving the flexibility and strength of these manipulator arms.			
Description	Several small refinements to the manipulator arms of these units, such as reconfigured joints, use of higher tensile strength metals in construction, and a software upgrade, add up to a substantial improvement in the production and repair rates of these units.			
Result	Improves the productivity of ConVecs, Earthworkers, Robo-Dozers, Repair Vehicles, and Garage by 25 percent. (Improves structure kit deployment, Tube and Wall construction, repair, and bulldozing times.)			
Blight-Resistant Isotopes	Health Maintenance ⁸	2000	14	Adv
Teaser	During a recent evacuation, a minor accident at a Tokamak revealed a potential method of dealing with the Blight. Destabilized by an earthquake, the Tokamak exploded and released an unusual waste product—an isotope that seemed to retard the growth of the Blight!			
Description	We have isolated the particular isotope that affects the Blight. Unfortunately, the isotope has a short half-life, and is difficult to produce in large quantities. However, we have modified the Earthworker to build temporary barriers against the Blight. These barriers will not permanently destroy the microbe, but may buy us extra time for evacuations.			
Result	Allows deployment of Microbe Walls by the Earthworker.			
Dual-Turret Weapons Systems	Reinforced Vehicle Construction ⁹	4000	18	Adv
Teaser	One of our research Scientists has proposed doubling the rate of fire of our combat units by installing a dual weapons turret. This may be just the decisive advantage we need to end this destructive conflict.			
Description	The dual-turret weapons systems are capable of twice the effective rate-of-fire of their single-turret predecessors, but duplicate only 70% of the components, sharing certain support systems. Due to their size, they can only be mounted on the Tiger heavy combat chassis, a tracked vehicle based on the Earthworker and Robo-Dozer designs.			
Result	Allows production of Tigers at the Vehicle Factory.			
Efficiency Engineering	Consumerism ¹⁰	4000	16	Std

⁷ Robot-Assist Mechanic is available in Mission Five.

⁸ Health Maintenance is available in Mission Three

⁹ Reinforced Vehicle Construction is available in Mission Five.

Teaser	All of our factories use a similar assembly-line method of production. Some of our factory workers, reading through the databases of industrial engineering techniques from Earth, have proposed a study of our factories, to look for possible increases in manufacturing efficiency.			
Description	Using time-and-motion analysis of the various production facilities, our researchers developed several new tools and techniques that reduced the production time of all products.			
Result	Reduces production time at Structure Factory, Vehicle Factory, Consumer Goods Factory, and Spaceport 25%.			
Electromagnetic Pulsing	None	1600	10	Adv
Teaser	Since the early development of atomic weaponry, scientists have known about the disruptive effect of the electromagnetic pulse (EMP) on electronic circuitry. Our scientists believe they can use this knowledge to produce a defensive weapons system.			
Description	Electromagnetic pulse (EMP) grenades, fired from Guard Posts or combat chassis, produce a disruption in the power distribution circuitry of all vehicles or structures in range. This will briefly render the target inoperable.			
Result	Makes the EMP weapon available.			
Enhanced Defensive Fortifications	None	1600	12	Std
Teaser	With tensions increasing between the two colonies, we must make our defenses as strong as possible, especially as we begin development of our starship.			
Description	The armor applied to our Guard Posts is now equal to that protecting our most vital structures.			
Result	Upgrades armor of Guard Posts to Heavy.			
Expanded Housing	Environmental Psychology ¹¹	1600	10	Std
Teaser	As our population has grown, so has the number of Residence structures we need to house our people, making the colony more difficult to manage. A larger Residence facility, serving more colonists, would reduce some of our administrative problems.			
Description	The new Advanced Residence structure provides our colonists with larger, more spacious quarters, yet reduces administrative and maintenance difficulties and has only a slightly higher cost.			
Result	Allows production of Advanced Residence structure kits at the Structure Factory.			
Explosive Charges	None	325	4	Std
Teaser	A simple and inexpensive weapons system could be developed by placing high explosive charges into a weapons turret. Although the vehicle would be destroyed by the detonation, the size of the charge could quickly incapacitate several enemy units at once.			
Description	The Starflare turret is a large trinitrotoluene (TNT) bomb, which may be placed on the Lynx or Panther combat chassis, or installed into a Guard Post. This high-explosive will damage all units within range.			
Result	Makes the Starflare weapon available.			
Fueling Systems	Ion Drive Module	3500	18	Adv
Teaser	Portions of a severely-damaged spacecraft were among the wreckage found at the 'Conestoga' crash site. The ship was known to have carried an emergency refueling unit, designed to scoop hydrogen from the atmosphere of gas giants similar to Jupiter. Should New Terra have been found to be uninhabitable, this 'Fuel Shark' would have been able to refuel the 'Conestoga' for travel to another star.			
Description	The Fueling Systems consist of storage tanks for liquid mercury, used to fuel the Ion Drive, and the Fuel Shark, an autonomous ramscoop vehicle that dives into the outer layers of the planet's atmosphere to gather hydrogen fuel for the Fusion Drive. The Fuel Shark will substantially reduce the number of launches necessary to prepare the starship for flight.			
Result	Allows production of the Fueling Systems at the Spaceport.			
Fusion Drive Module	Ion Drive Module	3500	18	Adv
Teaser	Some of the wreckage recovered from the starship crash site appears to be part of a fusion motor propulsion system. Further examination of the wreckage will allow us to rebuild such a system.			
Description	Our fusion propulsion system plans are complete. The Fusion Drive Module contains both the fusion motor, used for high-acceleration in-system maneuvering, and the tanks which store the hydrogen fuel used in this motor. Once we have reached interstellar space, this fusion motor will convert into a fusion reactor that will provide power to the Ion Drive.			
Result	Allows production of the Fusion Drive Module at the Spaceport.			

¹⁰ Consumerism is available in Mission Five.

¹¹ Environmental Psychology is available in Mission Three.

Heat Mining	Geothermal Power ¹²	1600	10	Std
Teaser	Our Geothermal Plants rely on the molten salts and gasses found in fumaroles to generate power. Heat Mining, or Hot Dry Rock geothermal power generation, may allow us to place Geothermal Plants in places without fumaroles by injecting cold water into deep bore wells, then capturing the steam produced when the water reaches the hot rocks in the New Terran surface.			
Description	Our Heat Mining project has met with limited success. We have not been able to develop a viable geothermal plant that can be deployed away from fumaroles, but by injecting cold water into the fumarole, we have been able to increase the output of our Geothermal plants.			
Result	Geothermal Plant Power output increased to 650.			
High-Energy Ray-Composite Projector	Meteor-Watch Observatory	4000	18	Std
Teaser	Some very ambitious high-energy physicists have submitted a proposal for an energy weapon. Their theory combines both microwave and laser projection with a particle beam projector.			
Description	The High-Energy Ray-Composite (HERC) Projector is now functional. Although the equipment needed to produce this energy/particle beam is far too massive for use in a weapons turret, it is ideal for use as a meteor defense. Using the tracking capabilities of the Observatory, the HERC beam can destroy even the largest meteors with a single shot — if it hits its target.			
Result	Allows production of Meteor Defense structure kits at the Structure Factory.			
Hot-Cracking Column Efficiency	None	1400	14	Std
Teaser	Smelters and GORFs are dependent on hot cracking columns to separate the Metal content of Ores or rubble. This equipment has a very high Power demand. We believe that we may be able to apply our high-temperature superconductive material to some elements of this system and reduce the Power demand.			
Description	The Power requirement of the Common Ore Smelter and Rare Ore Smelter, and GORF have been reduced.			
Result	Reduces the Power requirement of the Common Ore Smelter, Rare Ore Smelter, and GORF to 40.			
Increased Capacitance Circuitry	None	1800	10	Adv
Teaser	As our experience in using Rare Metals grows, we find new applications for these materials. Our boptronics engineers believe they can refine the design of the dielectric insulators used in some of our high-voltage capacitors to improve their efficiency.			
Description	The new design of the dielectric insulator has increased the capacitance of the capacitors used in the Rail Gun weapon systems. The higher discharge increases the acceleration of the projectile by 20%. In addition, our researchers are brainstorming another possible use for this technology, and will soon submit a new project proposal.			
Result	Increases Rail Gun concussion damage to 100 and penetration damage to 50.			
Ion Drive Module	Skydock	3500	18	Adv
Teaser	While the main drive of the 'Conestoga' was a less capable fusion drive, it appears that an improved ion propulsion system was developed shortly before launch and used in some thruster systems. The remains of one of these thrusters has been recovered from the 'Conestoga' crash site. Reverse-engineering this thruster will be a substantial step in developing our evacuation starship.			
Description	The ion motor used in the 'Conestoga' was a low-thrust/long-duration system activated once the ship reached interstellar space. The Ion Drive Module contains this interstellar drive as well as supplemental ion and chemical guidance thrusters to be attached to the starship.			
Result	Allows production of the Ion Drive Module at the Spaceport.			
Magma Refining	None	3200	16	Adv
Teaser	Initial observations of the magma vents that have begun to appear on the New Terran surface indicate that the magma is rich in Rare Metals. If we could develop a method of safely using this magma, it would greatly increase our supply of this resource.			
Description	Using the same basic configuration as our Mines, we have created a process of extracting and cooling magma from magma vents. The product of this process is a steady supply of Rare Ores, with a constant yield of 100 units of Rare Metals.			
Result	Allows Robo-Miners to deploy as Magma Wells. Increases Robo-Miner production cost to 800 Common Metals.			

¹² Geothermal Power is available in Mission Five.

Meteorology	None	1600	10	Std
Teaser	Although there have always been electrical discharges in the New Terran atmosphere, the atmosphere's low pressure caused these discharges to be manifested as sudden glows, rather than lightning strikes as on Earth. Now, with the thickening of the atmosphere, dangerous lightning is becoming more of a danger. We need to study these strikes so that we can predict their occurrence and take precautions.			
Description	We now understand the atmospheric conditions that lead to filamentous, or arc, lightning discharges in the New Terran atmosphere, and can predict their occurrence. On Earth, collisions between water particles of varying sizes caused the build-up of an electrical charge in the atmosphere. Negatively-charged particles in storm clouds were attracted to the positively-charged ground. The process is similar on New Terra, except that instead of water particles colliding, we have dust particles colliding.			
Result	Gives early warning of electrical storms.			
Meteor-Watch Observatory	None	1800	12	Std
Teaser	After the recent meteorite impacts, our observations have found that more are to come. New Terra is entering a field of debris, probably caused by the collision of two asteroids. We need a way to track this debris so we can have some advance warning of meteorite impacts.			
Description	Deployment of the Observatory structure will allow us at least a minimal amount of warning of meteorite impacts in the area of our colony. The Observatory incorporates a wide-field optical telescope with a sophisticated tracking system to allow us to project the path of incoming meteors.			
Result	Allows production of Observatory structure kits at the Structure Factory.			
Multitainment Console Upgrade	Leisure Studies ¹³	1200	8	Std
Teaser	The demands on our Recreation Facilities have grown even as our colony has grown. This project hopes to ease the situation by improving the multitainment consoles so many of our Colonists use during their off-duty hours.			
Description	Our improved Multitainment Consoles are smaller and less expensive, while maintaining their high performance level. The number of units included in the Recreation Facility design has been increased, allowing the facility to serve more colonists.			
Result	Increases Recreation Facility capacity to 60 Colonists.			
Rare Ore Extraction	None	4000	18	Adv
Teaser	Our Rare Ore mining facilities have had only moderate success at finding the best methods of extracting higher grades of Rare Ore. Several proposals have been put forward to improve our efficiency.			
Description	Our project has met with limited success. We have developed two new processes that determine the Rare Metal content of certain gangue materials, such as quartz, and eliminate specimens containing only trace amounts of Metal.			
Result	Increases Rare Ore Mine yield.			
Reinforced Panther Construction	Reinforced Vehicle Construction ¹⁴	1600	12	Adv
Teaser	The composite alloy developed in our Reinforced Vehicle Construction project may be beneficial for our Panther combat chassis as well.			
Description	A redesign of the Panther using a new composite alloy has increased the durability of this combat chassis.			
Result	Increases Panther Hit Points to 700. Changes production cost of Panther to 300 Common Metals and 150 Rare Metals.			
Scout-class Drive Train Refit	None	1500	12	Std
Teaser	The Scout, and some similar vehicles, use the G-75 drive train. We have discovered a design flaw in the G-75 that impairs its efficiency. This project would redesign the G-75 to make it more effective.			
Description	The G-75 drive train used in these three vehicles has been replaced by the G-80 model, which improved vehicle speed through a more efficient transfer of energy from the power plant to the wheels.			
Result	Increases speeds of the Scout, Robo-Surveyor, and Lynx light combat chassis.			
Severe Atmospheric Disturbances	Meteorology	1600	10	Std
Teaser	The vortexes we have been experiencing are a new phenomenon on New Terra; we must study these severe storms to determine how they are caused and how to predict them.			
Description	The vortexes start in a manner similar to the 'dust-devils' common on Earth and Mars. Ground-level air, heated by sunlight, rises. Cooler air rushes into the area that the warmer air has left, but from there, the spinning column of air is enhanced and focused by a yet-unknown process which may be electromagnetic in nature. While our understanding is limited, we can now forecast conditions that will lead to their formation, and have developed technologies for early detection.			
Result	Gives early warning of vortexes.			

¹³ Leisure Studies is available in Mission Five.

¹⁴ Reinforced Vehicle Construction is available in Mission Five.

Skydock	None	3500	18	Adv
Teaser	We must begin construction of an evacuation starship as soon as possible. The first step is an orbital station from which we can start deploying components of the ship.			
Description	Our Skydock will function as an orbital command post. In addition to docking facilities for our launch vehicles ferrying components and technicians, it serves as a command and control facility for construction of our evacuation starship.			
Result	Allows production of the Skydock at the Spaceport.			
Smelter Postprocessing	Recycler Postprocessing ¹⁵	4000	18	Adv
Teaser	The chemical postprocessing technique we developed for improving metals reclamation at the GORF may be adaptable for use at our Common Ore and Rare Ore Smelters.			
Description	We have successfully adapted the chemical postprocessing treatment used at the GORF to improve the yield of our Smelters.			
Result	Increases Common Ore Smelter and Rare Ore Smelter production.			

¹⁵ Recycler Postprocessing is available in Mission Five.

Mission Nine

Mission Briefing

Commander:

Our starship development is progressing but we are missing some key components.

Patrol units have located another debris field from the *Conestoga* that may yield the information we need.

A convoy will attempt to recover the wreckage we need. Use the Scouts to scan the wreckage site for any pieces that are not already identified. When they are marked, move a Cargo Truck to the location to load the wreckage. Bring the loaded Cargo Trucks back to the convoy's starting point.

Plymouth appears to be preparing their own starship and their raid on our colony shows how unbalanced they have become. They will be in the vicinity as well and may show hostile intent.

Based on observations in the recent raid on our base Plymouth seems to have developed several new units and weapons capabilities. Respond accordingly but remember that recovering the wreckage is our primary objective.

See the Specific Objectives list for additional information.

The Map



• Figure 9. Terrain map for Eden Mission 9. This is a 128 x 128 map.

Easy Level

Mission Objectives

You must pick up four pieces of wreckage from the *Conestoga*. The pieces are located at **124,68**, **115,11**, **78,55**, and **104,99**. Once acquired, they must be returned to the convoy's starting location.

Tips from the Test Labs

While this mission looks a lot like mission six, the best strategy for this one is to systematically hunt down and kill the Plymouth units, Guard Towers, and anything else you run across before you start picking up the wreckage. Use your four Tiger tanks as the spearhead of your attack. After eliminating all of the Plymouth defenders, separate your units into 2 groups, and assign each group 2 pieces of wreckage. Try to pick up the last two pieces at the same time. This will cause more Plymouth units to come out to attack you, and it is best if they are not looking for stragglers they can easily pick off. Use your all your remaining combat units to crush Plymouth's reinforcements before they approach your Cargo Trucks.

Normal Level

Mission Objectives

You must pick up four pieces of wreckage from the *Conestoga*. Once acquired, they must be returned to the convoy's starting location.

Each piece is randomly placed in one of several possible locations.

Piece	Possible Locations					
I	22,104	23,111	28,79	31,38	28,37	
II	115,20	112,16	114,9	106,9	89,7	
III	86,121	85,110	86,99	80,79	78,55	94,73
	113,37	125,22	104,99	59,84	60,65	71,47
IV	115,62	124,68	127,92	119,86	122,53	

• Table 1. Locations of wreckage pieces in Plymouth Mission 9, Normal level.

Tips from the Test Labs

Wait until you have discovered all four pieces before picking them up. Then get them almost all at the same time.

You can go in from either the northeast or the southwest. The northeast is a little easier at first but a volcanic eruption will eventually cut off your path. You will also be very close to Eden's reinforcements, which enter from the east. Going in through the southwest gives you several Factories and Guard Posts to destroy, as well as several vehicles waiting for you but has no danger from the lava.

If you completed EMP research in Mission Eight, use your EMP units to disable the ESG Guard Posts, then pummel them with Rail Guns. If an ESG shoots you **stop moving immediately** and return fire. If you continue moving through the mines, you will get hit by each one you drive across. If you sit still you can return fire and only get hit by one at a time, and the ESG has a long reload rate.

Once you pick up all the pieces an angry convoy will come in to attack your Cargo Trucks but you will also get reinforcements at the starting location. Be ready for the attack.

Hard Level

Mission Objectives

You must pick up four pieces of wreckage from the *Conestoga*. Once acquired, they must be returned to the convoy's starting location.

Each piece is randomly placed in one of several possible locations.

Piece	Possible Locations					
I	22,104	23,111	28,79	31,38	28,37	
II	115,20	112,16	114,9	106,9	89,7	
III	86,121	85,110	86,99	80,79	78,55	94,73
	113,37	125,22	104,99	59,84	60,65	71,47
IV	115,62	124,68	127,92	119,86	122,53	

• Table 2. Locations of wreckage pieces in Plymouth Mission 9, Normal level.

Tips from the Test Labs

The tactics here are the same as for the Normal level, however, this mission is now at night and the enemy has quite a few more units. They will also have a larger reinforce-

ment wave and when you pick up the last piece they will have a much larger assault wave on your Cargo Trucks. Beware of the lava flow and any storms in the area.

When fighting against EMP units spread your units out with the Scatter command to avoid having multiple units disabled with one hit. When fighting the RPG units keep your units together for the maximum firepower.

Research

There is no research available in this Unit Mission.

Mission Ten

Mission Briefing

Commander:

The Blight continues to consume New Terra. Our focus has been on building our starship and we must continue our efforts to complete it.

The natural disasters and meteor showers are increasing their intensity as well. New Terra is dying violently. Several new technologies may offer us some degree of protection from these events.

Our scientists have also developed plans for a reusable launch vehicle (RLV). This vehicle will have a higher initial expense but its reusability will be more efficient as we complete our new starship.

Unfortunately, our starship development has suffered a setback in schedule. Recently a small convoy of Plymouth units invaded our base and kidnapped several scientists who were working on our project.

This foolish and desperate action has also ended our negotiations to peacefully acquire the Gene Bank from Plymouth. The Senate has unanimously approved preparations for a counterstrike to invade Plymouth and acquire the Gene Bank.

To help build the invasion force our scientists have proposed several new weapons. We may need to research these items to help ensure our success.

Soon we will rescue the Gene Bank, finish our starship, and leave this infected world.

The Specific Objectives list generated by our Savant computers will show what we must do to stay on schedule.

The Map



• Figure 10. Terrain map for Eden Mission 10. This is a 128 x 128 map.

Easy Level

Mission Objectives

- 86) You must have a minimum population of 70 Children, 41 Workers, and 37 Scientists.
- 87) You must research these topics, if not previously researched: Magma Refining, Expanded Housing, Increased Capacitance Circuitry, Meteor-Watch Observatory, High-Energy Ray Composite Projector*. You must also research Improved Launch Vehicle and Artificial Lightning*.
- 88) You must build an Observatory* and a Meteor Defense*.
- 89) You must build and launch these starship components: Command Module, Habitat Ring, Orbital Package.
- 90) You must have at least 8000 units of Common Metals, 4000 units of Food, and 5000 units of Rare Metals in storage.
- 91) You must have enough Evacuation Transports for your population.
- 92) You must have at least six Lynx, five Panthers, four Tigers, and two Scouts.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

Start eight Cargo Trucks on an ore-hauling route from the Mine in the northeast corner of your base to the Common Ore Smelter. Put two Cargo Trucks on the ore-hauling route between the Rare Ore Mine located above the northwest corner of your base and your Rare Ore Smelter.

Build a strong defensive force immediately. You will face attacks from the south and the west, with up to 14 units in each attack. Research Artificial Lightning as soon as possible so you can build your most effective weapon, Thor's Hammer. Also research Extended-Range Projectile Launcher, Grenade Loading Mechanism and Advanced Armoring Systems to improve your combat units. A good defensive force for each border might consist of three or four Acid Cloud Lynx, three or four EMP Lynx, four Rail Gun Lynx and four Thor's Hammer Lynx. Remember that EMPs are ineffective against Scorpions, so keep them out of the way.

Build two Advanced Residences and two Agridomes immediately, and a Recreation Facility and a GORF right after that. This will boost Morale. Build a second Common Ore Smelter next to the Mine in the northeast. You will need to demolish the Agridome to make enough space, so make sure you have adequate Food production facilities first.

Build a Rare Ore Mine or a Magma Well just below the center southern Guard Post. Build a second Rare Ore Smelter just above the Mine. Research Magma Purity Control to boost the yield of your Magma Well to 150.

There should be no topics left to research in the Standard Lab, so Idle it and build a second Advanced Lab to speed up your research. You have plenty of Workers so train several batches of Scientists, ten at a time.

Watch out for the storms and vortexes. If you leave your units where they can be hit it could get very costly.

For the Space Program, research Improved Launch Vehicle and build your RLV before any of the starship components.

Normal Level

Mission Objectives

- 93) You must have a minimum population of 70 Children, 41 Workers, and 37 Scientists.
- 94) You must research these topics, if not previously researched: Expanded Housing, Meteor-Watch Observatory, High-Energy Ray Composite Projector*. You must also research Improved Launch Vehicle and Artificial Lightning.
- 95) You must build an Observatory* and a Meteor Defense*.
- 96) You must build and launch at least three starship components.
- 97) You must have at least 10000 units of Common Metals, 4000 units of Food, and 7500 units of Rare Metals in storage.
- 98) You must have enough Evacuation Transports for your population.
- 99) You must have at least eight Lynx, seven Panthers, and six Tigers.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

Build a Magma Well at the location directly south of your base. Once you are able, build new Smelters much closer to your Mines. Keeping your old Common Ore Smelter active and have both running to the same Mine, you will need the Metals. Once you have the resources, build an RLV. The Plymouth attacks on this level are pretty fierce so you should

research Artificial Lightning and build an army of Thor's Hammer units. It will also be important to defend your Tokamaks, they will be a primary target of many of the attacks.

Hard Level

Mission Objectives

- 100) You must have a minimum population of 70 Children, 41 Workers, and 37 Scientists.
- 101) You must research these topics, if not previously researched: Expanded Housing.
You must also research Improved Launch Vehicle and Artificial Lightning.
- 102) You must build an Observatory and a Meteor Defense.
- 103) You must build and launch at least three starship components.
- 104) You must have at least 10000 units of Common Metals, 4000 units of Food, and 8000 units of Rare Metals in storage.
- 105) You must have enough Evacuation Transports for your population.
- 106) You must have at least eight Lynx, seven Panthers, and six Tigers.

Tips from the Test Labs

Magma Wells, GeoCons, and Acid Clouds are the key elements here. Many, many Arachnids come in and the Acid Cloud is one of the best weapons against it.

Also very important is Thor's Hammer. The Thor's Hammer Tiger is Eden's most devastating weapon but it requires a fair amount of Rare Ore to build.

Build Tubes out to your Geothermal Plants and put Thor's Hammer Guard Posts up to help defend them.

Build the Meteor Defense and Observatory early in the mission and put them near your Spaceport. While they will not knock down every meteor, they will stop enough to make them very worthwhile.

Small wall segments will help funnel the assault from the north down into an area where you should have Acid Cloud and Thor's Hammer Guard Posts hooked up through Tubes.

Also very effective against Spiders and Scorpions are Laser Tigers. They are the least expensive Tiger to build but they fire very rapidly and can destroy an entire column of Arachnids very quickly while taking minimal damage.

Research

Topic	Predecessor	Cost	Sci	Lab
Advanced Armoring Systems	None	3200	18	Adv
Teaser	The technologies developed by our space program have some spinoff applications on New Terra. One of these is an improvement to the armor systems we use on some of our vehicles.			
Description	Materials research done as part of our space program has resulted in an alloy well suited for use in combat vehicle armor.			
Result	Upgrades Lynx armor to Medium and Panther armor to Heavy.			
Artificial Lightning	Increased Capacitance Circuitry ¹⁶	4000	18	Adv

¹⁶ Increased Capacitance Circuitry is available in Mission Eight.

Teaser	A new weapons system proposal has been submitted by our research staff. Using the dielectric insulator produced by our Increased Capacitance Circuitry project, a rapid discharge of a bank of capacitors could create an artificial lightning strike of massive power. The difficulty is in targeting the strike to strike enemy units, rather than a random discharge.				
Description	Our artificial lightning weapon, dubbed Thor's Hammer, is the most powerful weapon we have ever developed. This targeted lightning strike is capable of destroying small enemy units with a single shot!				
Result	Makes the Thor's Hammer weapon available.				
Command Module	None	3500	18	Adv	
Teaser	Wreckage from the second 'Conestoga' crash site included a remarkably intact section of the ship's command deck. This will speed our development of the command and control systems of the ship.				
Description	Several dozen Savant computer systems, working in parallel, make up the core of the Command Module. This is the most sophisticated computer system we have ever devised, capable of guidance control, power direction, and self-maintenance, without human intervention, for decades.				
Result	Allows production of the Command Module at the Spaceport.				
Extended-Range Projectile Launcher	Acid Weaponry Electromagnetic Pulsing ¹⁷	4000	18	Adv	
Teaser	Our after-action equipment performance reports show a weakness in the launch mechanism used in our EMP and Acid Cloud weapons turrets. Though this weakness does not cause an equipment failure, our engineers would like to revisit the design of this launcher.				
Description	The redesigned launch mechanism used in both of these weapons has lengthened the maximum range of these weapons.				
Result	Increases weapon ranges of the EMP and Acid Cloud to 7.				
Grenade Loading Mechanism	Extended-Range Projectile Launcher	3600	18	Adv	
Teaser	Tests of the reloading mechanism in our grenade launching weapons, the EMP and Corrosive Acid have revealed some potential areas of improvement.				
Description	The hydraulic grenade loading mechanism used in some of our weapons turrets had been designed to handle ammunition that was much less shock-resistant than those we currently have in use. Increasing the 'rattle' tolerances of the system allows for a faster loading system.				
Result	Improves the rate of fire for EMP and Acid Cloud weapons.				
Habitat Ring	None	3500	18	Adv	
Teaser	Two of the recovered fragments of the 'Conestoga' are from the hull of the habitat ring. They contain large superconductive magnetic coils, which appear to be a kind of radiation shielding system.				
Description	Before and after our interstellar flight, our colonists will live in the Habitat Ring. These temporary quarters are shielded from radiation and small particle collisions by a magnetic field generated by superconductive coils built into the hull.				
Result	Allows production of the Habitat Ring at the Spaceport.				
Improved Launch Vehicle	None	6000	18	Adv	
Teaser	Our SULVs lack cargo sufficient capacity for some of the resource cargo modules we will need to launch in the final stage of the evacuation of New Terra. In addition, they are proving quite expensive on a per launch basis. Our aeronautical experts have proposed a new launch vehicle to address both of these issues.				
Description	The RLV program solves both of the design issues caused by our original SULV. The cargo capacity of the RLV is 40% larger than that of the SULV, allowing it to carry the largest starship modules we develop. And, though a single RLV is much more costly than a single SULV, on a per-launch basis, the RLV is significantly less expensive.				
Result	Allows production of the Reusable Launch Vehicle (RLV) at the Spaceport.				
Magma Purity Control	Magma Refining ¹⁸	4500	18	Adv	
Teaser	Although magma contains all of the elements we classify as Rare Metals, it also contains several other elements which are essentially waste materials. We may be able filter out some of these additional materials in our molten magma flow.				
Description	Our Magma Purity Control technique removes several waste materials from the magma before cooling it for transport to the Rare Ore Smelter.				
Result	Increases Rare Ore Yield of Magma Wells to 150 units of Rare Metals.				
Orbital Package	None	3500	18	Adv	
Teaser	Upon arrival at our new home, we want to deploy a series of satellites and probes that will provide data about the planet and support colony operations.				
Description	This group of satellites and probes, to be deployed upon reaching our destination planet, includes EDWARD, a communications satellite, a solar power satellite, orbital observers, and several types of atmospheric and geologic probes.				
Result	Allows production of the Orbital Package at the Spaceport.				

¹⁷ Acid Weaponry and Electromagnetic Pulsing are available in Mission Eight.

¹⁸ Magma Refining is available in Mission Eight.

Sensor Package	None	3500	18	Adv
Teaser	A portion of the 'Conestoga's sensor suite was among the debris retrieved from the second crash site. This appears to have been part of the telemetry system used to monitor the deep-space probes sent out to locate a suitable destination. We believe we can use this as the basis for a similar system.			
Description	Before we can depart the New Terra system, we must have a destination. Our Sensor Package includes a Nanoprobe launcher, capable of sending thousands of microbe-sized probes toward potentially habitable planets, and a sensor/telemetry system which will evaluate the reports sent back by the Nanoprobes.			
Result	Allows production of the Sensor Package at the Spaceport.			
Solar Power	None	3200	18	Adv
Teaser	The technology behind solar power has been available for quite some time, the size of the solar collector panels needed to generate a significant amount of power has always been judged prohibitive, especially since our periodic evacuations began. However, with the redevelopment of a space program, it is possible to build a solar collector satellite which beams the energy it collects to a ground-based receiver.			
Description	The solar power system, comprised of a collector satellite and ground-based receiver, is an inexpensive alternative energy source. The satellite, once in orbit, can be retargeted at a new ground location after an evacuation, and the receivers are much less volatile than our Tokamak fusion reactors.			
Result	Allows production of the Solar Power Array at the Structure Factory and the Solar Power Satellite at the Spaceport.			
Stasis Systems	Health Maintenance ¹⁹ Habitat Ring	3500	18	Adv
Teaser	The cold-sleep system used in the 'Conestoga' successfully slowed the metabolic rate of the colonists traveling from Earth to New Terra, but at the cost of shortening their lives once they had arrived. Fortunately, our medical technology has advanced significantly since our arrival, and we believe we now have a method of inducing true suspended animation without the same loss of longevity.			
Description	The Stasis Systems contain suspended animation chambers for 200 colonists. This module, like the Habitat Ring, is equipped with our superconductive magnetic coil radiation shield system.			
Result	Allows production of the Stasis Systems at the Spaceport.			

¹⁹ Health Maintenance is available in Mission Three.

Mission Eleven

Mission Briefing

Commander:

Our counterstrike on Plymouth is ready. The primary objective is to capture the Gene Bank.

We have information that leads us to believe it is being stored at one of Plymouth's Advanced Labs. Move the Scout to the side of each Advanced Lab and give it time to scan the structure until the Gene Bank is located.

Once the Gene Bank is found escort the specially modified Cargo Truck to the Lab. Park it on the side of the Lab to load the Gene Bank. When the Truck is loaded return it to the convoy's starting location.

The Senate has reached a decision about the rescue of the hostages as well. Some Senate members suggested that our limited resources would be wasted on trying to rescue them and that they should be left in place as valuable sources of information about what Plymouth is doing.

But after testimony of some of our top scientists it was decided that we must bring them back to finish some key components of our own starship.

After identifying their location with a Scout, send in the specially modified Evacuation Transport to pick them up by parking it at the side of the Lab. Then return them to the convoy's starting location.

Our kidnapped citizens have given us some other disturbing information. Plymouth has been working on their launch capability and modifying their SULV. But it appears they have put very little recent effort into finishing their starship.

Instead of finishing their own starship Plymouth may try to take ours. Since our Skydock has minimal defensive capabilities we must stop Plymouth's launch capability.

In addition to procuring the Gene Bank and rescuing the scientists the convoy must quickly destroy Plymouth's Spaceport and all of the Advanced Labs before they can launch their raid on our Skydock.

Plymouth refuses to negotiate. We have no choice.

Check the Specific Objectives list for more details.

The Map



• Figure 11. Terrain map for Eden Mission 11. This is a 128 x 128 map.

Easy Level

Mission Objectives

- 107) You must rescue the Scientists and capture the Gene Bank. Once acquired, they must be returned to the convoy's starting location.
- 108) You must destroy all Advanced Labs and the Spaceport.

Tips from the Test Labs

Start at the Southwestern entrance to the Plymouth colony and go through it leaving nothing but rubble behind.

Use your EMP's and Thor's Hammers to quickly reduce Guard Towers. Keep your combat units grouped together with your Scouts, Cargo Truck and Evacuation Transport bringing up the rear. Put your Tigers in the front of your attack as they are the slowest and therefore set the pace. They also pack the biggest punch, and there is little that can stand up to a Thor's Hammer Tiger!

Make sure to Scout the Advanced Labs and retrieve the Gene Bank and Scientists before you blow them up!

Normal Level

Mission Objectives

109) You must rescue the Scientists and capture the Gene Bank. Once acquired, they must be returned to the convoy's starting location.

110) You must destroy all Advanced Labs and the Spaceport.

Tips from the Test Labs

Enter the base via the entrance in the southwest corner of the map. The best strategy is to disable all of the Plymouth Vehicle Factories so that they can not manufacture more combat units. You can accomplish this in a couple of ways. You can Disable all Command Centers, thus disabling all other Plymouth structures. You can destroy all Power generation facilities. You can also try destroy the Vehicle Factories themselves. Once the Vehicle Factories are out of the way, the mission becomes a lot easier

Be careful of the EMPs and Spiders. Taking out the Arachnid Factories will help prevent losing your units to EMP/Spider attacks.

If you drop below a certain number of units, reinforcements will arrive. They also show up when you pick up the Gene Bank and Scientists. Any remaining enemy units will attack you at that point, so be ready to defend yourself.

Hard Level

Mission Objectives

111) You must rescue the Scientists and capture the Gene Bank. Once acquired, they must be returned to the convoy's starting location.

112) You must destroy all Advanced Labs and the Spaceport.

Tips from the Test Labs

Enter Plymouth from the southwest. Use Thor's Hammer to take out the structures along the ridge, especially the Command Center and Vehicle Factory.

Watch out for vortexes in the desert and storms going across the map. Either of those can destroy your Cargo Trucks or Evacuation Transport, ending the mission.

Move carefully and slowly and pick off as many of the Factories and Guard Posts as you can without taking damage.

When you have picked up the Gene Bank and Scientists, all remaining enemy units will charge after those vehicles. Be ready, or even better, take out as many of them as you can before you pick up the last item.

Dropping below a certain number of units will bring in reinforcements that will head to your starting convoy location.

Research

There is no research available in this Unit Mission.

Mission Twelve

Mission Briefing

Commander:

With the Gene Bank secured, we must finish our starship and evacuate for the last time.

Word has leaked out that we may not have enough room for everyone on the starship and low morale is hampering our efforts. See what you can do to make the colonists happier and more productive for our final effort.

The scientists we rescued have brought information about the level of desperation at Plymouth. They are simply too far behind to finish a starship in time.

They may be ready to negotiate a treaty... or they may launch one last full-scale assault on our Spaceport.

Plymouth had recently begun to make some special modifications to their SULV's. Our rescue came before our scientists could gather information about these modifications.

Be ready for anything that happens. Plymouth will probably attack with everything they have left. If so, we must defend our colony long enough to collect the necessary resources for our long journey to a new world.

We don't know what to expect. Perhaps Plymouth will finally realize the gravity of their situation and begin to act rationally.

Quickly finish the items in the Specific Objectives list and evacuate the colony. Humanity lives or dies with your actions Commander.

Good luck.

The Map



• Figure 12. Terrain map for Eden Mission 12. This is a 128 x 64 map.

Easy Level

Mission Objectives

- 113) You must build and launch these starship components: Fueling Systems, Stasis Systems, Sensor Package, Phoenix Module.
- 114) You must launch 10000 units of Common Metals, 10000 units of Food, and 10000 units of Rare Metals to the starship.
- 115) You must evacuate Plymouth's Children* and 200 Colonists* to the starship.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

The challenge is to fend off increasingly difficult attacks from the north, northeast, east, and southwest while accumulating enough resources to complete the starship. Build 3 Agridomes immediately. If you have adequate Colonists, you can safely ignore most of the Morale issues for this mission, but you still need to generate a substantial food surplus to launch to the starship.

Start five Cargo Trucks on an ore-hauling route between the Mine to the northwest of your base and your Common Ore Smelter. Use the sixth Cargo Truck for a route between the Rare Ore Mine south of your base and your Rare Ore Smelter. After you have completed building your defenses, build three more Cargo Trucks and put them on the Rare Ore route. Forget defending the Mine in the northeast corner of the map—several attacks come through that small area. You will be able to generate more than enough Metals to build a great defense and complete your starship. Do not worry about conserving Metals until after you are assured of survival.

A good defensive strategy is to ring your base with Thor's Hammer Guard Towers, all connected to the base by Tubes. In addition to having more destructive power than a mobile Thor's Hammer, they cannot be captured and used against you if they are EMP'd. Build a Solar Power Array and Satellite to provide power safely inside your base where you can defend it, rather than defending the Geothermal Plant to the west. Build multiple Thor's Hammer Tigers to complete your defense.

Normal Level

Mission Objectives

- 116) You must research Magma Refining, if not previously researched.
- 117) You must build and launch these starship components: Fueling Systems, Stasis Systems, Sensor Package, Phoenix Module.
- 118) You must launch 10000 units of Common Metals, 10000 units of Food, and 10000 units of Rare Metals to the starship.
- 119) You must evacuate Plymouth's Children* and 200 Colonists* to the starship.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

This mission requires an incredible amount of Metals. Build a second Common Ore Smelter directly next to the high yield Mine north of your base. You will also need an armada of EMP and Thor's Hammer units to defend the perimeter of your base. Erect a Meteor Defense near your Spaceport. This structure will protect you from meteors and incoming EMP Missiles. If you do not have enough Colonists, build a Nursery. You will also need to place enough Agridomes on the map so that you can eventually meet the Food cargo requirement. Use the Garage to repair damaged Tigers; it costs much less Rare Metals than constructing new ones.

Also, build alternate power supplies. The initial Geothermal Plant is far too difficult to defend and will likely be lost.

Hard Level

Mission Objectives

- 120) You must launch 10000 units of Common Metals, 10000 units of Food, and 10000 units of Rare Metals to the starship.
- 121) You must evacuate Plymouth's Children* and 200 Colonists* to the starship.

Objectives marked with an asterisk (*) are added during the course of the mission as other objectives are achieved.

Tips from the Test Labs

This mission has the most massive assault from Plymouth in the game! Grouping Thor's Hammer Tigers together will pick off the combat units that come in, and smaller units can pick off the Arachnids.

This is a combination of all the mission elements you have learned so far. The attacks from Plymouth are nearly continuous. You will need to build GeoCons several times since the enemy will attack them to lower your power supply.

The Mine in the upper right will be a lost cause. So many units pour in from that area that you will not be able to defend it, so use the high yield Mine just west of your base.

One of the most effective strategies is to ring your base with Thor's Hammer Guard Posts connected to the base by Tubes. This configuration can often destroy a Lynx from close range in a single shot.

Acid Cloud Guard Posts are also very useful in areas where Arachnids enter. Set them up and order them to attack a location on the ground. They will fire continuously and the Arachnids will walk right into it.

Build a Meteor Defense close to your Spaceport. Plymouth will launch many EMP Missiles at your base and most of them will target the Spaceport. The Meteor Defense can not only knock down some meteors but it can also target incoming EMP missiles. The only drawback is the Power requirement. If you have a Power shortage Idle it first until your other structures get back online and you get a new Power source.

Build plenty of Agridomes to keep the food supply growing, even if your Morale gets to terrible (it will) and build them early to allow enough time to get up to the required amount of Food.

While all of the fighting is going on you will need to maintain and grow your population to at least 200 people and have massive quantities of Common and Rare Metals and Food in storage.

Get yourself situated with plenty of combat units to protect your base and then worry about the people and supplies.

Once you have all of the starship parts finished and deployed and you have loaded the supplies, the Children's Evacuation Transport will arrive.

You can begin to recycle structures at the GORF to continue to build weapons if necessary, but once the Children's Module is launched you need only to launch 200 Colonists to win the game.

Research

Topic	Predecessor	Cost	Sci	Lab
Heat Dissipation Systems	Artificial Lightning ²⁰	3600	18	Adv
Teaser	Some of our weapons systems generate high levels of heat when repeatedly fired in combat. These weapons require a cooling-off period before they can be fired again. This delay could be shortened by adding a heat dissipation system.			
Description	Our new weapons turret heat sinks allow these weapons to be fired more quickly. The heat sinks use dichlorodifluoromethane gas as a coolant to prevent weapon overheating.			
Result	Increases rate of fire of Laser, Rail Gun, and Thor's Hammer.			
Phoenix Module	None	3500	18	Adv
Teaser	Before we land our colonists on the new planet, we must send a lander to prepare the early stages of a colony. We have in our databases portions of the plans for the Seed Factory used on our arrival on New Terra, but they are incomplete and obsolescent.			
Description	When deployed, this self-contained lander transforms into several of the initial structures and vehicles needed to start a colony. These structures are all capable of operation without human presence, and will give our new home a head start.			
Result	Allows production of the Phoenix Module at the Spaceport.			
Precision Trajectory Projection Software	High-Energy Ray Composite Projector ²¹	2400	14	Std

²⁰ Artificial Lightning is available in Mission Ten.

²¹ High-Energy Ray-Composite Projector is available in Mission Ten.

Teaser	Our Meteor Defense is effective... when it can find the target. Field tests of the system show a significant possibility of inaccurate targeting coordinates generated by the Observatory tracking software.
Description	Revision of the meteor tracking software, using algorithms developed as part of the space program, has improved the trajectory projection software used at the Observatory. This will increase the probability of destroying incoming meteors before they reach our colony.
Result	Improves Observatory's meteor targeting system.