

COSMIC CREDITS



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THANKS TOO:

ALL THE PEOPLE WHO MADE IS14 POSSIBLE: THE
OTHER TEAMS WHO HELPED,
CLAUDE COMAIR, CHRISTOPHER ERHARDT,
HIP HOP LORDS OF ARABIA, DAN CONNORS,
PRESTON VANDERWEYST, MATT GROVE,
THE CREW OVER AT 7-11, KEY BANK,
THE DRAW ASCII EDITOR, MICROSOFT VISUAL C++
AND OUR LOVED ONES AND FRIENDS WHO MISS US.

INVADER'S GUIDE TO THE GALAXY

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INSTALL GUIDE

1) INSERT THE INVASION SQUAD INSTALL DISK INTO THE APPROPRIATE DRIVE.

2) DOUBLE-CLICK THE "SETUP.EXE" AND FOLLOW THE INSTRUCTIONS THAT FOLLOW

UNINSTALL

1) IN THE FOLDER WHERE YOU INSTALLED INVASION SQUAD, LOCATE THE UNINSTALL PROGRAM.

2) DOUBLE-CLICK IT AND FOLLOW THE INSTRUCTIONS.

RESEARCH:

BE SURE TO ASSIGN CREW TO RESEARCH, AND ASSIGN THEM JOBS IN THE "SCIENTIFIC RESEARCH STATION." AS YOU DISCOVER NEW TECHNOLOGY THE IMPROVEMENTS IT MAKES WILL DEFINITELY BE HELP AS YOU TAKE OVER FLEOPYON III.

CARGO BAY:

OVER TIME, YOU'LL DISCOVER ARTIFACTS, AND GAIN ADDITIONAL CREW MEMBERS. TO MANAGE THE SPACE THAT YOU HAVE, YOU'LL NEED TO USE THE CARGO BAY. YOU CAN VIEW ITEMS YOU HAVE, TRANSPORT MATERIALS, AND BURN EXCESS ITEMS.

LIBRARY:

IF YOU GET LOST, OR CONFUSED, YOUR BEST BET IS THE LIBRARY. WITH THE INTERGALACTANET, AND THE PERSONAL BIOS, THE LIBRARY IS A WEALTH OF INFORMATION. THE LIBRARY IS ALSO WHERE YOU END YOUR TURN.

GOOD LUCK!

NOW THAT YOU ARE FAMILIAR WITH THE TECHNIQUES OF MANAGING YOUR SHIP, YOU'RE ON YOUR WAY TO TAKING OVER FLEOPYON III!



6) KEEPING PEOPLE HAPPY:

IT'S IMPORTANT TO KEEP YOUR CREW HAPPY. OUT ON THE FRONTIER, A MUTINY IS ALWAYS POSSIBLE. A GOOD MERCENARY KNOWS HOW TO BALANCE RELAXATION TIME, WITH GOOD OLD FASHIONED HARD WORKING TIME. YOU CAN ASSIGN YOUR CREW JOBS, AND CHANGE THE WORK SCHEDULE FROM THE LIVING QUARTERS MENU. IF YOU'RE NOT SURE HOW THEY'RE FEELING, JUST HAVE COFFEE WITH EMERSON, HE'S ALWAYS WILLING TO TELL YOU HOW THE CREW IS FEELING. AS THE CREW'S HAPPINESS INCREASES, IN GENERAL THEIR PERFORMANCE INCREASES AS WELL. A HIGH PERFORMANCE RATING BOOSTS YOUR CREW'S NATURAL TALENT, WHILE AN OVERALL LOW PERFORMANCE RATING LOWS YOUR CREW'S ABILITIES. KEEP THIS IN MIND. WHEN ASSIGNING CREW JOBS, TRY TO GIVE THEM A JOB THAT SUITS THEIR NATURAL TALENT. IN OTHER WORDS, THE UBERFLECKS ARE GOOD AT MAINTENANCE, SO THEY SHOULD WORK IN ENGINEERING, WHILE THE MUDUDU ARE A WAR FARING RACE AND HAVE A MILITARY RATING, THEY SHOULD DEFEND THE MOTHERSHIP, OR WORK PROTECTING THE BUNKERS.

THE INVASION SQUAD STORY

YOU ARE UOO, THE MOST WELL KNOWN MERCENARY IN ALL OF THE COSMIC CONFEDERATION. BUT HOW DID YOU GET THERE? AND WHAT ARE YOU GOING TO DO NEXT? SOME MERCENARY YOU ARE, YOU DON'T EVEN KNOW WHERE YOU ARE OR WHAT YOU'RE DOING. WELL THAT'S WHAT THE "INVADER'S GUIDE TO THE GALAXY" IS FOR. READ UP, AND YOU'LL BE TAKING OVER PLANETS IN NO TIME:

CAROLLA HAS ALWAYS BEEN A CLOSE FRIEND OF UOO SINCE THEY WERE CHILDREN. AFTER A FAILED PYRAMID SCHEME VENTURE INVOLVING A FOG FREE WINDOW CLEANER, UOO AND CAROLLA BEGAN AN INTERPLANETARY DELIVERY SERVICE. SLOWLY THE LARGE INTERGALACTIC DELIVERY COMPANIES BEGAN THEIR SERVICE IN THE COSMIC CONFEDERATION, WHICH LOWERED THE PROFIT MARGIN OF THEIR COMPANY. JUST TO MAKE ENDS MEET, CAROLLA CAME UP WITH A PLAN TO BECOME COURIERS OF MORE DANGEROUS CARGO AND ILLEGALLY SMUGGLE GOODS FOR SEEDY SPACE MERCHANTS WHO NEEDED A QUICK RUN.

ONE YEAR AND 100 MISSIONS LATER, UOO AND CAROLLA BECAME WELL KNOWN THROUGHOUT THE COSMIC CONFEDERACY AND THEY BEGAN TO BE HIRED FOR MORE DANGEROUS JOBS INVOLVING THE "DIRTY WORK" OF RICH TYCOONS AND INTERGALACTIC CORPORATIONS. FROM THEN ON UOO AND CAROLLA HAVE RECRUITED WHAT THEY CONSIDER TO BE THE BEST CREW IN THE GALAXY TO HELP MAINTAIN THEIR SMALL INTERPLANETARY BARGE SHIP AND OVERSEE DIFFERENT TACTICAL OPERATIONS. EVENTUALLY AN INTERGALACTIC COMPANY KNOWN AS PHARMACON CORPORATION, THE MAKERS OF THE POPULAR INTERSPECIES INTERCOURSE DRUGS, HIRED THEM. THEY WERE HIRED TO JOIN A FLEET OF ELITE INVASION SQUADS, AND THEIR MISSION WAS TO INVADRE AND DESTROY A RIVAL CORPORATION CALLED THE THAILON CONGLOMERATE. THE THAILON CONGLOMERATE WAS A NETWORK OF 52 RESEARCH LAB STATIONS IN ORBIT IN THE THAILON BELT, AND PROOF WAS PRESENTED TO THE SURROUNDING GALACTIC GOVERNMENTS THAT THEY HAD STOLEN ALL OF PHARMACON'S MEDICAL RESEARCH. CAROLLA AND THE REST OF THE CREW WERE ONE OF THE 32 BEST MERCENARY SQUADS FROM THE COSMIC CONFEDERACY SENT TO DESTROY THE GIANT CORPORATION'S RESEARCH STATION IN THE THAILON BELT. THEY WERE GIVEN THE TITLE "INVASION SQUAD 14".



THE IS14 STORY (CONT.)

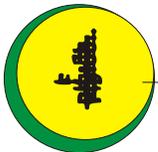
THE CORPORATE WAR WAS WELL INTO ITS THIRD MONTH AND THE CONGLOMERATES DEFENSE FORCES EVENLY MATCHED THE INVASION SQUADS. IT WAS DUBBED THE "IID WAR" BY THE SURROUNDING GALACTIC STAR GOVERNMENTS, AND NONE OF THEM INTERVENED BECAUSE OF THE INCRIMINATING PROOF. CAROLLA HAD AN IDEA ABOUT HOW TO MAXIMIZE PROFITS IN THE WAR. WITH PHARMACON BUSY DIRECTING THE INVASION SQUADS IN THE IID WAR, IT WASN'T PAYING MUCH ATTENTION BACK AT HOME, SO SHE DEVISED A PLAN TO GO BACK TO THE PHARMACON HEADQUARTERS AND STEAL AN ENTIRE SHIP FULL OF THE EXPENSIVE INTERSPECIES INTERCOURSE DRUGS, THEN SELL THEM IN THE UNDERGROUND MARKETS. HISTORY HAS PROVEN TIME AND TIME AGAIN THAT CAROLLA IS NEVER WRONG, AND "INVASION SQUAD 14" MADE OFF WITH OVER 10,000,000 COSMIC CREDITS WORTH OF IIDS. IT WAS AT THAT MOMENT THAT INVASION SQUAD 14 WENT ROUGE AND ABANDONED THE "IID WAR". THE OTHER 31 SQUADS EVENTUALLY WON IN THE WAR AGAINST THE CONGLOMERATE BUT WERE SO BATTERED AND BEATEN THAT THAT THEY DIDN'T MAKE ANY PROFITS AND WERE FORCED BACK A FEW YEARS TO THE POINT OF HAVING TO REBUILD THEIR SQUAD. CAROLLA AND THE REST OF THE CREW LAUGHED ALL THE WAY TO THE BANK AND CASHED IN ENOUGH COSMIC CREDITS TO BUY A SUPER MOTHERSHIP.

NOW THAT "IS14" IS THE LAST REMAINING INVASION SQUAD IN THE COSMIC CONFEDERATION (AND NOW BEST EQUIPPED), THEY HAVE RECEIVED MANY OFFERS FROM DESPERATE CORPORATIONS AND WORLDS WHO DESIRE THEIR EXPERTISE. ONE SUCH OFFER CAUGHT CAROLLA'S EYE:

FAMINE AND PLAGUE IS A WAY OF LIFE FOR THE POVOLNIAN RACE. ONLY A CENTURY AGO, THEIR CULTURE WAS A THRIVING UTOPIA THAT HAD EVOLVED OVER TENS OF THOUSANDS OF YEARS. THEIR SMALL PLANET WAS SLOWLY DRAINED OF ITS NATURAL RESOURCES, AND HAS NOW REACHED A CRITICAL STATE. AS A DIRECT RESULT, THE POVOLNIAN POPULATION IS DETERIORATING AT A HORRIFIC RATE.

5) THE GROUND WAR:

ONCE YOU'VE MAPPED OUT SOME AREA, YOU'LL NOTICE THE DIFFERENT SUB-SECTOR TYPES. THE PRIMITIVE ALIENS DO HAVE SOME DEFENSES, AND THEIR MILITARY CAN BE A HASSLE, SO WHAT SHOULD YOU DO? WELL, THE EXPERIENCED MERCENARY WOULD BUILD BUNKERS, AND THAT'S JUST WHAT YOU'RE GOING TO DO. IN THE DOCKING BAY MENU, SELECT "LAUNCH SPACE CAPSULE". A SPACE CAPSULE IS A SMALL SHIP THAT DROPS CREW, AND SUPPLIES INTO A SUB SECTOR. IF THAT SECTOR HAS NO BUNKER, THE SPACE CAPSULE CREW WILL BUILD ONE. THEY CAN ONLY DO SO IN UNPOPULATED LAND TYPES, LIKE DESERTS, MOUNTAINS, AND FARMS. THIS IS TO AVOID BEING ATTACKED BY THE FLEPIONS. WHEN YOU CHOOSE "LAUNCH SPACE CAPSULE," YOU'LL HAVE TO CHOOSE CREW TO BOARD IT, AND SEND FOOD AND MATERIALS WITH THEM. IT TAKES 10,000 MATERIALS TO BUILD A BUNKER, BUT IF YOU DON'T HAVE THE MATERIALS, THE CREW WILL GET THEM THEMSELVES, MAKING THE BUNKER BUILDING TIME TWICE AS LONG. DON'T FORGET TO SEND FOOD, OR THE CREW WILL EAT EACH OTHER. YOU CAN EDIT THE BUNKERS ORDERS IN THE GROUND CAMPAIGN STATUS MENU.



4) SPACECRAFT USAGE:

RETURN TO THE MAIN MENU, AND THEN SELECT DOCKING BAY. HERE YOU MANAGE ALL YOUR SPACE SHIPS, WHAT CARGO THEY HAVE, AND WHAT CREW IS ABOARD. FIRST, LETS ASSIGN SOME CREW MEMBERS TO OUR SAUCER, OR WE CANT DO ANYTHING TO IT. GO TO "LOAD CREW AND CARGO." HERE YOU CAN LOOK AT ALL YOUR SHIPS. FIRST, SELECT THE MOTHERSHIP, THEN SELECT THE SAUCER, BY PRESSING ENTER TWICE AND THEN CHOOSE SOME CREW MEMBERS TO BOARD IT ALSO BY PRESSING ENTER. YOU CAN SEE THE CREWS SKILL RATINGS AT THE BOTTOM OF THE SCREEN. ONCE THE CREW IS ABOARD, PRESS ESC UNTIL YOU RETURN TO THE DOCKING BAY MENU. SELECT "ASSIGN AIRCRAFT MISSIONS." AGAIN, SELECT THE SAUCER. THERE ARE A FEW OPTIONS, BUT FOR NOW WE WANT TO "SCOUT TARGET SECTOR." FROM THERE YOU'LL SEE THE GROUND MAP AGAIN, SELECT A SECTOR YOU'D LIKE YOUR SHIP TO SCOUT OUT. AFTER YOU END YOUR TURN, YOU'LL HAVE A SUB-SECTOR WITHIN THAT SECTOR MAPPED OUT. MOST OF THE OTHER SHIPS WORK THE SAME WAY AS THE SCOUT SHIPS, YOU MAY WANT TO TAKE SOME TIME TO FAMILIARIZE YOURSELF WITH THEM.

THE ISI4 STORY (CONT.)



THE COSMIC CONFEDERACY, A COLLECTIVE GOVERNMENT OF POVOLNY AND THE SURROUNDING INHABITABLE STAR SYSTEMS, DECIDED TO LAUNCH A CAMPAIGN TO RELOCATE THE ILL-FATED RACE TO A NEW HOME WORLD. THE COUNCIL IN CHARGE OF THE RELOCATION INQUIRY HAD BECOME ENTANGLED IN RED TAPE AND OBSTRUCTIVE BYLAWS, CAUSING THE PATIENCE OF THE POVOLNIANS TO RUN THIN. THESE DESPERATE TIMES FOR THE POVOLNIANS HAVE FORCED THEM TO LOOK INTO ALTERNATE SOLUTIONS. AN UNDERGROUND SEARCH FOR AN INHABITABLE PLANET HAD BEGUN. A NEARBY STAR SYSTEM, CONTAINING NINE PLANETS, PRESENTS ONE IMPRESSIVE CANDIDATE. THIS WORLD CONTAINS A LARGE LAND MASS WITH PERFECT CLIMATE CONDITIONS, LARGE AMOUNTS OF RESOURCES AND THE INITIAL REPORTS SHOW THAT IT IS INHABITED BY AN INFERIOR RACE. THE PLANET IS KNOWN AS FLEOPYON III, IN THE FLEOPYON STAR SYSTEM. UNFORTUNATELY FOR THE POVOLNIANS, THE COUNCIL OF THE COSMIC CONFEDERACY FORBIDS ANY LARGE SCALE TAKE OVER OR RELOCATION WITHOUT PROPER CONSENT. IN A BOLD MOVE, THE POVOLNIAN RACE DECIDE TO HIRE A MERCENARY ARMY TO CONQUER ENOUGH LAND ON FLEOPYON III FOR THE POVOLNIAN EXODUS. THIS IS NOT THE FIRST TIME SUCH A MOVE HAS BEEN MADE. SINCE THE BEGINNING OF SPACE TRAVEL, MERCENARY INVASION SQUADS HAVE BEEN HIRED BY READY CIVILIZATIONS IN NEED OF NEW RESOURCES, NEW TRADE ROUTES AND NEW HOMES. YOU WILL BE THEIR SAVIOR. BECAUSE THE POVOLNIANS ARE FADING SO QUICKLY, YOUR SQUAD IS ONLY ALLOWED 5500 DAYS (ROUGHLY 15 YEARS) TO COMPLETE YOUR MISSION. THE POVOLNIANS HAVE AGREED TO PAY YOU A SUBSTANTIAL STARTING SUM. AT THE COMPLETION OF THE CAMPAIGN, THE POVOLNIANS PROMISE YOU AN UNPRECEDENTED REWARD OF UP TO 100,000,000 COSMIC CREDITS UPON ACCEPTABLE COMPLETION OF THE MISSION! GOOD LUCK!

CHARACTER BIOS

UOO

A MEMBER OF THE GREKKP RACE, AND THE MOST WELL KNOWN MERCENARY IN THE COSMIC CONFEDERACY. IT IS YOUR JOB TO FILL THE SHOES OF UOO AND TAKE INVASION SQUAD 14 ON ITS HARDEST MISSION YET: TO TAKE OVER FLEOPYON III'S LARGE LAND MASS THAT HAS BEEN DUBBED ACCEPTABLE BY THE POVOLNIANS WITHIN 5,500 DAYS.



CAROLLA

UOO'S COMPANION SINCE CHILDHOOD. THE TWO HAVE BEEN WORKING TOGETHER LONGER THAN THEY CAN REMEMBER.

CAROLLA IS A VALUABLE MEMBER OF IS14, AND THE GENIUS BEHIND SOME OF THEIR BEST MOVES. CAROLLA IS AS WISE AS SHE IS BEAUTIFUL, IF SHE SPEAKS, BE SURE TO LISTEN BECAUSE IT IS MOST LIKELY IMPORTANT. SHE IS YOUR BEST FRIEND, SO TREAT HER AS SUCH.

3) EXPLORING ALIEN PLANETS...

IN THE NAVCOM MENU, YOU WILL FIND A FEW DIFFERENT SELECTIONS TO CHOOSE FROM. FOR NOW, CHOOSE "GROUND CAMPAIGN STATUS." THIS WILL ALLOW YOU TO LOOK AT THE AREAS THAT YOU HAVE UNCOVERED THUS FAR ON FLEOPYON III.



ON THE RIGHT HAND SIDE, YOU CAN SEE INFORMATION ABOUT EACH SECTOR. BY PRESSING ENTER, YOU CAN VIEW INDIVIDUAL SUB-SECTORS, AND LEARN EVEN MORE ABOUT THE AREA YOU'RE LOOKING AT. FOR NOW, ALL THE SUB-SECTORS ARE QUESTION MARKS, THAT'S BECAUSE YOU'VE YET TO DISCOVER ANY OF IT. I'LL EXPLAIN HOW IN A MOMENT, BUT FIRST, PRESS ESC TWICE TO RETURN TO THE NAVCOM MENU. THE OTHER MENU OPTIONS IN NAVCOM ALLOW YOU TO MOVE YOUR MOTHERSHIP AROUND, AND USE THE RADIO TO SAVE, LOAD, AND QUIT THE GAME. THE ION CANNON TECHNOLOGY ISN'T RESEARCHED YET, SO IT DOESN'T WORK.



GAME TUTORIAL

1) CHOOSE "NEW GAME" FROM THE MAIN MENU. AFTERWARDS, YOU WILL GO THROUGH A SHORT GAME INTRODUCTION. PRESS ENTER TO SCROLL THROUGH IT.

2) YOU ARE NOW LOOKING AT THE MAIN GAME SCREEN:



YOU NAVIGATE THE MAIN SCREEN WITH THE ARROW KEYS. A SHORT DESCRIPTION OF EACH OPTION WILL APPEAR WHEN IT IS SELECTED AT THE BOTTOM OF THE SCREEN. PRESS ENTER TO MAKE A MENU SELECTION. FIRST, LETS LOOK AT NAVCOM. MOVE TO THE TOP LEFT MENU, AND PRESS ENTER.

CHARACTER BIOS

PINSKY

PINSKY'S THE PILOT. AN EX-FREIGHTER PILOT, HE'S A MAKO WITH MATH IN HIS VEINS. UOO AND CAROLLA MET HIM AT A FUELING STATION, WHERE HE WAS GETTING LIQUORED UP, AND KNEW THAT HE WOULD MAKE AN EXCELLENT ADDITION TO THE TEAM. PINSKY IS AT HIS BEST BEHIND THE WHEEL.



EMERSON

EMERSON ORIGINALLY WORKED FOR PHARMACON CORPORATION ON THE IID RESEARCH TEAM. SHORTLY BEFORE THE "IID WAR", HE JOINED "INVASION SQUAD 14" AS THEIR SHIP'S DOCTOR. NOW HE ENJOYS THE HEART POUNDING ADRENALINE RUSH THAT COMES WITH TAKING CARE OF THE CREW OF "INVASION SQUAD 14". EMERSON IS LAID BACK AND IS ALWAYS UP FOR A CUP OF COFFEE AND A ROUND OF GAB.



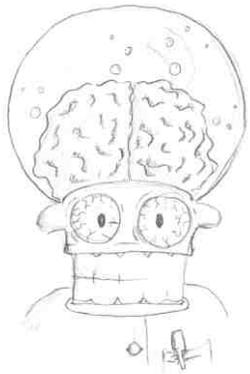
CHARACTER BIOS



SCRUGGS

SCRUGGS IS A SHORT, GRUMPY OLD UBERFLECK. THOUGH HE MAY GAMBLE AND DRINK A LOT, HE'S

ONE OF THE BEST MECHANICS IN THE CONFEDERACY. FOR THAT REASON, THE CREW OF IS14 LOOKS UP TO HIM, EVEN THOUGH HE'S ONLY 3 AND A HALF FT TALL!



HYDE

HYDE IS HEAD OF RESEARCH FOR IS14. A MEMBER OF THE OBLIVION RACE, HYDE IS NATURALLY INCLINED TO HIGHER THINKING, BUT IS SOMETIMES FORGETFUL. HYDE COMES IN VERY

HANDY WHEN THE CREW IS HAVING PROBLEMS WITH NASTY SPACE-TIME ANOMALIES, OR JUST A REALLY TOUGH CROSSWORD PUZZLE.

KRYPTAL



KRYPTAL IS A BATTLE-HARDENED MUDUDU, A RACE OF GIANT BUGS.

THE MUDUDU ARE ESPECIALLY GOOD AT THINGS INVOLVING WAR, SO IT WAS ONLY NATURAL THAT KRYPTAL BE THE HEAD OF MILITARY STRATEGY. HER WAR CRY? "KRYPTAL DRINK BLOOD!!" THOUGH SHE IS A GIANT WAR-FARING BUG, KRYPTAL STILL HAS A HEART, AND WITH IT... A CRUSH ON SCRUGGS... TO HIS DISMAY



NOZAWA

NOZAWA IS A DEORIAN ON THE COSMIC COUNCIL.

SHE HAS A SOFT SPOT IN HER HEART FOR THE POVOLNIAN RACE AND BECOMES ENRAGED WITH THE COSMIC CONFEDERATION WHEN THEY ARE UNABLE TO ACCOMPLISHING ANYTHING. IN HER FIT OF ANGER SHE FORCES HERSELF INTO THE "INVASION SQUAD" *COUGH* BLACKMAIL *COUGH*. SHE'S VERY SKILLED WITH NAVICOM RADIOS AND IS AN EXPERT IN POLITICAL AND SOCIAL SCIENCES

