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1 Orion 7

1.1 Preface

You are the dictator of a space nation originated from mankind of Earth. You have to compete with other remaining nations to exploit natural resources to build up cities and units. You will control a world empire connecting planets by space craft routes.



The presented beta release 0.1 has a game-play that is complete. The game should be stable enough to be played.

1.2 Philosophy (not yet realized in this way)

The game encompasses the rules and game-play of three single games and construes a coherent world of three plains. The first plain is the interstellar space. The second plane is the planet surface. The third plane is the urban area.

The following 6 game concepts are applied in a similar way to their classical adaptations:

- Civilisation (city capabilities)
- Colonization (trade and human units)
- Perry Rhodan (movement on stars display with oxygen and fuel consumption in respect to starship's mechanical inertia)
- German 'Wolke' (storms, fog and planet movements on stars display)
- Master of Orion (construction of units by composing techniques)
- semantic checkerboard pattern (own concept to be assigned further to more than one surface per planet to be aligned vertically against each other)

First plain: Stars Display

Rules similar to board game Perry Rhodan apply.

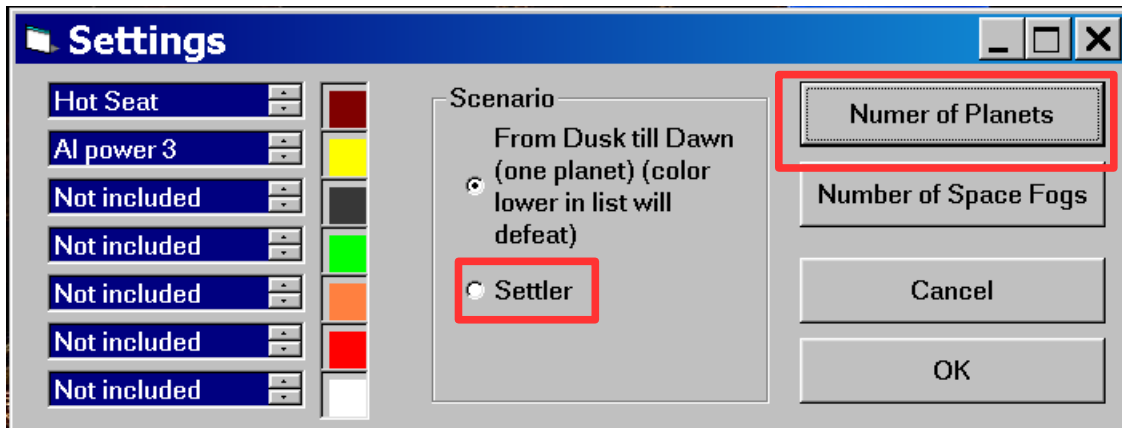
Second plain: Planets Display

Rules similar to computer game Colonization apply. This should be an extension of Civilisation also with resource exploitation but with trade system including equity and stock trading.

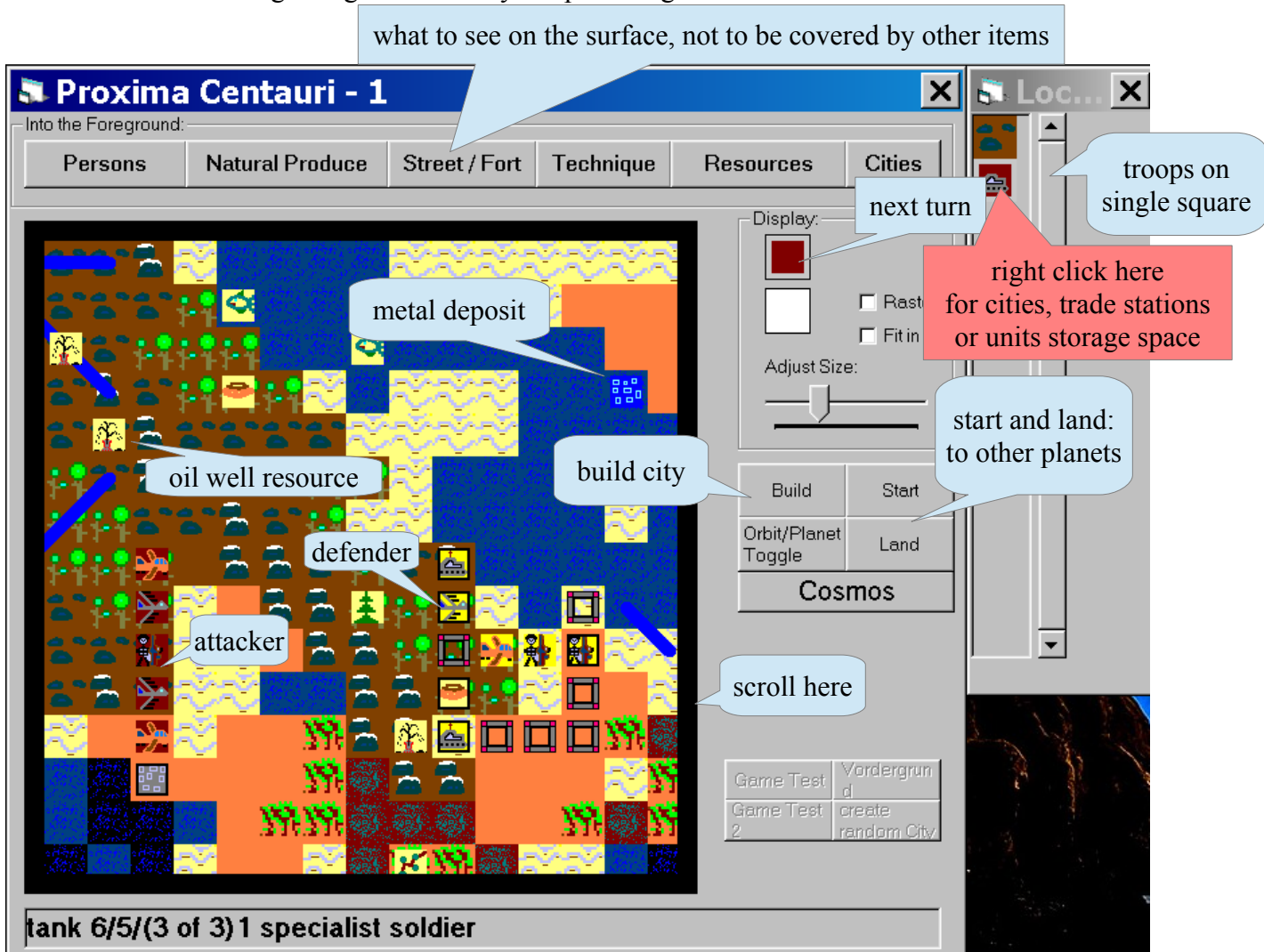
Third plain: Layer Display for Planets

Rules for a semantic checkerboard pattern apply. Words are assigned to fields. Two words are assigned for one field in static order. A mode relates the first to the second word. The mode can have one or more steps, each step described by a preposition. Same word effects a linkage between fields with this word as the first. Fields, words, prepositions and their compositions are treated as words. A word results in a sentence by application to a field. It is exchanged by preposition with second word prolonged by all preposition and second words of neighboring fields in order from nearest to farthest. These composed long words are each a bit field to be all the same interpreted as a word. Every word construes the meaning of a field (location), word (entity), preposition (predicate) as united region of meaning. Within the word meaning is composed by two or more antagonists, 0 or 2, 0 to 4 or other. These forms opposites. All this to be the counterpart of DIMA1 and DIMA2 as type of the causal helix. The latter, DIMA, nevertheless shall not be implemented here. Every word could be an entity, a location, a predicate. This is the strength and weakness of this processing.

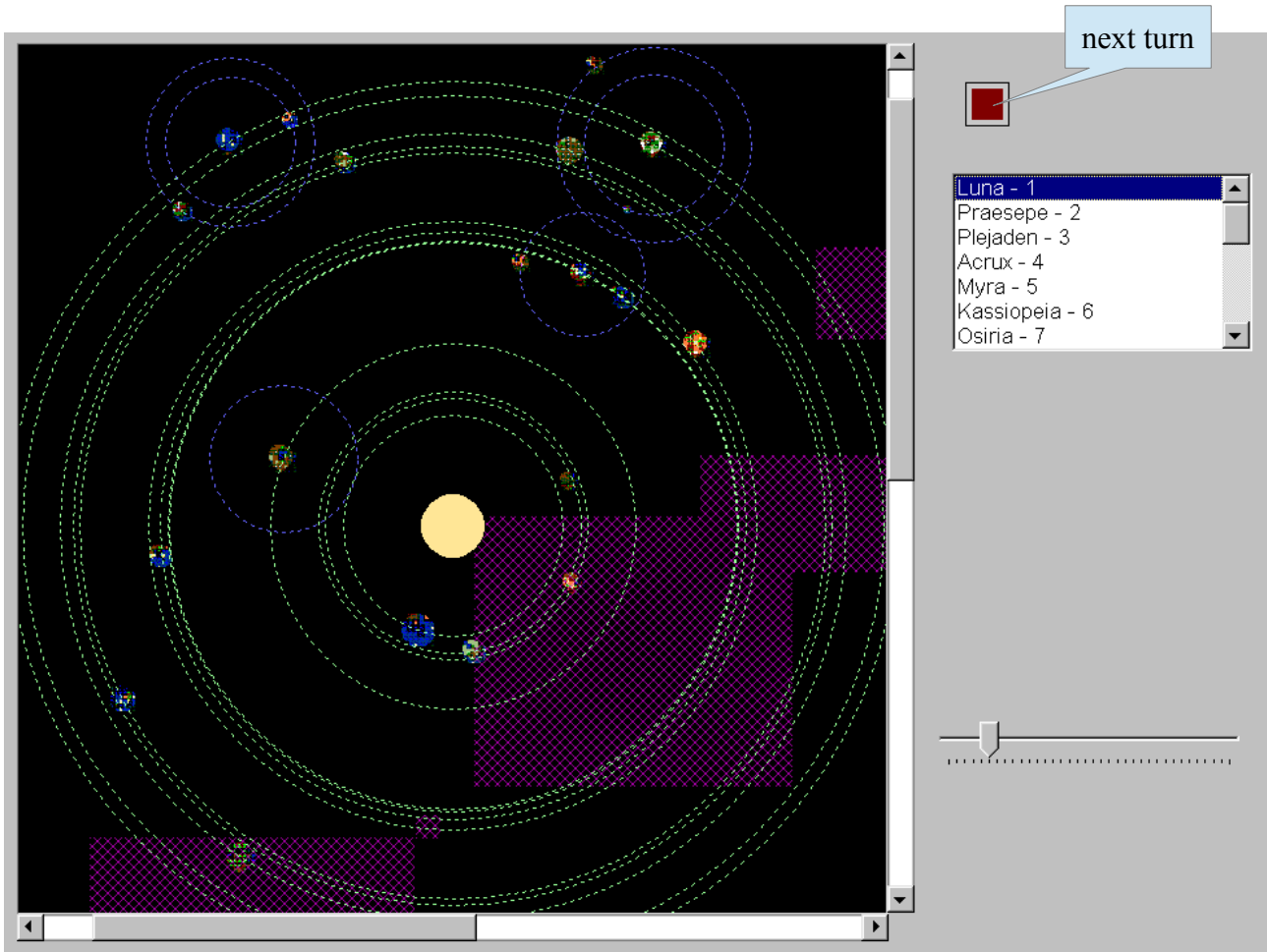
2 Windows Handling



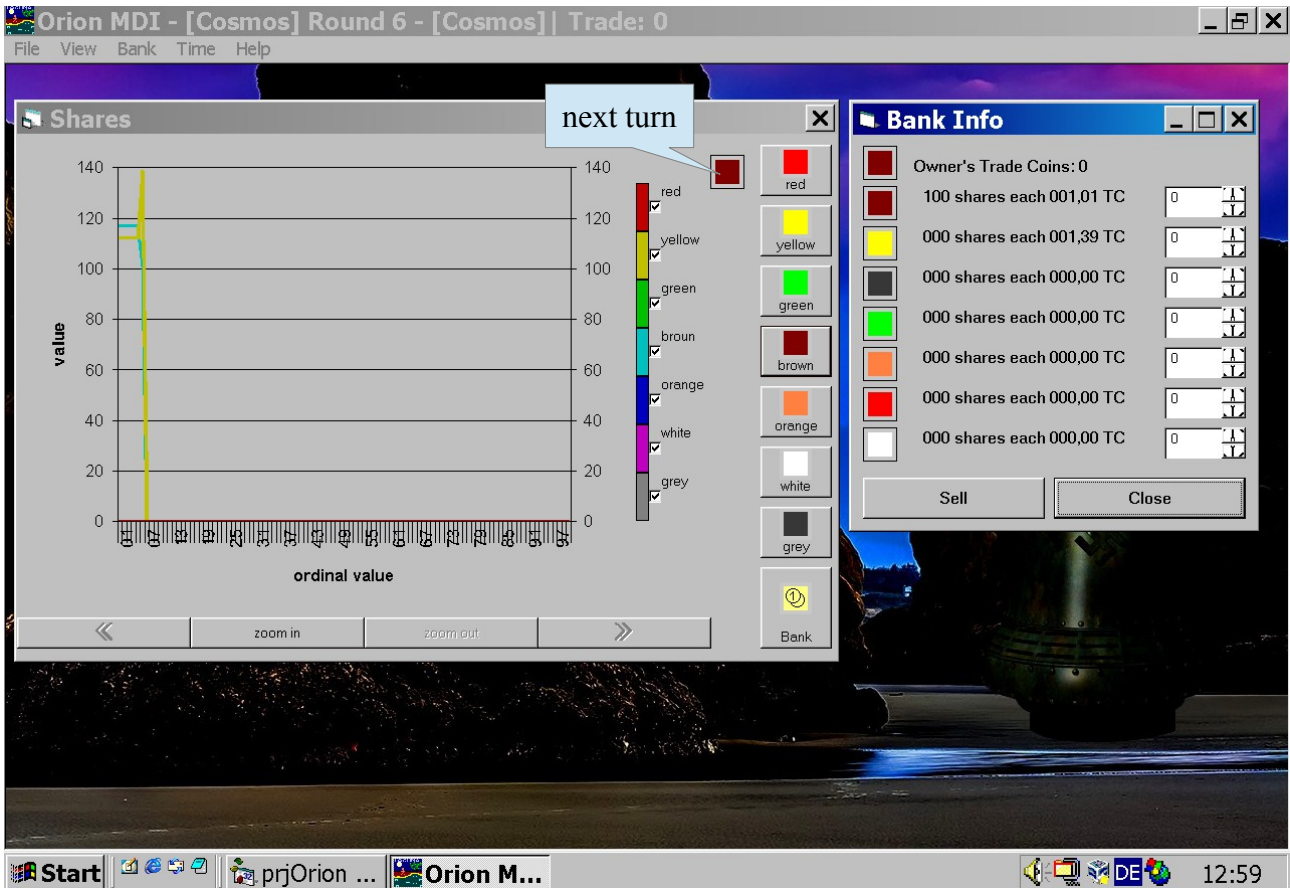
You are the brown hot seat here with yellow enemy. Choose also number of planets as playing fields. Settler means beginning with one city in open end game.



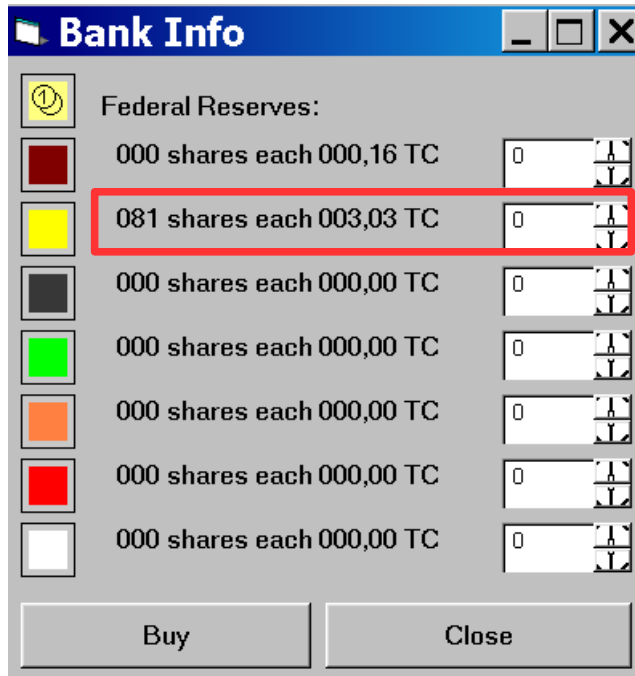
Left mouse click to to chose units and to display ground with units in the right window. Right mouse click to move selected unit.



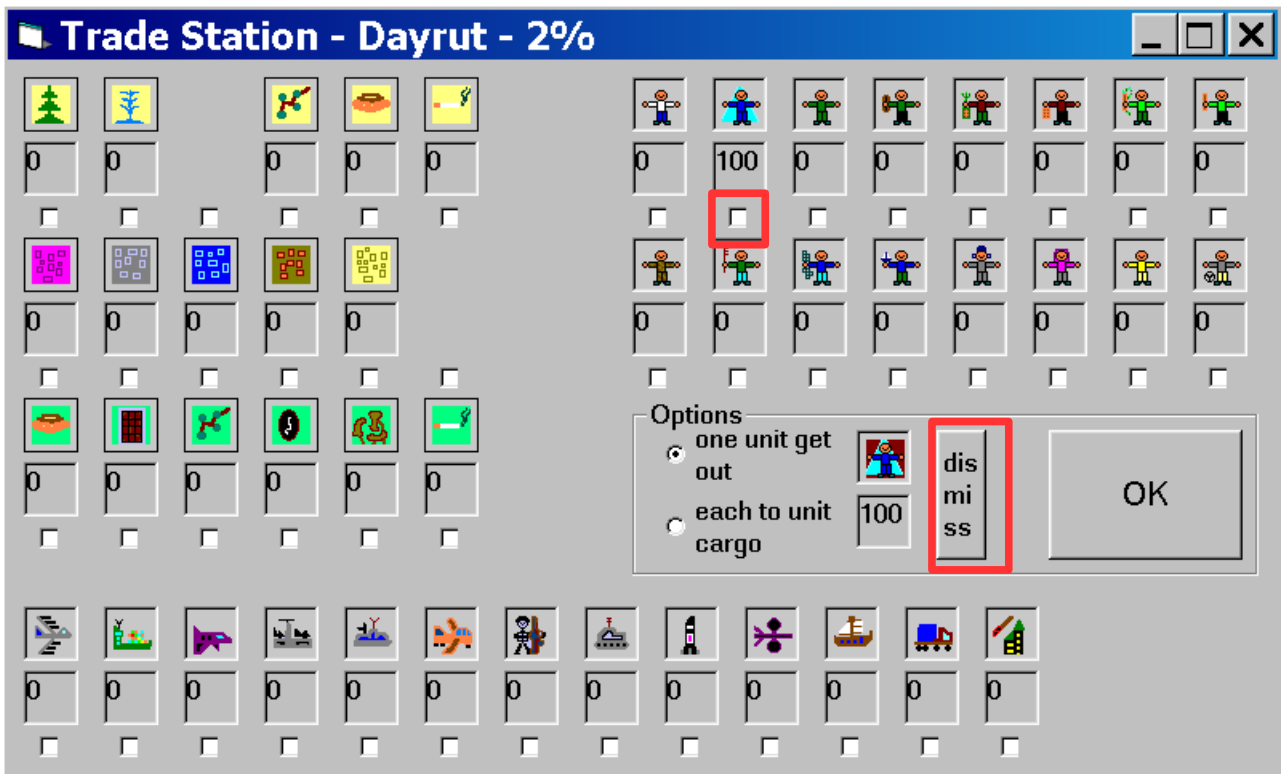
Solar system with distances to travel. Click on planet or use the list on the right to get there. Purple are fogs that can destroy a unit traveling.



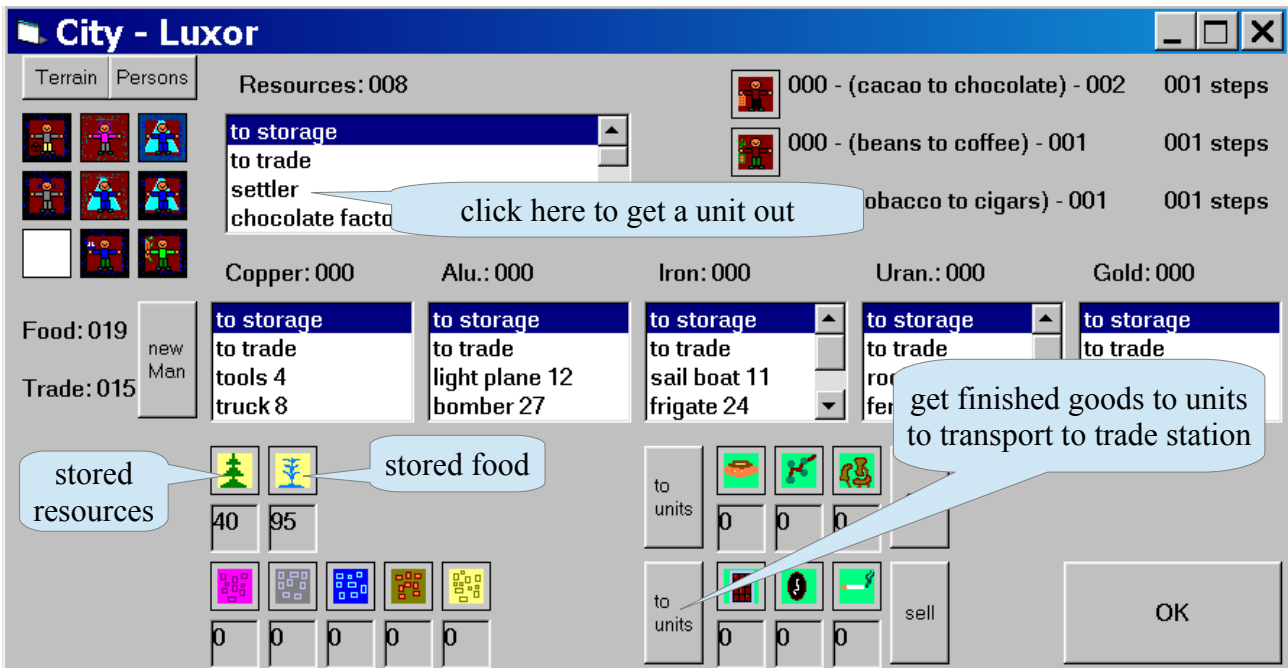
Stock exchange with window for selling. Use it to get trade coins to buy units in a city. In the left window you can see game score same as share price. 100 share per nation are existing.



All nations can participate in each other by buying their shares.



This trade station gives you 2% on all stored good. Dismiss units there to store them. Check a position to step out as human with units.



City is the central space to get new units.



Main window: A silent game does not display planet surfaces while computer makes a turn. Use AI on own completes your turn by checking possibilities for you and executing them same as for your AI opponents.

3 Mobiles

3.1 Use

All units that are movable distinguish between humans and equipment units. Equipment units have the values to fight against other colors, while men hardly can defend themselves. Men are used to build up cities and found trade stations.

A unit can move some steps per game turn according to fueling.

The right type of man in a city or as guide of an equipment unit improves cities or units performance. So for units a soldier is right for muskets and tanks. Tools are rightly used by settlers. A sailboat is best handled by a seaman and so on. In the game-play this means an attack and defense bonus of 2.

A unit with lading room can transport other units and goods. These units can step out everywhere or into a trade station to be stored again.

3.2 Humans List

Unit characteristics and their combat values are all the same as follows.

Legend:

A - attack

D - defense

L - lading

O - operating distance

S - special


R - reserves


F – far attack


A00 D01 L00 O02 S01 R00 F00




Farmer

 Fisherman

 Cacao planter

 Beans planter

 Tobacco planter

 Human

 Astronaut


 Pilot


 Seaman

 Soldier

 Settler

 Trucker

 Chocolate expert

 Coffee expert

 Cigarette expert

 Financier

4 Equipment Units

4.1 Characteristics List

Unit characteristics and their combat values are as follows.

Legend:

A - attack

D - defense

L - lading

O - operating distance
S - special
R - reserves
F – far attack

Humans unit of any profession:

A00 D01 L00 O01 S01 R00 F00



Tools equipment used by humans most of all to transform land:

A01 D01 L00 O01 S01 R00 F00



Muskets equipment:

A03 D02 L00 O01 S01 R00 F00



Tank unit:

A06 D05 L00 O03 S01 R00 F01



Light aircraft unit:

A01 D01 L01 O06 S03 R00 F00



Bomber unit:

A10 D05 L02 O07 S03 R00 F00



Sailboat unit:

A01 D01 L03 O04 S02 R00 F00



Frigate unit:

A06 D06 L04 O04 S02 R00 F02



Container Vessel unit:

A01 D01 L08 O08 S02 R00 F00



Aircraft carrier unit:

A03 D10 L08 O05 S02 R00 F01



Rocket unit:

A01 D01 L00 O05 S07 R02 F03



Space shuttle unit:

A01 D01 L02 O10 S07 R05 F00



Space cruiser unit:

A05 D05 L03 O20 S07 R07 F01



Truck unit:

A01 D01 L02 O03 S01 R00 F00

4.2 Different unit's behavior in space travel

There are only three units suitable for space travel, rocket, space shuttle and space cruiser.

A rocket visits both orbits, of origin planet and orbit of target planet. So to be able to travel both orbits need to have a place for this unit. A space shuttle only visits origin orbit, so target orbit is not involved to get to target planet's surface. A space cruiser flies round origin orbit and only visits target orbit. So only place in target orbit is needed.

5 Materials

Muskets turn a human in an equipment unit with combat abilities.

Tools are needed for a human of any kind to build or tear off fortresses.

6 Cities and Trade Stations

6.1 Preface

No waste takes place. Materials become automatically trade coins if appropriate.

6.2 Cities

Cities turn metals and resources into units. Units are build immediately if the resource or metal is partly on stock and the rest is bought. Which units can be build depends on the metals locally available.

Copper: tools, truck

Aluminum: light plane, bomber

Iron: sail boat, frigate, container vessel, aircraft carrier

Uranium: rocket, space shuttle, space cruiser

Gold: muskets, tank

Resources: settler, tools, light plane, sail boat, rocket, muskets

Metals are extracted 8 per turn. Every human cost 20 food. A river increases food, trade and resources by 2.

To build a city a settler is needed. To add a human to a city place the man outside in adjacent square and chose build. You don't need a settler if city already exists. If you place a human right onto a city, same square, and chose build, the production of finished goods gets this new citizen.

All units becoming part of a city are not on the map any more. They cannot leave city again. So to defend the city units have to be outside on the same square and surrounding.

6.3 City Buildings

Factory 1 to 99 steps increase production in chocolate, coffee or cigars.

6.4 Trade Stations

Trade stations store all equipment and humans and unfinished and finished products. So everything can be stored. Every turn these materials including humans become more by a percentage. All units becoming part of a trade station are not on the map any more until they leave the stockage of the station again. So to defend the station they have to be out of the station but on the same square.

The rate all stored goods become more every turn is the trade of adjacent squares divided by 5. A river counts trade +2, same as a street does.

7 Trade System

7.1 Storage of Units and Locations

Some Units have lading capacity and can store goods and other units, same as trade station and city can. Every lading place can store 100 parts of same good. 100 is the number of parts needed for a unit to get out on the map. A lading place in a trade station or city can store 999 parts. If this is exceeded, the parts are sold automatically with receiving trade coins.



Trade Station: Serves for storage of goods and units of all kind. These items get more turn by turn according to trade at and one around the location (divided by 5).



City: Serves the production of units. You have to wait until a metal or resource gets available. Then you can buy missing food or metal (or resource). You buy paying in trade coins. Your trade coins are displayed in main window caption. You can have debts in maximum -100 TC (Trade Coins).

7.2 Trade Coins

Trade of each city directly increases players total funds. Funds are in trade coins. In each city funds can be used to accelerate production no matter where located on the map.

To sell unfinished good (cacao, coffee beans, tobacco) is more valuable than to sell metals or

resources. The latter bring 1 TC per unit, while unfinished goods bring 2 TC per unit. Finished goods (chocolate, coffee, cigars) even bring 4 Trade Coins per unit when sold.

7.3 Stock Exchange

Every nation has its own color, and 100 shares are given to represent their cities, trade stations and units. These 100 shares can be sold to the bank. On end of each turn the nations game score divided by 100 is held as price of one share. So shares can be sold to the bank or bought from the bank. To get shares of other nations they firstly have to sell some of their shares.

8 Terraforming

Settlers can terraform terrain. Chances are 50% for immediately transformation, one try per turn.

- Key <t> to terraform, or alternatively:
- Key <m> . mining
- Key <r> road
- Key <i> irrigation
- Key <f> fortress , <d> to destroy a fortress (not by settler but by tools man)
- Key <g> grubbing

9 Resources

9.1 Metals

 Aluminum

 Iron

 copper

 Uranium


 Gold

9.2 Natural Resources extracted

 Cocoa

 Coffee Beans


 Tobacco


 Chocolate


 Coffee


 Cigarettes


9.3 Best occurrence of Natural Resources on the Map


 Natural produce wood: increases resources production by 5


 Natural produce oil: increases resources production by 10

 Natural produce fish: increases food production by 5


 Natural produce wheat: increases food production by 10


 Natural produce cocoa 5, double for expert planter

 Natural produce coffee beans 5, double for expert planter


 Natural produce tobacco 5, double for expert planter

9.4 Infrastructure and Display

 Black: more than one unit or item on a square.


 Street: easy movement of units and increase of trade

 Fortress: to better defeat the square

 Cargo hold: of a mobile unit

10 Terrain and its exploitation values

 Arctic: Food 0, Resources 0, Trade 1

 Mountains: Food 1, Resources 3, Trade 1



Mountains with mine: Food 2, Resources 5, Trade 2



River: Food +2, Resources +2, Trade +2



Street: Food +0, Resources +0, Trade +2



Hill: Food 2, Resources 3, Trade 2



Hill with mine: Food 2, Resources 4, Trade 3



broad-leaved forest: Food 1, Resources 2, Trade 1



broad-leaved forest cleared: Food 4, Resources 1, Trade 3



broad-leaved forest cleared with farming: Food 5, Resources 2, Trade 3



mixed forest [Misch]: Food 2, Resources 2, Trade 2



mixed forest cleared [Misch ro]: Food 3, Resources 2, Trade 3



mixed forest cleared with farming [Misch roa]: Food 5, Resources 2, Trade 2



coniferous forest: Food 1, Resources 2, Trade 1



coniferous forest cleared: Food 3, Resources 2, Trade 2



coniferous forest cleared with farming: Food 3, Resources 1, Trade 3



deep ocean: Food 3, Resources 1, Trade 2



Tundra: Food 1, Resources 1, Trade 1



Tundra cleared with farming: Food 3, Resources 1, Trade 2



Water: Food 2, Resources 1, Trade 3



Grassland: Food 3, Resources 2, Trade 4



Grassland with farming: Food 5, Resources 2, Trade 4



Desert: Food 0, Resources 1, Trade 1

11 Names Lists

Planets and moons have names. They are located in a single solar system comprising all locations.

The following nations are potentially included in the game:

- ÄGYPTEN
- ANTARKTIS
- AUSTRALIEN
- BRASILIEN
- DEUTSCHLAND
- FIDSCHI
- GRIECHENLAND