

FAQ Haegemonia Playable demo

Q: How can I learn the controls of the game?

A: An in-game help is available, pressing F1.

Q: But I do not want to read it. Can you point out the important controls?

A: First focus on using the following:

Use the mouse to view the playing field. Press both mouse buttons for a smooth zoom in-out (you can also use the mouse rollers). Double click on anything to zoom right up. Press F to focus on any unit. Press SPACE for overview map mode, double-click to zoom in to anything from this view. Press the PAUSE/BREAK to pause the game- and please note you can also assign orders to your fleet while you are in pause mode. Press +/- (or NUM PAD 1,2,3) to adjust the speed of time, if you want to increase the speed of gameplay. If you are familiar with these, you can complete the demo (even with less) but if you are searching for more, you have some smaller features listed under F1.

Q: I have a problem completing the demo!

A: There are some fan-sites with solutions. You can check them out, and we will have some spoilers at the end of the FAQ too:

HAEGEMONIA GALAXY <http://haeggalaxy.ukgamer.com/>
ESPRIT STR (French) <http://www.esprit-str.com/Haegemonia/articles/wth01.htm>

Q: I think the planets are too close to each other! I'd prefer them more apart from each other- especially in our solar system!

A: The game starts in our solar system, then expands. When we created the maps, we wanted to create a fun game, which was our top priority. While this made unrealistic distances, we decided that in order to control your units well (even if zoomed out) we will take realism secondary. The first few maps (intended to give you some sort of "tutorial") take 1-2 hours to complete- we did not want you to wait too much while your units travel from one planet to another.

Q: I cannot build units on the planets!

A: Yes you can! But you should do some things first. Contrary to Digital Reality's previous game, Imperium Galactica II, you are part of an empire, a soldier. You have orders, mission objectives. Until you are told that you can produce units, you should not try to do it. Also you do not control all of the planets, so you will not be able to build on Mars! In episode 3 and 4 you can build units on the moon: Titania of Uranus.

Q: I want to build buildings on planets!

A: That feature will only be available in the full game, however planetary building/management is limited.

Q: I have a squad, which was damaged - some units have been shot down. How can I replenish my squad?

A: Move your units near to a planet, where you can build new ones. A new build option appears to refill your squad.

Q: Can I split squads?

A: No you can't. After the first mission, you will have several squads - the squad system was created to ease the control of many units- therefore you can build squads of different types of ships for different objectives.

Q: How can I see the hit-points (HP) of my units?

A: If you select the unit, the top-right hand unit information window will show the units HP to you. At the same time, if you look at the selection underneath the unit, it will decrease the same way as your HP decreases. If you click on the units information box, a more detailed information comes up, which will tell you exactly the current HP. One more possibility is to select the unit, and press L or SHIFT-L.

Q: How can I target subsystems of a ship?

A: You have to set this order at your ships. Select a unit, and right click on it (or right-click on the short unit information window). See description below.

Q: It seems my units are not very good when I leave them alone, and I don't give a command. Why is that?!

A: You can set the units mode from being aggressive to watchful; from the ship-menu. See description below.

Q: I heard of a ship-menu. What is that?

A: A short menu appears, where you can set the attack mode of the ships: from aggressive to watchful (aggressive will go close to an enemy and try to do maximum damage, watchful mode will try to keep a distance from the target). Apart from the modes, you can set the attack mode, which can be: hull, engine or weapons. If you target the hull, you have the most chance to hit the enemy unit. If you target the engines, upon success you can disable a unit, which will be unable to move (until repaired). This way you might use longer range weapons on the target. You can also target the weapon systems, crippling its ability to shoot back.

Q: It seems I cannot change the game's resolution!

A: This was removed intentionally. However there are some unofficial ways to do that. On some cards, you can achieve a resolution change from the main menu (not from ingame). On the other hand, by changing the registry settings, you may set a higher resolution. We do not encourage you to do this, however if you want, you can give it a try. Please understand, that the

final game will support resolution from 800x600 upwards to 1600x1200.

<http://www.haegemonia.com/phpBB2/viewtopic.php?t=284>

Q: I do not know how my research goes. Must I click back to research screen everytime to check my progression?

A: No you don't. There is an empire information window - just like you click on any unit, the top-right hand window will display statistics of that unit. If you click into empty space (do not select anything) the top-right hand window will change to a general empire information window. Here you can see research progression, without having to leave the gameplay screen- this is just one "click" away.

Q: I do not understand the mission objectives- how can I know it during a game?

A: If you missed any conversation, or if you want to read it again, press F1. On the other hand, by left clicking on the empire -information window (explained before) you will have another short information on your current mission objectives (alternatively you can also press F6).

Q: Can I increase the speed of time?

A: Yes, use NUM pad 1,2,3 or +/- . Use the Pause key to pause the action to take decisions.

Q: I want tactical fights. How can I do that?

A: You can pause the gameplay anytime, and examine the battlefield- and give orders. Units with more experience (shown by bronze, silver or gold stars on the ship info screen) will aim, fight better, units with heroes will give you benefits with their special skills. Also, by trying out strategies from the menu (different attack modes), or having a surprise attack from the rear (you can move your units in 3D by pressing M) can give you advantages. You can withdraw your damaged units, which will slowly replenish (repair) their HP - this repair will be faster around space bases.

Q: Will I be able to use the pause feature in a multiplayer game?

A: Yes you will. The player who starts a game (server) will have the opportunity to decide between everyone can pause, only server can pause or no-one can pause.

Q: I have problems playing multiplayer game!

A: The demo was created with a test-multiplayer map. We had feedback on multiplayer problems (thanks for all!) and we had feedback of people without any problem. Most of these problems are already fixed. Currently we focus on creating a good multiplayer game for the full version.

Q: Do you plan to release a new demo patch for multiplayer?

A: No. Currently we focus all our energies on releasing the best product for you- without any bugs.

Q: I play a multiplayer game, but when I produce a ship, it does not seem to have full HP. Why is that?!

A: All ships/units have an upkeep you must pay. If your empire's financials are not balanced, and cannot sustain so many attack units, they will have less HP. This will appear towards the end of the game, or towards a longer multiplayer game. You can check your income/expenses on the empire information screen (see explanation before). Heroes might also have upkeep.

Q: I want to play a multiplayer game, but I have a Firewall. What ports must I open?

**A: You must open the following ones:
Serverport=1030
Findrport=1031**

Q: How many multiplayer maps will there be in the final game?

A: Seven.

Q: How moddable will Haegemonia be?

A: It will be moddable, however not from out of the box. Soon after the game's release we will release information on how you can change various parts of the game. But first, complete Haegemonia, then move on to modding! 😊

--- SPOILERS ONLY READ IT IF YOU CANNOT PROGRESS IN THE GAME ---

Q: I have troubles in the first mission - traders do not stop, and I even destroy them. What to do?!

A: First of all, press SPACE - you will see 5 traders with red-flashing outlines heading towards Saturn and bases around it. You can attack them by right-clicking on them, while pressing CTRL (these are not your enemies). When you start to fire on them, the traders will send you messages to stop- if you continue, and their HP goes below 50%, they will turn back. You can give your units a new destination, or even press the "s" key to stop. It is not your primary objective to destroy traders, but to make them turn back.

Q: In mission 3, I cannot escape the spy who destroys me. How come?

A: In mission 3, you will damage the spy ship until you can download his data he stole. After that the spy will try to assassinate you (the hero) that is usually on a ship, if you have not removed her. In order to escape the assassination attempt, you can move your ship (if you haven't moved your hero, she should be in the fighter squad) away from the spy, and when the spy turns berserk, order all your units to shoot him down.

Alternatively you can also attack the spy by targetting its drive. If you disable the ships drives, it will not be able to kamikaze itself into you.

Q: Mission 4. I cannot produce ships! I cannot produce on Mars!

A: Ships can only be produced on planets you control. In the mission, you will control the moon of Uranus, Titania. Start producing there.

If you have any other problems, read the walkthrough made by gamers, before posting.

<http://haeggalaxy.ukgamer.com/>

<http://www.esprit-str.com>