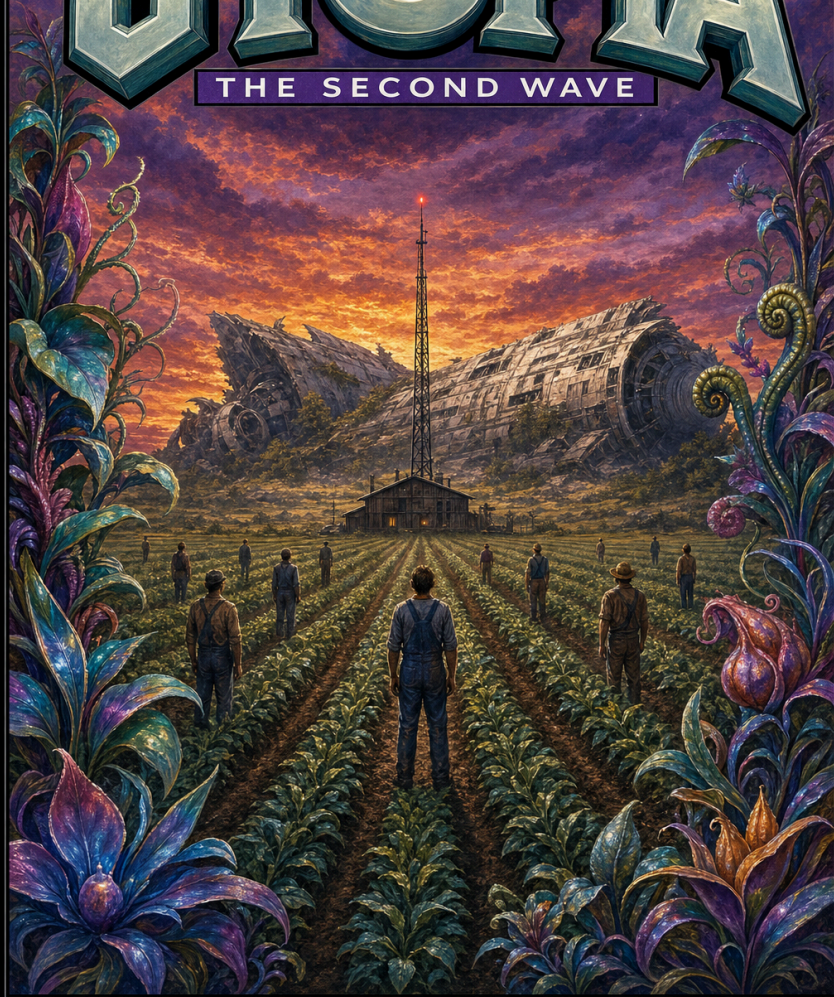


UTOPIA

THE SECOND WAVE



INSTRUCTION BOOKLET

The posting file was on Marek's desk when she came back from the medical. Colony Project grey, tied the way Records tied things they did not expect to see again.

She read it standing up. Six systems out past the Rhexus survey line, ten worlds, full survey attached, transit in the spring. On the cover sheet somebody had typed CLEARED FOR COLONISATION, and underneath, in the space reserved for prior claims, the word NONE.

'Don't get comfortable with it,' said Whitlow from the doorway. He ran the sector archive, and he had a talent for arriving just behind his own paperwork. 'Transit has been brought forward. You leave in eight weeks.'

'Have you read this?'

'I filed it. Filing is better than reading.'

Marek turned the survey summaries over one at a time. They were thin. Weather, gravity, soil chemistry, a line or two on native life. 'Ten worlds and no prior claims on any of them. When did the Project last find ten clean worlds in one system?'

'Never,' said Whitlow.

'That is what I thought.' She checked the page numbers and stopped. 'Pages forty-one to sixty are missing.'

'They are not missing. They were never transferred.' He came in and shut the door, which was not a thing Whitlow did. 'That file is older than the Project, Commander. It came over in the handover from the old administration. It was renumbered, and re-covered, and re-stamped, and whatever was on those twenty pages did not come with it. I have asked. The answer is that the region is unexplored, the survey is current, and the postings are open.'

'The survey is current.'

'The survey is current,' Whitlow agreed. 'It says so on the cover. The cover is new.'

Marek sat down. Outside the window a supply lighter was lifting from the yard, very slowly, the way the big ones did, as though the ground were letting go of it a finger at a time.

'Why me?'

'Because Rhebus went well. Because you read files.' He put his hand on the door. 'And because when a survey says there is nothing out there, the Project prefers to send somebody who will not take that as a promise.'

He was already in the corridor when he said the last of it.

'Take a good radio.'

UTOPIA

THE SECOND WAVE

Congratulations! You have governed the ten worlds of Utopia and the ten of The New Worlds, and for thirty-four years there has been nothing new to govern. Here at last is a third scenario disk: ten undiscovered worlds where the odds are stacked against you, the briefings cannot be trusted, and the natives were somebody else's subjects first!

On this scenario disk you will find:

- Ten new levels, graded from Level Eight to Level Seventeen, beginning where The New Worlds is still difficult and finishing three levels beyond it.
- Ten worlds that were colonised once before, by an Empire your government does not remember.
- New terrain for nine of the ten worlds, redrawn from the original sheets.
- Intelligence on every world, waiting for your own spies to earn it. The story of this disk is told in the spy reports!
- One story, if you play the worlds in the order presented. Ten postings, if you do not.

Fund your surveillance early and read every report that arrives. In these worlds your spies are not a luxury. They are the only people telling you the truth.

THE COLONY PROJECT

You have done this before. The Project sent you to the ten planets around the Rhebus sun, on the edge of the Open Systems, with a landing pad, a command centre and a hundred colonists, and you made them pay.

This posting is a different sun on the same terms. A treasury, a grant that runs out, more colonists from Earth at a hundred grams a head, and no explanation. Earth awards medals for a colony held above eighty per cent quality of life and says nothing about anything else. The Project's method has never changed. Put a competent administrator on the ground, extend credit against production, and let them work it out.

Every world the Project sends you to already has somebody on it. Indigenous populations are a survey matter until they become a security matter, at which point they are yours.

Your intelligence service reports monthly, at whatever level of detail you are prepared to pay for, and those reports are the only view of your neighbours you will ever get. You do not see their city. You see what your spies write down.

WHAT THE PROJECT HAS NOT TOLD YOU

Your briefing for Rhebus warned of Vacullo Federation outbases, and you found ten indigenous species instead. Nobody corrected the file. The Project's institutional memory runs about as far back as the Evanreisna catastrophe, twenty-six years ago, and everything before that is somebody else's paperwork.

FROM THE COLONIAL ARCHIVE

The following extract circulates in the Project's sector offices. It is reproduced here without permission, which is fitting, because that is how it circulates there too.

EXTRACT · CIRCULATION RESTRICTED

...the transfer of records from the old administration was completed in the year of reorganisation. Of the 4,112 colonial files transferred, 118 were received incomplete, and nine relate to regions for which no modern survey exists.

The Office is asked to note the following. The register of the old administration ends without a closing entry. The last complete year shows sixty-one colonies under instruction. No file transferred to this Office records what became of them.

It is the position of this Office that the region beyond the Rhebus line is unexplored. Enquiries should be directed accordingly.

filed under general correspondence, unsigned

A hundred years ago there was a Terran Empire, and it came out this far. Whatever it built is still running, and the colonists' descendants are still working. You are the second wave. The first wave is still here, and nobody has told it that it ended.

YOUR POSTING

Money is tighter than you will be used to. The original campaign eases you from eighty thousand grams down to forty. This pack starts at fifty and finishes at forty, and the monthly grant that keeps an early colony alive is thinner throughout.

	WORLD	CREDIT	GRANT	GRACE
1	The Tended	50,000	5,000	24
2	Orrigans	50,000	4,000	22
3	Cinderkin	48,000	4,000	20
4	Volmekai	46,000	4,000	18
5	Kessarín	45,000	3,500	18
6	Broken Choir	44,000	3,000	16
7	The Quarantine	43,000	3,000	16
8	The Still Watch	42,000	2,500	14
9	The Late Relief	41,000	2,000	12
10	The Signal	40,000	2,000	12

Grace is the number of months before your intelligence service files anything at all.

FUND YOUR SPIES EARLY

In the original campaign, surveillance is a luxury you buy once the colony is solvent. Here it is where the story is. A commander who never pays for it will finish these worlds knowing nothing about them.

LOADING THE SECOND WAVE

The Second Wave is for the PC version of Utopia: The Creation of a Nation, and it will not load without it.

INSTALLING

Copy the contents of the SCENARIO directory on this disk into the SCENARIO directory of your installed game, for example:

```
COPY A:\SCENARIO\*. * C:\UTOPIA\SCENARIO
```

Nothing of the original game is replaced. Every file on this disk carries a figure 2 in its name, and the original ten worlds are left exactly as they were.

PLAYING

Start the game as usual. On the scenario screen, click the disk symbol and the list will change to the ten new worlds. Click it again to return to the originals. Everything else works as it always did.

IF YOU OWN THE NEW WORLDS

Both scenario disks may be installed at the same time, but the game can only offer one of them on the disk symbol. Run SWAP.BAT to change which one it offers. Your saved games are not affected.

We recommend you play the worlds in the order presented. They will make a kind of sense that way.

PLAYING UNDER DOSBOX

Most people run Utopia today through DOSBox, which pretends to be an old PC. If that is you, the disk installs exactly the same way. You only have to tell DOSBox where your game is and where this disk is.

MOUNTING AND INSTALLING

Start DOSBox and type these four lines, using your own folder names in place of the ones shown:

```
mount c c:\games\utopia
mount a c:\downloads\secondwave -t floppy
a:
install c
```

The first line points at the folder your game lives in, the second at this disk. INSTALL does not mind whether your C drive holds the game directly or holds a UTOPIA folder with the game inside it. It looks in both places and tells you which one it found.

On a Macintosh or under Linux the paths are written the local way, for example `mount c ~/games/utopia`.

PLAYING UNDER DOSBOX

CONTINUED

STARTING THE GAME

```
c:  
utopia
```

Add `cd utopia` before that if your game sits in a folder of that name. On the scenario screen, click the disk symbol and the list changes to the ten new worlds.

THE MOUSE

Utopia wants the mouse to itself. Click once inside the DOSBox window to capture it, and press Ctrl and F10 together to release it again.

SAVING YOURSELF THE TYPING

The two mount lines can go into DOSBox's configuration file, in the section marked [autoexec], and they will then run every time you start it. You need only install once; after that the new worlds stay where they were put.

IF THE WORLDS DO NOT APPEAR

Check that SCENARIO.EG2 is in your SCENARIO directory, then click the disk symbol again. The game keeps two scenario lists, and that symbol is what turns between them.

THE TENDED

Agricultural world · temperate · no prior survey on file



Fig. 1 - The shed at the north end, and its mast.

Arable, temperate, no indigenous industry detected. A population of approximately four hundred humanoid works cultivated land in the northern basin on a regular seasonal cycle. Survey classes them pre-literate and non-hostile; they have shown no interest in our landing.

You are advised that they are not to be interfered with, and that the structures at the north end of their settlement are of no economic interest.

The farmers have no radio, so ask yourself who they are listening to.

TERMS OF POSTING

Establishment credit 50,000 Gr · Colonial grant 5,000 Gr
Intelligence grace 24 months · Assessed native technology: Class 1

ORRIGANS

Extraction world · arid · native operators in place



Fig. 2 - The machine yard at dusk.

A dry world carrying substantial worked mineral deposits and a native population operating extraction machinery of unfamiliar manufacture. The Orrigans maintain the machinery competently, keep shift patterns, and have made no hostile move toward the survey team.

Note for the commander: the population has repeatedly put a question to our translators, rendered as *are you the ones who were coming*. Answer in the negative only if pressed.

The miners have kept the machines running for a hundred years. They believe you are the relief.

TERMS OF POSTING

Establishment credit 50,000 Gr · Colonial grant 4,000 Gr
Intelligence grace 22 months · Assessed native technology: Class 1

CINDERKIN

Exhausted extraction world · population in the spoil

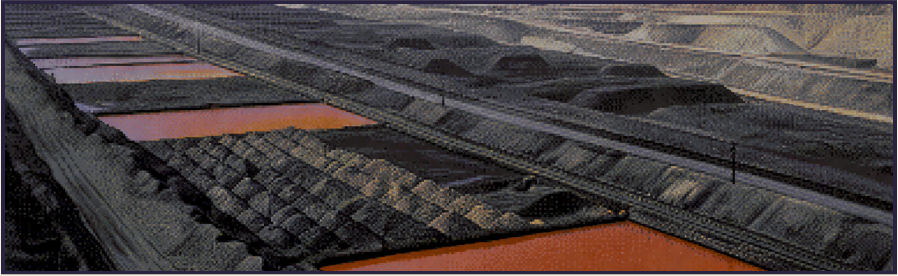


Fig. 3 - Settling ponds on the southern tailings.

Heavily worked. The visible ore bodies have been opened, exhausted and abandoned by an operator we are unable to identify, and the tailings now cover eleven per cent of the land area. The indigenous population lives in the tailings and has adapted to them in ways the medical officer describes as structural rather than behavioural.

Your colony's viability depends on the seams beneath the spoil. So does theirs. The Government does not consider this a conflict of interest.

Somebody mined this world out long before you arrived. The natives live in what was left.

TERMS OF POSTING

Establishment credit 48,000 Gr · Colonial grant 4,000 Gr
Intelligence grace 20 months · Assessed native technology: Class 1

VOLMEKAI

Crystalline world · established religious culture



Fig. 4 - The passes into the eastern range.

A settled indigenous culture organised around a site in the eastern range, to which access is controlled by a priesthood and refused to outsiders. The Volmekai are technologically modest and socially cohesive, and their objection to approach is absolute.

The site is a landed vessel of Terran manufacture. Recovery of its records is a secondary objective of this posting. It is not to be described to the Volmekai as such, or at all.

The locals worship at a closed site in the eastern range. Your orders are to open it.

TERMS OF POSTING

Establishment credit 46,000 Gr · Colonial grant 4,000 Gr
Intelligence grace 18 months · Assessed native technology: Class 2

KESSARIN

Ice world · two settled populations, human-descended

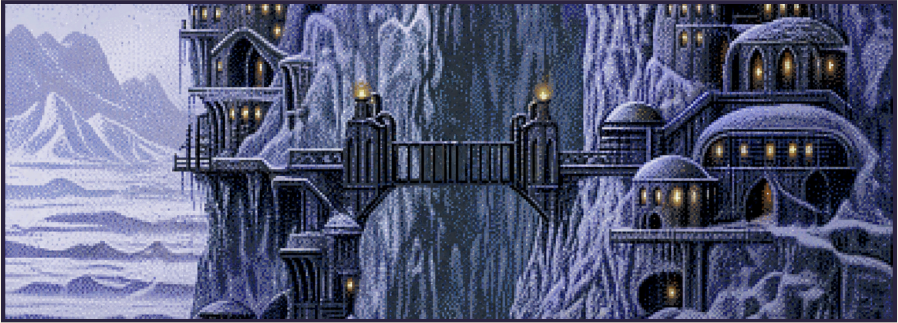


Fig. 5 - The cliff face, both settlements visible.

Two populations occupy opposite faces of the same cliff system. Both are human-descended. One holds the other under guard, in an arrangement that survey describes as stable and of long standing. Neither group has attempted to leave the cliffs; neither shows any curiosity about our arrival.

Our anthropologists advise against asking either group why the arrangement persists. They further advise that the question appears not to be understood.

Two settlements on one cliff. One guards the other, and nobody remembers why.

TERMS OF POSTING

Establishment credit 45,000 Gr · Colonial grant 3,500 Gr
Intelligence grace 18 months · Assessed native technology: Class 2

BROKEN CHOIR

Stone world · sessile indigenous forms · continuous emission

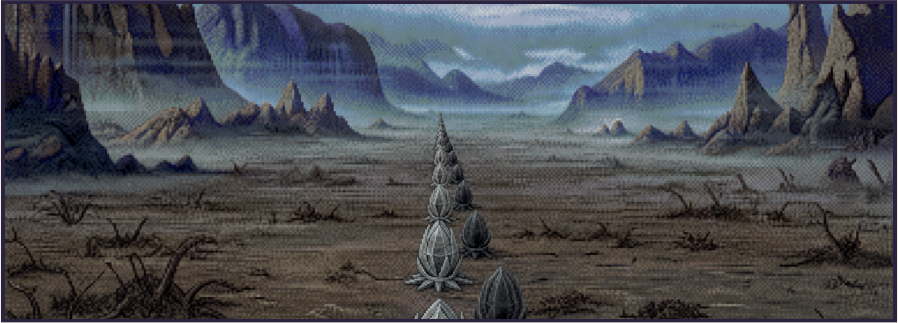


Fig. 6 - A line running to the horizon.

The indigenous forms are sessile and arranged in lines across the valley floors, at regular intervals, over distances of several kilometres. Approximately half emit continuously in the ultrasound. The remainder emit nothing and appear otherwise identical.

The emission is structured. Analysis has not resolved it and jamming has not interrupted it. You will find the silent lines easier to build around.

Half the natives transmit day and night. Build near the silent ones.

TERMS OF POSTING

Establishment credit 44,000 Gr · Colonial grant 3,000 Gr
Intelligence grace 16 months · Assessed native technology: Class 2

THE QUARANTINE

Ice world · one sealed installation · hazard weighting applies

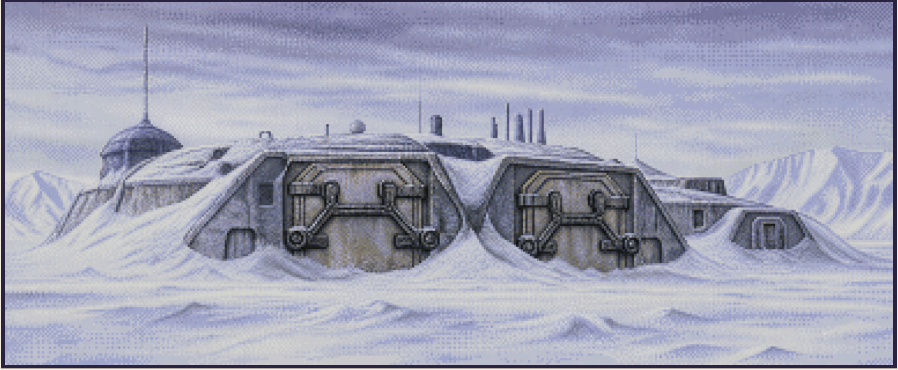


Fig. 7 - The seals, from outside.

The world carries a single installation of Terran manufacture. The seals are on the outside. Survey has not entered and is not equipped to.

Biological activity is detected across the northern hemisphere and the affected area is increasing month on month. You are to establish in the south. You are not to approach the installation under any circumstances, and you are not to accept material from the northern hemisphere into your colony.

The seals on the installation are on the outside. Stay south.

TERMS OF POSTING

Establishment credit 43,000 Gr · Colonial grant 3,000 Gr
Intelligence grace 16 months · Assessed native technology: Class 2

THE STILL WATCH

Uninhabited · eleven active installations



Fig. 8 - A station aperture, tracking.

No population. The world carries eleven hardened installations set out on a great circle, all powered, all tracking. Three survey drones have been engaged and destroyed on approach. Nothing on the surface has been engaged at any time.

You are cleared to establish beneath their arc. Do not attempt entry. The installations are of Terran manufacture and their command authority is not on our register.

*Eleven guns on a great circle, and nothing left to shoot at.
Keep off the air.*

TERMS OF POSTING

Establishment credit 42,000 Gr · Colonial grant 2,500 Gr
Intelligence grace 14 months · Assessed native technology: Class 3

THE LATE RELIEF

Second Terran colony in place · not on the register



Fig. 9 - Their command centre.

A Terran colony is already established here. It is not on our register. Its people speak our language, use our protocols and decline our signals. Survey estimates sixty years of continuous settlement.

They have put one question to us, on first contact, which our officer recorded as *has the Empire been in touch*. We did not understand the question. We have not asked them to repeat it.

There is already a Terran colony here. It is not pleased to see you.

TERMS OF POSTING

Establishment credit 41,000 Gr · Colonial grant 2,000 Gr
Intelligence grace 12 months · Assessed native technology: Class 3

POSTING TEN

THE SIGNAL

Uninhabited · one transmitter · third posting to this system

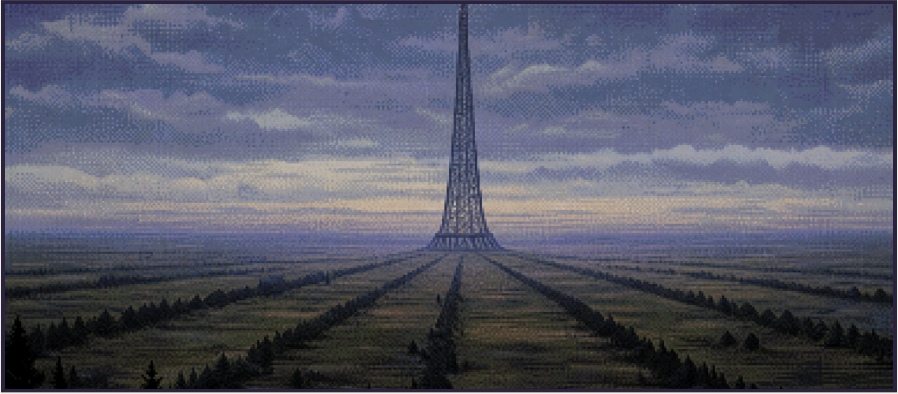


Fig. 10 - The transmitter, at distance.

There is no population. There is a transmitter. It predates every other structure on the surface, by a margin our geologists decline to estimate, and it has never stopped.

Two prior postings to this system were withdrawn. The withdrawal orders are sealed. You are the third.

Your command centre has been fitted with a filter.

Two commanders were posted here before you. Their reports are sealed.

TERMS OF POSTING

Establishment credit 40,000 Gr · Colonial grant 2,000 Gr
Intelligence grace 12 months · Assessed native technology: Class 3

NOTES FOR THE COMMANDER

These ten worlds are harder than the twenty before, and harder in a particular way: the danger is rarely the thing your briefing names.

READ THE REPORTS

Every world here has something the survey did not record. It will not be on the map. It arrives in an intelligence report, in the ordinary monthly way, in the same tone as everything else.

ONE OF THESE WARS IS YOURS

On one of the ten worlds the inhabitants will never attack you. Not in year twenty, however long you leave them. They have no intention toward your colony at all.

They will answer an assault, harder than anything in the original campaign. But if you never send anything against them, nothing ever comes back. The posting can end without a shot fired, and the booklet will not say which it is.

THE OLD MACHINERY STILL WORKS

Several worlds carry equipment installed a century ago and never switched off. It was aimed at whatever the Empire feared, and it has waited a long time.

ON FINISHING

Each posting ends the way postings in this game end: the world is cleared and the colony survives. Nobody will tell you what any of it meant. That is the job.

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CREDITS

Scenarios, story and booklet by Duncan Bowring.

Utopia: The Creation of a Nation was designed by Robert Crack and Graeme Ing, with Sean Kelly, and published by Gremlin Graphics in 1991. Utopia: The New Worlds followed in 1992. They had no part in this disk and are in no way answerable for it.

ANY PROBLEMS?

If the new worlds do not appear, check that SCENARIO.EG2 and SCENARIO.VG2 are present in your SCENARIO directory, then click the disk symbol on the scenario screen. The Gremlin Graphics Helpline closed a long time ago, and this disk was never anything to do with them. The place where you found it is the place to report trouble.

