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A Collector Six. Therefore, the Caregiver ³ can never win by the victory of transcendence, since transcendence implies an exploitation ³ the Å of the Sixth ColÄ© Å the same what it is fighting. However, the Usurpers can win a tactical victory over the usual rules. S i d m e i e r Å s a l p h a c e n t a u r i d m e i e r Å s a l p h a c e n t a u r i A l i e n C r o s f i r e VICTORY OF THE PARENT The parent's factions can each gain a new type of victory. They must have at least six bases of at least size 10 each, and they must build a Subspace Generator in each of them. This creates the Resonance Communicator, allowing them to send messages to the domestic fleets in a far ³ portion of the galaxy. The power of these fleets goes far beyond the combined capabilities of all humans on the planet to combat; When communication ³ and fleets arrive, humans (and the other Progenitor ³) must capitulate. PARENT ART The parent factions have many unique pieces of art, these units, base improvements and citizen icons are representative only; the functions of the units, etc. remain the same. There are new pieces of art Progenitor for the following: InfanterÄa units, rover units, surface units, colony pods, terraformer units, perimeter defenses, tachyon fields and citizen icons. 8STARTING TO USE THE MANUAL This manual does not intend to teach you how to play Sid MeierÄ© as Alpha Centauri Å . Instead, it is a review ³ new features and changes to the original Alpha Centauri contained in Alien Crossfire. You need to know how ³ play Alpha Centauri to use this manual. If Å played Å before If this is your first experience in the world of Sid MeierÄ© like Alpha Centauri and Alien Crossfire, please refer to the Alpha Centauri manual for advice on how ³ run the tutorial scenarios. A l i e n C r o s f i r e In addition to this manual, find the following useful materials included with your game: Installation ³. Installation³ troubleshooting³ and customer ³. Graph of the ³ tree. A new updated ³ tree graphic shows the new alien technologies available. Cross-reference graph. This tool, which is used in conjunction with the Tech Tree Graph, helps you understand how ³ acquire a technology. INSTALLATION Installation ³, troubleshooting ³ and customer support are covered in the Installation ³. GAME The following differences can be found in the start menus. 9 MAIN MENU (HOME) QUICKSTART This option still³leaves you directly in a new game configured exactly as the last game you play³ (including the choice ³ facciÄ³ n. If you use Quickstart before playing a game, you enter a world of average size set to the default values game. Explore this new world as the ³ cyber faction established at the level of difficulty. CHOOSE A FACTION SCREEN There are now five additional refugee factions resulting from the disastrous destruction ³ the UN colony ship, Unity. There are also two alien factions competing for control of the Manifold experiment called Planet. S i d m e i e r Å s a l p h a c e n t a u r i d m e i e r Å s a l p h a c e n t a u r i A l i e n C r o s f i r e VÄ© the general description ³ the new faction³ then for information ³ the seven new factions. Play Random Faction Random Play is available with any of the above settings. Play selected fraction³ n Choose your facciÄ³ n and then select this option³ n. If you are using a random³, this but- ton has the same effect as Play at random.Ä© Å Rename Å Customize the of its facci³ n and the other factions in the game. Information ³ Displays the help text for the selected ³. Choosing Å Å OKÄ© Å Å this screen 10 starts the game with you playing the selected facciÄ³ n. Cancel Returns to the difficulty level screen. Drop-down boxes This new feature ³ allow you to load each individual slot with the faction ³ your choice³ n. Once the seven slots are loaded, you can play a selected facciÄ³ n or a random facciÄ³ out of the seven you have selected. You Can and match factions between original and new games at will. AS before, the factions in Alien Crossfire are divided into spheres of political and social thought. Two additional factions of foreigners are introduced; its main motivations are simpler: destroy the ³ faction in an alienÄgena opposition in a bitter civil war. A l i e n C r o s f i r e The Cyberconsciousness (directed by Prime Functio Aki Zeta-Five) This faction³ n is led by a mysterious figure of The Unity who has apparently been part of an experiment in artificial intelligence. A research technician working for Prokhor Zakharov is supposed to have undergone an AI algorithm ³ implanted, and is now sharing his consciousness with this intelligence. Aki Zeta-Five offers his followers a pure intellect less constrained by greed and other distressing emotions. Its society is advanced and efficient in industry and technology. However, this society is not familiar with human emotions; therefore, concepts such as sex lead the Cyborgs to have a difficult time with the growth of the ³ population. They are immune to the negative effects of ³ social choice. The Pirates of Nautilus (led by Capt. Ulrik Svensgaard) The Pirates believe that the Earth's Oceans are actually much more suited to human life than the land masses. They dedicate themselves to a life at sea, exploiting the untold riches of water. Their ultimate knowledge of the depths allows them to build improvements even in deep-water areas. Its marine combat units are especially well trained for on-board actions (marine detachment-free capability for last sea units once the appropriate technology is discovered). They also receive 11 free naval shipyards at each base after discovering the appropriate technology, and pay no prototype costs for sea formers and sea colony pods. They are also able to extract additional raw materials from the marine squares on the shelves. The Free Drones (led by Foreman Doma) The Drones are led by an ex-drone that has come to understand the horrible oppression³ under which its companions work. It seeks to build a nation³ with great industrial power, without exploiting its workers like the other leaders of the factions. Drones believe in an orderly society and make police profits. Its industrial capacity is, of course, unmatched. However, believing in a working society means that ³ research on Ä© lite is very slow. The bases that rebel against their current dueÄ±os, anywhere on the Planet, have a significant possibility of proclaiming themselves members of the facci³ n Drone. Finally, Free Drones bases have fewer disgruntled workers (Ä© drones Ä© Ä©) and are therefore easier to handle. S i d m e i e r Å s a l p h a c e n t a u r i d m e i e r Å s a l p h a c e n t a u r i A l i e n C r o s f i r e The Data Angels (directed by Datajack Sinder Roze) The Angels are engaged in a free flow of information ³ equal opportunities for all. Their detractors call them "" hackers "" and thieves "" but the Angels are mainly interested in the emotion ³ covert operations. Their lack of social structure makes police procedures more difficult, but they are highly effective spies, their bases are very difficult to penetrate, and the actions of the Probe Angel cost less than those of other factions. In addition, the facciÄ³ n Ä© ngel automatically wins any technology known to at least three other infiltrated factions, due to its constant covert activities. They also acquire a free Covert Operations Center at each base, after they discover Pre-Sentient Algorithms. The worship of the planet (led by the prophet Cha Dawn) The worship of the planet under mysterious circumstances a few days after Planetfall. Although clearly a small one, he claims to have the Word of the Planet in his knos, and promises to lead his followers to a cleansing jihad, toward supreme ones (and the will of the Planet). The Cult has little interest in material things, causing a general economic slowdown ³ its faction³. 12 However, it is in supreme tune with the Planet, and have better capabilities with life forms that even Gaians. They get a free BiologÄa Lab at each base by discovering the appropriate technology, and their people are so amazed at the native ways of life that mental worms count twice as much for police duty. The Multiple Caregivers (led by Guardian Lular HÄ© Å Ä© mÄ©) The Caregivers are members of the Parent race, the original creators of the living experiment called Planet. The Caregiver ³ is dedicated to non-interference with the life forms and destiny of the Planet Å Ä©; they believe that the Manifold experiment should be allowed to run its natural course. In human terms, this means they can draw more sustenance from the Planet (support more units), and have a greater link with the Planet. They buy a free recycling tank at each base, and their energy³collection method is very different: gain energy depending on the number of base installations in a base. They also receive a defensive bonus ³ combat due to a combination ³ sensory abilities unknown to humans, collectively known as "sensitivity to resonance Å Ä© Ä©. This sensitivity prevents any attempt of surprise or neglect by the opposing forces. A l i e n C r o s f i r e Finally, the Progenitors are ahead of humans in technical know-how ³; although the landing party must rediscover most of the technologies, the alien headstart is represented by the ability to direct research ³ more specifically. The Multiple Usurpers (led by the Conquistador Judaa Maar) The Usurpers are an opposite faction ³ Progenitors who believe that the Multiple experiment has reached a conclusion³ in ³, and it is time for the powers of the Planet to be used for military purposes. They have a highly efficient resource management (recycling tanks), but instead of a defensive combat bonus, they get an attack bonus, growth and morale. They also receive vouchers of resonance sensitivity and directed ³. The Caretakers and Usurpers are locked in a bitter civil war, and their main objective is the destruction ³ the other faction³ n; humans are a negligible nuisance to them, and are used or discarded in case of need. NEW MANIFESTATIONS OF THE PLANET Alien Crossfire contains three new alien life forms, and several new milestones and discoveries of Unity capsules. New types of units always appear, the new 13 milestones may or may not appear in any particular game. NATIVE LIFE There are three new kinds of extraterrestrial life: mushroom towers, spore throwers and the mysterious Sealurks. Flora mushroom towers, occur randomly wherever the native life is found. They are immense ³ and fight using PSI combat, like all native life forms. You can add a square of mushroom to a vaco space around it. If all the squares around them become mushrooms, they can start generating earthworms or spore throwers. S i d m e i e r Å s a l p h a c e n t a u r i d m e i e r Å s a l p h a c e n t a u r i A l i e n C r o s f i r e FAUNA Sport Launchers. They are almost vegetable life forms capable of normal movement. They contain thousands of large fungal spores, used as a weapon to destroy elements that disturb the local ecology. A spore launcher tries to destroy the improvements first, and then attack the units with an effect similar to Ä© Ä© artilleryÄa PSI.Ä© Å Se Ä© in duels with normal artilleryÄa. These units can be built on a base after the discovery of Biocautive Resonance (C4). Sealurks. These marine units are similar to the Deep Islands, but cannot carry other units. They are more difficult to detect using underwater rules for movement and discovery. Its combat effectiveness against Coastal Marine Bases is larger than the Islands. These units can be built on a foundation upon the discovery of Centauri PSI (E8). 14 UNIT PODS There are two new effects generated by the Unit pods: the Battle Ogre (which is actually located in alien ruins, localized by Unity beacons) and the cloning effect³ n. BATTLE OGRES These ancient mechanical devices were possibly used by the Progenitor race to wage war. Each Ogre is an independent battle unit that relies on long-lost technologies for its power and The ogres come in three varieties: Mark I Ogres: 6r-3r-1 units (resonance attack and defense). They count twice as much for the police service. Mark II Ogres: 12r-8r-1, with police powers and dissociative wave. They possess the equivalent of a level 2 reactor. A l i e n C r o s f i r e Mark III Ogres: 30-12-3 Units of the police with dissociative wave. They have the equivalent of a level 3 reactor. The main of ÖgreÄ© is that combat days can never be repaired, even in a monolith. "Careful!" CLONACIÄ N Occasionally a pod can be housed in a dimensional crack. They can duplicate the drive that makes the discovery. The second unit is independent of any base. Four new monuments can be discovered through the face of the Planet. Because of Alien Crossfire's unlimited play, any landmark is not guaranteed to occur in a particular game. The drilling ³ is a collection ³ three, pro-15 drilling holes that provide additional minerals and energy, as if they had been built. The technology needed to have built (and left behind) these cracks on the surface Å Planet Å a powerful alienÄgena technology. UNITY WRECKAGE The shattered piece of the Unit, containing the minerÄa laser, Scout Chopper, a communications beacon that shows the starting location ³ each human faction, and the Engine Core, is worth the bonus energy³ All four must be found individually, so be sure to explore the remains carefully. S i d m e i e r Å s a l p h a c e n t a u r i d m e i e r Å s a l p h a c e n t a u r i

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