

STAR TREK: ARMADA 2

CONFLICT AT TERELLIA

TOTAL CONVERSION

Alpha version 0.5a

README FILE

THIS MATERIAL IS NOT MADE OR SUPPORTED BY ACTIVISION

Thank you for downloading the Conflict at Terellia Alpha version!
This version of our upcoming Total conversion intends to show you some aspects of the modification (or short, "mod") by us.
The Full Version of this mod will include 4 entirely new races, namely the Terellan navy, T'Lana-R'ath patriarchate, K'Lorani confederation and the Freedom forces. However, this is an Alpha version, and in rather early development stages. You will only be able to play as the Terellan navy (which is the most advanced part right now) as well as the K'Lorani confederation. Please note that also Balancing etc. isn't as it will be in the final mod.

Installation notes:

WARNING: Please Install the Armada 2 patch before proceeding!
The Mod might not work properly without the patch
Additionally, make sure that you install onto a fresh Armada 2 install - Mods don't like each other very much.

The Alpha version comes with an Installer, simply choose the Armada 2 directory as target. After that there is only one more step to do: converting the music to .WAV formate. There are now 2 new files located in your Armada\sounds\music folder namely mtermp227.mp3 and mklormp227.mp3
now proceed as following:

1. open winamp
2. put the 2 files into the playlist
3. right click on the middle part of Winamp (the WinAmp Equalizer) and choose "options", then "settings". There choose under the Plug-ins entry the "output" table and change the output plugin to "Nullsoft Disk writer plugin"
Then play the files.
4. now you should have the files converted to WAV. Make sure that they are EXACTLY named as the original MP3 files, otherwise it won't work.

You can also use other convertor programs to convert the music to wav files.

Content:

This Alpha version contains 2 sides, of which one is nearly complete and another half-way under works. There are included:

- plenty of new ships
 - some new stations
 - an at least somewhat challenging AI
 - new graphics and sounds for most of the weapons
- and other things. Note again, this is an Alpha version and doesn't represent the final mod at all!

Credits:

Challenger - pretty anything of the Terellan side, as well as some odf work on the K'Lorani
Galaxy X - pretty much the K'Lorani side of the mod as well as the AI. Great work, my friend!

GT Interactive - Some of the ships are inspired by their game Imperium Galactica

Taldren - some of the K'Lorani textures are from SFC II's ISC

Volition - some sounds

Cavedog - the music pieces are from Total Annihilation

not to mention **Activision** & **MadDoc Software** for Armada 2 :)

Special thanks

Major A Payne: Kinda a morale supporting role - don't underestimate your influence, MaP! :)

Gene Roddenberry - well, without him this wouldn't have been created at all (as he created Star Trek)

My grey cells - hey, where do you think came the idea from? LOL

GameStar - for putting a short info on the TC into their latest issue

Contact Information

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<http://www.strategyplanet.com/starmada/fgx/stamada> - Our homepage

<http://www.strategyplanet.com/starmada/fgx/> - our parent organisation, Future Gaming Xperience!

<http://www.gamestar.de> - Germany's largest gaming magazine

<http://stgn.ugforums.com/vb/> - Star Trek Gaming network, you will find us around there