

Utopia FAQ/Strategy Guide

by Dan_Simpson

Updated to v1.31 on Feb 6, 2005

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Utopia: Creation of a Nation FAQ/Walkthrough

January 23, 2005
Version 1.31

Written by: Dan Simpson
Email: dsimpson.faqs@gmail.com

Email Policy:

If you are going to email me about this game, please put Utopia as the subject. Just Utopia. Also please realize that I am not hiding cheats or any other information, i.e. everything I know about Utopia is in this guide.

If you see any mistakes, or have anything that you want to add please email me! I will, of course, give you full credit for your addition, and be eternally grateful to you.

Notes

The most recent version of this FAQ can be found at:
<http://www.gamefaqs.com/>
<http://www.cheatcc.com/>

Utopia is a Strategy game for the SNES and is something like SimCity in space. But with the added bonus of having combat against aliens. This game isn't that great, it's music being its WORST feature (ugh...), but it has no guides/codes or anything anywhere that I have seen, so I have answered the call!

If you are a webmaster and wish to post this on your web page, please email me first. And if you do post this FAQ on your site, please make an attempt to keep it up to date. There is nothing worse than getting emails from people who saw an old version asking about things that are already in the newer versions. Well, maybe there are worse things, but it IS annoying!

If the ASCII art above looks like crap, make sure your font is a FIXED WIDTH font, like COURIER, and that your right margin goes out at least 79 spaces.

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I am not affiliated with anyone who had anything to do with the creation of this game. This FAQ may be posted on any site so long as NOTHING IS CHANGED and you EMAIL ME telling me that you are posting it. You may not charge for, or in any way profit from this FAQ.

What's New in 1.31:

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Changed my email address and updated the format.

For a complete Version History, check out the Final Words Section at the end of the FAQ.

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1. The Game Itself

Controls: The view is isometric, so the D-Pad works like this

LEFT UP	A	Builds/Help/Bulldoze
\ /	B	Switches between tool bar and map, Cancels
\ /	X	Toggles between Build/Query/Bulldoze modes
/ \	Y	Reposition Marker (Query Mode only)
/ \	START	-- nothing --
DOWN RIGHT	SELECT	-- nothing --

The point of the game:

You want to build a colony on another planet. Simple. Except that you are not alone on the planet, there is also 1 species of aliens on the planet with you. It isn't there planet either, they are also colonizing it. So don't feel too bad when you have to waste them. So you have 2 objectives, Build Your Colony, and Waste the Bad Aliens.

The Toolbar: (from left to right)

Zzz Button -- Pauses the game
Magnifying Glass -- Intelligence Reports
Map Icon -- Shows the maps

Hat/Construction -- brings up the building list (see 3. Buildings)
Face Icon -- Brings up your Council (see below)
Money Icon -- Brings up the Finance Report (see below)
Disk Icon -- Saves/Loads/Starts new game

The Council:

The council will inform you of everything that you are doing wrong. That's pretty much all they do. They also give out all the raw data on your colony which you have to interpret and deal with, they won't help you there.

Back Row:

Civil Engineer: Shows how many buildings you have, and suggests which buildings you may need to build.

Head of Research: Shows you your research status, how many research facilities, and how many scientists you have. If you have as many scientists as you can get, he asks for more buildings. If you don't have any grants, he asks for money.

Colony Administrator: Shows how much Food/Oxygen/Fuel/Etc you have and how much you need to survive.

Financial Consultant: Shows your current financial situation, and tells you what to do about it.

Front Row:

Senior Psyciatrist: Shows how many people are in what jobs, what the Birth Rate and Death rate are, and what the Morale is. (you can set the Birth Rate in any hospital in your colony)

Supreme Commander: Shows all of your military units. By the time he asks for troops, you already need them, so build units before he asks for them!

Financial Report:

Looks exactly like this:

Economy	Units	Keep
Fuel	00	80%
Food	96	80%
Ore	00	80%
Gems	00	80%
Weapons	00	80%
Tech	00	80%

What this is telling you:

The Keep Percentage is how much of any of these things you keep per how much you make. Setting it at 80% keeps 4 out of 5 units, and throws the other one away. This is important because STORAGE space is limited, and you don't want it filled with nothing more than FOOD.

Tax Rate = 15%

Military Grant	00
Civilian Grant	00
Spying Grant	00

Taxes aren't that important early in the game, because you are subsidized from Earth, but they become your only source of Cash later. Military and Civilian Grants create research in their respective areas, while the spying grant sends spies to your enemy.

Current Funds 500000

So how do you know how much of anything to keep? It's kinda simple. If your colony produced 10 units of food a turn, but only ate 3, then you only need to keep 30% or more. (it's generally better to go at least 20% higher, in case your population grows) That way you only really produce 3 food which is all you need. Anything that you want to sell, Gems, Weapons, etc., you usually want to keep ALL 100% of it.

You ALWAYS want to have Research grants going strong. Start them off with

2000 or so each, and as the game progresses, increase the grants too. This needs to be done EVERY MONTH!

When you close that screen the Production screen opens. It looks exactly like this:

Industry	Men	Prod	What this is telling you:
Arms Lab	00	00	How many men, and how well they are producing something. If you see that you have a lot of men on a job, but they never seem to produce anything, you may not have enough raw materials for their job, OR not enough power for it.
Chemical Plant	00	00	
Mine	00	00	
Ship Yard	00	00	
Tank Yard	00	00	
Workshop	00	00	
Hospital	00		
Laboratory	00		
Security	00		

Close that and the Trading screen opens:

How to sell/buy:

Trade	Units	Cost	Supp	Demd	Move the hand over the
Fuel	00	06	00	36	number under the DEMD
Food	96	04	00	30	(to sell) or the SUPP
Ore	00	02	64	00	(to buy) and press A.
Gems	00	40	02	00	
Weapons	00	10	02	00	
Tech	00	04	02	00	

Current Funds 500000

Note: You can only buy/sell when there is supply or demand for that item.

Note: You can trade only ONCE per month!

Note: Each day lasts about 3 seconds of real time

Tip: Buy gems when they are cheap (like 40) and sell them when their price goes up to 80+.

2. Planets

Name:	Planet Type:	Buildings:
Practice	Red Type Planet	Command Center, Flux Pod, 2 Hydroponic, Launch Pad, Life Support, 3 Living Quarters, Radar, Store, 9 Solar Panels
Rhendor IV	Red Type Planet	-- same as above --
Alpha Ceti	Green Type Planet	-- same as above --
Vega III	Frozen Type Planet	Command Center, Flux Pod, Hydroponic, Launch Pad, Life Support, 3 Living Quarters, Radar, Store, 16 Solar Panels
Astoria II	Rocky Type Planet	-- same as above, with 4 less Solar Panels --
Benezar IV	Red Type Planet	Command Center, Flux Pod, 2 Hydroponic, Launch Pad, Life Support, 3 Living Quarters, Radar, Store, 8 Solar Panels
Antares III	Blue/Red Type	Command Center, Flux Pod, 2 Hydroponic, Launch Pad, Life Support, 2 Living Quarters, Radar, Store, 8 Solar Panels
Rukbat III	Green w/Rivers	-- same as Benezar IV --
Beta Zan II	Ice w/Chasms	-- same as Benezar IV --

Herak VI Rocky Type Planet Command Center, Flux Pod, 1 Hydroponic,
Launch Pad, Life Support, 3 Living Quarters,
Store, 9 Solar Panels

Gamma Lucra Blue/Red Type -- same as Benezar IV --

You cannot build anything on Planet Objects, that is Mountains, rivers,
Chasms or whatever. The exception to this is the Space Moss Converter, which
can be built on Space Moss.

3. Buildings

As you can plainly see, this list is far from complete! I'll get around to
finishing it eventually...

A Dash "-" under a building indicates that that building replaces the one
above it.

Name:	Cost:	Time:	What it does:	How many People:
-----	-----	-----	-----	-----
Flux Pod	3000	28 days	Stores 20 Power	
Laboratory	5000	56	Research	10
Radar	2500	28	Scans for Enemies	
Hospital	8500	56	Sets Birth Rate Cures Virus'	20
Laser Turret	7000	18	Shoots enemies	
Living Quarters	2000	42	Houses People	50
Missile	4000	42	Shoots enemies	
Solar Panel	800	14	4 Power	
Ship Yard	7000	84		
Arms Laboratory	6000	42		
Chemical Plant	8200	56		
Fuel Tank	3000	28	Stores Fuel	
-Compressed FT	3000	28	Stores More Fuel	
Hydroponics	1500	28		
Security	4000	28		10
Store	2000	28		
Tank Yard	4800	28		
Workshop	2800	28		
Launch Pad	3000	28		
Command Center	9000	42		
Life Support	7000	56	400 Air	
Power Station	10000	70	50 Power	
Stadium	6000	84		
Mine	5000	42		

4. Strategies

Before you actually BUILD anything you will want to look at your finance
screen to set such things as SPYING GRANTS and both the MILITARY and CIVILIAN
GRANTS as well. Don't forget those!

First thing you want to do is to build a Hospital, and set the Birth Rate to
High. (use the Query tool on the Hospital then push A twice on the window)
Later when you've gotten a lot of people, you will want to set it back down

to Medium.

Next you want to expand your Living Quarters by 6 or so extra. Try to organize your colony such that Living Quarters are away from Power Sources, or any industry. You also want to build a Security around your Living Quarters to cut down on any inside crimes.

Now build 4 workshops, and 4 Hydroponic farms. You will probably want to set your "Keep %" on Food down to 20% or less. (AFTER you get over 600 stored)

Build a power station, and at least 6 more Solar Panels to expand your power supply. And if you can build 2 new Flux Pods, one 12 squares to the north and to the east (up and right). When those are built, check your map to see if you can find any Ore or Fuel. (you will have to change the map by pressing A) If you have either, build the appropriate building on them.

Next build 2 to 4 Laboratories, and make sure to set their Grant money to around 3000 to 4000 each. Check your finance screen EVERY month at the start of the month, and set each grant back up to its previous level. The Lab grants are taken gradually, but the Spying Grant disappears immediately after you get a spying report.

Now build 4 Stores, and remember to expand each of these areas as needed. You will know that you need more living quarters when the population density gets too high, you will need more security if someone steals from you, etc. Listen to your Council! They have good advice!

Now we are going to militarize. Build at least 2 Arms Laboratories and a Tank Yard (Tank Yard's require Arms to build Tanks). Build 2 Missiles, and by your Command Center and by your Mines and Chemical Plants build Cannons. By your Launch Pad build a Ship Yard and a Fuel Store.

Remember that you have those hostile aliens to the South of you (I think that it is always the south). You should have been spying them for quite awhile. When you feel that your military is sufficient, launch an assault against them using both tanks AND planes. If you are ever attacked, use your missiles as the first line of defense, and your tanks/planes as the second line of defense. Don't depend on your Cannons to repel attacks! They aren't very reliable!

Every once in awhile you will experience several random events, one of which is that Earth will demand some scientists or they will fine you. Which do you need more, science or money? I usually say NO to any such requests.

Good Luck!

The following strategies come from PW:

DEFENSE FOR THE OBSESSIVE PARANOID

Put a ton of money into Spying. If they sound like communist dictators ("It is they that are the aggressors, so we should attack them in masses"), then you should focus on your defenses right away.

If they capture one of your spies, you had better say your prayers and super-bulkup on your defense. They are bound to attack soon.

If you hear what their tech level is, check YOUR tech level too. You will have a better clue on your chances.

When new kinds of radar are invented, build them NEXT TO your old ones. Don't demolish the old ones until the new ones are already finished.

If you believe your outer defenses are, despite the massive amounts of stuff you built, eggshell thin, then build up defenses inside the nooks and crannies of your base. That way, if they crack the outside, they've still got a long ways to go.

If you have the cash to burn but don't feel like building more defensive structures, then build long rows of cheap solar panels as speed bumps, and build defenses both in front and behind them.

Keep space in between your defensive structures, and jam tanks in them. Always have some space left for when new and updated stuff is invented. Also, keeping nice little alleyways inside your base for defense structures are good too.

Power Stations are God. If you have enough money, you should go as far as to demolish 2 x 2 blocks of solar panels to make way for the Power Stations. The only time when you should NOT do this is when you are using the solar panels as speed bumps.

Have more ship shops and launch pads than tank shops, because ships don't build nearly as quickly.

Make your defense in layers. Also, build civilian stuff in between those layers. This way, it will take MUCH longer for the invaders to hit you in your core.

Never have solid walls of defense structures. Never. Not ever. Instead, it would be best to have a sort of checkerboard pattern of structures, so that as soon as they get through one, they have more to contend with.

If they're flyer-based, have a LOT more anti-air units. If they're ground-based, have a LOT more anti-ground units. But never make your defense consist entirely of either.

Defend yourself on every single side. This way, it'll take longer for them to wipe you out.

HOW TO BUILD OUTPOSTS

- 1) Build a Flux Pod or two in some really convenient place, such as in the alley of a mountain.
- 2) When the Flux Pods finish, then build a radar post right next to them. Also build a few defense structures around the general area.
- 3) Build a few civilian structures closely in this area and build some defense structures further out.
- 4) The next thing you know, you've got another base.

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Final Words...
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This FAQ was written entirely using the GWD Text Editor: (shareware)
<http://www.gwdsoft.com/>

Special thanks to PW for some strategies.

Shameless Self Promotion:

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I am Dan Simpson (dsimpson.faqs@gmail.com) and have also written FAQs for:

NES: Disney Adventures in the Magic Kingdom
 Final Fantasy -- Magic FAQ
 The Legend of Zelda

SNES: Aerobiz
 Aerobiz Supersonic
 Utopia: Creation of a Nation

Genesis: StarFlight

PSX: Thousand Arms -- Walkthrough
 -- Forging/Dating FAQ

PS2: Madden NFL 2001

XBOX: Star Wars: KotOR II: The Sith Lords -- FAQ/Walkthrough

PC: AD&D Rules FAQ, 2nd and 3rd Editions
 Baldur's Gate & Tales of the Sword Coast -- FAQ/Walkthrough
 NPC List
 Creature List
 Baldur's Gate II & Throne of Bhaal -- FAQ/Walkthrough
 -- Items List
 -- Class FAQ
 -- Creature List

 Civilization III (incomplete)
 Colonization -- the Single Colony Strategy Guide
 -- the Cheat Guide

 Drakan: Order of the Flame

 Dungeon Hack

 Icewind Dale & Heart of Winter -- FAQ/Walkthrough
 Items List
 Kresselack's Tomb Map (JPG)
 Burial Isle Map (JPG)
 Shattered Hand Map (JPG)

 Icewind Dale II -- Items List

 Master of Magic (revision)

 Messiah

 Pharaoh (currently being edited by Red Phoenix)

 Planescape: Torment -- FAQ/Walkthrough
 Items Listing

 Rollercoaster Tycoon

 Sid Meier's Alpha Centauri

 The Sims

 Ultima 4: Quest of the Avatar

 Ultima 7: The Black Gate

 Ultima 7 Part 2: Serpent Isle

 Ultima Underworld -- Keyboard Commands

 Ultima Underworld II -- Keyboard Commands
 -- Spell List

All of my FAQs can be found at:

<http://www.gamefaqs.com/features/recognition/2203.html>

Version History:

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Original Version (5-31-99, 12k)

Changes in 1.1: (9-20-99, 16k)

Added to Strategies section

Added the Weapons of War section

Format Changes!

And a bunch of small changes as well

Changes in Version 1.2 (2-29-00, 19k)

Small Changes

And Some Small Format Changes

Changes in Version 1.21 (4-26-00, 20k)

Small Changes

And Some Small Format Changes

Changes in Version 1.3 (6-24-00, 23k)

Added new strategies from PW

Some other small changes

Version 1.31 January 23, 2005 23k

Changed my email address and updated the format.

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Stinger:

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"Power outages reported"

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