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----- Introduction -----

Binary Dawn is a mod of the **Smaniac** mod by Maniac to the **Alien Crossfire** expansion pack to the game Sid Meier's **Alpha Centauri** which was actually designed by Brian Reynolds. **Smaniac** does a brilliant job fixing the imbalances from the original game, particularly those pertaining to combat and the technology tree. However, I feel it makes xenofungus too powerful too early and that it narrows the politics and economics social engineering categories. **Binary Dawn** smoothes out these irregularities and adds a few other minor improvements.

----- Installation -----

First, download and install Yitzi's Patch 3.5 (also download the latest letter coded 'fix' currently 3.5d). Then, copy everything from Binary Dawn's **Main Files** and **Factions** folders and paste it into the main game directory. (This should be called Sid Meier's Alpha Centauri and contain the alphax.txt file.) Copy over everything. You can make a backup folder first or reinstall the main game later but the latter option will likely erase your hall of fame scores, so beware. You will then be ready to play **Binary Dawn**.

Path to Main Game Directory in GOG Mac version:

Right click whichever icon you use to start the game. Click 'show package contents'.

--->
drive_c
--->
GOG Games
--->
Sid Meier's Alpha Centauri

----- Gameplay -----

Binary Dawn uses a several AI units: AI former, AI probe, etc. Set them to *obsolete* in the design workshop as soon as you can but don't forget to design your own equivalents. The unmanned factions lack intelligence. These units are intended to strengthen them through sheer power. The AI is still no match for a seasoned player. Go play multiplayer.

Players tend to agree the **Alien Crossfire** factions outmatched the originals. Now, they should be about even. The Sea Factions have also been cut down a bit in strength. The Aliens still surpass everyone else. This version of **Binary Dawn** includes boosted factions for AI use.

Note that both the Fundamentalist, Empathy and Conservative social engineering choices grant additional talents. The social engineering table doesn't show this but the effect does take place.

----- Special Abilities -----

The following descriptions have been plagiarized from **Smaniac** with a few alterations:

AAA Tracking

Now also available for noncombatant units (including terraformers) and psi units.

Empath Song, Hypnotic Trance, Blink Displacer

No longer available for air units. Empath Song and Hypnotic Trance now only give a 40% bonus to psi combat. These changes are based on the goal of weakening air power and strengthening psi combat.

Dissociative Wave

No longer available for air units. **Smaniac** forbids it for all non infantry units but that makes the ability useless. Instead, its cost now increases with speed. It is not available until the discovery of Secrets of Creation.

Fuel Nanocells, Antigrav Stuts

Now also available for naval units. This might hopefully make naval combat a bit more varied, for example: by allowing the player to build fast scout ships.

Air Superiority

This ability now comes free of cost for air and naval units, but still costs the same for land units (similar to Deep Radar). This addresses the problem that fighters cost more than bombers, making offensive air combat more attractive than defensive air combat.

Heavy Artillery

The cost now increases with armour, not anymore both with armour and speed. Artillery is hardly used in standard SMAC. The biggest attempt at correcting this is simply making artillery more likely to do damage. This here, decreasing the cost for fast moving artillery might also help a little.
