

# INPUT GUIDE FOR **FEDERATION & EMPIRE**

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Revised 20 June 2007, 4 Aug 2007.

## INTRODUCTION

*Federation & Empire* is our strategic space game.

Writing for *Federation & Empire* is writing for the *Star Fleet Universe*. That means you don't get to write anything you want to; you have to actually "color inside the lines".

We have published lots of "Input Guide" articles over the years, most of which are on the website in the same place this document was. Check those, because much of the data applies to *Federation & Empire*. Here is where to find them: <http://starfleetgames.com/input-guide/index.shtml>

## GENERAL DATA

Submissions to Amarillo Design Bureau, Inc., become our property when they arrive. (If it gets published, we do pay you at our standard rates.) We own the copyrights (there is no sharing of such) and we have the final say as to what gets printed. We respect and encourage creativity, but if we want to change something you write, it *will* get changed. This is non-negotiable, but if we want something important changed we will give you a chance to explain your point of view before we change it. See the Terms and Conditions from *Advanced Missions* on the above website.

You are writing for the *Star Fleet Universe*, not for Star Trek™. You cannot use Captain Kirk (or any character from any movie, book, comic, or television show) and if we say "That is not within our license and you will have to remove it" then there isn't any argument; it gets removed. We're not going to fight Paramount in court because you insist that a character in a story gets to have "Saurian Brandy" (an example of one of many Treksisms not within our license). You cannot use anything (race, planet, ship, technology) from Next Generation™ or Enterprise™ or Voyager™ or anything else that's not already in some *Star Fleet Universe* product.

Submissions should be sent electronically. Since we use Macintosh OS9, lots of file transfer problems abound. Generally speaking, Email us first, and send us one sample page of your document. If we have problems with it, we'll find a solution before you send the whole thing.

Generally, we prefer it if you just paste the text into the Email, rather than attaching a document we may not be able to read or use.

## THE KIND OF INPUT WE WANT

- New ships from SFB: Just tell us which SFB ships you want to be ported over to F&E and why you think they are worth doing. We can do the data ourselves (and would rather do it ourselves)
- New ships not in other games: First of all, tell us why this ship is needed. If we agree it is, we can proceed. At that point, send us the factors, the dates, the construction costs and conversion routes, and anything else that would go with it.
- New Rules: I would suggest that you ask first to see if we even want it (or have already done it). But if you want to write a rule, follow the format of similar rules. Use your initials for the first digits of the rule number. If you write more than one rule, append a number, such as (SVC1.23) or (SVC7.0).
- Rules changes: Post your proposed change on the BBS in the various topics for proposed rules changes. Be prepared to explain why it is necessary. Be prepared to be told we don't agree that it is necessary, but we will give you a fair hearing and a chance to build a case and gather support.
- Changes to the SIT: Post them on the BBS in the topic for updates to the Master Ship Information Table. Such postings require a justification statement. Why does it need to be

changed? Is it "wrong" (show data proving it is) or are you trying to make the ship easier or harder to build (and explain why it should be).

- New Scenarios: First, talk to Chuck Strong. (I am not sure he wants his Email published; but send it to me and I'll send it to him.) Second, follow the format of similar scenarios.
- New Products, Suggestions for: Send the suggestions to [design@StarFleetGames.com](mailto:design@StarFleetGames.com). Explain what the product is supposed to accomplish.
- New Products you want to design: Definitely talk to us before doing any serious work. Send a summary of the project, who it would appeal to, and why it is necessary. Send it to [design@StarFleetGames.com](mailto:design@StarFleetGames.com) please.
- Tactical Notes & Articles for Captain's Log: Email these to Steve Petrick ([rules@StarFleetGames.com](mailto:rules@StarFleetGames.com)) and he will run them through the rules-checking and tactics-grading system for publication in *Captain's Log*.

## QUESTIONS

Feel free to ask questions.

I may not have time to do your research for you, but I can probably send you to the right source.

## WORK IN PROGRESS

I wrote this page in about an hour on a day when I had promised someone that I would do it even though I had other critical items on my schedule. I later updated it with some staff comments. I don't pretend it's complete. If you have questions, suggestions, observations, and comments, please send them to me so I can include them in updated versions of this document.

Document updated 4 Aug 07 with comments from Jean Sexton, our expert proofreader. Document updated again on 20 Aug 07 with staff notes.

## THE BBS CAN BE FOUND AT

[www.StarFleetGames.com/discuss](http://www.StarFleetGames.com/discuss)

--Steve Cole, [design@StarFleetGames.com](mailto:design@StarFleetGames.com)