

Guide – Federation Leader

Congratulations, you have started your own federation or have just been elected as a federation leader.

Now, the tough part begins.....

Bad leaders get voted out. Sometimes, even the good leaders get voted out. Ouch.....

How to be a good leader? Forget about being voted out. If they can't recognize a good leader, it's their loss.

1. Attend to your members. This means assisting them, guiding them and even giving aid to them.
2. Approve or reject new membership applications regularly. Don't leave the applicants waiting for a week or so.
3. Discuss and plan your strategies with your senior members.
4. Try to help your members survive and later, progress in the game.
5. Answer your members' queries.
6. Don't think your members are yes-men who would obey you blindly. Respect them.
7. Diplomacy. Be diplomatic when communicating with your members. Even if they ask silly questions, don't start calling them stupid, etc.
8. Alliance. This is also part of diplomacy. If another federation shares the same goals, perhaps an alliance is a good idea. Then, both federations can work together towards a common goal.
9. War. If your members are constantly attacked by another federation, do something about it. Just because you are too powerful to be attacked does not mean you should let your members get whacked. Declare war! But, be very careful. Declaring war should only be done after careful consideration of various aspects. Can your federation survive a war with another federation? What about your enemy federation's allies? Can you survive fighting against them as well? Can diplomacy work instead of war?

So, federation leader, you have your work cut out for you. Go and serve your members.

Danny
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Guide – Proper Utilization of Federation Feature

A federation comprises a group of empires which share a common goal. Thus, a federation works together as a team. Members of a federation are supposed to follow the guidelines set by the federation leader.

Playing as a team is a very important part of a cohesive federation. Players who prefer not to work as a team should not join a federation.

Declaration of War and Declaration of Alliance can only be issued by the federation leader.

Alliances

Each federation can only have alliance with up to two federations only. Members in the same alliance are not permitted to attack each other.

Why do you need an alliance? Let's say ABC Federation is at war with XYZ Federation. Your federation is also at war with XYZ Federation. It is only wise to be an ally of XYZ Federation so that you can plan your war strategies together.

Alternatively, if your federation's goals are about the same as another federation's goals, it is only logical to work together towards the common goal.

War

A federation can only declare war against one other federation at a time. Once war is declared, attack restriction is upgraded from 30% to 100% difference of power rating. This means you can attack someone who is 100% stronger than you in power rating.

A federation cannot declare war against an empire.

Why do you need a federation?

Fighting by it-self, won't get many new players any where. Many new players go into debt during a war with another empire. By joining a good federation, new players can learn from the veterans. Economic aid can also be granted to the player.

Sharing of information is more effective. If a member is attacked, he/she can alert the rest of the federation members what type of ships and how many ships the attacker used. The other members can then build the necessary ships to retaliate against the attacker. With proper information, the attack may be more successful.

Mentoring can also happen in a federation. A more experienced player may "take the newbie under his/her wing". The learning curve of a newbie would then be very steep. Later, that newbie can mentor his/her own newbie.

Stronger members of the federation can act as protector for the weaker members by attacking empires that attack the weaker member. This will give the weaker member a chance to build up his/her strength to survive.

Voting

Federation members may vote for a new leader. It is not a good idea to remove a good leader and replace him/her with someone who isn't so good. If the leader takes care of the members, then, he/she is doing the job of a leader.

If the leader does not approve or reject membership applications without good reason for too long time, perhaps, it's time to remove the leader.

If the leader doesn't take part in discussions with the members, he/she is not doing his/her job as a leader. Maybe it's time for a new leader.

Voting a leader out is easier. But, getting a good leader is going to be tough. So, use your votes wisely.

Voting is done according to the number of planets. If you have 10 planets, then, you have 10 votes. To vote a leader out, you will need to have over 50% of the votes.

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