

| Change in Happiness by Tax Rate | Solar Federation | Lizards | Birdmen | Stormers | Privateer | Cyborg | Crystals | Evil Empire | Robots | Rebels | C of M | UA | People's Army | Scavenger Tribes | Draconian Empire | UEA | Coalition | Aczanny | Centauris | Solorians | IMT |
|---|------------------|---------|---------|----------|-----------|--------|----------|-------------|--------|--------|--------|-----|---------------|------------------|------------------|-----|-----------|---------|-----------|-----------|-----|
| | COLONISTS | | | | | | | | | | | | | | | | | | | | |
| Ultra Conservative | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10 |
| Conservative | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| Liberal (Light Powers>80) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -20 | 0 | 0 | 0 | 0 | 0 | 0 | -20 | 0 | 0 | 0 | 0 |
| Liberal (Law<50) | 0 | 0 | 0 | 0 | -20 | -20 | 0 | 0 | 0 | -20 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Liberal (PC Factor>90) | 20 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 20 | 0 | 20 | 0 | 20 | 20 | 0 | 0 | 0 | 0 |
| Enslavement (Light Powers>80) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -40 | 0 | 0 | 0 | 0 | 0 | 0 | -40 | 0 | 0 | 0 | 0 |
| Enslavement (Law<60) | 0 | 0 | 0 | 0 | -30 | -30 | 0 | 0 | 0 | -30 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Enslavement (PC Factor>90) | 40 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 40 | 0 | 40 | 0 | 40 | 40 | 0 | 0 | 0 | 0 |
| NATIVES (exceptions given below) | | | | | | | | | | | | | | | | | | | | | |
| Ultra Conservative | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| Conservative | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| Liberal | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Enslavement | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Humanoids | | | | | | | | | | | | | | | | | | | | | |
| Liberal (Light Powers>80) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -15 | 0 | 0 | 0 | 0 | 0 | 0 | -15 | 0 | 0 | 0 | 0 |
| Liberal (Law<50) | 0 | 0 | 0 | 0 | -15 | -15 | 0 | 0 | 0 | -15 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Enslavement (Light Powers>80) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -40 | 0 | 0 | 0 | 0 | 0 | 0 | -40 | 0 | 0 | 0 | 0 |
| Enslavement (Law<60) | 0 | 0 | 0 | 0 | -25 | -25 | 0 | 0 | 0 | -25 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| Amphibians | | | | | | | | | | | | | | | | | | | | | |
| Liberal (Light Powers>80) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -10 | 0 | 0 | 0 | 0 | 0 | 0 | -15 | 0 | 0 | 0 | 0 |
| Enslavement (Light Powers>80) | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | -30 | 0 | 0 | 0 | 0 | 0 | 0 | -40 | 0 | 0 | 0 | 0 |
| Race Tax Rate | 130 | 90 | 120 | 130 | 40 | 70 | 55 | 70 | 70 | 80 | 90 | 110 | 80 | 50 | 110 | 100 | 100 | 110 | 45 | 100 | 100 |

- The numbers represent the end of a linear range beginning at 0. (5 = 0 to 5; -15 = 0 to -15)
- Multiple entries under the same tax rate are additive (ie. Rebels DON'T like high taxes)
- Happiness at base must be >20 to generate *any* taxes AND for Enslavement to give the above bonus.
- Complex taxrate drives happiness towards 90. Formula = -(Happiness - 90) / 5
- Tax collection is further modified by:
 - 40% (Ultra Conservative), 45% (Conservative), 50% (Liberal), 65% (Enslavement), 55% (Complex).
- TaxIncome = (Colonists/1000)*(RaceTaxRate/100)*(TaxRate)*(Happiness/100)
- NativeTaxIncome = (Natives/1000)*(NativeTaxMod)*(TaxRate)*(Happiness/100)
- Tax income for the Complex rate is modified by ((Happiness - 50)/100) instead of (Happiness/100).
- In general, a happiness near 300 is ideal, providing resistance against Spy Attacks and allows for much loss of happiness before cities stop producing and breeding rates are reduced.
- Happiness from UC or Conservative is fairly inconsequential; for most races.
- Once Happiness nears 300 and until it drop <250, Complex is the rate of choice.
- Coalition gets the same happiness penalty as Light Powers>80.
- Happiness>99 increases growth rate to 150%.