GALACTIC CIVILIZATIONS III
INTRIGUE

GALACTIC CIVILIZATIONS III

GALACTIC CIVILIZATIONS III
CRUSADE

USER MANUAL

HOW WILL YOU RULE THE GALAXY?

Welcome!

Galactic Civilizations III is a 4X space strategy game set in the 23rd century, where humans and aliens compete against each other for domination of our galaxy.

In Galactic Civilizations III you will:

- Explore the galaxy
- Expand a galactic civilization
- Exploit interstellar resources
- Exterminate those who get in your way

These are the classic 4X's. You begin with only your home planet and must research new technologies, explore the galaxy and colonize new worlds. Additionally, you will engage in diplomatic intrigue with other races and will likely be drawn into (or start) wars of both survival and expansion.

Victory can be attained through many paths. Expanding your Influence and Culture through the galaxy, absorbing and assimilating those who border your civilization. Through diplomacy, treaties, and trade—forming bonds that will bring peace to the galaxy forever. Through technology, expanding your civilization's knowledge to the point where your race is so beyond those around you that they are not even worth the effort it would take to wipe them out. Or simply through conquest and domination, crushing all those who get in your way. Each of these paths has its own set of exploits and challenges, allowing you to make simple but meaningful choices throughout the game.

A note about this manual:
This guide covers many of the basics for playing Galactic Civilizations III, but it is by no means a complete walkthrough. If there are further questions, see the forum and/or the wiki:

GalCiv3 Forums: https://forums.galciv3.com
GalCiv3 Wiki: http://wiki.galciv3.com

Game Editions

There are three editions of Galactic Civilizations III, plus some extra DLCs. The smaller DLCs didn't change the gameplay completely, but the "Crusade" and "Intrigue" expansions did. In order to cover all our bases, we've adapted this manual for each major edition:

- The newest **expansion, "Intrigue,"** is covered on page 8.

- The **"Crusade" expansion** is covered beginning on page 119.

- The original **base game** (v.2.33) without any expansions, begins on page 221.

Each section noted above starts with the "Main menu," the three "Campaigns" in the "The Return" scenario, followed by a complete gameplay guide through the sandbox game.

At the end of this manual you can see an overview about the DLCs and the expansions, followed by the lore timeline, game story, and races & civilizations sections.

Installing the game

You may purchase Galactic Civilizations III through Stardock.com, Steam, GOG or any number of other authorized retailers.

Steam Installation

If you purchased a Steam key, begin by starting the Steam client and clicking Add A Game in the lower left-hand corner of the app. Next, select the Activate a Product on Steam option and step through the dialog which appears. When complete, Galactic Civilizations III will appear in your Steam Library for installation.

Should you need to change the language used in the game, start by selecting Galactic Civilizations III from your Library list. Right-click on the name and then select Properties. Click the Language tab in the dialog box that appears and then select your chosen language; Steam will automatically update your game to match.

At the time of this writing, English, French, German and Russian languages are supported.

GOG Installation

If you purchased the game from GOG, we recommend using the GOG Galaxy client to install and update the game. Begin by selecting Galactic Civilizations III from your Library view and then click the Install button.

To change your in-game language, after installation click the More button and then Settings. Select your language from the dropdown and the Galaxy client will automatically update your files.

System requirements

Minimum:
OS: 64-bit Windows 8.1 / 8 / 7
Processor: 1.8 GHz Intel Core 2 Duo / AMD K10 Dual-Core
Memory: 4 GB RAM
Graphics: 512 MB DirectX 10.1 Video Card (AMD Radeon HD5x00 Series / Nvidia GeForce 500 Series / Intel HD 4000 or later)
DirectX: Version 10
Network: Broadband Internet connection
Hard Drive: 3 GB available space
Sound Card: DirectX Compatible Sound Card

Recommended:
Processor: 2.3 GHz Intel Core i5 Processor or Equivalent
Memory: 6 GB RAM
Graphics: 1 GB DirectX 10.1 Video Card

Special requirements for the Sandbox mode:
Before playing the sandbox game, you are able to set the size of the galaxy where you want to play in. This leads to other minimum system requirements.

If you like to have a big galaxy, you will need to keep an eye on your system memory. See the following table for recommended map sizes based on your PC. You always can play on a larger map, but if your RAM doesn't fit the recommended setup the pacing will get slower during gameplay.

Map Size	Players (recommended)	required RAM (GB)	required CPU-Cores
Tiny	2	2	2
Small	3	2	2
Medium	6	4	2
Large	8	4	4
Huge	12	8	4
Gigantic	16	16	4
Immense	24	16	8
Excessive	64	16	8
Ludicrous	72	32	8

The larger the galaxy is, the more distance there is between stars, players, planets and so on. You are always able to play the sandbox mode regardless of your PC specs, but there will be longer loading times during your gameplay if you exceed the recommended limits.

GALACTIC CIVILIZATIONS III
INTRIGUE

Welcome to the Galaxy!

Galactic Civilizations III is primarily a sandbox game, where you face off against other races in a randomly generated galaxy of your choosing. We'll go into more detail on these options later on page 30. To begin, let's start with an introduction to the Campaigns. These can be played with any of the expansion DLCs installed, as desired.

Galactic Civilizations III - Intrigue

Main Menu

- NEW GAME
  Starts a new game in the sandbox mode
- QUICK GAME
  Starts a new game in the sandbox mode with your previous settings
- MULTIPLAYER
  Starts a new multiplayer game (greyed out if mods are enabled)
- TUTORIAL
  Starts the tutorial, where new players are able to learn the game basics
- CAMPAIGN
  Starts the story-driven campaign missions
- CIVILIZATION BUILDER
  An in-game tool that allows you to create your own custom galactic civilization
- SHIP DESIGNER
  An in-game tool that lets you design your own custom ships and ship styles
- LOAD GAME
  Load a previous saved game (greyed out if there is no saved game)
- OPTIONS
  Game options: graphics, sound, interface, gameplay. Here you are able to change the resolution, raise or reduce graphic details, lower or raise sound and music volume, enable mods and much more
- EXIT
  Exits the game

Intrigue - Campaign ARCEA

Click on "Campaign" in the main menu to start.
As a new player you start with the first campaign "Arcea" in "The Return" scenario. The "Contingency" and "Return" missions will unlock after completing Arcea.

You also can click on "Tutorial - Backup Plan," which is the same as clicking Tutorial from the main menu, if you prefer.
When you click Next on "The Return," a short story will give you a brief rundown of the mission. For a more detailed history, check the *"Game Story"* section later on. In "The Return," you will play as the Terrans against the evil Drengin Empire. While you can play at any difficulty level you choose, this guide is based on "Normal."

Click on the start button in the lower-right corner to begin the campaign. After an introduction video you will see this screen, where you get information about the Terran Alliance, which you are playing as in this scenario. Click on Done when you are ready to play.

Once underway, you're presented with some ideological choices to make while chatting with Colonel Bradley.

There are three ideologies to select from: Benevolent, Pragmatic and Malevolent. Each has strong bonuses, but you can't have everything. We suggest sticking with one ideology for this mission to maximize its effectiveness.

When the conversation with Colonel Bradley is over, you see a part of the galaxy and some ships: Yours and those of the enemy, the

Expert tip:
In the conversation, choose the "Benevolent" answers. Since you can choose Benevolent in the next screen again, you'll get more points in one ideology and gain more powerful bonuses sooner.
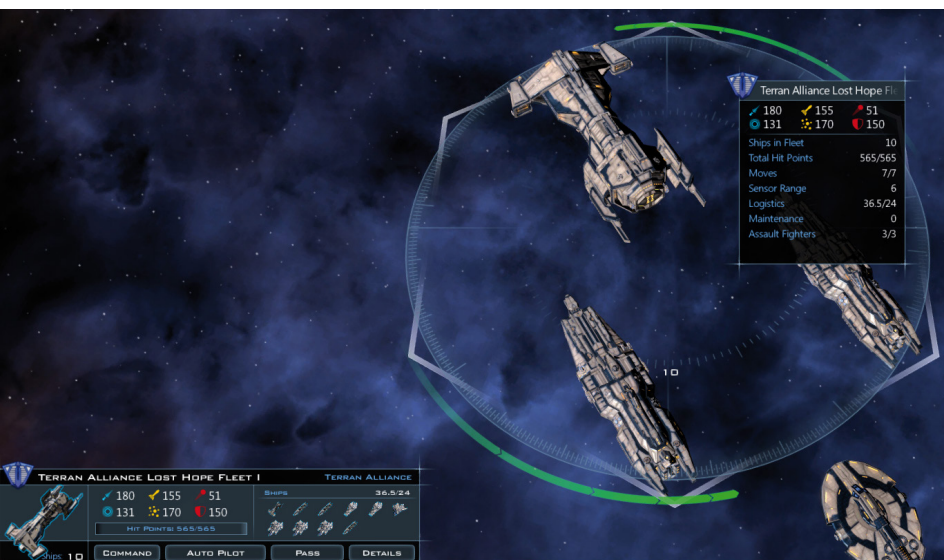
Drengin. Your ships are already combined into fleets: an assault fleet in front and a support fleet behind it.

Don't fight big battles with the support fleet! Protect it from every encounter with the Drengin. The support fleet has some weapons, but its hitpoints are low, and your transport ships will explode after a few hits.

Click on the assault fleet to get more information on it. Since the Terrans found a strong artifact and mounted it on the ship T.A.S. Crusader, your fleet's offensive and defensive power are immense.

There are 10 ships in your assault fleet. All together, the fleet has 565 hit points, 7 movement points and a sensor range of 6 hexes/parsecs (these stats may vary).

From the fleet information panel, you can see important stats at a glance. The numbers on the top are weapons and those below are defenses. Your assault fleet has:

- 180 attack power with beam weapons (blue)
- 155 attack power with missile weapons (yellow)
- 51 attack power with kinetic weapons (red)
- 131 shield power against beam weapons (blue)
- 170 point defense against missile weapons (yellow)
- 150 armor against kinetic weapons (red)

If you mouseover the Drengin fleet in front, you will see that they have much less power and will be an easy target for the big Terran fleet. Your battle computer will also predict that victory will be certain. Attack them!

After the short battle, check your fleet stats: the fleet now has 593 of 593 hit points. Some of your ships have levelled up during the fight, earning more hit points as a reward. This is why you should always fight with your assault fleet and not divide it into smaller groups. On top of that, the repair modules on your flagship will repair all your ships after a battle, depending on the damage they have taken.

Now there is another Drengin fleet between you and the planet Arcea, which you want to liberate. Just fly directly towards them and attack the Drengin. They will lose again to your strong fleet, and some more of your ships will level up.

After a chat with Colonel Bradley, move your support fleet behind your assault fleet. Don't leave them alone! If you zoom out with your mousewheel you can see more of the galaxy; there is unexplored space and some scattered anomalies around you. On the bottom right is a "capsule" for example and on the bottom left an "artifact" in a blue gas cloud. You are able to gather those anomalies with your support fleet, thanks to the T.A.S. Strider—a survey ship. If you zoom out more, you can see the border of this map.

Expert tip:
Don't try to move your support fleet, which includes a survey ship for the anomalies, downwards to the artifact or the capsule. There are strong Drengin ships in the darkness that are just waiting for this move.

Since your two fleets have no moves left, it's time to click on the "Research" prompt in the lower-right corner.

This will lead you to the Research screen, but since you don't have a planet that can generate research points, you can't do anything right now; it just shows the possibilities. Research will start when you have invaded the planet Arcea.

Rather than selecting the default option, a good choice is "Logistical Optimization" and then "Advanced Logistics." It's not necessary to learn everything possible and in this guide you will get the information that you will need to survive. If you want to know more about the research of technologies and the tree, check the "*Intrigue Sandbox Guide*" after the three campaign-scenarios.

Now the button in the lower-right corner says "Ideology"—click on it to get to the Ideology screen.

As mentioned above, there are three ideological types to choose from: benevolent options are like the "good guys"; pragmatic choices typically follow "expense vs. benefits"; and malevolent options often allow you to "squeeze out what's possible."

Now the button in the lower-right corner says "Turn," informing you that there's nothing else you need to do this round. Click it to continue and give the Drengin their turn. Who knows what they'll be up to next...

Whatever the Drengin have planned, it's time to invade Arcea. The planet is surrounded by Drengin ships, which you need to destroy with your assault fleet. If you click on your fleet and mouseover the planet, you can see that the battle prediction against the 10 enemy ships is another certain victory. Attack them and remove all enemies from orbit.

You may have lost a smaller ship by now, but the fleet's hit points should be larger than before thanks to level ups. Additionally, your flagship has a carrier module that produces three small fighters every battle!

Expert tip:
If you chose the benevolent ideology option before, you are now able to unlock "Educated" under that ideology. Edutcated grants you 150 research points that will nearly complete the "Advanced Logistics" tech.

Now that the defenses around the planet are gone you can invade Arcea. If you click on the support fleet you will see two Transports. Select them and move them on an empty hexfield, and then send this small invasion fleet onto Arcea. An invasion overview will appear—your 4 invasion forces against 2 Drengin defenders. Easy victory!

After another chat with Colonel Bradley you are back in the galaxy. Time to destroy the Drengin shipyard near Arcea with your assault fleet! Your support fleet can guard near the planet for now. Press "Command" in the lower-left and select "Guard" from the menu. (You can also press the "Q" key on your keyboard.)

Expert tip:
If your fleet is not at full HP after a battle, attack a smaller target to let the repair drones do the work during the battle. That's faster than waiting one turn or two for the repairs.

With the Drengin shipyard reduced to debris, it's time to move the support fleet back near your assault fleet again. You should be near a star named Athol. Athol is the main star in this system, orbited by the planets Arcea, Anvil, Spark, and the small planet Hammer. Hammer is colonizable, so it should be your next destination with your main fleet.

During your invasion of Arcea one of your Transports was destroyed. The remaining one is on the planet. You should move it to the support fleet. There won't be space for it in the fleet for now, but that's no problem. Move the slider that appears, called "Load Transport," to 2 and click "DONE." You've now loaded armed colonists onto the ship for later use.

The button in the lower-right corner shows "IDLE COLONY." If you click on it, it will bring you to the surface of Arcea, the planet you have just invaded.

First, you should build a "Shipyard," which you can find at the bottom of the list. A shipyard is no planetary improvement and doesn't need a hexfield on the surface. It will appear out in space, just like the Drengin shipyard before. Since you have 5000 credits (see at the top left corner), you are able to rush the shipyard. You can put more buildings in the build queue.
A good option is a "Starport" to power the shipyard—which means you are able to build ships faster. Or you can choose a "Basic Factory" to improve your construction. Click on "DONE" to get back to the galaxy view.

Expert tip:
You can build a starport or factory near another factory or building that provides an adjacency bonus to"ship construction" or "all construction" for a nice boost to production.

Once finished, your new shipyard will appear in orbit around Arcea with the default name of "Athol Shipyard." Now the button in the lower-right corner will show "SHIPYARD IDLE." If you click on it, you will be directed to your shipyard's menu. You don't have much manufacturing power supporting the shipyard yet, so it will need lots of turns to finish ships. That will improve over time. Since you haven't had time to research ship technology yet, only defensive support ships and beam weapon ships will be available for now.

Feel free to take a look at your available designs, and click "DONE" to exit the shipyard once you're finished. Since there is nothing left to do for the moment, click on "TURN" to end the round.

You don't want to split your forces, so move the complete assault fleet down to those ships, destroy them and move back towards Hammer. The Drengin haven't colonize Hammer yet, but who knows if they're planning an ambush in the dark universe near Hammer and await your defenseless Transporters?

Click on your support fleet and select the "T.A.S. Remnant," the Colony Ship, and move it onto the planet Hammer. It will colonize the planet in your name and disappear once the operation is complete. After a short video and a chat you will be directed to your new colony's surface. Hammer is a small planet and primarily used for supporting the main planet in this system, Arcea. One of the best things you can do is raise the manufacturing of the planet. Do this by building the "Basic Factory." The factory will be built instantly, a nice racial trick that you, as a Terran, have. On every new world you colonize, you can build one free factory, farm, research lab or city (if available). Also the shipyard is free if built first, but you don't need one on this world since Arcea already has one.

If you mouseover your shipyard at Arcea now, you can see the supporting planets: Arcea and Hammer. The new planet has been automatically added as support for the shipyard. This helps to build ships faster. If you look at the building time for a new Constructor, you'll notice it needs fewer turns to be finished now. The rest of the support fleet should stay near the assault fleet for protection. Click "TURN" to go to the next round.

Now the Drengin are starting to make their moves openly! Another fleet has arrived from the dark space behind Hammer. They don't have Transports with them so they can't do anything to your colonies, but the support fleet is in danger.

Move your support fleet near the assault fleet, but keep it out of reach of the Drengin fleet. If you mousover the enemy fleet, you can see that it has 6 moves (this may vary), so make sure your support fleet stays out its range of moves. Otherwise, those defenseless ships will quickly be destroyed by the enemy. If you can reach the Drengin fleet with your assault fleet, destroy it.

However, the Drengin aren't quite through with you yet. There will be another fleet coming from the upper-left. Make sure to clean it from your space. Also, a single Drengin ship will soon appear from the lower-right side of the galaxy, a fast "Torturer." It can destroy your support fleet practically by itself. Once this "Torturer" is dealth with, you can move your support fleet to the anomalies on the right side and get the artifact in the blue cloud. After that, all enemies in that area should be gone and you can get the other anomalies too. If the Drengin ships are history, move your assault fleet to the Drengin starbase, which is some hexfields above Hammer, and destroy it.

The Drengin are building a lot of Constructors because they want the resources in that area. You can destroy those defenseless ships with your support fleet and concentrate on the hard targets with your assault fleet. Be careful of starbases. They require strong ships to destroy them, especially if there are defending ships around the base.
If a small red symbol appears over a ship, it means that there is more than one ship behind one another that are not merged together as a fleet. Be prepared to kill as many Constructors as the Drengin have sent stacked behind each other.

Since nothing you build on your planets will carry over to the next part of the campaign, don't worry about strengthening your colonies too much. Your assault fleet should be strong enough to wipe out the Drengin at this point. You may only need to build a few additional support ships to assist.

If the blue circle around your planets overlaps asteroids, build a mining base on them. This strengthens the production of the planet that the asteroid mine is assigned to—assign all mines in that area to Arcea.

Be careful! After some rounds, the Drengin will send one or two Transports to your undefended planets. After the destruction of the Drengin starbase, you should move the assault fleet back to Arcea and wait for your own Constructor to finish building. Destroy any incoming ships and keep an eye on your support fleet.

You should build 2 Colony Ships the Constructor finishes. On the right side—maybe you found it already—is the habitable planet Farsight I, and on the left side lies Vega Prime. Both can support your Arcea shipyard. For this, enter the shipyard, edit sponsors and add the planets you like.

You will need a starbase to mine resources and widen your travel range. To create a starbase, move the Constructor to the area like on the screenshot. The small hexa-line around your Constructor shows which resources will be inside the mining range if you build a starbase there. Click on "COMMAND" and then select "CONSTRUCT STARBASE" from the menu.

This will bring you to the starbase overview. On the left side you can see the minable resources. The right side shows what improvements you can make to the starbase.

Select "Mining Ring" and "Xeno Archeology Lab" to mine all available resources. Click "DONE" to get back into space. You won't need those resources in this map, but it's useful training because you'll need it in the next galaxy. But you needed the starbase to widen your travel range and reach the planet Horizon.

Destroy any Drengin ships around around the planet Horizon with your assault fleet and move your Transport towards it. Meanwhile, the support fleet can search for anomalies.

When Horizon is yours, fly around and eradicate any remaining Drengin with your assault fleet. Focus on researching speed technology, which makes the hunting even easier.

For instance, pick up "Ion Optimization - High Output Drives." After that, research "Fleet Logistics" followed by "Deep Space Logistics" for bigger fleets.

You will need two new Transports for the last Drengin planet Dominion Prime, which is in the upper-left corner of the map. Build the Transports in your shipyards and combine them into a fleet for the invasion.

When Dominion Prime is invaded, a new chat with Colonel Bradley appears and the summary screen tells you about the gameplay statistic. Click on "CONTINUE" to move on.

Intrigue - Campaign CONTINGENCY

After a mission briefing you'll have another chat with Colonel Bradley and be presented with some more ideological choices. Now it's time to meet a new species—the Thalan. They are time travellers and think they know more about Terrans than even we do... You should be friendly to them. Their strangeness aside, having an ally against the Drengin is helpful.

INCOMING MESSAGE FROM: THALAN CONTINGENCY

Greetings, Commander. Now that you have been in command of that Terran monstrosity of a ship and have witnessed first-hand what one such vessel can do, do you still doubt our prophecy?

Your starting planet is now Dominion Prime, the planet that you just took from the Drengin. You have some good ships, but as Colonel Bradley told you, the T.A.S. Crusader sadly won't be under your control on this map.

Concentrate on improving what you currently have. First, improve the existing starbase to a mining base for some free resources. Build a factory on the planet and start researching a good technology; "Logistical Optimization - Advanced Logistics" is a good start. Keep on clearing the fog of war around you and search around the stars for habitable planets. A planet can only exist around a star, maximum two hexfields away.

At the upper-right there is a habitable planet called Francis I. Also, there are lots of resources around for your Constructors—try to fit as many of them as possible in the hexa-radius of the Constructor to mine all those resources with only a single base.

After another chat with the Thalan, take a look at the colored lines in the upper-right side at your screen. As in the picture to the left, the Thalan have a strong position on the map, followed by the Drengin. The small blue part are your Terrans—which means it's in your best interest to be friendly with the Thalan. Their power outranks yours by a healthy margin!

Expert tip:
When your sensors find a new star, click on it to view information on what resources, asteroids and ble planets are in this system.

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SUMMARY

TERRAN ALLIANCE

	🌐 Colonies:	1
🛠 Production Rank:		3 / 3
🔬 Research Rank:		3 / 3
⚔ Military Rank:		3 / 3

BALANCE OF POWER

You will need resources to build planet improvements and gain access to new weapons. Durantium, Promethion, Antimatter and Thulium are all prime options, but since there are so many resources, you'll probably end up with a little of everything. If you've built a mining base, the connected resource will be mined automatically and added to your stockpile every round. The resources you own are listed at the top of the screen, next to your credits. You can find an explanation of all resources in the gameplay guide of the *"Intrigue Sandbox Game"* in the chapter after the campaigns.

As in the previous map, the Space Elevator and Starport are great build projects on your planet. Even if you have plenty of credits, refrain from rushing the buildings—you'll need those funds for more important things.

Soon your old pals, the Drengin, will contact you again and demand to know why you're in this part of the galaxy. Time to fight! But this doesn't mean that you instantly have to move all ships to Dominion Prime for defense. The Drengin are strong but far away, and the Thalan stand between you and them. They won't attack you for a while. You should continue your exploration of space, but don't linger in the Thalan's area of influence. This might make them mad. But you CAN move your assault fleet near the Drengin for patrol and use some of their ships for target practice.

> **Expert tip:**
> *To get a better overview of the map, zoom out with your mousewheel. There are more viewstyles, especially one of them is interesting: Press "4" on your keyboard to change the angle of view to 90°. You can change this back with pressing "1" or free-look while holding the middle mousebutton.*

If you've colonized Francis I, add this new planet in the sponsor list of the shipyard at Dominion Prime to strengthen your ship construction there. On Francis I, you should also build a Starport and a Space Elevator. Base Factories and Xeno Farms are also welcome. Remember that you can get a Base Factory, Xeno Farm, Research Lab, City (if available) or a shipyard for free when you colonize a new planet.

On the left side there is another good planet, Mionloch II. Build a Colony ship and get it before someone else does. Remember how we said not to rush buy buildings before? Go ahead and rush the Colony ship, because you will need another one soon for an even better planet behind Mionloch II called Madziula I. Try to colonize as many planets as possible. Far above Francis I is another planet, Gaius I. Unfortunately, you can't build endless Colony Ships because they require population, and Dominion Prime can't provide it all. But if you happen to find an anomaly that gives you a Colony Ship, then Gaius I would be perfect to use it on. In most cases, the Thalan will colonize Gaius I themselves because they are already nearby.

If you're friends with the Thalan, try trading with them. To do this, click on "Diplomacy" in the top menu. The Thalan assigned to communicate with you is named Hithesius. Read through the options that appear.

To trade with the Thalan, select the first option on the first screen. In the trade screen, the right-hand side shows what the Thalan have already researched. Some are very good technologies like weapons and specializations. Click on the technologies you'd like to have. The more you want, the more you have to offer in return from your own technologies on the left side. But since the Thalan are your friends and will not move against you in this map (if you don't attack them first), give them whatever you choose until the deal is fair.

The important techs the Thalan offer are:
- Hyperdrive Specialization
- Matter Disruption
- Low Mass Beam Weapons
- Missile Miniaturization
- Harpoons
- Shield Enhancement
- Barrier Field Generation
- Point Defense Miniaturization
- Armor Miniaturization
- Influential Voice
- Soil Enhancement

Once the planets are colonized and your shipyards go idle, it's time to turn your focus on the really fun toys: military ships.

The following section will teach you how to make new ship designs. It's a useful skill to know in order to get the most enjoyment from your sandbox game, but for the purposes of the campaign it's not critical. And if designing ships yourself just isn't your style, just build Overlord ships in your shipyard. You will find them by clicking on "Balanced ships." With Overlords you'll be able to win this part of the campaign, but it will take a bit longer.

Enter a shipyard and click on "Design Ship" on the left side to get to the Ship Designer.

On the left side is the building list, which has the following headlines:
- **Favored ships:** Ships that you need often
- **Beam Ships:** Military ships with beams as weapons
- **Missile Ships:** Military ships with missiles as weapons
- **Kinetic Ships:** Military ships with kinetic as weapons
- **Balanced Ships:** Military ships with all three types of weapons
- **Speciality Ships:** Military support ships, carriers and support ships

The defenses on military ships' default designs are a bit random. You'll want to optimize your defenses. For example, if you get attacked with beams and don't have shields that block beams, the other defense types aren't going to do you any good.

Since you don't know what weapons the Drengin will use in their attack, you should try to mount all three defensive types on your ships. Typically, they favor kinetic weapons because they love to fight close to the enemy. But who knows what they have researched in their dark corner of the galaxy...

Now, you can pick an existing design and stock it with the weapons and defenses that are to your liking. For that, just pick one of the ships out of the list—make sure that it has a "large hull," which are the top of the list. Large hulls can fit more weapons, engines and modules.

It doesn't matter if you pick the beam large ship or the kinetic large ship as a model, since you'll be removing every part of its current equipment. It's more of a style choice. You can also change every model of your ship and come up with fully customized designs, but that's not part of this guide. You will find more information for that kind of work on the website and in the forum. Some players out there have done some amazing work!

Once you pick the design you prefer, click on "USE DESIGN" in the lower-left corner. In this guide, the Overlord will be used as an example.

On the left side there is a menu with all of the possible loadouts—everything that you have researched is shown here. In the middle below the ship display is a line that tells you what the current loadout is in numbers—in this example, it's 122/140, meaning this design has used 122 units out of the 140 the hull can support. Below that, there is a list of all mounted parts. On the right side is an overview of the ship's stats and details.

The first step is to remove all mounted parts in the bottom line until the numbers above it show 0 / maximum. To do that, just doubleclick on each one.

At the upper-left side you have 5 buttons, which all generate a pulldown-menu:
• **Drives** = all speed/move-related engines
• **Weapons** = everything you need to make your enemies cease to exist
• **Defenses** = everything you need to outlast the other guy
• **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
• **Support** = ship repair systems, additional hitpoints systems

"Drives" has three submenus:
• Interstellar Drives = drives that increase your movement in the galaxy
• Sublight Drives = drives that increase your speed during a fight
• Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" to the "Hyperdrive Plus", you can easily see the difference: all variables change and the plus version is faster.
- Drive Mass = how much space on the hull is needed
- Moves = how many additional "Base Moves" the ship gets with the drive
- Drive System Cost = how much time does the construction of the drive need
- Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

The best drive that you currently have is the "Ion Drive" if you have not already researched a better one. Click on the "Ion Drive" once to add it to your cursor. Now, move it to the ship and mount it where you like—aesthetically, it fits best on the back. You can also doubleclick it from the list, but then the system just searches for the next free spot and mounts it there. If you do it this way, the drive could end up in front and the weapons in the back, for example. This won't affect its performance in battle, but it sure looks weird. Unless that's your style...

Mount another "Ion Drive" on the ship to get 2 "Ion Drives" in your list on the bottom line.
There's no need for a "Sublight Drive" because you won't need combat speed for this kind of ship.

Next, click on the **"Weapon"** symbol on the upper-left side. The weapons are divided in submenus:
- Beam = beam weapons, medium range, medium mass, medium speed, high accuracy
- Missile = missile weapons, long range, high mass, slow, medium accuracy
- Kinetic = kinetic weapons, low range, low mass, fast, low accuracy

- Enhanced Beam Weapons = beam weapons that require special resources to build
- Enhanced Missile Weapons = missile weapons that require special resources to build
- Enhanced Kinetic Weapons = kinetic weapons that require special resources to build

When you mouseover the weapons, you can see lots of differences:
- Attack = the raw attack power
- Range = the range that an enemy ship has to be inside before it's hit by this weapon
- Cooldown = fire-rate of the weapon
- Accuracy = will the weapon hit the target 80%, 90%, or 100% of the time?
- Weapon Mass = how much space on the ship is needed
- Weapon Cost = how much time the construction of the weapon needs
- Threat = how much threat will be added to the ship with that weapon, increasing the likelihood that an enemy will attack it first

Since you don't know what defenses the Drengin are using, take a mix of weapon types Mount 2 "Disruptor Banks" and 1 "Harpoon." The prototype beam and missile weapons are decent starting weapons. The kinetic one is particularly strong if you haven't already researched better. For this example, mount 2 "Prototype durantium drivers" as well.

Once you've finished, your ship's new attack stats will appear in the upper-right corner.
The bottom line shows you the ship's current mass: 91 / 140 in this example.

Every mounted part raises the construction cost of the ship, which means that it will take longer to build. This won't affect your credits unless you want to rush a ship.

You can build ships that don't utilize all of the hull space in order to produce them faster, but if you have space left over, like above, you should consider using it to strengthen the ship. It's always better to have one good ship than two really bad ones.

The third symbol in the upper-left menu is **"Defenses,"** which has the following submenus:
- Armor = defense against kinetic weapons
- Shields = defense against beam weapons
- Point defense = defense against missile weapons

When you compare the defenses with a mouseover, you see four properties:
- Mass = how much space is needed on the ship
- Cost = how much time the construction of the defense needs
- Rating/Strength = how many defenses will be added if you mount this part
- Fortitude = how strongly defended the ship will look to an enemy, decreasing the likelihood that it will be attacked first

You should follow the same strategy with defenses as you did with weapons: mount a bit of everything. You should have enough space to mount 4 "Durantium Composites," 2 "Barrier Fields" and 1 "ECM" onto your ship. If you don't, that's no problem. Just make sure that you mount all three defense types on your ship. If any space is left over, try to mount a smaller type of defense.

Your ship should be as full as possible now. Our example Overlord now looks like this: 140 / 140 mass, and on the right side it tells you that it has all types of weapons and defenses. Thanks to the two Ion drives you will get a movement of 11 hexfields, which is much faster than all your current ships.

In the left menu, there are 2 buttons left that haven't been explained: **"Modules"** and **"Support."** These and other details will be explained in the *"Intrigue Sandbox guide"* since we don't really need them for the campaign.

The ship is now finished! Click on "SAVE" to move on. Now you can give your ship a name. For the immersion of the game you can take a name that fits in the universe you are playing in. You can also change the description of your ship if you so desire. The ship's role should be "Escort." You'll find explanations about the ship roles in the *"Intrigue Sandbox guide"* as well. Don't forget to save your ship design.

Now this design appears automatically in the list of your "Favored Ships." You can access it any time to change it. Click "DONE" to continue.

Back in the galaxy! If you have a shipyard idle, start building your first military ship. You'll notice that it takes lots of turns to finish the construction and "Rush" will really cost credits. But as turns progress, your planets get stronger in production, gain more population, the influence circle will overlap more mining bases and so on—then the time it takes to build new ships will decrease. You'll need around 6 of your new ships to smash the Drengin forces that are entrenched on their home planet.

For the next research project—if "Advanced Logistics" is finished—then consider the following technologies:
- "Xeno Commerce", "Diplomatic Specialization", "Diplomacy", "Diplomatic Optimization" and after that "Interstellar Alliances"
- "Zero Gravity Optimization - Hull Reinforcement" for more HP on all your ships
- "Fleet Logistics" for more logistics and larger fleets
- "Interstellar Governance" for more raw production on every planet (which means more construction)
- "Galactic Logistics" for more logistics

Since in this part of the campaign it is your job to keep a good relationship with the Thalan and destroy the Drengin later, you don't need to know everything about researching. More of the technology tree is explained further in the *"Intrigue Sandbox Guide."*

If you can, trade again with the Thalan and try to get more good tech or some credits. If you have enough credits, upgrade the sensors on your starbases to see everything around them.

If you start to run out of credits, a message appears. Everything what cost credits will be automatically stopped. Once you gain some credits again, you should adjust the power for research, manufacturing and wealth manually.

Click on "Civilization" in the top menu.
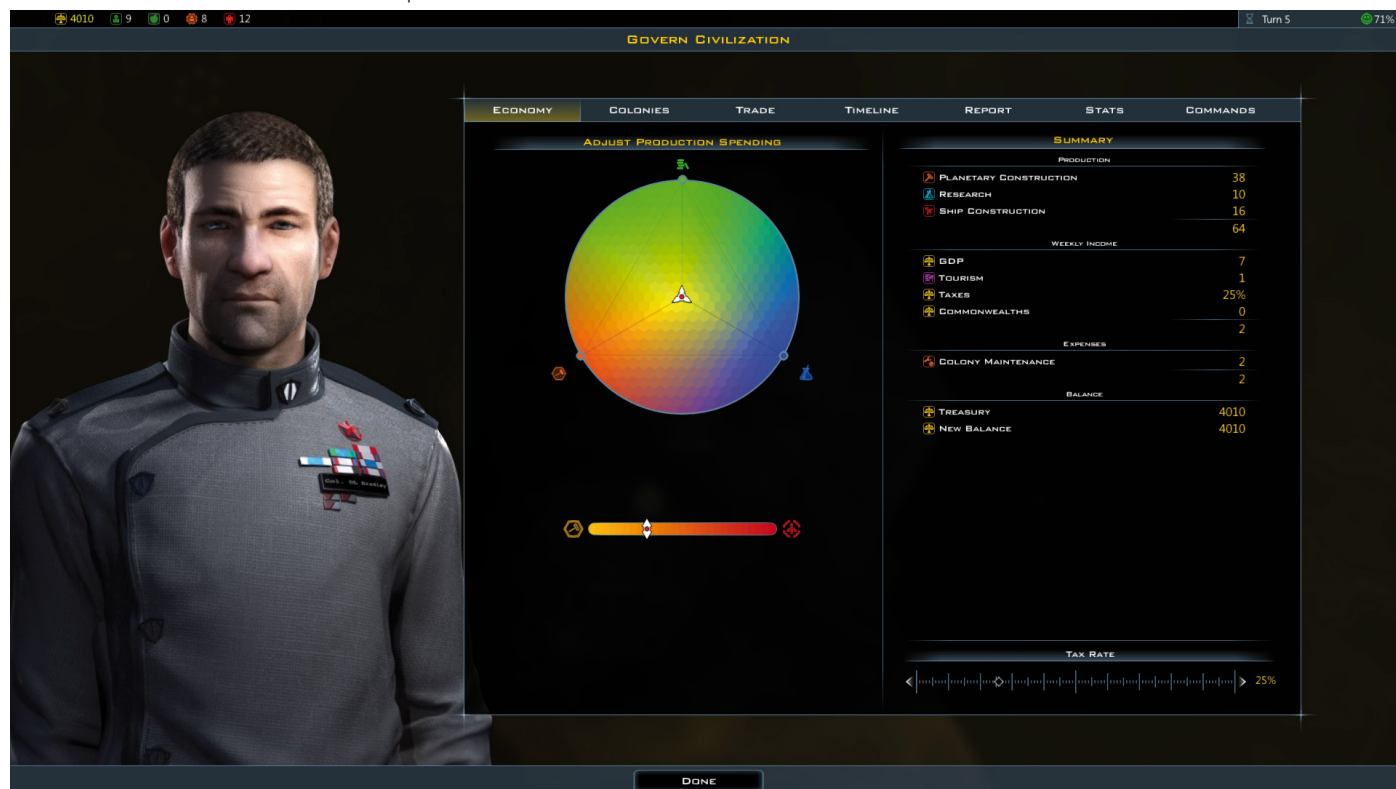
On this screen you are able to adjust the colored triangle and the power of construction. Green means wealth/income, red stands for manufacturing and blue for research.

You can also decide if you want more social- or ship-manufacturing: Your manufacturing slider below should be around 80/20 to hasten your planet construction. Later, you can set it to 20/80 to improve your shipbuilding. With the tax rate on the lower-left you can mix between more income and better morale. This has more effect later when you have colonized more planets.

In the Diplomacy screen you can see how your relationships with other races are. Click on the Thalan and you will see a rainbow line on the top-right side of the screen—the arrows are telling you where the journey is going. To the left means "bad," to the right means "good." It's also important to offer the Thalan any alliances you research. This will improve your relationship with them drastically.

Most planetary buildings and improvements need lots of time to finish. Luckily, you can sort and move the projects on the queue yourself. If you can, build a city on each planet. Always try to construct new buildings next to other existing buildings to provide adjacency bonuses. For instance, build a factory beside another factory to increase production of both. Also, good building choices at this stage of the game are "Space Elevator" and "Starport." That said, it's not necessary to concentrate too much on your planets since, like the previous mission, it won't carry over.

You can learn more about the buildings and improvements in the *"Intrigue Sandbox-Guide."*

Keep on flying around with your survey ship and the two "Knights" as guards and gather the anomalies. In particular, artifacts can give helpful bonuses to current reseach projects. Try to gather as many as possible. At the same time, clear the fog of war with your assault fleet until you find the Drengin in the upper-left corner of the map. Your main goal is to be friendly with the Thalan while you build your forces. If they offer you a trade, consider carefully. They sometimes offer to sell you bad technology. However, if they ask you to give them technology as a gift, do so. This won't cost you anything and helps to get the small green arrow in the diplomacy window more on the good side.

There is a small Drengin planet, Kane I, on the upper-left side that you can reach if you build a starbase on the way. Starbases will extend your ship range. Beside Kane I is Kane II, a barren planet that shouldn't be colonized yet. Both planets are small, but better you have them than the Drengin. Also, you can start the next phase of warfare from this location since it's near the Drengin main planet in this part of the galaxy. Considering building a shipyard here.

There is another planet at the top right side of the map called Agony I. The Thalan normally lay claim to it. It's not big, but it could be useful for research buildings so if you can, colonize it.

Expert tip:
Another option to widen the travel range is to trade a starbase from the Thalan against your technology. For that, check the name of the starbase far away in space and select it in the trade. It will be expensive for sure.

The two remaining Drengin planets in the upper-left corner of this map are Aperture I and Crucial I. Both support one shipyard in the middle. Try to get rid of that shipyard first—the Drengin won't be able to build ships anymore and will waste time trying to construct a new one. You will lose some ships during this operation, but it's worth it because now you have more time to build up your own fleets while the Drengin remain stalled. Just destroy their shipyard again if they rebuild it and keep an eye on their mining bases. If you destroy them, the production of the Drengin weakens even more. If they rebuild the bases, rinse and repeat.

When around 6 of your ships have been built and your logistics are strong enough, you can attack Crucial I. After that, rebuild your fleet again and attack Aperture I. You may need two fleets for that, but you have time and the Drengin will lose—sitting around on a planet will not save them, and since you are controlling the rest of the galaxy with the Thalan, your victory is inevitable.

END GAME SUMMARY

| OVERVIEW | SUMMARY | RANKING | TIMELINE |

VICTORY!

OBJECTIVE COMPLETE!

Having secured Arcea and the Thalis sector, the Terran Alliance has proven it is ready to cut its way to Earth, and now has the resources required to do it.

Intrigue - Campaign RETURN

In the third and final part of the campaign you will fight your way back to Earth, eliminate all Drengin forces and deactivate the protective shield that is currently surrounding Earth.

The T.A.S. Crusader is yours once more—you know already how to handle it. Don't change the fleet now, because the flagship's fleet is already larger than your maximum amount of logistics. You will need to research more logistical optimizations first.

You start from the planet Aperture I, with Crucial I nearby, both supporting one shipyard. If you zoom out, you can see the goal of the map in the upper-left corner: Earth. It's a long way away...

There are five small ships each in the shipyard and on the two planets for defense. Go ahead and leave them there because the Drengin have individual ships lurking around that will attack defenseless ships immediately. Move your Transports and Colony Ships to the shipyard where they can be defended. Move one of the Constructors to the left side where it can build a mining base to claim nearby three Durantium resources. Another should claim the Antimatter on the lower right side. The other Constructor can wait in the shipyard until you find the best spot for your next mining base.

You will be contacted by several other races soon. In this part of the galaxy, there are lots of other civilizations—some will help you against the Drengin, some won't. It will depend on your ideological choices as well as your military strength.

Incoming Message from a Major Civilization

Welcome cousins, we had given up hope of your return. Our war with the Drengin does not go well.

But we can now sense the fear in their hearts, they know you come for them. Perhaps together we can put an end to the Drengin scourge once and for all.

Together we will return peace to the universe.

We do not need your help, if you are wise you will get out of our way.

Turn back to the Civilization screen and set the manufacturing slider to 80/20. As you can see, your weekly income is negative, but you can't do anything about it. According to this you should not rush buy anything on the planets or shipyard.

You also will have a ideological choice—a good option is "Constructive" in the "Builder" section of the Pragmatic tree. This provides three free Constructors, which you can move to the shipyard for later use. Build a Colony Ship in the shipyard for later as well.

When you take your next turn, a new target will appear. On the way to Earth are some planets; the first Drengin planet is Creys Folly I. Move there with your main fleet and destroy everything around it. Your two small ships will most likely be destroyed during the larger battles, but try to keep the two big escorts to your flagship alive. Remember to take smaller fights after a big battle so that the T.A.S. Crusader has time to repair your other ships. If the space is clear, move a Colony ship to Creys Folly I. It can support the main shipyard.

Left of Aperture I will be your first habitable planet, Konijn II. Only a few hexfields left and above is another one, Airin II. Both can also support the main shipyard since they aren't far from it. Remember that you can have a maximum of 5 planets supporting one shipyard.

Once you've invaded Creys Folly I, your next goal is Bond II. You can move the main fleet straight there while the defending fleets leave your first two planets and start hunting the individual Drengin ships. Move your Transport out of the shipyard—with maximum loadout—and combine it with the five shipyard defenders into a single fleet. If your exploration has uncovered any nice spots for starbases, move some of your Contructors out and set them up.

Since there are more races, more trades are available. Trade your techs, but be more careful now than you were before—your new allies may turn against you later and attack you with your own weapons!

On the upper-right side are two habitable planets, Caddisyn I and Caddisyn II. Mazda I is close to them, but from this side the Altarians will arrive and colonize it first. You may also lose Caddisyn to them. It will depend on how fast you build Colony Ships. That said, there is another planet some distance from Mazda I, called Chebychev I. This one is often left free. Above it is Hudson I. On the lower-left side behind Konijn II lies Illyrian I, but this one will be colonized by the Iridium that are coming from the left side unless you get there first.

If you stay on the Benevolent ideology, the Altarians and Iridium will be mostly friendly because you share the same ideology. The Krynn are malevolent and will often turn against you if they think you're are slow and weak. The Yor are already allied with the Drengin and automatically at war with you.

On the lower-left side of Bond II the Drengin have a starbase—with 5 possible resources!—near a nice planet that requires the technology "Atmospheric Cleansing." You don't need to rush to get that tech, just keep it in mind once the more important techs are researched.

The following technologies are recommended:
• Engineering: "Orbital Construction Focus - Hardened Hulls" for more HP on all your ships
• Engineering: "Fleet Logistics" for more logistics and bigger fleets
• Engineering: "Deep Space Logistics"
• Engineering: "Galactic Logistics"

After that, if you have the time, research weapons and defense technology for better ships. You're able to trade the technology "Interstellar Alliances" from one of the AI civilizations. Use that in the next trade and try to ally with as many races as you can.

From this point on, you'll fight your way towards Earth. You may occassionally have to move back because the Drengin will invade a planet that you have invaded but not secured. In particular, Gateway I is heavily defended. After that comes Proxima Aquarii I. Above lies Proxima Andromedae I and II. Sometimes it's hard to keep all of your big starting ships alive, but it's possible if you make use of your flagship's repair function and build some strong ships with a good armor defense.

In the end, you will be rewarded with finally entering the SOL system. As you can see in the picture above, there's the Sun, Mars, Jupiter, Saturn, the small Mercury... and Earth with its Moon. You are close!

Once Mars is yours, move your flagship to the spot near Earth to claim victory. Congratulations!

Intrigue - Sandbox Mode

This guide contains much of the heart of Galactic Civilizations III: the Sandbox mode. In this game mode you are able to setup a galaxy and try to survive there—from the beginning, with only Earth as your starting planet. Click on "New Game" to continue. If you have already played a map in the sandbox mode before, you can click on "Quick Start" to play again with the same settings as before.

Choose your civilization

First, you have to select the race you want to play as.
More information about the races can be found in the *"Races and Civilizations"* portion of the manual.

The races that are greyed out are only included if you own some of the DLCs. If you mouseover their pictures, you can see which DLC is needed to play this faction. You can find out more about the DLCs *here in the guide*. Just click the button on the lower-left labeled "Create Civilization" to get to the Civilization customizer.

On the lower-right side you will find the "Race Traits," where all of the civilizations differentiate from each other. In this manual the Terran Alliance will be used as an example. If you don't want to create your own race, skip the next page. Click "NEXT" to continue.

CREATE CIVILIZATION

You can play as a new race or play against them, or even export your race for others to use. The first option to customize your race is the **"Overview"** section. Here, you can choose from a gallery of images for your race, background and leader's portrait, or you can upload graphics of your own. This part allows you to also enter your race's name, the callsign for your ships, your homeworld name and a simple description of the race, as well as choose your racial logo and beginning star system.

The foreground is a picture or video of your leader. Your leader can be anything or anyone you choose it to be. The background provides a nice backdrop for your fearless (or fearful) leader. It can be a picture or a video, but it will only show up if your foreground has transparency.

If you want to insert your own pictures and videos, place images and videos in your Documents\My Games\GC3Crusade\Factions folder. Place your images in the appropriate folder. Leader FG's should be 1920 x 1080. Portraits and logos should be 128 x 128. Images should be PNG's.

In the **"Traits & Abilities"** section you can customize racial traits and abilities. You begin with five available trait points to spend within this list. Any trait you choose can apply a bonus or a penalty, depending on how you want to design your race, and leaves you with more or fewer points to spend elsewhere. After that, you will have two points to spend in the ability list, which means you can choose two abilities. These come with no built-in downside and can be quite powerful. It is also the only way to unlock some special buildings that are normally not included in the game.

The **"Appearence"** section offers an assortment of options to customize the look of your race, such as ship style, ship colors and textures, as well as race colors and themes that are used in the interface.

The **"Personality"** section will let you select your tech tree and, in those games where you choose to play against your custom race, modify how this race will behave when being controlled by the game's Artificial Intelligence (AI). This includes ideology, character traits and goal priorities.

Finally, in the **"Fleets"** section you are able to change the designs of all ships from your civilization and combine the AI ship-look with your fleet.

When you are finished creating your custom race, click on "SAVE CIVILIZATION" in the lower-right corner of the screen. You will return to the previous screen, where you now are able to select your custom race. Click the "NEXT" button to continue.

Galaxy Type

Set the size and type of the galaxy.

Size: The larger the galaxy, the more space is between stars, players, planets and so on. It feels more immersive and the game takes longer to finish the larger the map is.

If you like to have a big galaxy you have to keep an eye on your system-memory. See the following table and choose your map size accordingly—you can always pick a larger map, but if your RAM/CPU doesn't fit the recommended setup, the pacing will get slower over time.

Map Size	Players (recommended)	required RAM (GB)	required CPU-Cores
Tiny	2	2	2
Small	3	2	2
Medium	6	4	2
Large	8	4	4
Huge	12	8	4
Gigantic	16	16	4
Immense	24	16	8
Excessive	64	16	8
Ludicrous	72	32	8

You can also play with fewer players than the recommended settings. Space will be a bit less crowded and the time it takes for you to meet the next civilization will be longer.

Type: The "Type" drop-down controls how far apart different stars are from one another and whether they're in groups or spread out evenly.

- **Random:** One random type will be selected
- **Spiral:** The stars are set in a spiral with some empty space in between. The players are mostly evenly distributed.
- **Loose clusters:** Star clusters are farther away from each other, and the empty space between them is larger. Stars in a cluster are more distanced from each other. You will encounter other factions faster.
- **Tight clusters:** Star clusters are closer to each other, and the empty space between the clusters is smaller. The stars are closer to each other. Some clusters will intermingle with others. The speed at which you encounter other factions will vary.
- **Scattered:** All stars are fairly evenly distributed and there are only rare spots with empty space. The players are mostly evenly distributed.

In this example of the manual, the size is set to "Medium" and the type is "Scattered."

Galaxy Options

This setting is responsible for the numbers of stars, planets, resources, relics and anomalies found on your map.

Star Frequency: How many stars should the galaxy have? Stars are surrounded by planets, resources and asteroids. The more you set, the more things there are in your galaxy.

Planet Frequency: How many planets should surround the stars? This refers to habitable, extreme and dead planets.

Extreme Planet Frequency: These are planets you can't civilize from the start normally. But some civilization traits allow you to colonize some typse of extreme planets. Other races will need lots of tech and game time to settle here. These planets are usually very good.

Habitable Planet Frequency: How many habitable planets will surround the stars in the galaxy? This also includes total available resources and extreme planets.

Pirate Bases: How many "attack everything" pirates do you want in your game? If you set this option higher, your chance to be attacked by pirates is greater. They don't have large forces, but it's annoying if you're trying to colonize a new planet and a pirate emerges from the darkness of space and kills your colony ship.

Resource Frequency: How many resources should there be? Remember, the "Habitable Planets" setting also contains resources. If you set this option higher you gain more resources but fewer habitable planets, but in total you can't get more resources than habitable planets.

Asteroid Frequency: Asteroids are good. You can build starbases near them and mine them. This provides the planet the mine supports with a flat bonus to raw production. And on top of that, asteroids can contain an additional resource: Durantium.

Nebulae: While nebulae slow most of the ships down that move through them, it's possible to find the resource Elerium within them.

Precursor Relic Frequency: These are ancient artifacts that when studied provide civilization-wide bonuses. These relics can be "mined" by a starbase.

Ascension Crystal Frequency: These are a special type of precursor artifact that when studied can unlock the secrets of ascending to a higher plane of existence. You will only need them if you want to win the game with research (see next chapter). If you aren't aiming for this kind of victory, consider setting this to "None."

Black Hole Frequency: The resource Antimatter can be found near black holes.

Anomaly Frequency: Anomalies are gatherable things in the galaxy. They can be credits, small ships, or construction and research bonuses. Some are very strong, and it can be fun to fly around and survey them. They can only be gathered with a survey ship. The more you set, the faster the game can take off since any player can gather anomalies. You can gather some very nice advantages for yourself if you concentrate on finding anomalies and use them wisely.

With the "Load Map" button you are able to load fixed maps to play in. If you have the free DLC *"Map Pack,"* you have even more options for pre-set maps.

VICTORY CONDITIONS

This section lists the variety of ways you can achieve success in your game. Choose as many paths to ultimate victory as you wish. Keep all of your options open, narrow your focus to take advantage of your race's greatest strengths, or make the game more challenging by setting a turn limit.

Conquest: Winning purely through the force of your military. It tends to be the most straightforward way to win—or lose. Conquer, destroy, or subjugate all other races in the galaxy.

Influence: An influence victory is achieved through the appeal of your culture. Influence is the colored space around your planets and bases. Gain control of 76% of the galaxy and hold that control for 10 turns. However, you cannot achieve an influence victory if you're at war with any other race. Other races may be at war with each other without interfering. It's also possible to achieve an influence victory by flipping the final planet of a race you are at war with, though this is a rare occurrence.

Research: For some, the only path to true power is to have cooler stuff than everybody else! You can win through research by unlocking the following technologies: Beyond Mortality, Precursor Understanding and Cultural Affinity. You must also complete construction of an Ascension Gate, which requires its own specialized research and improvements.

Ascension: By capturing and holding ancient relics called Ascension Crystals, you can attain victory by ascending to a higher form of life, giving yourself godlike powers and dominion over your enemies. To do this, you must control the majority of Ascension Crystals in the galaxy and hold them for a set number of turns. You must also accumulate aura points. These can be gathered with starbases that have been upgraded with the Xeno Archeology Lab.

Alliance: Use diplomacy to form permanent alliances with all of the remaining major races in the galaxy. Bring about lasting peace and declare yourself the most awesome race ever.

Turn Limit: You can also play until you reach a pre-set turn limit for when your game will end, and when this limit is reached the race with the highest score will win! There is a pre-set default turn limit per map size.

Game Settings

Customize Game Settings:

United Planets Frequency: This setting lets you determine how often the United Planets (the galactic government) meets.

Galaxy Difficulty: The overall difficulty of the map, which includes pirates and all races. However, you can override this individually per race by making other adjustments in your game options or in the way you set up your game.

Game Pacing: Makes the gameplay faster or slower by modifying things like production.

Minor Civilizations: Determines how many minor civilizations will be in the galaxy. Minor civilizations are races that have not expanded out into the galaxy and are sitting on only one or two planets.

Mega Events: There are incidents that happen to the whole galaxy during gameplay. They will provide an ideological choice.

Research Rate: Makes researching faster or slower.

Galactic Events: These are game-changing incidents that can alter the way your empire grows.

Crisis: Mostly hard encounters against your civilization with a great loss or benefit in the end.

Advanced Settings:

Disable Tech Trading: Enable this option to remove the feature for trading technologies with other races. Also, the AI races can't trade anymore with one another.

Disable Tech Brokering: Enable this option to remove the feature for trading technologies with other races that have been traded before. All players can only trade the technologies that they have researched themselves.

Disable AI Surrendering: Enable this option to make every AI player fight until the end. If you allow surrendering, the AI will hand over all their stuff to their best friend when it thinks it doesn't stand a chance anymore. Because the other player will get all planets and ships belonging to this faction, this often leads to a crazy and unorganized galaxy, since every player has its own research tree and abilities. It can also be very expensive and sometimes game breaking if you suddenly find yourself paying maintenance costs for lots of extra ships and starbases.

Opponents

Any pre-set race is available for you to play against, and if you've saved a race, it will show up in the list and you will be able to play against them, too. Depending on the size of your galaxy, more or fewer players are selected from the game automatically. Choose as many opponents as you want. Pick the ones you'd like to see in the game, or set some or all AI to random.

You are also able to set the difficulty of each race's AI for a more customized experience.

If you set the difficulty higher, the AI starts with better technology, bonuses in raw production and so on.

For more information about the races, see the *"Races and Civilizations"* earlier in this guide.

Click "START" to continue on to the game.

Game Start - Screen & Menus

This is the starting screen. It begins with a short story about the race you are currently playing as. Click "DONE" to continue to the galaxy.

The main screen is the star map, the galaxy view. Take a look at the menus here. On the lower-left side is the currently selected planet—in this example Earth, your home planet. The number below it is the planet's class.
It currently has the stats (which can vary):
Manufacturing: 8.0 / Research: 7.6 / Wealth: 8.1 / Influence: 10 /
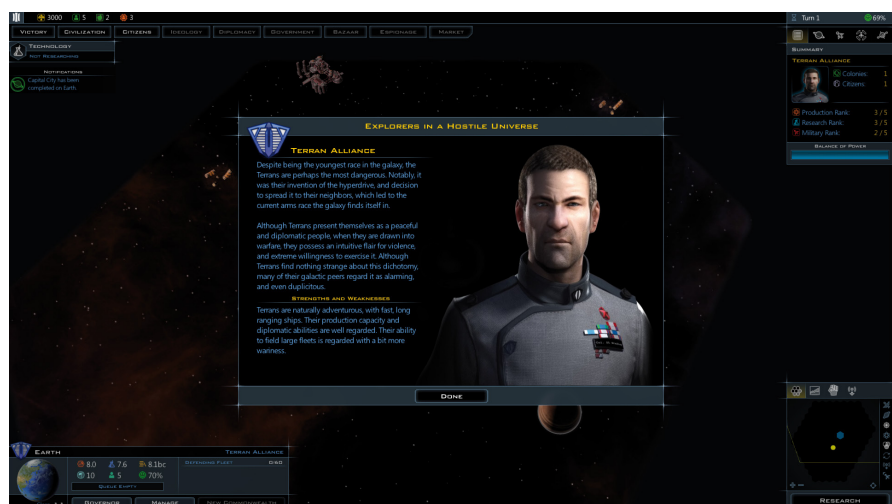
Population: 5 / Morale: 70%
When you mouseover any of these stats, you will see how they are calculated. Below the stats is a line that says "Queue Empty." This means Earth currently has no order to construct a building. This will soon change.
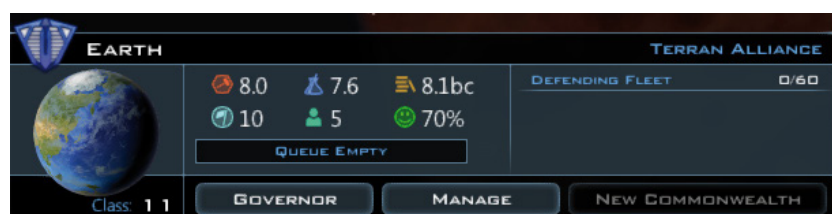
Right beside it there is a window named "Defending Fleet." For right now, it shows nothing because there are no ships in the orbit of Earth. You can put as many ships in orbit until the capacity, shown above-right on the screen, is maxed. So for now, it reads 0/60. The number refers to the ship logistics; smaller ships will need less space than big ships. If at least one ship is in orbit, there will be a green spot over the planet. Below are two buttons: "Manage"—which brings up the Planetary screen—and "Governor"—which brings up the Government screen of the planet. "New Commonwealth" will be needed later for setting a commonwealth for selected planets. These screens will be explained as they're needed.

In the top menu, there are nine buttons:

"Victory": This screen gives you feedback on how close you are to winning for any of the victory conditions you have set for your current game.

"Civilization": This button contains several tabs on different aspects of your empire.

"Citizens": Control specialists of your civilization, which are called Citizens.

"Ideology": Through the course of the game, random events will present you with choices to shape the ideology of your civilization. Points will be awarded into one of three categories based on your choices: Benevolent, Pragmatic, or Malevolent. Those points can be spent on Ideological Traits that can all be found on this tab.

"Diplomacy": From this button you can keep track of which races are allied or warring, neutral or trading. Establish mutual treaties with your allies or participate in galactic politics through the governing body of the U.P., the United Planets.

"Government": If you have colonzied your second planet you have access to this screen. Here you will set up the global rules of your colonies.

"Bazaar": If you own the DLC "Mercenaries" this button provides access to the Galactic Bazaar.

"Espionage": Here you can set the offensive and defensive options for your spies.

"Market": If your government includes the term "Cryptocurrency: Galactic Market enabled," you can access the Galactic Market with this button. Here you can buy or sell resources.

Above the top menu you can see your current Credits—mouseover to see the income each turn—followed by some symbols. Those currently show—you can mouseover them, too—"Population", "Food" and "Administrators." This is your global stockpile. All ingame resources will be added here during the course of the game.

In the smaller field below the top menu, you can see your current **research project.** Since you didn't set one yet, it shows "Not Researching."

In the upper-right is a window with a picture of the leader of your civilization. Above is the date. When you mouseover it, you can see how many turns you have taken in the current game. Beside it you can see an emoji that displays your empire-wide morale.

In this "**Summary**" tab that's currently open are the numbers of your colonies and citizens listed. Below you have the current ranks of your civilization. The bar on the bottom shows this in graph style, but only if you have met the other civilizations in the galaxy. Then you are able to see where you stand in global comparision, but don't be sad if you lag behind—this is calculated by many variables.

In the second tab "**Planets**" tab that's currently open are the numbers of your colonies and citizens listed. Below, you have the current ranks of your civilization. The bar on the bottom shows this in graph style, but only if you have met the other civilizations in the galaxy. Then you are able to see where you stand in comparision, but don't be discouraged if you lag behind—this is calculated by many variables.

In the third tab you find all your "**ships**" listed. You actually start with one ship. This list is sortable the same way the planet before was.

The fourth tab shows all of your "**shipyards**" and what they are building. Because you don't have a shipyard yet, the list is currently empty. The last tab contains all of your "**starbases.**"

As written before, you should have the "Planets" tab open to watch the progress of your colony improvements. If a building is close to completion, you can check if you'd like to rush it.

In the lower-right corner you can see the minimap. The buttons above it are as follows:

"Galaxy" is the overview you actually see, "Graphs" shows your civilization compared to other civilizations in graph style and "Power" shows the same in numbers. Power rankings are displayed based on population size, military might, research strength and influence. Currently, there is nothing to see. The last section contains all of your "Rally points." A rally point is a spot in space where ships can automatically be directed to.

Next to it you can set what the minimap shows. Mouseover the symbols for more details on the options and select them if you want to see more information on the minimap.

You can zoom in and out on the minimap with the + and - keys, or use the mousewheel while cursoring over the minimap.

There is also a context sensitive "Turn Button" below the minimap. Whenever you don't have a research project, a planet doesn't have a planetary project, the shipyard is idle or one of your ships has moves for the turn left, then this button will inform you of those options. Once you have done everything that is outstanding, it will show "TURN." After you click it, all other players in the game will make their moves until it's your turn again.

Your main game-window is the "galaxy view." Every hexagon-shaped segment shown here is called a "hexfield," some also refer to it as a "parsec" to give an understanding of how far apart things are from each other.

You can see the planets which surround Earth. Some of the real ones are also there, including the sun "Sol." You can select everything with your left mousebutton. With the right mousebutton you can set the destination for all of the selected ships (if applicable). The middle mousebutton controls the game camera. By holding it down you can rotate the map. If your mouse has a mouse-wheel, you can zoom in and out of the map with it. The left button on the mouse also enables you to grab the screen and slide it around, which can make navigating around the map much easier.

Expert tip:
To get a better overview in the map, zoom out with your mousewheel. There are more viewstyles, especially one of them is interesting: Press "4" on your keyboard to change the angle of view to 90°. You can change this back with pressing "1" or free-look while holding the middle mousebutton.

T.A.S. DISCOVERY-1   TERRAN ALLIANCE

🗡 1   ⚔ 2   🗡 2
◎ 0   ✸ 0   🛡 1

HIT POINTS: 20/20

Level: 1   COMMAND   ADD COMMANDER   PASS   DETAILS

▣ Class: Escort (Medium Hull)
✚ Moves: 4/4
▣ Range: 36
▣ Logistics Cost: 6

In the galaxy view you also can see your ship, the T.A.S. Discovery-1. When you select a ship, the information window on the lower-left will change.

It shows the ship's name and its weapons and defenses. In this example, the T.A.S. Discovery-1 has:
Beam-Weapon Attack-Power: 1 / Missile-Weapon Attack-Power: 2 / Kinetic-Weapon Attack-Power: 2
Beam Defense (Shields): 0 / Missile Defense (Point Defense): 0 / Kinetic Defense (Armor): 1
Mouseover for more details. The Hit points of the ship are 20 of 20 (the stats may vary).

On the right side you can see the Class, which shows the battle role of the ship, currently "Escort," and the Hullsize, currently "Medium."

The ship has 4 of 4 moves left to make. The ship's range is 36, which means it can move 36 hexfields from your next planet or starbase into space (the stats may vary).

The logistics of the ship is 6, which means it needs 6 "space" when sent to orbit a planet for example or combined with other ships into a fleet. The max space is called "logistics"—that refers to how many ships can be in one hexfield or a planet, starbase, shipyard etc. together.

The buttons below do the following:
With **"Command,"** a small menu appears where you can tell the ship what to do in the future. **"Survey"** lets a ship fly through the galaxy and survey any anomaly it can find. **"Explore"** will let the ship just explore space and remove the fog of war. **"Sentry"** stops the ship and it'll begin guarding a hexfield. It'll inform you if an enemy ship comes in sight. With **"Guard,"** the ship will also stay at this position, but whatever comes, even if it's a danger to your ship, it will stay and fight. **"Upgrade"** can be used if the ship is an older version and you want to upgrade it to a newer version, but be careful, that can cost lots of credits. **"Decommission"** will delete the ship. With **"Autopilot,"** you can order the ship to move automatically to a rally point, colony, starbase or shipyard.

Expert tip:
If you attack an enemy with a beam weapon for example, it will need shields to prevent hull-damage (HP). If the shields are down, the HP can be reduced. If the enemy ship has armor or point defenses, it has no defense against your beam-attack.

Some civilizations concentrate on one attack or defense, some also check their enemies weak spots and attack it with the best possible weapon.

T.A.S. Discovery-1

🗡 1   ⚔ 2   🗡 2
◎ 0   ✸ 0   🛡 1

Class   Escort (Medium Hull)
Hit Points   20/20
Moves   4/4
Sensor Range   6
Logistics   6
Maintenance   2
Special   Survey Ship
Level   1

A long ranged vessel suited for mapping the stars and running away from things.

"Add Commander" adds a commander, which is a citizen with a special command ship, and creates a fleet with the survey ship and the command ship. More on that later in the guide. With **"Pass"** you skip the current ship's moves this turn. With **"Details"** you get a plethora of information about the ship, including a big picture of it. There you can also see what ship components are mounted on it. If you have a fleet, the command works the same way.

When you mouseover a ship, another information window appears that shows the Sensor Range (how many hexfields the ship can "see") and the Level. A ship can level up when it takes part in a successful fight. At higher levels ships get more hit points (HP) and attack bonuses. The description below the stats is editable if you are creating your own ship design.

Game Options

When you select the **MENU** button in the upper-left corner (or press the ESC key on your keyboard) you can see the following options in the middle of the screen:
Resume: Continues the current game
Save Game: Saves the current game
Load Game: Loads a previous game
Retire: Give up the map and go to the Main Menu
Options: Go to the options screen
Main Menu: Returns to the main menu and quits the current game
Exit: Exits to the desktop

The Options screen is divided into four categories:
Graphics, Sound, Interface and Gameplay.

Graphics Options:
Display Resolution: Sets the resolution for the game display.
Fullscreen: Enables full screen mode. If you wish to play the game in a window, uncheck the checkbox.
UI Size: Sets the size of your user interface. On larger maps with lots of colonies it's very handy to set this to a "Small UI."
VSync: Enables the vertical synchronisation. Vertical sync allows you to synchronize the frame rate of the game with the monitor refresh rate for better stability.
Brightness: Sets the black level of the game display.
Contrast: Sets the white level of the game display.
Particles: Enables the display of particles in-game. A "particle" is a graphic object used to simulate certain kinds of "fuzzy" phenomena, which are otherwise very hard to reproduce with conventional rendering techniques.
Trails: Enables the display of engine trails in-game.
Performance Presets: If you have a low-end computer try using the low setting here, as it will disable some of the more computer-intensive video options. If you have a high-end system you can set this to high. "Custom" is shown if you have made your own settings.
Anti-Aliasing: Sets the amount of anti-aliasing applied to the graphics.
Enable Gel UI: Gel UI is a process that makes text easier to read. This is on by default, but if you are concerned about performance you can turn this off.
Enable Bloom: Bloom is an effect used to reproduce an imaging artifact of real-world cameras.
Low-Res Textures: Replaces the normal textures with low resolution ones. Enable this option to get lower graphics but better gamespeed/loading time.
Enable Depth of Field: Focused objects are sharp, unfocused objects have their sharpness decreased.
Enable Ambient Occlusion: Ambient occlusion is a method to approximate how bright light should be shining on any specific part of a surface, based on the light and its environment.
Show Debris in Battle Viewer: Shows nebulas, dust, clouds and scenery objects in the battle-viewer (that will need more graphic power).
Allow Third Party Hooks: Allows external graphic applications to make videos or screenshots. May cause instability if enabled.

Sound Options:
Enable SFX: Turns on interface and in-game sound effects.
Enable Music: Turns on music during the game.
SFX Volume: Adjusts the volume of the game's sound effects.
UI Volume: Adjusts the volume of the interface sound effects.
Music Volume: Adjusts the volume of the game's music.
Speaker Configuration: Sets which source every sound will be heard by.

Interface Options

Skip Intro: Enabling this option removes the opening cinematic.

Draw Grid: Enables dark blue lines that divide the galaxy into hexfields.

Hide Grid Outside Influence: Enables you to disable the grid in areas outside of your control.

Camera Snap Back: With this enabled, your viewing angle will always revert to the default when you release the middle mouse button.

Zoom To Cursor: If you are zooming in and out with the mouse wheel, this option will put your focus wherever your mouse cursor is.

Enable Edge Scroll: Enables scrolling with moving your mouse at the screen-borders.

Edge Scroll Speed: Determines the scrolling speed when you hold the cursor against the edge of the screen.

Edge Scroll Delay: If Edge Scroll is enabled, this option allows you to set how long the mouse will delay before the screen will start to pan when you edge scroll.

Camera Scroll Speed: This option allows you to set how fast the edge scrolling will move.

List Scroll Speed: Sets the scrolling rate of in-game menus.

Clip Cursor: Setting this option will keep your cursor in the window. This is especially useful if you have Edge Scroll enabled.

Use Localized Data: This option is currently deactivated.

Screenshot Format: Sets the form of file to which your in-game screenshots will save.

Collect Gameplay Data: This will allow the game to send your scores to the Metaverse of Galactic Civilization. View the Metaverse statistics on *www.galciv3.com/metaverse.*

Auto Start Battle Viewer: This will automatically start the battle in the Battle Viewer three seconds before the first shot is fired.

Disable Influence Tooltip: If you hover your mouse over the main map for one second, the Influence tooltip will appear. Clicking this option will allow you to disable that.

Notification Priority: SSelect how you want the game to inform you about things that happen during gameplay. For example, "Basic Factory has been completed on Earth." You should set this option to "Show all notifications" for the start and see what you'll need.

The next sliders contains settings of the "galaxy view" and which objects shall be visible if you are zooming out. "100" means they are visible even on the maximum zoom-out, "10" means they are unvisible if you zoom out only a bit.

Show Turn as Date: Disable this button to see only a turn number in the upper-right menu.

Gameplay Options

Enable Mods: Enables the use of third-party modifications. In case of troubleshooting please disable that option and try again, before you use the forum or support.

Auto Save: Enables the game to automatically save.

Turns Before Auto Save: Adjusts the number of turns before the game automatically saves.

Show All Ship Designs: This will allow you to see all ship designs of the same style as the race you are playing. For example, if you are playing a custom race that uses the Terran ship designs, this option will allow you to see all Terran ships as well as those you designed.

Show Starbases: Shows designed starbases in the ship designer.

Show Over Capacity Designs: If you enable this option, every ship will be displayed, whether you are able to build it or not. If disabled, only the ships that you are able to build are shown.

Auto Favorite Created Ships: If you made your own ship design, it will automatically be saved in the "Favored Ships" section of the ship designer, if this is enabled.

Input:

You will find a button labeled "INPUT" in the bottom center of the Gameplay Options screen. Click this link to see a current list of keyboard shortcuts.

The first turn - Research

On your first turn, the first thing you should do is set a research project. You can click on the button in the lower-right shows or select the "Technology" button below the top menu.

This is the Research screen or technology screen. It will show the current possible research projects. If you select one, you can get more details on the upper-right side. "Artifical Gravity" for example unlocks a planetary building called "The Hyperspace Project" and also provides moves +1. After completion you are able to research the following technologies: "Interstellar Travel" and "Orbital Manufacturing."

The timeline in the lower line shows your technological age. Some technologies will appear only if you have managed to reach the next age. On the lower-left side you can see a number called "Research." That's your combined civilization-wide research power.

You can also view research in a technology tree form. For that, click the button "Tech Tree" in the lower-left corner. On the left side are four main categories:

- Colonization
- Engineering
- Warfare
- Culture

If you select one of those categories, you'll have a good overview of what comes after each technology. From here, you can plan what you'd like to have later on. Each of the four categories has its own tree. You also can click on a field and the system automatically will research all technologies that are required for it until the one you selected is finally researched. If you are clicking between the fields and hold the mousebutton, you are able to move the tree around and see more of it. With "Back" you'll move back to the normal view.

It's useful to start the research with "Artifical Gravity" in the Engineering section. Moves +1 means that all of your ships can move one hexfield further each round. That's helpful for exploring space faster.

Click "DONE" to leave the Research screen.

The first turn - Planet "Earth"

Now the button in the lower-left says "IDLE COLONY." That refers to your starting planet Earth, which has no planetary project. Click on the button to get to the planetary surface or select "Earth" in the galaxy view and click on "Manage." You can also doubleclick the planet in the galaxy view.

This is the planetary screen. The majority is taken up by a map of the planet's surface. This map is overlaid with a hexagonal grid of tiles. Each tile represents an area where you can construct valuable projects. Each planet automatically gets one Capital City on a randomized hexfield, which provides some bonuses.

Colonies are the lifeblood of an empire. They manufacture ships, generate population and credits, expand your influence through the galaxy... all kinds of fun stuff that a budding master of the universe needs.

On the right side you can see a list of the possible buildings—possible means that they are available, but the ones that are greyed out aren't buildable yet. The number beside a building shows you how many turns the project will need to complete.

Most often, each building will only need a single hexfield. Only the shipyard will be built in space and won't need a hexfield on the planet.

"Aid Research" is a project instead of a building. If you activate it, your planet will funnel power into that project and when the project ends, it'll provide a bonus. More on those projects later in this guide.

Below the projects is the "Manufacturing Queue" where all of your current projects are listed for that planet.

Below the colonies' hexfields are some windows:
From RIGHT to LEFT, the first window is called **"Word on the Street."** It tells you about the current viewpoint of one colonist. A nice bit of flavor that gives you insight into the colony's morale.

The second window from RIGHT to LEFT is called **"Colony Assets."** The "Citizens" that you bring to this planet will be displayed here. Citizens will be explained in this guide later.

The next window is named **"Colony Stats."** It shows the "Raw Production" that is responsible for the "Social Construction," the "Research," the "Net Income" and the "Ship Construction." Below you can see the "Resistance" of the planet and its "Approval," followed by the "Population."

COLONY ASSETS

ADD CITIZEN

COLONY STATS

Raw Production		6.3
Resistance		52.5%
Approval		60%
Population		5 /5

If you mouseover the "Raw Production" you can see that the "Population" boosts it by 100%. The capital city on the planet also provides +1, and the approval gives a small percentage. The higher the "Raw Production" is, the better it is for your planet, your construction, wealth and research. Try to get it as high as possible. It goes hand-in-hand with "Approval." You can have the greatest buildings in the world, but if the people are unhappy, their productivity will be reduced. The influence will also be lowered—and that means your tourism income decreases.

Where your "Raw Production" is spent is listed in the last window:
"Social Construction" is responsible for the manufacturing on this planet. This influences how fast buildings and projects are finished.
"Research" is what the planet contributes to your current research project.
"Net Income" refers to the planet's credits and how many it adds to (or removes from) your global stock.
"Ship Construction" will be shown if a shipyard is connected to the planet. If that's the case, this number displays how much power goes into the shipyard.
"Influence" describes how fast the influence radius around the planet grows. More on "Influence" later in this guide.
"Food" will add food to your global stock. Without food, you won't have population. If you have enough (4) food, you are able to build "Cities," which raises the population. And remember, your population = more "Raw Production." The population is capped by the planet's class, so on a class 10 planet there is a maximum of 10 population.

COLONY PRODUCTION ALLOCATION

Social Construction	7.0	Ship Construction	N/A
		Not sponsoring a shipyard	
Research	6.3	Influence	3.1
Net Income	6.3	Food	0

If you mouseover "Social Construction", "Research", "Net Income" and "Ship Construction" you will see that the full "Raw Production" is in every one of those sections. This should tell you how important raw production is.

The hexfields of the planetary screen will sometimes provide bonuses. If you select the field and mouseover the small symbol shown inside, you will see information on what the benefit or loss is. Most of the time they are very useful, so plan accordingly.

In this example, the hexfield will provide "+2 to Ship Construction" when you place a building that boosts ship construction there. The other hexfields immediately surrounding it provide an adjacency bonus of "+1 to All Construction." That means if you build an "All Construction" building in these tiles, they will get +1 from them. "All Construction" = "Social Construction" and "Ship Construction." If you level up buildings in this way, they provide a bonus to their generic role. More on buildings later in this guide.

Sometimes you'll find "Resources" on your planets, which you can mine if you doubleclick them or select them in the menu on the right side. They will add resources to the stockpile above the top menu in the galaxy view over time. One common resource is food, which you can farm on "Arable Land." You can only place Farms on this kind of resource, which makes them valuable.

You can also see the resources on a specific planet if you mouseover the planet in the galaxy view.
More on resources later in this guide.

For your first building project, the "Space Elevator" is a good choice since it raises "All Construction," which contributes to both "Social Construction" and "Ship Construction." Once you have researched more technologies, you can build other buildings near the space elevator to level it and the other buildings up.

But where to place the space elevator? That question is tricky to answer because the building spaces and bonuses are unique with every game. If you have a hexfield with a bonus to "All Construction," then build the space elevator there.

In the case of Earth in this example, the space elevator has been placed as displayed in the above picture. There it can be levelled up later, and the 5 tiles on the right side are left empty for other buildings.

Some players like to construct the shipyard as their first building, but since you have to explore the space around Earth first, the space elevator might be a good investment because every building that comes after it will have its construction time reduced.

After the space elevator is finished, we'll queue a "Shipyard" next in this example. You'll notice that the turns the shipyard needs to finish are reduced now that we have the space elevator. If you have arable land on Earth, you can add a farm for it in the queue, too.

You are also able to rush-build buildings. If you click on a current project in the "Manufacturing Queue," you can "CANCEL" or "RUSH" it. If rushed, the building is instantly there, but you will have to pay credits for it—if you mouseover the "RUSH" button, you can see how many it will cost.

The planetary screen has another button in the lower-left corner: "Govern Planet." Click on it to be directed to the Govern menu of the selected planet. On the left side you are able to let the game control and decide what to build on this planet. Since that part of the game is fun and you will always do it better than the game's governor, you should leave it on the standard option "Direct Control." In cases of really large empires with thousand of planets, it might be useful later on.

On the right side you can rename your planet or set the "Civilization Capital" to another planet. "Destroy Planet" is rarely useful—except in cases where it's a weak frontline planet and you can't hold it.

Above this you can set a function that automatically upgrades the existing buildings when upgrades are available, or leave it be until all tiles are occupied. The last option is to clear all queued buildings if you are changing the governor. This is only useful if you are playing with governors.

Click "DONE" to leave the Govern Planet screen and get back to the planetary view.

Click "DONE" to close the window and get back to the galaxy view.

Maintenance

Nearly everything you build will cost you maintenance each turn. Most buildings on planets have +1 maintenance for example. Ships will cost you credits, too—if they are out in space their maintenance cost will be higher than if they are parked in a shipyard.

In the Civilization screen you can see your Net Weekly Income. Your global maintenance is also listed there. Always try to get your income higher to counter your costs. Tourism is very useful for this.

The first turn - Ship Movement

Now the button in the lower-right corner says "IDLE SHIP." That's correct, you haven't moved your ship yet.

To make this easier to explain, let's zoom out with the mousewheel until everything is displayed in icon art. You are able to see the dark universe around your planet and ships. That's the current sensor range. If you explore the dark space and move on, you will leave the "fog of war." That's what the space is called where you have been already but no sensors are active anymore.

In the dark you can see spots. In this example, there are six spots.

Those are stars. Each star can be surrounded by planets, resources and asteroids. Dead planets are not colonizable. The goal is to explore space, found colonies and gather nearby anomalies. You will need as many colonies as you can get!

Try to set a route in your mind for your ship where it can reach as many stars as possible with a minimum number of turns. Maybe there is a star nearby with a habitable planet. In this example, it would be best to start with the star on the lower-left side, then move in a spiral clockwise around Earth. That way, all six stars around Earth will be scouted.

You can move the ship now or zoom in again and do it there, where you can see more details.

When you move the ship, only move as close as you need to see the star. In this example, it's called Miriam. Once you can see it, you can select it and view the information about this star-system... and also if it has habitable planets or not. If it doesn't, you're free to move onto the next target for exploration. You are also able to rename every star if the current name is not to your liking.

> **Expert tip:**
>
> *Watch your planetary projects in the list on the right side of the galaxy view. After every turn the projects get further in completion. If they are close to be finished you should rush them, when the costs are below 50 credits. This way you can instantly start the next project on the planet. And you'll benefit already of the new building.*

Note: If you move through nebulae, your movement and sensor range will be significantly decreased. You can fly through asteroids, but it is also much slower.

Now the button in the lower-right says "TURN." Once you have clicked on it, the other players make their moves. After that, it's your turn again.

Ship Range - Don't cross that line

If you zoom out in the galaxy view and select a ship, you can see—far away—a radius around your ship. That is the "Ship Range." You can't fly past this line. To widen that line, you will need more ship range modules on your ships or you'll need to research ship range technologies. Starbases and planets also widen a ship's range.

Mega Events

When you have played a few turns, suddenly a window appears that contains an event that is currently happening. Mega events are a type of optional random event and can vary quite a bit. Here is one example:
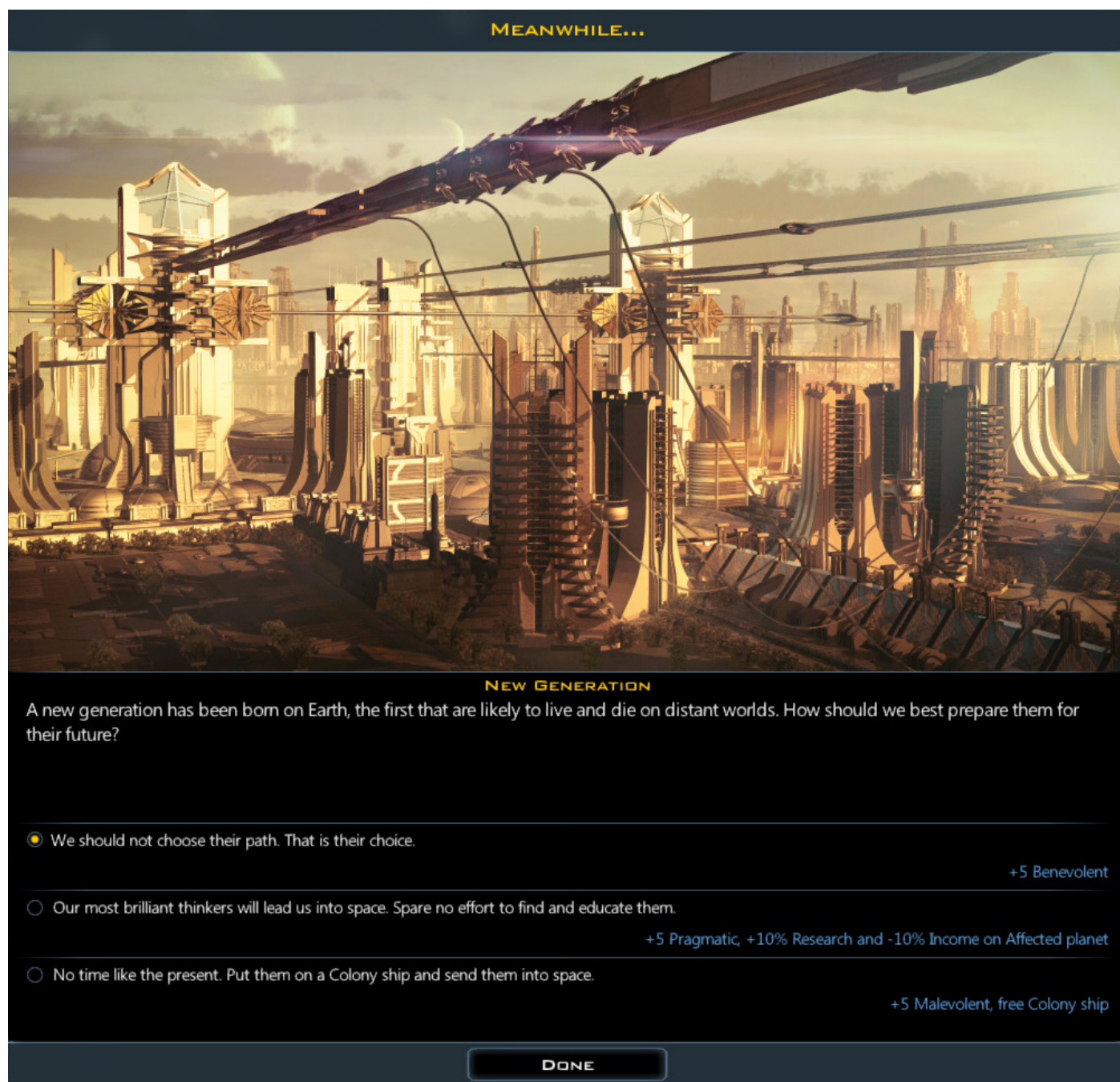
Mega events always have an ideological choice with them, where you are able to choose one of three answers. Every answer results in an ideological score and some bonuses or losses. You should read the chapter "Ideology" before you choose your answer. There are sometimes very nice options which include a free ship or something equivalent! This way you are able to raise your ideological points even if there are no colonizing events.

GNN Galactic Events

There are also GNN Galactic events that occur during gameplay. Here you don't have an ideological choice, but the event provides a global effect for all civilizations and their colonies. Like this example, which raises the approval on all colonies for all players by 25% for 10 turns.

Approval / Morale

If the morale on one or more colonies is low, your raw production is lowered, which causes penalties on everything. You should always keep an eye at the planet overview on the right side in the galaxy view. There you can see if one or more planets are not in the green morale zone anymore. The emoji in the upper-right corner also tells you about the current morale status on all of your colonies combined.

MEANWHILE...

THE EMPEROR'S ASCENSION

Long live the Emperor! The ascent of a new Emperor to the throne has provoked widespread celebrations throughout the empire, citizens everywhere are convinced they'll like him much better than the last guy.

Global Effect: +25% Approval for 10 turns

There are three main factors that give penalties to your morale on each colony:

How big is the population? If you have, 3/3 population, you won't have many problems with your morale, especially if you have researched the specialization technology "Supportive Population." But when you have built the first city and your population is 12/12 or 19/19 for example, you will get large morale losses. That's because lots of people are on one planet and they feel jammed together. With a city you should always build one "Entertainment Center," which is upgradable later for better morale bonuses. Use the adjacency bonus of other buildings like "Market Center" or the three buildings from the ideologies and place them beside the entertainment center to upgrade it.

How many colonies are in your government? You have to watch the "Colony Limit." If you have, for example, 12 planets in a government with a limit of 12, it's fine. If you have 15, you get a morale penalty called "Unrest." You can counter this with better morale buildings on each planet or with a government that allows more colonies or one that has no limit. In large galaxies you should also think about outsourcing some planets you don't need anymore in a commonwealth. Planets in a commonwealth don't count toward your government limit.

There's also the tax rate. If you click on it and slide it around, you can see how the emoji in the upper-right corner changes in response. Your net weekly income will also change.

Ideology

There are three ideologies that further shape your race: the Benevolent options are mostly the "good guys," the Pragmatic are "expense vs. benefits," and the Malevolent will "squeeze everything possible."

In each of the three ideologies there are four sections where you can further specialize.
Before you make a choice, there are some things to consider.
Remember that if you concentrate on one ideology, you will get to better benefits later on in the tree faster.

Two things are obviously useful at the start of a game:
- Pragmatic Tree, section Builder: "Constructive" = provides you with three Constructors. Being able to build starbases early is pretty powerful.
- Benevolent Tree, section Outreach: "Pioneering" = provides you with one loaded Colony Ship with 5 population. You can grab a nice, fast colony that comes with free population!

Some players try to take the Pragmatic choice in the first "Colonizing event." This way they'll get enough points for "Constructive." After that, they focus on Benevolent. They will need lots more colonizing events where they have to choose the Benevolent option to finally unlock "Pioneering" for the free Colony Ship. But doing it this way will cost you a high amount of ideology points. You'll have to consider that if you are splitting your points between two ideologies.

To unlock an ideology in the Ideology screen (select "Ideology" in the top menu), just doubleclick on the option that you want or click it once and select the button "Unlock" in the lower-right.

Later, you can decide if you want to focus on one ideology. While every ideology offers buildings, these 3 are the main ones:

- **Benevolent**, section Prominence, you can unlock "Eminence," which gives you the building "Missionary Center."
- **Pragmatic**, section Vigilant, you can unlock "Prepared," which gives you the building "Preparedness Center."
- **Malevolent**, section Motivation, you can unlock "Intimidating," which gives you the building "Intimidation Center."

Each of these buildings provides 1 ideology point every 10 turns. On longer games that is very handy—you are able to get more choices even after you run out of Colonizing events There are more ideological buildings that are obtainable if you progress further in one ideology.

You can place those buildings to get good adjacency bonuses with other buildings, but they also work fine on solo tiles.

Expert tip:
If you own the DLC "Mercenaries" you will find the "Galactic Bazaar" around 15 hexfields around your starting colony. There you can hire special ships for payment. Especially the survey and the scout-ships are important at the beginning, because you see faster where good planets, resources and anomalies are.

If you specialize in an ideology, the Malevolent section has some strong traits. "Motivation" improves your construction in a way no other ideology can. But remember: there is no best choice, every player gets to decide for themselves how they wants to play.

A good option is also on the Pragmatic tree in the Negotiator section: "Neutral." It prevents a faction from declaring war on you for 50 rounds. This can be very powerful if you are next to warmongers but aren't ready to meet them head-to-head in battle yet.

Read through the ideologies and choose what fits for you. Each one has some very strong benefits.

First Government

When you have colonized your second planet after Earth, you're asked to set a government for your colonies. The first answer leads you to the Government screen, while the second answer will let you move on.

INCOMING MESSAGE

Now that we have expanded beyond our homeworld, the colonists are crying out for structure. It is time for us to choose a form of government that is ready to handle a galactic civilization.

Great, let's get started! (Opens Government screen)

Give me a moment.
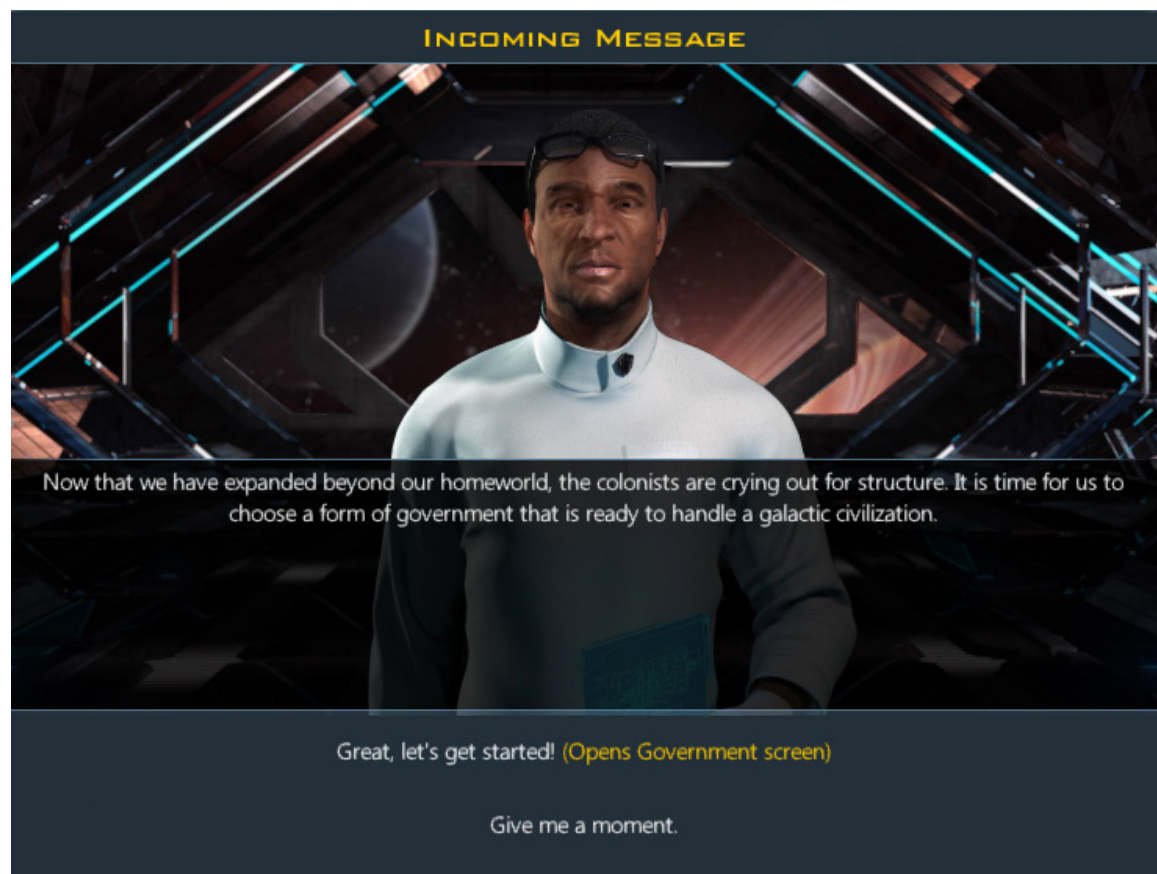
Government Screen

After your second colony you have to select the kind of government you want be part of.

This screen includes lots of rounded fields. Every field stands for one kind of government. If you mouseover the fields, you will see information about the benefit (or loss) of the selected government. The same information appears in the lower-right window if you click on one kind of government.

Most of the governments have a Colony Limit. If you add more colonies than your limit to this type of government, all of them will receive an approval penalty.

Currently, there are two governments available:

- **"Colonial"** provides a 10% bonus to "Social Construction" and another 10% to "Growth." Colonial also includes elections and the ability to send missions from all shipyards (see *Shipyard Missions*). You'll need to be voted as leader in elections.
- **"Imperial"** provides a 20% bonus to "Ship Construction." You will also receive "+1 Moves," which means that every ship, including those built later, can move one hexfield more each turn as long the government is active. But your "Diplomacy Bonus" will get reduced by 1. That means your relationship with every other race will decrease by 1. Imperialism has no elections.

For the other governments, some special technologies are required. You'll also sometimes need a high score in one of the three ideologies. But if you meet the requirements, you'll get the benefits of stronger governments, so it's useful to plan where you want to focus and what will support you to get this achievement. You can change a government later, but you have to wait 26 turns for that. So if you choose now, it's fixed for at least 26 turns. For this you won't have to count—you'll see a small "1" in the top menu at "Government" when the option for a change is available. After your selection you can click on "DONE" to get back to the galaxy view.

Now the button "Government" in the top-menu is activated and you can check your current governments there.

Research of Governments

If you have researched deeper in the technology tree, you might notice the crown symbols that are combined with some technologies.

Those crowns symbolize governments. If you research the technology, you will unlock this kind of government in the Government screen.

EMERGENCY COALITION
GOVERNMENT

In times of crisis we need our government to claim complete control. Let us hope that they relinquish that control when the crisis has passed.

- Patriot (Unique Ship)
- Research   -75%
- Gross Income   +100%
- Morale   -10%
- Colony Limit   12
- No Elections
- Crisis: Can only build Military ships
- Contracts: Can send Missions

Expert tip:
Even if you'll change your type of government soon - the ship will remain under your control!

Prime Minister's Starship 👑

| | 0 | 🗝 0 | 🗡 0 |
| 0 | ☀ 0 | 🛡 0 |

Class	Support (Small Hull)
Hit Points	10/10
Moves	4/5
Sensor Range	2
Logistics	2
Maintenance	0
Level	1

The direct oversight of the Prime Minister invigorates a world, providing +30% to All Construction, Influence and Morale.
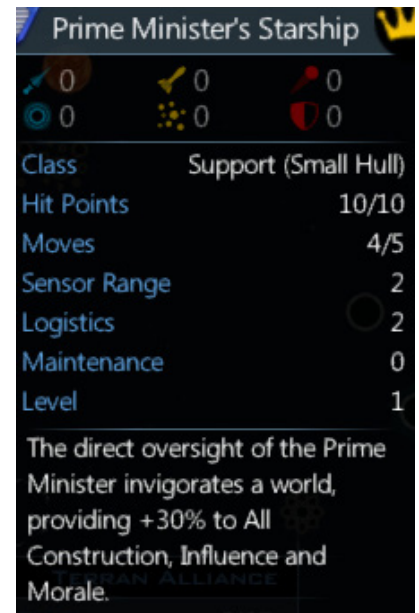
Governments Ships

If you unlock a government which includes a ship, you are able to utilitize it like any other ship. It can get destroyed, of course, so keep an eye on it. Check the bonuses that the ship provides and use it where the benefit is the greatest.

Change a Government

Click on "Government" in the top menu and choose the middle button in the upper line "Change Government." Select the new government that you'd like and click on "Change Government" in the lower-left corner. You will get a warning that it won't be changable again for the next 26 turns.

If you click on "Your Government" in the upper line, you'll get an overview about the currently active government. There, you can also see how many turns until the next possible change are left—and when the next election is, if the government includes this.

TERRAN ALLIANCE

Terrans are the inventors of hyperdrive and the youngest race on the galactic stage. Although committed diplomats, Terrans have a militaristic streak that has taken many by surprise.

DIPLOMATIC
Can build the Galactic Council and starts with diplomatic bonus with all races.

HOPEFUL
Believes any civilization capable of space travel must be a potential friend. Higher morale on planets.

ACTIVE GOVERNMENT

INTERSTELLAR REPUBLIC
"Freedom has many difficulties and democracy is not perfect, but we never had to put up a wall to keep our citizens in." - John F. Kennedy

- Colony Limit   12
- Holds Elections
- Cryptocurrency: Galactic Market en...
- Bureaucracy: Can't Declare War

| Average Approval (Past 20 Weeks) | 73% | Turns Until Can Change | 26 | Turns Until Election | 20 |

CABINET POSITIONS:

PRIME MINISTER'S STARSHIP	MINISTER OF FOREIGN RELATIONS	SCIENCE ADVISOR	ECONOMIC ADVISOR	CRISIS MANAGER
Unique Ship	Ahmad Art	Jennifer Mye	Rochelle Que	CLICK TO CHANGE

- All Construction   +30%
- Trade Route Diplomacy +2
- Research   +10%
- Gross Income   +10%
- Influence Growth   +30%
- Morale   +30%

More Research Projects

When your first research project "Artificial Gravity" is finished, you will notice that every ship can move one hexfield more now.

Click on the Technology button in the top menu to choose a new research project. As written earlier you are now able to research "Interstellar Travel." But before that you should probably research the "Universal Translator." Once you have this technology, you can communicate with other races and gain access to trades. "Interstellar Travel" can be next in line. You can pick up "Colonial Settlements"to gain access to the "Factory" for your planets and "Planetology" in the tech tree. After that you can research "Interstellar Specialization," which is explained on the next page.

Expert tip:
It's good to have the overview of your planets always opened - this way you are able to see if a building is close to completion and ready for a rush.
This works for shipyards also, but since you can't use the ship immediately like a building, it's not so useful. A ship will always need one more turn, and it's too expensive also. Use that function only if there is no other chance.

"Interstellar Specialization" is a three-star tech, which means you have three options to choose from. All three are good:

"Hyperdrive Specialization" unlocks moves +1. Your ships will receive one more move again.

"Transportation Specialization" unlocks "Support Module Mass -25%." Every support module mounted on your ship will have lower mass, meaning you'll have more space on the ship to mount other things. For example, with smaller colony modules, your colony ship could have enough space for one more drive to make it faster. This technology is very powerful later on when you are building carrier ships, because carrier modules are considered support modules.

"Advanced Circulation" unlocks "Ship Range +5," which widens the area where you can fly around your planets or starbases.

The best choice for a longer game is for sure "Transportation Specialization." Only in a small galaxy should you research "Hyperdrive Specialization" because the benefit of that extra move is far more benefical in shorter games.

More research projects are explained later in this guide.

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GNN - Galactic News Network
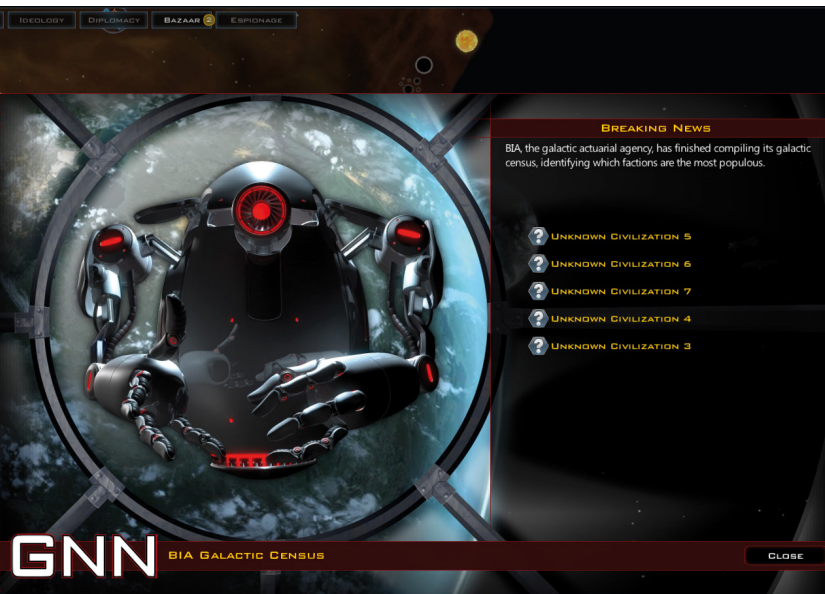
These windows sometimes appear at the beginning of your turns: GNN-News! The Galactic News Network is designed to provide players a general idea of how things are going across the universe. This allows you to get a sense of the broader impact of your decisions in the game.

GNN provides lots of reports during a game. Usually, they are just there to give you a hint where you are able to improve your standing in the galaxy.
But sometimes you'll receive more important information: In this example, the Altarians declared war on the Drengin!

Administrators

You'll need "Administrators" for Constructors, Colony Ships and Survey Modules. Here are some ways to get more administrators:
  • +1: Build an "Administrator Center" on a planet (costs 1 Food and a tile).
  • +5: Train a Citizen as an "Administrator."
  • +4: Promote an Administrator Citizen to a "Minister."
  • +3: Research the "Diplomatic Specialization - Efficient Administrators" (found in the Culture tree).
  • +3: Research "Interstellar Governance" (Culture tree).
  • +4: Research "Cultural Outreach" (Culture tree).
  • +3: Research "Galactic Governance" (Culture tree).
You can obtain more later during more technology researches.
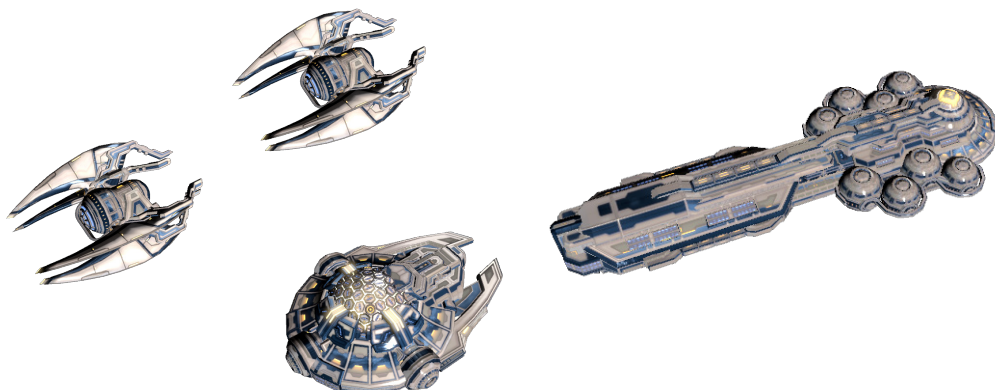
Anomalies

There are many different anomaly types around:

Space Junk: Provides some credits.

Capsule: Provides 15% or raw points of research to the current research project, a credit bonus or resources.

Ship Graveyard: Will start a fight against strong pirates who are defending something, like a small-hull ship what you can claim after the fight. With your starting survey you can survive 1-2 battles until you have to wait a few rounds for the ship to repair. While a very rare occurance, it's possible to get a constructor or a colony ship out of this anomaly.

Artifact: Provides credits mostly. On rare occasions the building on the next planet will finish. There is also a very rare chance to finish the current research project.

Precursor Anomaly: If you own the DLC *"Precursor Worlds"* you'll sometimes find strongly defended Precursor Anomalies around. You'll need around 3-6 small ships and the survey ship to survive the battles that ensue, but the provided benefit will be worth it.

Wormholes: Teleports your ship somewhere else on this map.

During gameplay more capsules will appear in the galaxy. Also watch for possible galactic events that may introduce lots of anomalies to the map.

> **Expert tip:**
> *There is a way to get more planets sponsoring one shipyard: If you have 5 planets sponsoring already and you colonize a new planet that is within 6 hexfields of the shipyard range, it will automatically be added to the sponsor-list.*

Next Planetary Projects

BBefore long, your Space Elevator will be finished on Earth and the Shipyard will begin construction. Even though rushing buildings is expensive, particularly at the start of the game, it might not be a bad idea to rush your shipyard if you want to start colonizing planets as soon as possible. There are two other buildings you should also strong consider constructing: the Computer Core, a player-unique strong research building, and the Starport, a good shipyard improvement.In the picture on the right, those five connected tiles on the right side are perfect for a Computer Core, where you can

surround it with research buildings later. You'll want to pick a really nice spot for your Computer Core since you can only build one in your galaxy.

If you have a tile that gives +2 to Ship Construction, choose that for the Starport's location. You can later place planetary improvements beside single hexfields to create a new tile connected to the first one.

First Shipyard

When the Shipyard is finished, it appears one hexfield away from the planet. Now the button on the lower-right says "SHIPYARD IDLE." Click on it, or select the shipyard and click on "Manage," or doubleclick the shipyard.

On the left side is a list of ships that you can build. Above, you can sort the ships as you like and select which ships should be shown. The four ships that you can actually build at this stage are the Colony Ship to colonize habitable planets, the Constructor to build starbases, a Scout to explore space and an Explorer. It's like the survey ship you already own, just without weapons.

The button "BUILD SHIP" puts the currently selected ship in the manufacturing queue on the lower-right side. With "FAVOR SHIP" you can move the selected ship to the Favored Ships section—you will need this later when you have designed your own ships. If a ship is in the Favored Ships section, you can unfavor it with by clicking on "UNFAVOR SHIP."

In the lower-left corner you can see which planets are supporting that shipyard. Currently, it's only Earth. With the small button above you can disable notifications for when the shipyard is idle if you choose.

In the lower-left corner you have a button for "DECOMMISSION" that will delete the shipyard completely. The next button shows "EDIT SPONSORS," which is needed if you want to add another planet to the shipyard or change the planets sponsoring it. If you click that button, you can see the "AVAILABLE PLANETS" on the left side and the "CURRENT SPONSORS" on the right. "ASSIGN" means that you can add this planet to the shipyard sponsors, and with "REMOVE" you'll remove it. Each planet can only be assigned to one shipyard, and one shipyard can have a maximum of 5 planets as sponsors. If a planet sponsors a shipyard, the ship construction of the planet will be provided to the shipyard.

Click "DONE" to get back to the shipyard.

The last button is "DESIGN SHIP" to get to the Ship Designer, which is explained later in this guide
It's useful to be prepared for the next habitable planet, so you should build a Colony Ship. You can
doubleclick the ship in the list or select it, or click on "BUILD SHIP" in the lower-left or select the button
"ADD SELECTED" in the lower-right corner. You can also click "RUSH" to pay a sizeable amount of credits
for it, and the ship will move out of the shipyard in the next turn. Usually the "RUSH" option is too
expensive, but there are some situations where you can make use of it. If you rush a ship, you will pay
more than you would have paid in construction points.

If you mouseover the Colony Ship and the Constructor you will see that they require Administrators to
be built. Administrators are a kind of resource; they also appear in the resource line above the top menu
in the galaxy view. You have a limited number of Administrators, so it's good to research technolgies that
provide more. You will find useful information about this later in this guide.

If you have clicked "BUILD," the ship appears in the manufacturing queue on the right side. There are
some buttons above where you can select what to build as your next project. You are also able to build
other ships of the same design until you give a new order.

Next to the ship there is a number that lists the turns the ship needs to be constructed. When it's ready,
it will automatically move out of the shipyard. Click "DONE" to exit the shipyard and get back to the
galaxy view. If you mouseover the shipyard you can also see that it has attacks and defenses. This is
handy to remember: if you need a place to park ships, you can store them at the shipyard where they
will be defended.

First Citizen

After 10 rounds a video appears and you
get your first Citizen. Click on "DONE"
and the lower-right button will also show
"NEW CITIZEN." If you click on it, you
will be directed to the Citizens menu.
You can also click on Citizens in the top
menu to get there.
You can choose between 3 Citizen types:
Administrator: Lets you build 5 more
Constructors, Colony Ships or survey
modules.
Worker: Provides a 3% global
construction bonus or 30% on a planet.
Scientist: Provides a 3% global research bonus or 30% on a planet.

Since a scientist only provides a percentage on your research, he's not worth much initially because
you don't have a high base research to take advantage of that effect. The worker gives you 30% more
construction when transfered to Earth, which is nice to have but also not a must. In the early game, the
percentages are not as effective as they will be later on. For right now, the best choice is Administrator
for 5 more administrators in your global stock.

If you want to have your Citizen trained as one of those types, select it and click on "TRAIN CITIZEN."
If you want to wait until you have a better idea of what you'll need later, click on "DONE." You should
now see a small 1 at "Citizens" in the top menu. You can go there at any time to train your citizen. Ten
rounds later, you will get the next one. More information about *"Citizens"* later in this guide.

Habitable Planet found

Sooner or later you will discover your first habitable planet. In this example a star named Kindar was found. A click on it shows one habitable planet in orbit. There are also three asteroids and two resources. Time to move a Colony Ship there! A mouseover above the planet will also tell you more details like food, other resources and so on.

There are also extreme planets ingame, for example the Aquatic World. To colonize these you need the research technology "Extreme Colonization." Some very good planets have a toxic or radioactive atmosphere. Those require the research technology "Atmospheric Cleansing." This is an advanced technology so keep in mind that you can get those planets later. There are factions that own technologies that allow them to colonize some types of extreme planets from the beginning.

First Colony Ship Built

When the Colony Ship is built, you get a small window where you can decide how much population you want to load onto the ship.

The more you load, the better your starting "Raw Production" on the new world will be. But notice that you weaken your other planet by removing people from it. A good choice is around 1.3-1.5 population.

Hopefully you have already found a habitable planet with your survey ship. If so, select the best one and send the new Colony Ship towards it—just left-click the Colony Ship and right-click the planet. It will automatically move there. If you haven't found a habitable planet, you can claim Mars. It's not great, but better than nothing.

Build another Colony Ship directly after the first one. You will need another one because the AI races around aren't sleeping—they want the best colonies too! Rush a colony ship if you received some credits from an anomaly, but don't use all your credits up early since you'll need them later. But you can invest some for getting early planets. Also, never rush a ship that has only 1 turn left to finish. Even if you rush it now, it still needs one turn to move out of the shipyard.

Pirate alert

Sometimes you will have to deal with pirates. They are not a faction that you can make contracts with. Pirates will just attack everything that moves. If you see pirates, you should try to get rid of them. The T.A.S. Discovery-1 is strong enough for one ship, and luckily pirates aren't too bright: individual ships will attack you even if you have them outgunned. If you find a pirate shipyard, avoid it early on and come back later when you have a bigger fleet. The pirate shipyard will pump out pirates over the time, so be careful.

New Colony: Mars

Normally you should colonize all other planets and leave Mars for later because it isn't going anywhere. Even if another faction colonizes Mars, you will get it back later with culture flipping—more on this later in this guide.

But if you have a Colony Ship to spare or you got one free from the Benevolent tree, colonize Mars. The Benevolent Colony Ship comes with 5 population already loaded. That's useful on Mars because you can use that population for loading other Colony Ships from Earth's and Mars' shipyard.

Mars is a small planet and only interesting for supporting the main planet in this system, Earth. The best thing you can do is to raise its manufacturing. Do this by building a Space Elevator. The planet is inside of 6 hexfields from your existing shipyard on Earth, so it will be automatically added as a sponsor to that shipyard. You'll notice that the Starport is already available. If a planet is inside the range of six hexfields you are able to load colonists from the planet onto a Colony Ship.

Build the Starport, if possible, in the center of the small hub of tiles on the left side. You want Mars to contribute to your ship construction. Surround the Starport with Factories.

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If you've placed the buildings the same way as shown in the screenshot on the previous page, they'll help each other through their adjacency bonuses. A Factory upgrades the Space Elevator with +1 Level. All of them upgrade the Starport with +1 Level. The Capital is levelling the Starport and the Space Elevator. Levelled buildings will provide more power.

Don't forget to disable Auto-upgrading in the planetary govern screen. Click "DONE" to get back in the galaxy view.

Shipyard - Improvement

As written before, if you mouseover your shipyard at Earth, you can see that Mars was automatically added as a sponsor for the shipyard, which is important. It helps to build ships faster and you are able to load people from Mars and Earth now on Colony Ships. If a planet is farther away than six hexfields, you can't remove people from there. In the shipyard sponsor list you will see that the planet's providing construction is not written in green (in between 6 hexfields) anymore, but white (above 6 hexfields).

A planet is only added automatically to the sponsor list of a shipyard when it's inside of 6 hexfields around the existing shipyard. If it's farther away, it has to be added manually. You can have a maximum of 5 planets sponsoring one shipyard. The amount of sponsored manufacturing decreases over a distance of six hexfields. There is a trait in the Pragmatic ideology that reduces the shipyard decay by 50%. There is also a civilization trait that reduces this decay by another 50%, which means you can move your shipyards where you like.

You can also build a shipyard on every planet and sponsor each shipyard with only 1 planet.
PRO: You can start building lots of ships simultanely.
CON: It takes much longer. And since you will upgrade your ship models later on faster than a ship can be built, it's better to build one new ship faster than waiting turns for an old model.

You should set every planet as sponsor of a shipyard, wherever that shipyard is. Otherwise your ship construction will go to waste.

Shipyard - Movement

If you select one of your shipyards, you can see in the lower-left menu the button "UNANCHOR." If you click on it, the shipyard will become movable.

Now you can move it to another spot. It can move 1 hexfield each turn. If you move it, it'll pause construction for this round.

You can move a shipyard around to get into the 6-hexfield range of another planet, or you can move it in the direction of another planet to decrease the construction penalty caused by the distance. Sometimes it's also useful to move a shipyard closer to the frontline to get newly constructed ships there faster.

Once you have your shipyard positioned, click on "ANCHOR" again. Then you'll have to wait one turn until it resumes construction. If you forgot that you moved a shipyard, the button in the lower-right corner will remind you when it reaches its destination.

Make use of **"Rally Points"** to direct new constructed ships automatically to where you need them.

First Colony beside Mars

To colonize a new planet, move your Colony Ship on it. After the question if you really want to colonize (of course!) and the option to change the name of the colony (you can do that later in the planetary govern screen, too) you'll watch a short video. The Colony Ship will colonize the planet and vanish after the operation.

Now your first Colonizing Event appears. Here you can choose one out of three options. Every option gives an ideological score. For the different ideologies, see *earlier in the guide*. Your choice provides not only ideological points, it may also weaken or strengthen the planet. Sometimes the choice may cost credits, too. There are lots of different Colonizing Events. On a new planet you should consider what you want that planet to specialize in. It's always good to concentrate some type of building on a planet where they benefit each other. In addition to this you will get rare buildings that power up a single planet—and if that planet is specialized in Research, Net Income, Social Construction or Ship Construction, it's much more useful. Also, take a look at the planetary trait before you colonize it. If it already has "+% research" for example, it's good to try to get more research out of the Colonizing Event. Some planets come with "+25% Research" and the event provides another 10%. If a planet has +25% Approval, it's nice to have but it doesn't affect the four main sections (Social Construction, Research, Net Income, Ship Construction) and you can decide freely what your civilization needs most.
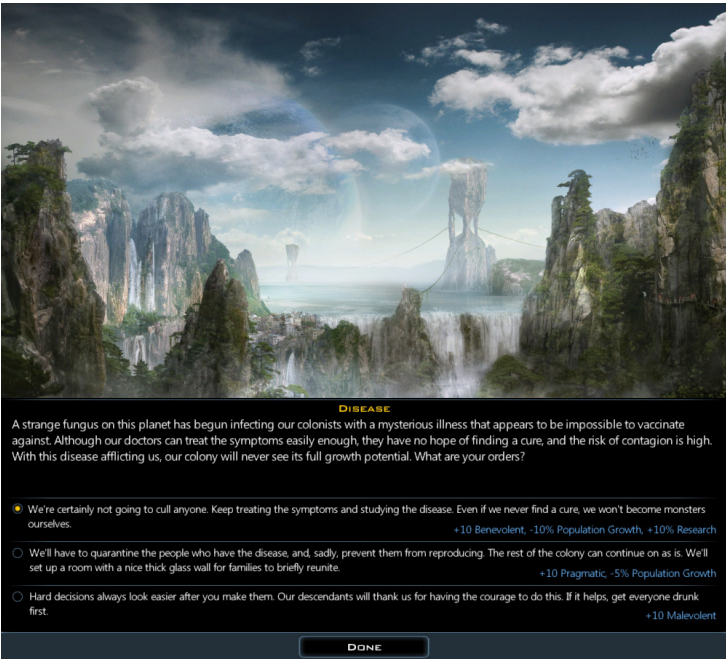
In this example the world looks like this. It's useful to check first what special tiles you have. This hexfield on the screenshot provides "+3 Research" on the tile itself and "+1 Wealth" to the surrounding tiles.

Also if you have already built the Computer Core on Earth, you can destroy it there and rebuild it on your new research-heavy colony where its bonuses will be greater. Same with the Colonial Bank if you find a nice wealth planet.

But before that, start boosting the Social Construction on the new colony. In this example you have the tiles around the Research tile free for research buildings. You need at least three tiles on new colonies for construction buildings: Space Elevator, Deep Core Mine and Starport. The Deep Core Mine can be placed once on every planet except for home planets. Since the connected tiles will remain for research buildings, it's fine to use only two connected tiles and improve that later with planetary improvements.

Once the Space Elevator and Deep Core Mine are finished, you should be safe to destroy the Computer Core on Earth and build it here.

The next important step for a new colony is: does it get its own shipyard or will it boost an existing one?

To assign this planet to an existing shipyard, close the planetary screen, open your shipyard, click on "Edit Sponsors" in the lower-left corner and "Assign" the new planet to it. It moves from the left side to the right side. You can also see now if there is a penalty due to the range. Click "DONE" to close the screen, leave the shipyard and go back to your new colony.

Now the shipyard option in the list of available buildings is gone, but you have the Starport in the list. Keep it for later when you have the first planetary improvement available.

If at the start your new colony doesn't have a good spot for the Computer Core, leave it on Earth. Soon you have to build the first building beside the "Computer Core" and if that is the case, you can't change your main research planet that easily. Keep in mind, some buildings can't be destroyed once they are built, so choose their location wisely.

Don't forget to disable Auto-upgrading in the planetary govern screen. Click "DONE" to leave.

If you mouseover your shipyard now you can see that it is sponsored by the new planet, too.

Planetary Traits

Some planets are special and have varied bonuses and losses. For example a "Ghost World" provides 50% to research. An "Active Core" improves manufacturing by 50%, but it reduces growth on that planet by 25%. There are many more—you should always keep an eye on the planetary traits and decide the planet's specialization based on them. If possible, try to combine the Colonizing Event with these traits to improve the bonus.

Planetary Tile Bonuses

On most habitable planets you will find tiles with an icon inside. Try to use these bonuses to your advantage. Most tiles give a bonus to the tile itself and an adjacency bonus to the surrounding tiles. Sometimes this is useful, sometimes not. If you find a tile with +2 research for example, you should surround it with research buildings, even if the adjacency bonus of the tile is +1 wealth.

Expert tip:
Often it's better to deactivate the auto-upgrading of buildings in the planetary govern screen.

Planetary Resources

Sometimes you'll find special resources on your planets, which block one tile but give a resource instead. The resource is worth a small amount of credits in a trade with the AI. Sometimes you'll also find the resources from space on a planet, like Promethion etc.

The resources always have an adjacency bonus to the surrounding tiles. Consider this in your planning when placing new buildings. To get access to the resources you can doubleclick or select them in the list on the right side.
A *list of all resources* is contained in this guide later.
You are also able to destroy the resource to get the tile back.

First Contact

Maybe you have already been contacted by aliens with a "Hello" screen. They speak incomprehensible rubbish if you have not researched the technology "Universal Translator." Thankfully, you can still answer them. But to be able to trade with the AI, you will need to research this tech.

With this technology you are able to talk to the AI, do trades, improve your diplomacy and so on.

There are minor and major civilizations around (depending on your settings). Minor civilizations often only own a single planet that you can send freighters to. Major races can do the same things that you are able to do.

Diplomacy

When the first AI contacts you, the Diplomacy button in the top menu will be activated. When the "Universal Translator" is researched, you can click on this button to see which races are around you so far—more will join later, depending on your own opponent settings.

On the Diplomacy screen you have the leaders of the civilizations as symbol for the race. Minor civilizations don't appear here. In the upper-left corner you have a small overview of the global power of all civilizations.

At the right side there is a screen of the currrently selected faction; by default, that's you. Below, you can see where you stand in comparisation to the AI. When you click on a race on the main screen you get their information. The button "Report" gives you more details about the selected race.

You are able to send citizens called Diplomats to other factions. To do that, choose a faction and check the four fields in the upper-right corner, below the picture and the ranks. If you have a diplomat in your global citizen stock, you can activate the field (or more of them). A diplomat will vote for your faction and improves the relationship.

In the lower-left corner you can also activate "lines" that show you the current state of the friendship between the AI or if they are at war.

If you want to keep peace as long as you can, don't move your ships in others' zone of influence, don't colonize planets in their territory and don't mine resources there. Shared borders with a civilization also will worsen your relationship with them. Mouseover the AI leader to see what the race likes and dislikes when they currently think about you.

The narrow, colored line under the picture on the right side is important. It shows the relationship with the selected race. The arrows beside the black spot show the trend of your relationship. Red arrows to the left will lead into war, green arrows to the right will lead into peace. There are a maximum of three arrows possible that represent the speed at which the relationship is improving or decreasing.

The better the relationship, the better the trades will be. Only befriended races want to trade with you and will give much better deals than a race that is close to making war on you. Sometimes it's wise to wait for a trade until the relationship is really good. If it's really bad, a trade will be refused or the faction will only offer non-offense technology to you.

Doubleclick on a portrait to contact that race, or click once and select "Speak to" on the right side. You'll see the colored line again, now at the top of the screen.

In the first line you can continue to the trade window. The second line speaks for itself. The third line leads to more options and the fourth line ends the contact.

If you click the third line, you will be directed to another chat window with four options:

- "We would like to assure you of our continuing friendship": Here you can tell this race that you want to strengthen the relationship. This sometimes adds +1 to the diplomacy effect. Danger: It angers the races who don't like that civilization and they will say "You proclaimed friendship with our enemy."

This results in a worse relationship with this race.

- "Please remove your ships from our territory before there is an ‚incident'": That refers to the AI's ships in your zones of influence. The same will work inthe other direction:
If your ships are in their zone of influence, they maybe ask you to remove them.

- "We are in need of some financial aid and we would be very grateful for any help you can give": You will get credits from this race. Be warned, this should be used sparingly. If you ask too often, the relationship will suffer, and they'll usually refuse your begging.

- "We would like to offer you financial aid and hope that it will strength our relationship": For 50 turns you'll give a fixed amount (mouseover the line) to the race. This is useful if the race is at war with another race and you want to see that other race lose. It will also improve the relationship, of course.

If you click on the first line in the starting chat screen, you will be directed to the trading screen.

Trade - Dealing with the AI

In the trade screen you can see your items on the left and the AI's items on the right side. In the middle, under the portrait is the trade window. You are able to select technologies from the AI. Just click on them and they will move into the trade window. Now you need to offer something for the tech. If they are very happy with it (for example: A truly generous proposal), you offered too much and can balance the offer out with credits or more techs. If they don't like the offer, the trade is not possible and you

have to give more or add some credits. You can see this also in the colored line above the trade window. This way you also can see how the AI weighs your technology. Military techs are usually much more appreciated.

"This is fair" appears when the trade is equal on both sides. Some technologies are more expensive than others; this depends on the research that they require. Military techs will also be more expensive to trade because the AI is not sure that you won't direct the new weapons against them later.

Sometimes the AI offers you a trade—sometimes the trade is good for you, often bad because they just want an important technology cheap. Stay alert! You are able to change that trade, but usually you won't get the starting offer back again—mostly it's a take it or leave it.

On the left side are your trade resources, on the right side the AIs.

First, you can trade plain credits, followed by treaties. That can be "Open Borders," which means that the AIs ships are allowed to fly through your influence-zones. You can also declare war on another race in this screen, if you trade the treaty "Declare war on" and choose a race in a small separate window. Then you become immediately at war with this faction. Sometimes the AI will give you good things in return if you attack a race that's dangerous to them. Or they're looking to maneuver you into war and reap the benefits. Be careful!

Below, you can trade resources. Since more and more resources will be obtained during gameplay, their price typically lowers from turn to turn. But there are also some resources that are rare the whole game. If you try to trade resources from the AI, consider that they won't give them all to you. They want to keep at least around 25%, so if they only have 1 Durantium for example they won't trade it for cheap. If they have 5 Durantium, they will trade 1 for lots of credits. If they have 100 durantium, 1 will be cheaper.

After that you are able to trade technologies, followed by ships, starbases and colonies. Yes, you can sell Mars for some techs... But normally a planet is better than everything else; the only exception maybe if it's already in the zone of influence of that race.

You should always try to fill up the extra space in your trades with the AI with credits. To fill up the trade with credits, just click on "Credits" and the required amount will be calculated automatically. "Open Borders" is a powerful treaty that can be traded alone for credits also. It improves the relationship to the race, too.

One thing makes the trades more powerful: you can trade the specializations of the 3-star techs between your allied races. So if you have researched "Transportation Specialization" and the AI has "Hyperdrive Specialization," you can get this specialization also!

A good piece of advice is, especially in important 3-star techs for hull improvements, to check what the AI has for trade. Just look at what they have and then close the trade again, start the research of one other specialization and trade the missing one later from the AI. This way you can get 2 or all 3 improvements.

Important note: Don't trade with them first—if you do, you can't choose your specialization anymore. First check what they have and afterwards you can research the tech they don't have. Later you can go back to the diplomacy screen and trade the other 1 or 2 techs with them. (An other explanation for confused people: Don't trade away specialization techs before you researched them, because if you do, you won't be able to research it, because you are allowed to research only one specialization. You can trade for the others after you researched the one they don't have.)

Don't forget to check the possible trades from time to time. The "Open Border" treaty will run out after 50 rounds, as will most other treaties.

Note: You are also able to contact races in the galaxy view when you are near a planet, ship or starbase belonging to that race—select the object and press the button "Speak to."

Starbases

A starbase can be built with a Constructor, which will requiree one administrator—you can see how many administrators you have above the top menu in your galaxy view. Your starbase has access to all resources inside a radius of 5 hexfields. The hexa-line around your Constructor will display the starbase's range so you can position it optimally. In the example on the screenshot you can see that the Constructor's radius has two resources inside: Promethion in the lower-left and Thulium on the right side.

With starbases you can mine resources, asteroids or strengthen nearby planets and ships, widen your influence radius and your ship range.

To create a starbase, you have to move the Constructor to the spot where you'd like to set the starbase. Then press the "Command" button in the lower-left menu and select "Construct Starbase." You can only build on a free hexfield.

There aren't just starbases for mining resources and relics. You can also build starbases that strengthen planets or areas. Some players will build starbases to increase their influence, others to gain access to a group of asteroids.

The following three pictures show other options besides mining. Those can be updated later if you have researched better improvements.

Later in the game you can upgrade your starbases with better weapons, better defenses and small fighters. Nearly every module will also improve your influence.

After the creation of your first starbase you will see a short video and be directed to the starbase view to decide its job. What you want to mine or research will determine what upgrades to apply. The designs for the different types of starbases are varied. If you are near a resource that can be mined you'll need to build a "MINING RING" before you can access that resource. If you are near a Precursor Relic or Ascension Crystal you'll need a "XENO ARCHEOLOGY LAB." If you are near both, then feel free to build both. If you are near a planet, you can build an "Economy Starbase" to strengthen the planet. A starbase can't be "economy" and "mining" at the same time. Some starbase modules will cost you credits, which is displayed if you mouseover the module.

ECONOMIC RING
Dedicates starbase to building up the economy of your worlds.
Raw Production   +2.5%
Influence Growth   +1

Your starbase has different options for upgrading. On the upper-right side you can see its current available improvements. To build one on the starbase, doubleclick the option you want or select it and click on the button "Build Starbase Module" in the lower-right corner.

In the top-left corner you can see the Starbase Report:
Owner: Whose starbase it is.
Type: What type of starbase it is.
Your starbase has an **attack- and defense**-system; the stats are in the two lines below.
In the next two lines more stats are shown:
The starbase-range: Normally 5 hexfields.
Sensor-Power: How far does the starbase remove the fog of war.
Influence growth: How much influence does the starbase generate each turn.
Maintenance: How much will the starbase cost each turn.
Hitpoints: The current HP of the starbase.

You can also put ships in the starbase to defend it—or let the starbase defend other ships.

Below the "Starbase Report" you'll see the minable resources or relics in the window "Area Effects," followed by the "Installed Modules" on that starbase.

STARBASE REPORT
Owner   Terran Alliance
Type   Mining
STATS
6   8   5
5   5   5
5   3   23
1   50/50
DEFENDING FLEET

Expert tip:
If you really trade a planet to the AI, all your citizen on that planet will be recalled to your global stock - without costs

In the lower-left corner you can destroy the starbase with the button "DECOMMISSION." Doing this won't give you your administrator back, so consider carefully before destroying a starbase.

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With advanced techs you'll unlock more options for your starbases. At the start an important technology is "Orbital Manufacturing" because after that you are able to build "Mining Barracks" on the starbases. This doubles the mined resources from the starbase.

Every resource you mine is added to your global stock above the top menu.

Mouseover the symbols in your galaxy view to see how much is added there each turn.

Galactic Market

If you have a government active that provides access to the Galactic Market, the button "Market" in the top menu will be activated.

THE GALACTIC MARKET

	BUY	SELL
RESOURCE	PRICE	
ELERIUM	850	BUY
DURANTIUM	350	BUY
ANTIMATTER	354	BUY
PROMETHION	633	BUY
THULIUM	400	BUY
ARNOR SPICE	1000	BUY
ARTOCARPUS VIRILES	1000	BUY
MONSATIUM DEPOSIT	1000	BUY
XANTHIUM DEPOSIT	1000	BUY
AURORUS ARBORETUM	850	BUY
HYPER SILICATES	850	BUY
SNUGGLER COLONY	1000	BUY

Here you are able to buy and sell resources for credits. Every click will change the costs for the next one, so be careful. Often it's good to sell resources at the start—and when you know that you will have enough later. For example, if you find two black holes near your starting colony and you mine Antimatter from the start on, you can sell the first Antimatter—the price will be high. Some rounds later, when everyone has Antimatter, the price will be reduced. The same will work in the opposite direction: buy resources that no one has for a high price and common ones cheaper.

Expert tip:
If you see some resources around and your constructor is ready for a starbase, try to place it in a way that it gets all resources at once AND is near asteroids, if there are some. This way you can mine the asteroids too, because the influence-radius of the starbase will soon overlap them.

Asteroids

A starbase and a planet can widen your influence radius. This is the colored circle around them. When this circle overlaps asteroids, click on them to build a mining base with the button at the lower-left for 100 credits. This strengthens the planet's "Raw Production" that the asteroid mine is assigned to by 1—assign all mines to the nearest planet where the "Raw Production" provides the greatest benefit. If the asteroids are too far away, the provided "Raw Production" will be decreased from 1.0 the more hexfields lie between, all the way to 0.1.

Be careful, your mining bases have no defenses and can be destroyed easily by pirates and other enemies. You should only build them in safe areas where no hostile ship can rush in and destroy them.

Resources and Relics in Space

There are lots of different resources and relics. Your starbase has access to all resources inside of a radius of 5 hexfields.

Note: The Pragmatic ideology has an improvement which raises this radius to 7 hexfields.

Resources:
- Durantium
- Thulium
- Promethion
- Antimatter
- Elerium

Relics:
- Economic Relic: Provides 5% to wealth, all planets.
- Research Relic: Provides 5% to research, all planets.
- Influence Relic: Provides 5% to influence, all planets, mining bases and starbases.
- Manufacturing Relic: Provides 5% to manufacturing, all planets.

Some of those resources are also on planets where they can be mined.

You will find uses for all resources during the game. Relics are no exception, since they provide a global bonus. Note: relics can be upgraded if you research "Xeno-Archeology" and its follow ups. Level 1 provides 5%, level 2 11%, level 3 18%, level 4 26% and level 5 36%.

Because you don't have endless Administrators, you should try to get access to as many resources and relics with as few Constructors as possible. More Administrators can be obtained during the research of some technologies or with Citizens. The guide contains *an overview* about this.

The resources and what they are needed for are also explained *later in this guide*.
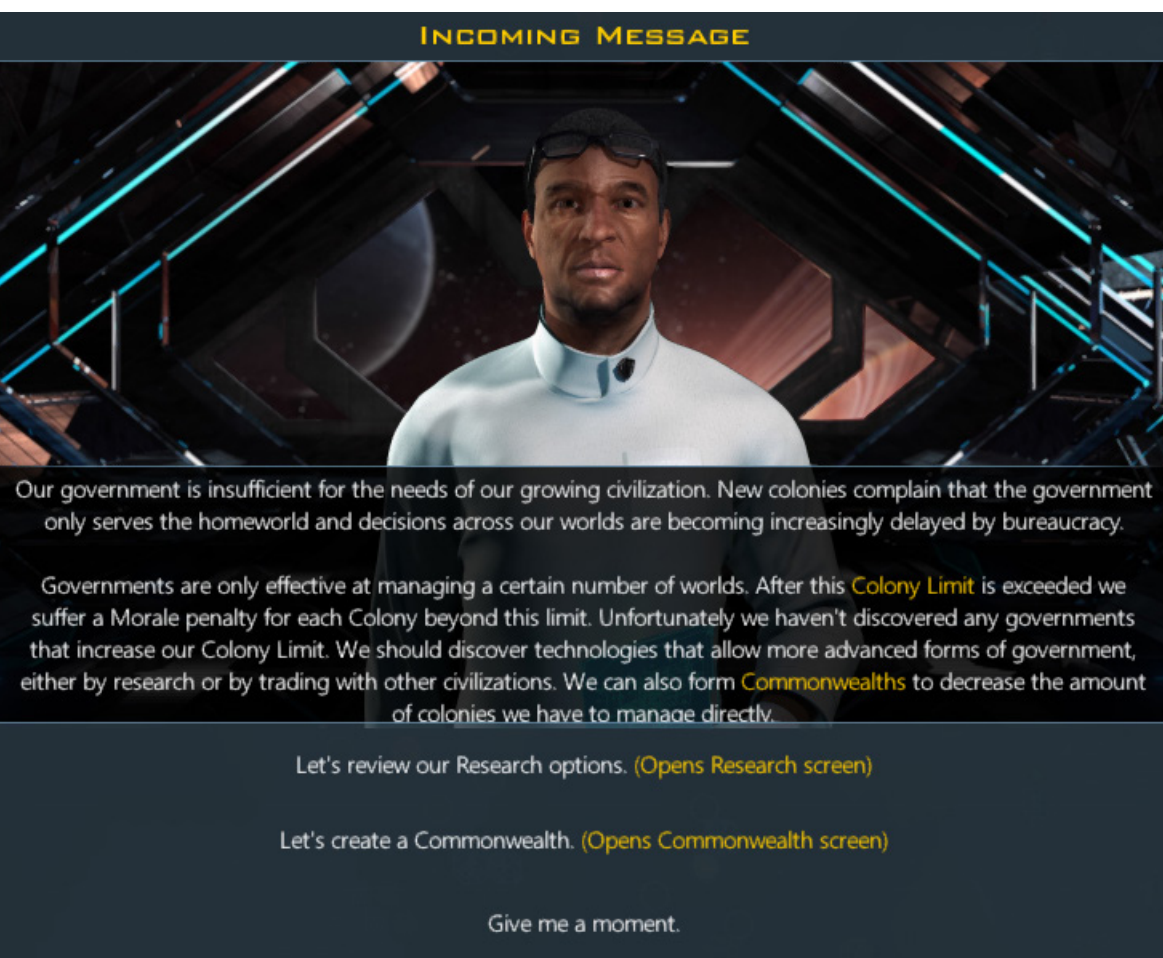
Victory Screen

At any time during the game you can find out how close you are to any of the available victories by clicking the "VICTORY" button in the top menu. Click on any of the victory conditions to find out what you will need to accomplish to win the game.

Select the "VICTORY OPTIONS" button to adjust or remove any of the victory conditions you've previously set.

INCOMING MESSAGE

During your empire growth you'll reach the colony limit of your current government. Then it's time to research better governments that support more colonies or split some of your colonies in a common-wealth.

Our government is insufficient for the needs of our growing civilization. New colonies complain that the government only serves the homeworld and decisions across our worlds are becoming increasingly delayed by bureaucracy.

Governments are only effective at managing a certain number of worlds. After this Colony Limit is exceeded we suffer a Morale penalty for each Colony beyond this limit. Unfortunately we haven't discovered any governments that increase our Colony Limit. We should discover technologies that allow more advanced forms of government, either by research or by trading with other civilizations. We can also form Commonwealths to decrease the amount of colonies we have to manage directly.

Let's review our Research options. (Opens Research screen)

Let's create a Commonwealth. (Opens Commonwealth screen)

Give me a moment.

Commonwealth

A commonwealth is a kind of copy of your civilization. It uses your traits and abilities. You are able to change the leader image, background and their personal settings. You can combine some of your planets into a commonwealth—that means that they will act as an AI-player, but you can't control them anymore. They are allied and won't rebel. Their influence will count towards yours and they provide income, too.

If you don't want to give control to someone else, think about that in larger galaxies with hundreds of planets the micro-management is significant. Therefore, it would be helpful to set a bunch of colonies that you don't need anymore—or that you just conquered—and hand them over to a commonwealth. That reduces your work and the empire will still grow, because the planets of the commonwealth will explore and expand further for themselves. Additionally, you avoid the morale loss if your government contains too many planets.

To add more colonies to an existing commonwealth you need to go to the Diplomacy screen and gift them the planets. With a commonwealth active you should change your victory settings to allow a diplomatic victory because you can't fight your own commonwealth. They are allies and if all other enemies are gone, you have won.

To create a commonwealth, click on "Government" in the top menu and choose the right tab in the upper menu "Commonwealth." If you click on "Create new Commonwealth," you will be directed back to the galaxy view with your planets on the left side. Doubleclick on the planets that you like to add to the commonwealth. For this, it's good to zoom far out. You can also just click on the "+" symbol at each planet on the left side and the "-" to remove it.
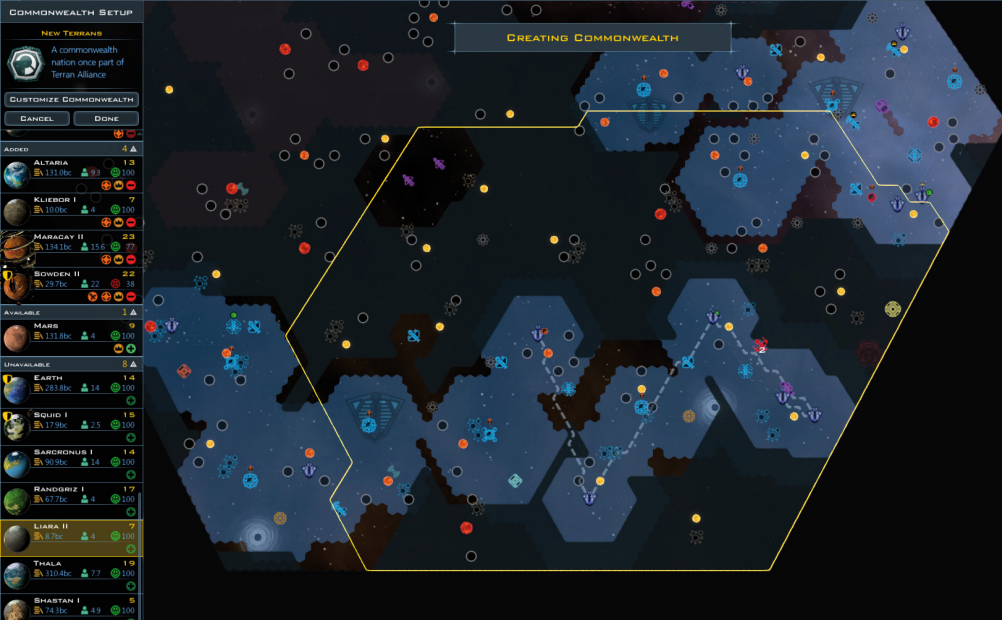
Notice that you also hand over shipyards in the section. Ships that are parked on a planet or a shipyard will also be handed over. Starbases and single ships will not.

With the button "Customize Commonwealth" you can change the leader image and so on. You should also change the color of the units—if you don't, they will look the same as yours and you won't be able to distinguish between them.

If you have selected all the planets that you liked, click on "DONE" to finish.

Now your commonwealth is established, in this example the "Terran Slynes."
In the "Government" screen you can now see the new commonwealth and talk to their leader.

The same is possible with the "Diplomacy" screen where the commonwealth is listed as an AI race that is allied to you.
Talk and trade with them and use your commonwealth for your advantage.

The influence zones will stay and all influence still counts towards yours. Also you can see that there is another income added in the "Civilization" screen: Commonwealths. That said, your research power from those planets is gone. But you are able to trade with your new allies when they have researched new techs.
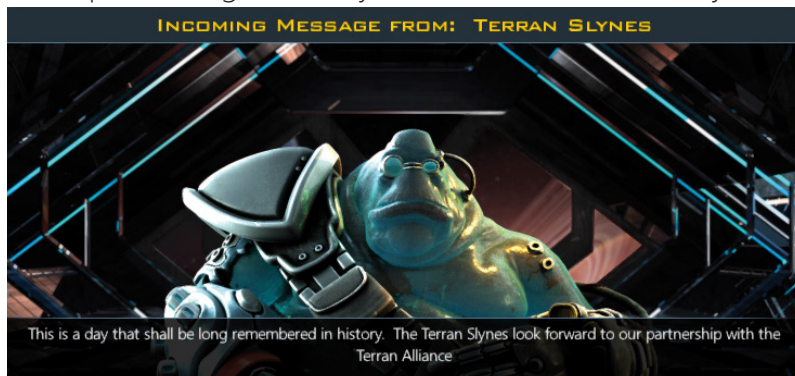
Be careful: If you hand over too many planets with food, this may result in a negative stock.

You can later gift the commonwealth more planets with a normal trade. Even if those are in your zone of influence, the colonies won't rebel because the commonwealth is a part of your empire.

Expert tip:
If you just made a new commonwealth, check all your remaining planets - sometimes you are able to build some improvements, again, because some of the existing ones on your old planets are now part of the commonwealth.

Also, if you handed over a planet with citizens on it, all citizens will be transfered to your global stock again.

Rally Points

To move your constructed ships automatically to a set spot, you need a rally point. Click on the shipyard. In the lower-left window you will see the button "Rally Point." Click on it. On the right side there is a minimap that shows the currently selected shipyard. On the left are 4 sections:
- **Rally Points:** Set a rally point at a spot in space.
- **Colonies:** Set a colony as a rally point.
- **Shipyards:** Set a shipyard as a rally point.
- **Starbases:** Set a starbase as a rally point.

Moving ships to a rally point has two advantages: you don't need to click the ship manually, and sometimes you save some moves for your ship if the direction where you want to move is on the other side of the shipyard where the ship would be normally sent out.

To create a rally point in space, you have to close this window and select the 4th section of the menu on the right, next to the minimap, called "Rally Points." Now you can see a button on the lower-right: "NEW." Click in space where you want the new rally point and click on the button "Create New Rally Point" to set it there. This new rally point will now appear in the list on the menu. Now select the shipyard, click on "Rally Points" and select the rally point in the list.

You can also move rally points around. Click on one and you can see the buttons in the lower-left corner.

Civilization Screen / Taxes

When you click on the "Civilization" button in the top menu, you will be directed to the Civilization screen. The first tab called **"Economy"** contains your leaders. Some leaders can be moved to another section where you want to focus, some not. Don't worry if you can't just yet, more will come later with additional Citizens. In the "Summary" screen you are able to see the global costs and income. Below you are able to set the tax—more taxes mean more income for you but it decreases the morale of all colonies. You can see the morale change in the upper-right corner of the screen while moving the tax-slider.

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The second tab contains all of your **"Colonies."** You can sort them by clicking on the symbols at the top. It's sometimes good to know which planets have a good research or net income to build improvements there, or on which planet the morale is low.

The third tab, **"Trade,"** contains all of your trade routes; the upper window shows the ones you have set; in the lower window are those the AI has set. The small map will display the routes. If you have trade licenses for the new trade routes, it will be shown below.

The next tab, **"Timeline"**, contains a monitor showing your standing in the galaxy; you can compare yourself to all of your opponents in any category.

In **"Report"** you can get an overview about the races that you have met so far.

"Stats" also shows your standing against the AI, but in numbers instead of a graph.

The last tab includes all **"Commands."** Here you can change global commands, such as where your

ships should move, etc. Useful if you don't want to click every ship, shipyard or planet. During the game, more leaders and citizens will be added to your Economy Tab. The more leaders you have, the more flexible you are. During war you can move them to "Ship Construction" for faster building time. Or move them to "Fleets" to increase the hitpoints of all ships.

If the AI sends spies to your colonies, you can remove them with one of your own. At the top you can "Counter Espionage"—if you move spies or leaders here, they shield your colonies from prying eyes.

Ship Battle

If you encounter pirates or are at war with a faction, you can attack ships. If you aren't at war with anyone and you attack a ship, a warning window will appear... because if you attack, you will be at war immediately. Combat is played out as a series of attacks as ships attempt to target one another with their various weapons systems. Be aware that the fight is not interactive—once it starts, the ships will fight until the end.

At the start of combat, each ship will target an enemy ship determined by the attacking ship's battle role. If there are multiple enemy ships of the preferred role, the ship will choose one of them at random.

The ship will only stop moving forward once it is even with the target ship, and will move further only if the target ship moves out of range.

Whenever a weapon is ready, the ship will fire on its primary target, or another nearby ship if its primary target is out of range. All weapons of that type on the attacking ship fire as one single attack.

Each attack either hits or misses. Hits on a target with the appropriate defense (point defense for missiles, shields for beams, or armor for mass drivers) will do damage to that defense. Damage done to a ship's defense is displayed in orange on the battle log.

If you know what kind of weapon your enemy attacks with, build the defense for it on your ships. Hits on a target with no remaining defense of the appropriate type will instead do full attack damage on the target's hit points. Spacecraft (ships, starbases, and shipyards) reduced to zero hit points are permanently destroyed.

Combat continues until all of the ships on one side are destroyed. There is no retreating.

Certain military starbase modules give powerful fleet-wide bonuses to any combat that takes place within their area of influence. Plan accordingly.

Damaged ships repair at a rate of 1 hitpoint each turn, whether they move during the turn or not. Ships that end their turn in orbit around a planet repair at a rate of 5 hitpoints each turn. Ships that end their turn in a shipyard repair at a rate of 4 hitpoints each turn. Ships that end their turn in a starbase repair at a rate of 6 hitpoints per turn.

The mix of ships in your fleet is incredibly important to success in battle. Equipping support ships with appropriate modules ensures battle roles are handled well so you don't have vulnerable carriers engaging point-blank with enemy destroyers, and similar tactics can multiply any force's capabilities.

Read the section *"Battle Role"* in this guide for more information.

Your surviving ships gain experience and eventually level up, which provides some more hitpoints. It's useful to repair your ships, rather than waste them. They repair slowly over time, or you can research a "Hull Repair System."

Notifications

In the galaxy view you can see the "Notifications" at the upper-left corner of the screen. This tells you everything that happened during an AI's move. For example, if a ship is in your zone of influence without an open border treaty, or if a building on a planet is completed, or a ship is built, or a research project finished, then you can just click on the notification to be directed to the subject. If you find those notifications aren't helpful to you, you can remove them in the options screen.

Trade Routes

The AI will establish trade routes from their planets to yours. You can do that also, but if a trade route already exists between two planets you can't make another one. The longest trade routes are the most profitable. Both parties benefit from a trade route, so even if the AI moves a Freighter to your planet, you get profit from that, too.

To make a new trade route, build a Freighter in your shipyard. Once it's ready, you have to assign it a homeworld. That homeworld is temporary—if you want to change it, just move the Freighter to another planet and eject it again. The homeworld should be farthest away from the AI world you want to fly to. Sometimes it's good to move the Freighter to your world first and from there to the AI world. That establishes the trade route. Another way is to set your planet as shipyard sponsor and select the right one when the Freighter is built. That way you can fly directly to the AI world.

When your Freighter reaches the AI world for the first time, a short video appears and your first trade route is established. Now you never need to send a Freighter on that route again, and you'll get weekly income with it.

In the Civilization screen, the Trade tab displays the current trade routes to your planets and what their profits are. Above are your trade routes; below are the ones from the AI to your planets. Under the minimap there is information on how many traderoutes can be established. To get more you have to research more technologies in the Culture section.

Note: The value of a trade route grows over time. The older the route, the more valuable it becomes.

FIRST TRADE ROUTE

With minimal ceremony, the first of your trading frigates pushes away from its slip. It will bring back with it a small portion of the galaxy's wealth, the first in what will surely be a long series of profitable exchanges for your people.

DONE

Ship Design - First own Ship

When you have finished some of your researches that improve your drives, it's time to create a new ship design. The newer technology is normally used automatically, but there is often something to improve.

Let's go to one of your shipyards and click in the lower-left corner on "DESIGN SHIP."

If you click on your Colony Ship, you can see in the lower middle 4 icons, which are the modules currently loaded on your ship. Above is a red line which shows in this example 89/90. That's the current mass / maximum mass.

With the menu at the lower-left you can control the designs:
- **New Design:** You start with nothing and design your own ship from the hull up.
- **Use Design:** The selected design will be used. You can alter it, but it's mainly used to change the equipment.
- **Unfavor:** Removes the ship from the "Favored Ships" list.
- **Obsolete:** Hides this design temporarily.
- **Delete:** Deletes the design.

Click on "Use Design" to continue.
On the left side there is a menu with the possible loadouts—everything that you have researched is there. You can change the design if you click on "Design Mode" in the upper-left corner. From there, you can change anything that you want. Click on "Equip" for the loadout again.

The line in the bottom-middle tells you what the current loadout is. The numbers indicate the mass, currently 89/90 in the above example. Below that there is a list of all mounted parts. On the right side you can see an overview of the ship's details and how they will appear in the game.

The first step is to remove all mounted parts—except for the Colony Module—in the bottom line. To do that, just doubleclick on the parts in the line.

At the upper-left side you have 5 buttons, which all generate a pulldown menu:
- **Drives** = all speed/move-related things
- **Weapons** = everything you need to make your enemies cease to exist
- **Defenses** = everything you need to outlast the other guy
- **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
- **Support** = ship repair systems, more hitpoints systems

"Drives" has three submenus:
- Interstellar Drives = drives that increase your movement in the galaxy
- Sublight Drives = drives that increase the speed during a fight
- Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" with the "Hyperdrive Plus," you can easily see the difference: All variables change and the plus version is faster.
- Drive Mass = how much space on the ship is needed
- Moves = how many additional base moves the ship gets with the drive
- Drive System Cost = how much time does the construction of the drive need
- Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

Click on the best drive once to add it on your cursor. Now move it to the ship and mount it where you like—aesthetically, it fits best on the back of the ship. You can also doubleclick it from the list, but the system just searches for the next free spot and mounts it there. If you do it this way, the drive could end up in front and the weapons in the back. This won't affect its performance, but it sure looks weird.

Mount another drive on the ship to put 2 of the same drives in your list on the bottom line.

There is no need for a "Sublight Drive" for this type of ship because you don't need combat speed for a Colony Ship. The "Prototype Hyper Drive" is better than most of the normal drives, but it requires antimatter to build. If you end up mining a lot of it, use it for the prototype drive. Otherwise, just use the best normal drive available.

The next section is **"Weapons,"** but you don't need weapons on a Colony Ship. Same for **"Defense,"** the third section listed. The fourth section contains **"Modules":**
  • "Life Support": Increases the ship's range, or how far it can move away from your starbases or planets.
  • "Sensor": How many hexes of fog of war the ship clears around itself—how far it can "see."
  • "Colony Module": The module for a Colony Ship. You should already have one mounted on your ship.
  • "Construction Module": The module for a Constructor.
  • "Survey Module": The module a survey ship needs to gather anomalies.

There will be many more added to the game once you've researched better technologies. You may need a "Life support module" on your Colony Ship if you are playing in a larger galaxy. In smaller maps you won't need that because your ship range is limited anyways. If you want, mount a "Life support module" on the ship.

The last section is called **"Support."** There is currently:
  • "Range": Increases the ship range of all ships in fleet
  • "Hit Point Augment": Increases the HP of your ship
You shouldn't need either of these for a Colony Ship.
If your ship is full, you can see how many moves it can make per turn in the upper-right corner. Notice

it's more than it had before? A nice benefit from building and tweaking your ships yourself. Remember that for when you have researched the next generation of drives, the "Ion Drive." Put as many drives as possible on the ship to make it faster.

Expert tip:
If you just need a fast Constructor for a near resource or starbase upgrade or you need a fast Colony Ship for "Mars" or another nearby planet, just use the design and mount only the demanded support-module on it. You don't have to maximize the mass of the ship everytime. That will decrease the production time significantly.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is. You will make lots of ship designs during a map and it's easier in the long run to keep this organized. A good name could be "Colony Ship --drive-- --amount--", so for this example it would be named "Colony Ship HyperPlus 2."

The "BATTLE ROLE" should be set as "SUPPORT." Use that for your ships that don't have weapons, they'll draw less notice that way. More on battle roles later in this guide. After saving you should be back in the Ship Designer. Now you can see your new ship in the "Favored Ships" list and can "Unfavor" the old design.

> **Expert tip:**
> *Another good option is to create some kind of population-shuttle. As you already have learned, the population on a planet = Raw production. Raw Production is everything: Wealth, Research and Construction. On new worlds you need more population faster than the Colony Ship can provide. So build a Colony Ship with 2 colony-modules on it, load it up at a planet where the maximum population is reached already and send it to the new colony. After that it can fly back and move the next settlers around to the next new planet you just have colonized. Only using it for already colonized worlds will not destroy it if you move it on the planet.*

Do the same thing that you just did for the Constructor and again later for the Freighter when you have researched "Xeno Commerce." For Freighters you should mount at least one life support module because this ship will need to fly deeper into space to planets far away.

You also can "Unfavor" every ship from the list that you don't need, like the Scout.

Clicking "DONE" brings you back to the galaxy view. Now you have access to faster support ships in your shipyards.

They will have a slightly higher build time because you put more things on them.

Influence

Your planets and starbases generate influence over the time. That's the cultural outreach of the game. It has nothing to do with better diplomacy. That said, an insane amount of influence will improve your strength among the other races and they won't declare war on you so quickly if your culture is far-reaching. Influence will also improve your tourism income.

If the influence radius overtakes asteroids, you can build mining bases on them. If the radius overlaps with starbases or planets of an AI race, the faction with the stronger influence growth will push the radius of the other faction back over time. This way, a planet or a starbase can become completely surrounded by an foreign zone of influence. The more influence your planet generates, the faster the radius will grow. Check the list of cultural buildings later in the guide for more information. Mouseover a hexfield in space to see which civilization has influence there.

It's also useful to try to connect your zones of influence. In the example on the left, there is a new starbase with a culture module on it that will spread the influence and connect the zones on the left and right. This will also increase tourism income, see next page.

United Planets

All major civilizations will meet in a kind of senate gathering from time to time, called "United Planets." At the first meeting a "Chair" will be elected.

All major civilizations will participate, even those you haven't found yet. On the right side of each picture you can see a vertical bar that indicates to the weight of your voice within the United Planets. The higher your bar is, the more civilizations will vote for you as "Chair."

You can vote for yourself or for a race that you like or want to befriend. If you mouseover the pictures you will get some information about your relationship with those races. "Defy U.P." means you show them all the middle finger and leave—that decreases your diplomatic relationship to all races. Click on "VOTE" to vote for the race you have selected.

Tourism

One short note on tourism is it's a great source of income. Once you build at least one tourism building on your planet, tourism is activated. You start with a couple of some unique buildings for tourism, and once you have researched "Interstellar Tourism," you can build a Port of Call on every planet.

Every hexfield in your zone of influence raises your tourism income. The more influence you have, the more income you will get. All influence tiles that are connected to your homeworld have their tourism income doubled.

You can mouseover a hexfield in space to see in a small popup window with the current influence there (if you didn't deactivate it in the options).

Resources

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There are lots of resources on planets and in space that are needed for various projects. The list of things that you can do with those five main resources is immense; the following overview is just a sampling.

Name	Usage
Durantium	For building "Mining Barracks", "Perimeter Scanners", "Titanium Plate" and "Starbase Defend System" on starbases For the training of Legions on planets For the ship component "Thulium Hull Reinforcement" For the shipyard missions "Recruiter" and "Salvage"
Promethion	For promoting citizens For recalling citizens For the ship component "Stasis Field Module" For the galaxy-unique building "Eye of the Universe" For the shipyard mission "Pilgrims" For the shipyard mission "Xylology Expedition" to get Aurorus Arboretum For the shipyard mission "Aurorus Search" Promethion will be also provided by "Prometheus Stone" on planets
Thulium	For kinetic weapons For the ship component "Thulium Hull Reinforcement" Thulium will be also provided by "Thulium Deposit" on planets
Antimatter	For missile weapons and for prototype Hyperdrives For the galaxy-unique building "The Hyperspace Project" For building "Starbase Defense System" on starbases
Elerium	For beam weapons For the galaxy-unique building "Brindle's Observatory" For building "Point Defense Banks", "Shield Generator" and "Starbase Defense System" on starbases Elerium will be also provided by "Crystallized Elerium" on planets

These resources are always in demand, especially if you are mounting ship components on your vessels that require them.

Promethion is needed so often and in higher amounts that you should try to get it when you see it. For example, if you have invaded an enemy planet where there are Citizens and you'd like to have those Citizens somewhere else, each recall will cost 10 Promethion (this may vary). You will also need Durantium often.

The following resources you will find on planets. If you don't have a resource, there are shipyard missions to acquire that resource another way. Often you have to research a special technology to get access to shipyard missions. Your government has to also include "Missions."

This is just a small overview of what resources are needed for:

Name	Usage
Food	For food, which is farmed by "Farms" that can be upgraded
Techapod Hive	For training citizens on planets
Monsatium Deposit	For the galaxy-unique building "Kimberly's Refuge" For the shipyard mission "Xylology Expedition"
Harmony Crystals	For the shipyard mission "Recruiter" For promoting celebrity citizens on a galactic tour
Arnor Spice	For promoting research citizens to get epiphany For some research buildings
Epimetheus Pollen	For promoting administrator citizens to ministers For the construction of the building "Galactic Intelligence Agency" on planets
Precursor Nanites	For the shipyard mission "Research" For promoting commander citizens to Navigator
Hyper Silicates	For the shipyard mission "Helios Ore Search" to get Helios Ore For the shipyard mission "Arnor Spice Scavengers" to get Arnor Spice
Artocarpus Viriles	For the shipyard mission "Pilgrims" For the training of Spies on planets For promoting administrator citizens to Mobster For promoting commander citizens to Exterminator
Xanthium Deposit	For the shipyard mission "Salvage" For promoting commander citizens to Admiral and to Invader
Snuggler Colony	For the shipyard mission "Recruiter" For the constuction of the building "Diplomatic Corps" on planets For promoting commander citizens to Privateer
Aurorus Arboretum	For the shipyard mission "Hyper Silicate Trader" to get Hyper Silicates
Helios Ore	For promoting research citizens to get coerced invention For promoting generals to Supreme Generals

Note: You can also destroy resources on planets to free up the tile. Useful if you've found a 10th snuggler colony, for example. Poor snugglers...

Shipyard Missions

You are able to tell your shipyard to generate a small, unarmed, uncontrollable ship with a special task if you have a government active that provides "Contracts: Can send Missions." Once it's built, this small ship will fly out of your shipyard with a target in the galaxy. When the ship has reached its destination, it will provide a bonus in form of credits, research points or resources. If you're lacking a resource on your planets, you can use shipyard missions to fill that gap. The following list is not complete, just for example:

"Research Mission": Provides raw research points, but needs Precursor Nanites to start.
"Treasure Hunt": Provides credits.
"Salvage Mission": Provides a ship somewhere in space, but needs 1 Durantium and 1 Xanthium to start.
"Gem Trader": Provides Harmony Crystals, but needs 1 Durantium and 1 Promethion to start.
"Hyper Silicate Trader": Provides Hyper Silicates, but needs Aurorus Arboretum to start.
"Arnor Spice Scavengers": Provides Arnor Spice, but needs Hyper Silicates to start.
"Helios Ore Search": Provides Helios Ore, but needs Hyper Silicates to start.
"Xylology Expedition": Provides Aurorus Arboretum, but needs 1 Promethion and 1 Monsatium to start.
"Aurorus Search": Provides Aurorus Arboretum, but needs 5 Promethion to start.

Citizens

Every 10th turn you will gain another citizen for your civilization. You are able to specialize each citizen for specific roles. As the game progresses you will get more options to train your citizens. To interact with them, click on the "Citizens" button in the top menu.

In the **"TRAIN"** section you are able to specialize new citizens. In the lower middle you can see the new citizens that are waiting for a job. Above are your options in what you can specialize your citizen. The button "Train Citizen" removes one citizen from the waiting area and adds the specialized citizen to your civilization.

Here are a few options you have for specializing your citizens (depending on your researched technologies):

> **Expert tip:**
> Only on your homeworld tourism is always active without researching anything - on all other colonies you have to active it first.

- **Administrator:** Raises "Administrator" by 5. Upgradeable to +4 more.
- **Worker:** Provides 3% global Social Construction bonus or 30% on a planet. Levels up on a planet. Recallable.
- **Scientist:** Provides 3% global Research bonus or 30% on a planet. Levels up on a planet. Recallable.
- **Diplomat:** Provides 3% global Influence bonus or 30% on a planet. Levels up on a planet. Can be sent to an other faction in the Diplomacy screen for improving diplomacy.
- **Engineer:** Provides 3% global Ship Construction bonus or 30% on a planet. Levels up on a planet. Recallable.
- **Leader:** Provides 6% global bonus in one section and can be freely directed in the Civilizationscreen.
- **Commander:** Will be added to a ship or a fleet. More information on that *later in this guide.*
- **Spy:** Usable for espionage and defending against enemy spies. *"Espionage"* is explained in the next chapter of this guide.
- **General:** Provides 3% global Resistance bonus. Provides 5 legions. Upgradable to 10. Will provide 5 garrisons and 30% resistance on a planet.
- **Entrepreneur:** Provides 3% global Net Weekly income bonus or 30% on a planet. Levels up on a planet.
- **Celebrity:** Provides 3% global morale bonus or 30% on a planet. Levels up on a planet.
- **Farmer:** Provides 3% global food bonus or 30% on a planet. Levels up on a planet.

Most citizens are upgradable if you meet the requirements. To upgrade, you'll need certain resources; check the Summary screen.

Click **"TRANSFER"** if you want to send a specialized citizen to a specific planet. On the left side of the screen you'll see your citizens, and on the right side are where you can send them. Be careful: most citizens are not recallable. They sit forever on their planet once assigned!
In the planetary screen is a button called "Add Citizen." With that button you can also transfer a specialized citizen to that colony.

Be aware that your citizen has to fly to the colony in slow, unarmed ships. They're an easy target for pirates and enemies and will die instantly. That's why your research colonies are better off away from the frontlines, and don't forget to keep patrol over space between your planets.

"ESPIONAGE" is explained in the following chapter of this guide.

In the **"SUMMARY"** screen you can see all your citizens.
Select one if you'd like to "Promote" (upgrade) it. Another screen appears where you can see if you can do a promotion and what is required.

"Retires" means that the bonus will be given but the citizen is not available to you anymore after the promotion.

Promoting citizens can be very powerful. An wealth-oriented citizen, the Entrepreneur, can be promoted to a Mogul and provides 5000 credits. A research-oriented citizen, the Scientist, can be promoted to perform Epiphany, which finishes the current research project. This last one can be particularly huge, since with some citizens you can get to large ship hulls in half the numbers of turns that it would normally take.

Expert tip:
When did you last check if all of your colonies are sponsoring a shipyard?

Every planet should set as sponsor for a shipyard - even if the bonus is small because they are far away from each other. Every little bit helps to build ships faster.

Note: There may be cases that if you promote a scientist on a planet to perform Epiphany, a researched hullsize technology is only available if you save and reload the game after it.

Espionage

In the **"ESPIONAGE"** screen you see all factions and four fields beside them. You can place spies in other races' ranks to gain information, for example how many ships the faction has on their planets for defense. The longer a spy stays within a faction, the higher its espionage level will become. At the highest level you'll have a chance to steal technologies from that faction.
If you click on a faction, the button "Surveillance" will be activated where you can see detailed information about the race.

If you click on your own faction, you can see if your colonies are affected by enemy spies. If that is the case, you have to train a spy—or use an existing one—and transfer the spy to the affected colony. The enemy spy will be neutralized, but your own spy will also be killed during the mission. You can also tell if your are affected by espionage if a small eye symbol shows in the Espionage screen.

On the planet you can see the eye symbol over a building. That building is currently being sabotaged by a spy from another faction. They can do this during peace or war. And you can do the same if you have researched the required technologies.

In this example the enemy spy sits on the Antimatter Powerplant. A mousover shows that the building is at -6, so it's not giving its bonus anymore. If you have a free spy already, click on "Add Citizen" and move it here. Unlike normal citizens you don't need to ship him here; he will arrive instantly.

If you don't have a free spy, train a new citizen or recall one from another faction in the "Espionage" screen. Then transfer the spy to the affected colony.

If you transfer a spy to one of your colonies that is NOT affected by an enemy spy, your spy will wait there until one arrives. Meanwhile, your spy won't provide a bonus and he/she can't be recalled. Be careful where you send your spies.

Expert tip:
Your starting survey-ship is good, but you can never have enough speed on that ship, since it has to explore and gather anomalies around.
Why not add a Commander on it and gain doubled moves?

Commanders

When you train a citizen as a Commander, you can add them to a fleet.
If you click on a ship or a fleet there is a button in the lower-left menu: "Add Commander." Click on it and one of your Commanders will be placed in that fleet with his/her command ship.
The Commander will upgrade your fleet: +50% Fleet Hitpoints, +25% Logistics and doubled Movements.
Commanders can also be promoted, but the previous bonus will be gone. Select the fleet with the Commander and click on "Promote."

"Admiral": Upgrades the Command Ship to a Flag Ship that provides a 25% fleetwide bonus to attack and defense.
"Navigator": Upgrades the Command Ship to the Navigator Ship "Star Surfer," a very powerful medium-hull sized ship.
"Invader": Converts into a powerful transport to invade a planet.
"Privateer": Converts into a powerful large ship that seemingly belongs to no faction. But it works for you. You are able to move that ship around as one of your own.
"Exterminator": Converts to a kind of spore that can eradicate all biological life on a planet.

Planet Improvements

On a new colony there are often some connected tiles, but also gaps. The picture below shows a gap right above the Computer Core. For those gaps you can take advantage of planetary improvements. You can get the first one with the technology "Planetary Improvement: Planetary Soil Upgrade." You will get more later from other research projects. Later, planetary improvements can be placed on tiles with some water on it, and in the endgame on pure water.

Using the previous example, you could theoretically surround the Computer Core with six research buildings, which is useful for your whole game.

You can place each planetary improvement once on each planet.

"Planetary Soil Upgrade" is the first planetary improvemet that allows you to terraform one tile on each planet. The next ones are **"Soil Engineering"**, **"Terraforming Plant"**, **"Habitat Improvement"**, **"Resequencing Station"** and **"Ultra Terraformer."**

Every better version of planetary improvements can be assigned to one worse tile on the planet, meaning the last one can be set in the middle of the water while the first one has to be mostly on flat ground.

BUILDINGS

First, some explanations:
"All Construction" = Social Construction and Ship Construction.
"Raw Production" = Social Construction, Ship Construction, Research and Net Weekly Income.
"Population" = more Raw Production (like mining bases on asteroids).
"Gross Income" = The planet's income before subtraction of the planet's costs.
"Net Weekly Income" = The global income in the end.

Straight bonuses are like the "Space Elevator" on "All Construction" by +1.
Percentual bonuses are like the "Factory" on "All Construction" by +7.5%.
Straight and Percentual bonuses combined are quite powerful.

You have learned about some of the buildings already. Here are more, but this is by no means a complete list (the stats also may vary depending on research):

Name	Planetary Bonus	Building Type	Adjacency Bonus	Notes
Space Elevator	+1 All Construction	All Construction	+1 All Construction	1 per planet
Factory	+7,5% All Construction	All Construction	+1 All Construction	Upgradable
Deep Core Mine	+2 Social Construction	Social Construction	+1 All Construction	1 per planet This is useful for buildings and planetary projects like "Train Legion"
Fusion Powerplant	+30% All Construction	All Construction	+3 All Construction	1 per planet Needs 5 Antimatter
Manufacturing Capital	+20% All Construction	All Construction	+5 All Construction	1 each player Needs 5 Durantium and 5 Antimatter
Starport	+2 Ship Construction	Ship Construction	+1 Ship Construction	1 per planet
City	Population Cap +3	Population	+1 Population +1 Research +1 All Constr. +1 Wealth +1 Influence +1 Approval	Raises population cap by 3, which results in 3 more Raw Production when the new cap is reached. If leveled it provides percentual population. Needs 4 food Cannot be destroyed
Kimberly's Refuge	+5 Food	Population	+3 Population	1 each galaxy, cannot be destroyed Needs 1 Monsatium Deposit
Colonial Hospital	+0,2 Growth	Population	+2 Population	1 per planet
Military Academy	+25% Resistance	Ship Construction	+1 Ship Construction	1 per planet Unlocks the project "Train Legion"
Administrator Center		Influence	+1 Influence	Needs 1 food and provides 1 Administrator.
Strategic Command		Ship Construction		1 each galaxy, cannot be destroyed Provides 1 General (Citizen)
Antimatter Powerplant		All Construction	+5 Research +5 Approval +5 Population +5 Influence +5 Tourism +5 Wealth +5 All Constr.	1 each galaxy, cannot be destroyed Needs 5 Antimatter

Name	Planetary Bonus	Building Type	Adjacency Bonus	Notes
Entertainment Center	+1 Morale	Approval	+1 Approval +1 Wealth	Upgradable
Entertainment Capital	+25% Morale +25% Influence Growth	Approval	+1 Approval +3 Influence +3 Tourism +3 Wealth	1 each player Needs 1 Harmony Crystal Cannot be destroyed
Market Center	+25% Gross Income +1 Influence Growth	Wealth	+1 Approval	Upgradable
Central Bank	+5 Gross Income	Wealth	+2 Wealth	1 each player
Colonial Bank	+25% Gross Income +1 Influence Growth	Wealth	+2 Wealth	1 each player
Financial Capital	+100% Gross Income +25% Influence Growth	Wealth	+3 Wealth	1 each player, cannot be destroyed Needs 1 Aurorus Arboretum
Import Export Center	+1% Tourism Income	Tourism	+1 Tourism +1 Wealth +1 Influence	1 each player
Port of Call	+0,5% Tourism Income	Tourism	+1 Tourism +1 Wealth +1 Influence	1 per planet
Paxton's Emporium	+3% Tourism Income	Tourism	+1 Tourism +1 Wealth +1 Influence	1 each galaxy
Galactic Council	+1 Influence Growth	Influence	+4 Influence	1 each galaxy, cannot be destroyed Provides 1 Diplomat (Citizen)
Galactic Intelligence Agency		Research	+1 Influence +1 Wealth +1 Tourism	1 each galaxy, cannot be destroyed Provides 1 Spy (Citizen) Diplomatic bonus +1 Needs 1 Epimetheus Pollen
Diplomatic District	+5 Influence Growth	Influence	+2 Influence +2 Wealth +2 Tourism	1 each player
Diplomatic Corps.	+10 Influence Growth	Influence	+1 Ship Construction	1 each galaxy, cannot be destroyed Needs 1 Snuggler Colony Influence growth +10 Allows training of Diplomats (Citizens)
Brindle's Observatory	+10% Research	Research	+3 Research	1 each galaxy, cannot be destroyed Needs 1 Elerium Provides 1 new planet around your colonies
Eye of the Universe	+10% Research	Research	+3 Research	1 each galaxy, cannot be destroyed Needs 1 Promethion Locates the homeworld of major civilizations if zoomed out in the galaxy view
The Hyperspace Project		Research	+3 Research	1 each galaxy Needs 1 Antimatter Provides +1 moves to all ships
Orbital Defense Platform		Ship Construction	+1 Ship Construction	1 per planet Needs 1 Xanthium and 1 Helios Ore Provides 3 Assault Fighters for the planet's orbit
Planetary Defense Dome	+25% Resistance	Ship Construction	+3 Ship Construction	1 per Planet Needs 1 Xanthium

Name	Planetary Bonus	Building Type	Adjacency Bonus	Notes
Consulate	+5 Influence Growth	Influence	+1 Influence	Upgradable
Embassy	+5 Influence Growth	Influence	+1 Influence +1 Wealth +1 Tourism	1 each player
Galactic Mainframe	+1 Research	Research	+1 Research	1 each player Not buildable on homeworld
Xeno Research Laboratory	+7,5% Research	Research	+1 Research	Upgradable
Technological Capital	+33% Research +25% Influence Growth	Research	+3 Research	1 each player Needs 1 Arnor Sprice
Innovation Complex	+25% Research	Research	+3 Research	1 per planet Needs 1 Arnor Spice
Omega Research Center	+25% Research	Research	+4 Research	1 each galaxy Needs 1 Arnor Spice
Research Cloisters	+20% Research	Research	+3 Research	1 each player Needs 1 Arnor Spice
Computer Core	+1 Research	Research	+1 Research	1 each player
Missionary Center	+25% Influence Growth	Influence Improvement	+2 Influence +2 Approval +2 Tourism	1 per planet Benevolent Culture Production +0.1
Preparedness Center	+10% Resistance	Ship Construction	+2 Approval +2 Ship Construction	1 per planet Pragmatic Culture Production +0.1
Intimidation Center	+1 Morale +20% Morale +1 Influence Growth	Approval Improvement	+2 Approval	1 per planet Malevolent Culture Production +0.1
Temple of Enlightenment	+33% Research	Research Improvement	+3 Research	1 each player Benevolent Culture Production +0.2

There are many more buildings in-game. The technology tree is so complex that you will find that even after 200 turns there are new improvements to make. Other races often have unique buildings, as they have their own technology tree.

Planetary Projects

Aid Economy: Provides 50 credits after completion.
Aid Research: Provides 50 research points after completion.
Train Legion: Removes 5 Durantium from your global stock and adds 1 legion to the global stock after completion.
Station Garrison: Removes 1 legion from your global stock and places it forever (until it's killed) on the planet for defense after completion.
Recruit Citizen: Removes 1 Epimetheus Pollen, 1 Techapod Hive and 25 Promethion and adds a citizen after completion.
Train Celebrity: Removes 5 Aurorus Arboretum and recruits a celebrity after completion.
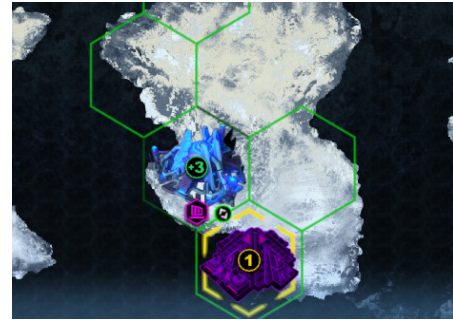**Train Diplomat:** Removes 5 Snuggler Colonies and recruits a diplomat after completion.

There are even more than just these—you can get lots of citizens, even spies, through researching the appropriate technologies.

Buildings - The Hunt

There are some buildings that are galaxy-unique, meaning that if one player has finished the construction of the building, no one else can build it again.

These buildings are very powerful and some of them are mentioned in the list on the previous pages. In the screenshot to the right, you can see an exampe of one such building: Eyes of the Universe. It will, when finished, power up the Computer Core with +3 and provide a unique bonus.

Every game there is a hunt for these unique buildings. The AI wants them too, and sometimes they are very quick to acquire them, especially on higher difficulties. It's totally worth it to invest around 500 credits for finishing of one of these projects—you will get an advantage over the AI for the whole game.

There are other good buildings like the Galaxy Intelligence Agency that provides a spy, Kimberly's Refuge for more food and the Strategic Command for one general. Later there are even more, so keep an eye out for them!

Raw Production / Improvement

How to build well-rounded, efficient planets:

- **Raise the Raw Production.** Every point in Raw Production is 1 point in Research, Social Construction, Ship Construction and Net Weekly Income.
- **Build Cities.** With every city you will raise the population capacity on the planet, and every point in population is 1 point in Raw Production. To get more food, research upgrades for your farms. Surround the cities with other population improvements but note that the planet's class will cap the population. So if you have a class 10 planet and your population is already at 10, you don't need more upgrades to population.
- **Upgrade the Colony Capital.** You will need to research "Xeno Adaption" and other upgrades.
- **Mine Asteroids** nearby and assign them to the planet.
- **Use the adjacency bonuses** of the buildings.
- If you own the **DLC "Precursor Worlds,"** gather precursor anomalies, some give +1 Raw Production.
- **Research some projects like** "Galactic Governance" and "Interstellar Governance" that provide percental Raw Production.
- **Get high approval** on the colony to raise the effect.
- **Build economy starbases** around the planet to improve specialized planets if you have enough administrators.
- To get **more credits, you need to research "Interstellar Tourism"** for the global activation, but it's not enabled on all planets automatically. Once you build a tourism building on a planet, the tourism will be enabled there.

There are some good combinations where you are able to sqeeze the maximum out of your planets.

Examples:
Build population improvements together: Build a City near a Farm, a Colonial Hospital and a Food Distribution. This way the buildings level each other up. You can build multiple cities on your planets. Note that the planet's class will cap your population, so only build more of those building if there's room to grow your population.

Build research improvements together: Build a Computer Core and surround it with Xeno Research Laboratories, the Galactic Mainframe and, if possible, with galaxy-unique buildings like Brindle's Observatory and others. This way the Computer Core will level up significantly and some of the other research buildings get improved, too. The Technological Capital will improve the total research amoung of a planet.

Fast shipyards: Build a Starport and surround it with a Space Elevator and Factories, as well as the Military Academy if possible. Or even better, the Pragmatic ideological building Preparedness Center, which gives an adjacency bonus of +2.

Maximize Tourism: Build the Port of Call and place the Missionary Center, the Embassy, the Import Export Center, Paxton's Emporium and the Galactic Intelligence Agency around it.

You see? There are lots of good combinations that you can use to maximize your efficiency.

Continuing Research

You should have researched "Interstellar Travel," its specialization "Transportation Specialization" and the "Universal Translator" by now. Other important technologies are (the order varies from game to game and depends on your game style, but it should give you a feel for what's important):

- **"Colonial Settlements":** To get access to factories and "Planetology" (Colonization).
- **"Planetology":** To get access to the Deep Core Mine and better Growth (Colonization).
- **"Orbital Manufacturing":** To get access to the next size of ship hulls (Engineering).
- **"Militarization":** To unlock more options for weapons and defenses (Warfare).
- **"Weapon Systems":** To unlock weapons (Warfare).
- **"Defense Systems":** To unlock defenses (Warfare).
- **"Xeno Commerce":** To get access to trade routes and later to tourism (Culture).
- **"Weapon Specialization"** (Warfare).
    A 3-star choice:
        - "Targetting Specialization": +10% accuracy to all weapons
        - "Miniaturization Specialization": -10% mass to all weapons
        - "Production Specialization": -10% to construction cost to all weapons (refers to the time that weapons need to be constructed)
- **"Defense Specialization"** (Warfare).
    A 3-star choice:
        - "Shield Specialization": -10% shield cost
        - "Point Defense Specialization": -10% point defense cost
        - "Armor Specialization": -10% to armor mass
- **"Orbital Specialization"** (Engineering).
    A 3-star choice:
        - "Skilled Ship Construction": +5% military manufacturing on all shipyards
        - "Improved Logistics": +3 to logistics (fleets can be 3 points larger)
        - "Storage Maximization": +10% Capacity (more mass available on a ship)
- **"Xeno Experimentation":** To get access to research improvements (Colonization).
- **"Cultural Exchange":** Provides more influence and needed for tourism later (Culture).
- **"Cultural Influence":** Provides more influence and needed for tourism later (Culture).
- **"Interstellar Tourism":** Unlocks tourism—place one building each planet for activation (Culture).

- **"Commerce Specialization"** (Culture).
  - A 3-star choice:
    - "Wealthy Population": +10% to Gross income
    - "Supportive Population": +1 to morale on all colonies
    - "Designated Trading Partner": +2 Trade licenses
  - The best choice is "Supportive Population" normally, because with it you don't need to place other buildings for better morale anymore (there might be exceptions).
- **"Diplomatic Specialization"** (Culture).
  - A 3-star choice:
    - "Diplomatic Reasoning": +1 to diplomatic bonus, improves relationships with all races.
    - "Influential Voice": +1 Influence growth for all starbases and colonies.
    - "Efficient Administrators": +3 Administrators.
  - The best choice is "Efficient Adminstrators" in a bigger map. In a smaller map it depends on how your relationships are and if you like to win through influence.
- **"Zero Gravity Construction":** To get access to the next size of ship hulls (Engineering).
- **"Environmental Engineering":** The first planetary improvement (Colonization).
- **"Xeno Combat Techniques":** To get access to Generals and the Invasions later (Warfare).
- **"Xeno Adaption":** To upgrade Colony Capitals (Colonization)
- **"Interstellar Governance":** More Raw Production and Administrators (Culture).
- **"Espionage":** Allows you to train Citizens as Spies (Culture).
- **"Espionage Specialization"** (Culture).
  - A 2-star choice:
    - "Free Agent": +1 Spy
    - "Agent Training": +10% Sensor Power (= Spy-Power)
- **"Planetary Invasion":** You are able to build transports and invade enemy planets (Warfare).
- **"Zero Gravity Optimization"** (Engineering).
  - A 3-star choice:
    - "Hull Reinforcement": +15% HP to all ships, including existing ones
    - "Shipyard Efficiency": -15% Construction cost (refers to the time that ships need to be constructed)
    - "High Capacity Hulls": +20% Capacity (more mass available on the ship) The best choice is "Hull Reinforcement" normally because more capacity also means longer production time. But some players swear by more capacity because their shipyards are pumping out ships so fast that the 20% doesn't really matter. Your choice!
- **"Interstellar Logistics":** Logistics +8 (Engineering).
- **"Ion Drive":** To get faster ship drives (Engineering).
- **"Ion Optimization"** (Engineering).
  - A 3-star choice:
    - "High Output Drives": +10% to moves
    - "Drive Manufacturing": -10% to construction cost (refers to the time that drives need to be constructed)
    - "Drive Manufacturing": -20% Drive mass (you'll need less space on ships for the drives)

Every game is different, and sometimes events require you to adapt or change a tried-and-true research build. Maybe an AI attacks you before you have researched medium hulls. Maybe you need an alliance fast because an AI sits behind you and you have to split your forces.

Some special technologies that could help you shift your focus are:

- **Fleet Logistics / Deep Space Logistics / Galactic Logistics:** For larger fleets.
- **Beam/Missile/Kinetic weapons and Shield/Point Defense/Armor defenses:** For your ships.
- **War College:** To unlock the citizen "Commander."
- **Interstellar Alliances:** To form alliances with the AI.
- **Interstellar Survey:** For stronger sensors on ships and starbases.
- **Large Hull Construction:** Of course you want bigger ships!
- **Massive Hull Construction:** Bigger and bigger.
- **Hull Strengthening:** Unlocks Hull Repair Systems that repair your ships during fights.
- **Extreme Colonization:** To colonize extreme worlds.
- **Atmospheric Cleansing:** To colonize extreme worlds like radioactive ones.
- **Warp Field Theory / Hyperwarp Waves / Stellar Folding:** For faster and better drives.
- **Interstellar Tourism:** Enables tourism income on all colonies—important for credits. Now you can activate global tourism on every single planet, which improves income drastically! Do it fast if you need more credits.
- **Carriers:** Active the "Carrier module," which is very handy for large and massive hulls. This tech mostly brings you to the next research age, the "Age of Ascension," which unlocks a lot of strong techs.

There are lots more, but you get the point. The technology trees are huge and versatile—experiment to see what works best for you.

Ship Upgrading

When you research new techs and components for your ships, don't forget to upgrade your existing ships to take advantage of the latest technology. Say you built a "Fighter M1" twenty turns ago, and now you've researched better technology and have now made a new design for the "Fighter M2." You can upgrade your old M1's to the new model.

> **Expert tip:**
> You can reload a Colony Ship on each planet. Just move it on the planet and eject it again for the small "Loading-window".
> Also it's better to move Colony Ships on a planet first before you upgrade them to another shiptype - this way you don't loose the loaded population from the ship.

To do that, click on the ship and select "UPGRADE" in the Command menu on the lower-left side. Now you will see a pulldown menu where you can select the possible upgrade options. Be careful, not everything is an upgrade. The computer just checks what's fitting for the hull design and gives you suggestions. As you can see, the upgrades are often very expensive. On top of that, the upgrading process takes a few turns and the ships can't move during the process, which makes them an easy target. Plan accordingly!

There are also some interesting cases where you can use upgrading to your advantage. It's possible to effectively transform one ship type to another using upgrades. For example, if you're moving a Constructor around and suddenly stumble over a new habitable planet, you can upgrade the Constructor to a Colony Ship. Sure, it has no population, but it's better than letting another faction snag the planet. You can also upgrade a Colony Ship into a Transport later in a game. Or a Freighter into a Constructor... starting to get the idea?

Ship Design - Small Military Ship

When you have finished the research "Orbital Manufacturing","Weapon Systems" and "Defense Systems" you are able to build ships with a small hullsize. Before that the hullsize was tiny.

Let's go to one of your shipyards and click in the lower-left corner on "Design Ship."

On the left side there is the building list that has the following headlines:
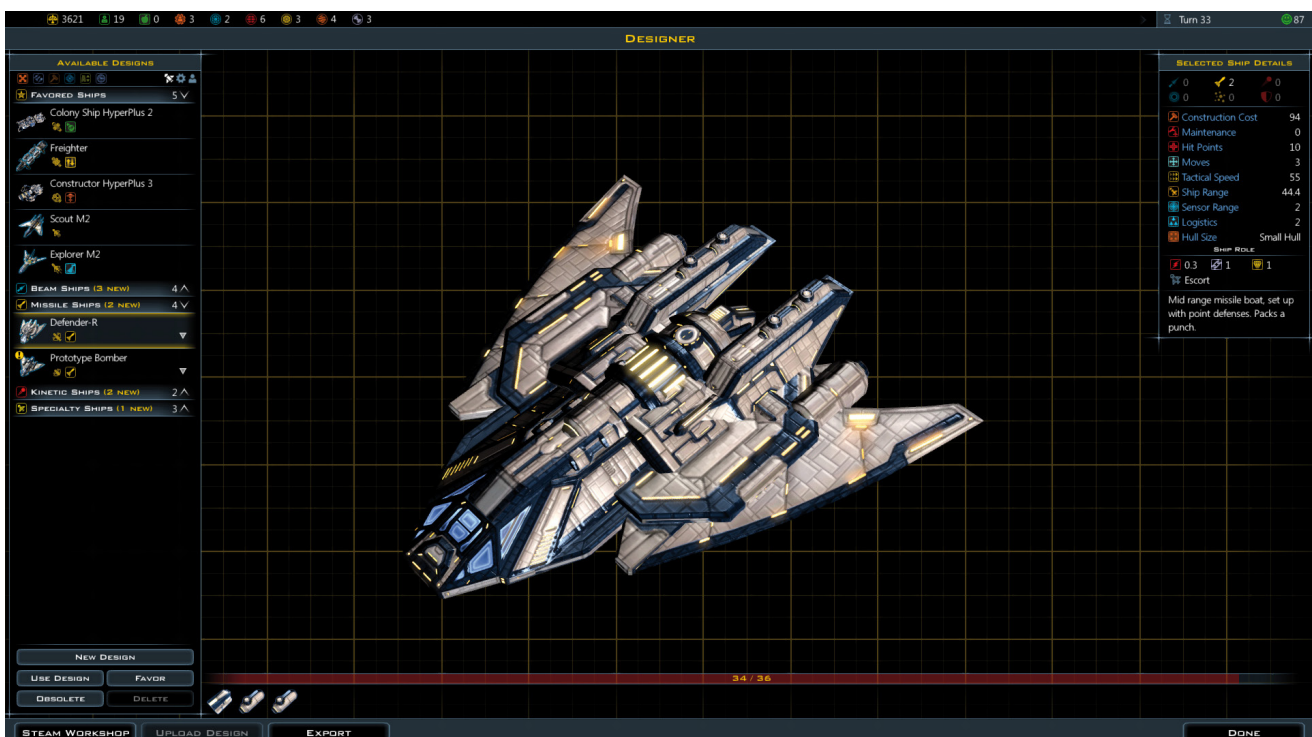- **Favored ships:** Ships that you need often
- **Beam Ships:** Military ships with beams as weapons
- **Missile Ships:** Military ships with missiles as weapons
- **Kinetic Ships:** Military ships with kinetic as weapons
- **Speciality Ships:** Military support ships, carriers and support ships
- **Missions:** Send an uncontrollable ship on a special mission

The defenses on military ships are kind of random, and generally that's not great. Defenses are very important because if you get attacked with beams for example and you don't have shields against them, all other defense types are worthless to your ship.

Since you don't know which weapons your enemy will throw at you, it would be best to be prepared with ships that have all three defense modules mounted. The problem here is the small hull size: you can't mount many things. Let's use an existing design and mount it with the weapons and defenses that are to your liking. For that, pick one of the small ships out of the list—just make sure that it has a small hull, which is always on top of the list if you have not researched better ones.

It doesn't matter if you pick the beam-ship or the kinetic-ship as a model, since you'll be removing every mounted part of the equipment anyway. It's just for the look. You are also able to change every part of your ship and come up with fully customized designs, but that is not part of this guide. You will find more information for that kind of work on the website and in the forum. Some players out there did already awesome work!

If you click on the ship, you can see in the lower middle some icons that show the components currently loaded on your ship. Above them is a red line that shows the current mass / maximum mass.

With the menu at the lower-left you can control the designs:
  • **New Design:** You will start without anything and have to design your own ship.
  • **Use Design:** The selected design will be used. You can change it, but it's mainly to change the equipment.
  • **Unfavor:** Removes the ship from the Favored Ships list.
  • **Obsolete:** Hides this design temporarily.
  • **Delete:** Deletes the design.

Click on "USE DESIGN" to continue. In this guide the "Defender" will be taken from the "Missile Ships" section as an example.

On the left side there is a menu with all of the possible loadouts—everything that you have researched is there. You are able to change the design if you click on "Design Mode" in the upper-left corner. There you can change anything you'd like. Click on "Equip" for the loadout again.

On the right side you can see an overview of the ship's details and how they will appear in the game. Your first step is to remove all mounted parts in the bottom line. To do that, just doubleclick on the parts in the line.

At the upper-left side you have 5 buttons, each that generate a pulldown menu:
  • **Drives** = all speed/move-related things
  • **Weapons** = everything you need to make your enemies cease to exist
  • **Defenses** = everything you need to outlast the other guy
  • **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
  • **Support** = ship repair systems, more hitpoints systems

"Drives" has three submenus:
  • Interstellar Drives = drives that increase your movement in the galaxy
  • Sublight Drives = drives that increase the speed during a fight
  • Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" with the "Hyperdrive Plus," you easily can see the difference: All variables change and the plus version is faster.
  • Drive Mass = how much space on the ship is needed
  • Moves = how many additional base moves the ship gets with the drive
  • Drive System Cost = how much time the construction of the drive will need
  • Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

This ship won't have access to too many good weapons and technologies at this stage of the game, but some military ships are better than none once you've exhausted your need for Colony Ships and Constructors. Keep in mind, the AI counts your military ships, so if you only have a few, they may think that you are weak and are ripe for conquest.

The "Prototype Hyper Drive" is better than most of the normal drives, but it requires the resource Antimatter to build, 2 per drive. If you're currently mining this resource, then mount this drive on your ship. If not, choose your next best option.

Your next step is to click on the **"Weapon"** symbol on the upper-left side. The weapons are divided in submenus:
  • Beam = beam weapons, medium range, medium mass, medium speed, good accuracy
  • Missile = missile weapons, long range, high mass, slow, medium accuracy
  • Kinetic = kinetic weapons, low range, less mass, fast, low accuracy
  • Enhanced Beam Weapons = beam weapons that require special resources to build
  • Enhanced Missile Weapons = missile weapons that require special resources to build
  • Enhanced Kinetic Weapons = kinetic weapons that require special resources to build

When you mouseover the weapons, you can see lots of differences:
  • Attack = the pure attack power
  • Range = the range that the enemy ship has to be inside to by hit by this weapon
  • Cooldown = fire rate of the weapon
  • Accuracy = will the weapon hit the target 80%, 90% or 100% of the time?
  • Weapon Mass = how much space is needed on the ship
  • Weapon Cost = how much time the construction of the weapon will need
  • Threat = how much threat will be added to the ship with that weapon, increasing the likelihood that an enemy will attack it first

Since you don't know which defenses your enemy will use, the best choice would be a mix of all weapons, but again the hull size is limiting. The prototype weapons are great if you have the resources available to build them. In this example, we've mounted 1 "Basic Railgun" for 1 Thulium.

If you have done this, your attack stats will appear in the upper-right corner. The bottom line shows you the current mass of the ship; there should be some space left for defenses.

Every mounted part raises the construction cost of the ship, which means that the more you put on the ship, the longer it will take to build. The rush cost will also get more expensive the more parts you have. You can build ships that don't utilize all of the hull space in order to produce them faster, but if you have space left over, like above, you should consider using it to strengthen the ship. It's always better to have one good ship than two really bad ones.
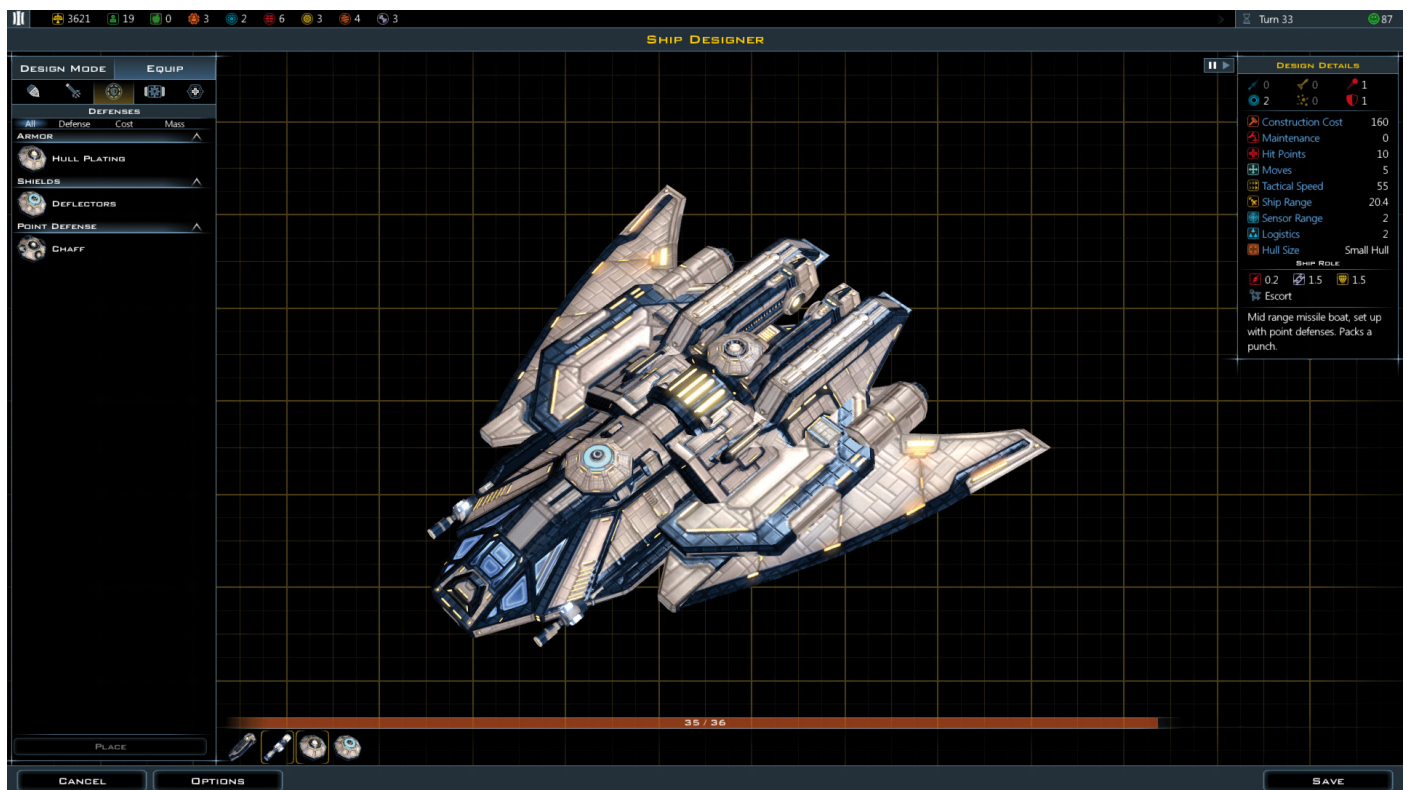
The third symbol in the upper-left menu is **"Defenses,"** which has the following submenus:
- Armor = defense against kinetic weapons
- Shields = defense against beam weapons
- Point defense = defense against missile weapons

When you compare the defenses with a mouseover, you see four possibilities:
- Mass = how much space is needed on the ship
- Cost = how much time the construction of the defense will need
- Rating/Strength = how much defense will be added if you mount this part
- Fortitude = how strongly defended the ship will look to an enemy, decreasing the likelihood that it will be attacked first

Choose two defense types—if possible—and mount them on your ship. If you're unsure which ones, a good rule of thumb is armor first, then shields. Your ship should be as full as possible now.

The fourth section contains **"Modules"**:
- "Life Support": Increases the ship's range, or how far it can move away from your starbases or planets.
- "Sensor": How many hexes of fog of war the ship clears around itself—how far it can "see."
- "Colony Module": The module for a Colony Ship.
- "Construction Module": The module for a Constructor.
- "Cargo Module": The module for a Freighter.
- "Enhanced Survey Module": The module for a survey ship that allows it to gather anomalies.

There will be more added to the game once you've researched more technologies. Since a small ship shouldn't by flying far away from your planets or starbases, you shouldn't need life support. The other modules need too much space for this size.

The last section is called **"Support."** The current options are:
- "Range": Increases the ship range of all ships in a fleet
- "Hit Point Augment": Increases the hitpoints (HP) of your ship

You shouldn't need any of these either. The HP sounds good, but more defenses are normally better than more hitpoints.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is. You will make lots of ship designs during a game and a bit of organization goes a long way. A good name might be "Small --attacktypes-- --defensetypes--", so for this example it would be named as "Small 1---2+1." You can also add those numbers in attack and defense and name it "Small 1-3". How you organize things is up to you, of course.

The "BATTLE ROLE" should be set as "Escort." More on battle roles in the next chapter.
You are also able to change the ship description that appears in-game when you click on the ship.

Saving will bring you back to the ship designer again. Now you are able to see your new ship in the Favored Ships list. Click "DONE" to exit to the galaxy view.

Battle Role / Ship Role

Every ship has a role to play in a battle. A fleet will never fly all ships next to each other in a line and attack the enemy. For that there are battle roles. You can choose a ship's battle role when saving a new design.

There are six options:
Support: Ships that support the fleet or have a special role in-game
Capital: The heart of the fleet with support modules and long-range weapons
Escort: Those that protect Capital and Support ships
Assault: They will attack high-value and high-threat targets
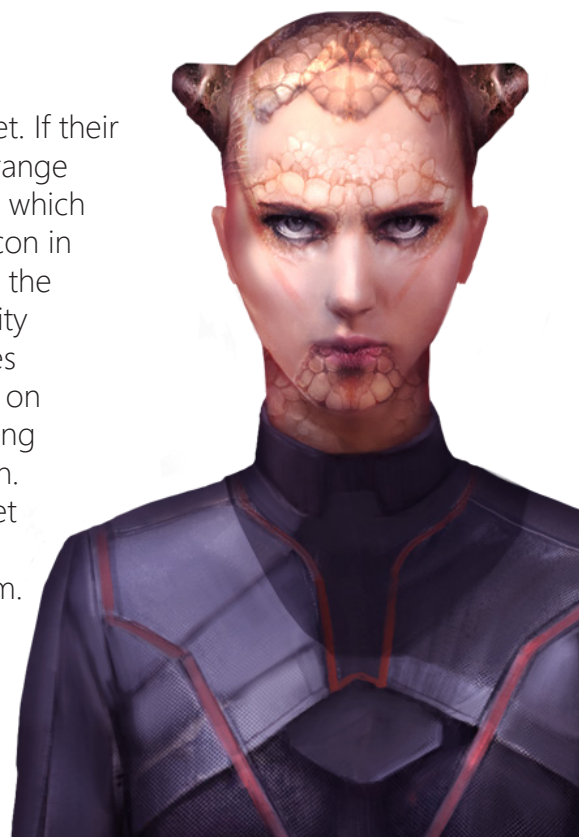**Interceptor:** They will attack enemy Support ships and high-value targets
Guardian: Those that defend Support ships and high-value targets

With every component you mount on a ship, you'll raise or lower the "Value" / "Threat" / "Fortitude" of the target. All ship equipment has at least one of these attributes assigned to them. "Threat" is assigned to weapons (beams, kinetics, missiles), "Fortitude" is assigned to defenses (hull plating, shields, point defense) and "Value" is assigned to other equipment (drives, life support, modules). The hull size also influences what role a ship will have.

A default role will be assigned when saving the design, but the role can be manually changed to any role you wish.

Target/Attack Priority:
Ships will begin combat with the highest priority enemy as their target. If their target is out of range, they will fire on any other enemy ships within range until their highest priority target ship gets close enough. You can see which enemy ship is considering as their target by hovering over the ship icon in the lower part of the screen while in the battle viewer or by selecting the ship on the battle map. Ships will fire on targets higher on their priority list. This could result in loss of focus fire when ships with different roles have different priority targets within range. A ship will also stop firing on an already damaged enemy in favor of its higher target priority coming into range, even if the previously damaged enemy is near destruction. For example, interceptors that have a guardian as their primary target will fire upon enemy interceptors while they pass each other, but will continue moving towards the guardians and eventually firing on them.

Defend priority:

Defend priority causes a ship to stay near an ally that it is protecting. It does not affect the ship's primary target but only whether or not it's willing to move forward towards its primary target. If the ally it is defending starts moving forward, so does the ship defending it.

Because of the defend priority, a guardian will not move forward and join the battle until its support ship starts to move forward. (Support ships remain at zero speed at the map edge until all ally interceptors, assault ships and capital ships have been eliminated). It will, however, attack any enemies that come into range. An escort will move forward and attack enemies if it is defending a capital ship. An escort that is defending a support ship, however, will remain in the back out of combat, similar to the guardian as described above. The escort ship will only move forward once the support ship starts to do so.

Tactical Speed:

Tactical speed determines how quickly a ship moves during combat.

You can view a ship's current speed by selecting the ship in the battle viewer. Most ships start out at a low speed when combat begins, about 1/4 maximum speed, and move towards the center of battle. Once any ship starts firing, all ships that are moving will increase their speed and advance towards their primary target as quickly as possible.

Support ships start in the furthest back starting position and will not advance forward until there are no ally attack ships (interceptors, assault ships, and capital ships) left in its fleet. As long as at least one of these ship types remain, the support ship will maintain a zero speed. Any ships defending the support ships will move around at low speed but will remain in the back with the support ships as well. As soon as there are no remaining ally attack ships, the support ships will begin moving forward to join the fight, along with any defending guardians and escorts that are there as well.

Ships' starting location:

The battle role determines the position in the fleet and the starting location in a fight. It begins at 1000, far in the back of the fleet, and ends at 1800, which is far in front of the fleet.

Battle Role	Target Priority	Defend Priority	Starting Location	Notes
Support	Will only attack if all other types are gone, then Interceptors first, then Assaults	--	1000	These ships should stay alive until the end of the fight. They are unarmed or they just have augmentations mounted that support the whole fleet.
Guardian	Will only attack if the defended ship attacks. Attacks Interceptors first, then Assaults, then Escorts	Defends Supports if available, then Capitals, then Escorts	1200	These ships protect the Supports. They won't fight until all other targets are destroyed. If there is no Support in the fleet, they defend Capitals. If there are no Capitals available, they defend Escorts.
Capital	Escorts - Capitals - Assaults - Interceptors - Guardians - Supports	--	1400	Capitals should have less defense and lots of attack. They stay behind their fighters and shoot with ranged weapons while supporting their fighters in the fleet. Capitals can also have support modules mounted because they last nearly as long in the fight as supports.
Escort	Assaults - Escorts - Capital - Interceptors - Guardians - Supports	Defends Capitals and Supports	1600	Escorts defend your Supports and Capitals, but since they start more in front of the fleet they will still take part in the battle.
Assault	Escorts - Capitals - Assaults - Interceptors - Guardians - Supports	--	1700	Assaults will attack Escorts and then Capitals. The pure battle ship.
Interceptor	Guardians - Escorts - Supports - Interceptors - Assaults - Capitals	--	1800	Interceptors will try to remove Support ships from the enemy fleet, so first they attack Guardians because those defend the Support ships, then Escorts.

Weapon Range:

It's useful to compare the range and fire rate of weapons:
Missiles: 1300 and slow fire rate
Beam: 1000 and medium fire rate
Kinetic: 800 and fast fire rate

A Capital ship with kinetic weapons would not be the best choice because it will start farther behind in the fight and will take time until it is in kinetic weapon range. Same for Interceptors if they have missiles mounted. Since they are already close to the enemy at the beginning of the fight they need faster shooting weapons like kinetic and beams.

Strategy:

Having different types of ship roles can lead to some serious disadvantages. For example, if you have a fleet consisting of half Interceptors and half Support ships, the Interceptors will fly straight into the enemy fleet while your Support ships stay back out of range. This effectively means you have split your fleet into two forces, which will likely lead you to take heavy losses.

It's more effective to assemble a fleet where everything goes in hand-in-hand. Ships should be specialized for their job in a battle.

A good and easy start is to use just Capital and Escort ships. The Capital ship stays a bit behind and will take no damage until the last Escort is gone, while the Escorts soak up damage and fight in front. This leads to the following ship designs:

Capital: mostly missiles and some beams, support modules for the whole fleet, no defense.
Escort: less missiles, maybe some beams, some kinetic, but mostly defense.
Then you can add some **Assaults** and **Interceptors**, but keep in mind they will get destroyed faster. Make use of Carrier modules later in-game, since they contain drones that help protect those kinds of ships.
Supports are good for carrying support modules for the whole fleet with **Guardians** to protect them. Of course, there are plenty of combinations to try out!

Fleets / Logistics

If you move a ship onto another ship they will automatically combine into a fleet. When it doesn't work, you'll see a red symbol over the ships that are now flying behind each other. When you select a ship, you'll have another line in the lower-left menu that says "Stacked Ships": 2.

There will also be a 2 if there is one ship and one fleet behind each other. Click on the button "Manage" and you'll be directed to a screen where you are able to "Manage stacked ships and fleets." You can now combine ships to a fleet while pressing CTRL and select the ships you want. Or select the fleet, "Disband" it and "Create" a new fleet. In the upper-right corner you can also see the current and maximum logistics.

You can gain more logistics by researching technology upgrades. Getting as much as you can is important for ships with large hulls. The bigger the hull is, the more logistics you need. For example, a medium hull needs 6, but a large hull needs 12. Click "DONE" to continue.

Watch the battle roles of the ships that you are combining into fleets. For example, if you combine an assault and a support, they will fight AFTER each other and get killed, fast. If you have some fighters and some transports, put the Transports in a separate fleet during fights. For protection, move them back in the fleet at the end of your turn and move them out in the next turn again. Make your assault fleet as strong as possible. You should always fight with a Support or Capital ship that has support modules for the whole fleet mounted, especially weapon and defense improvements and repairing systems.
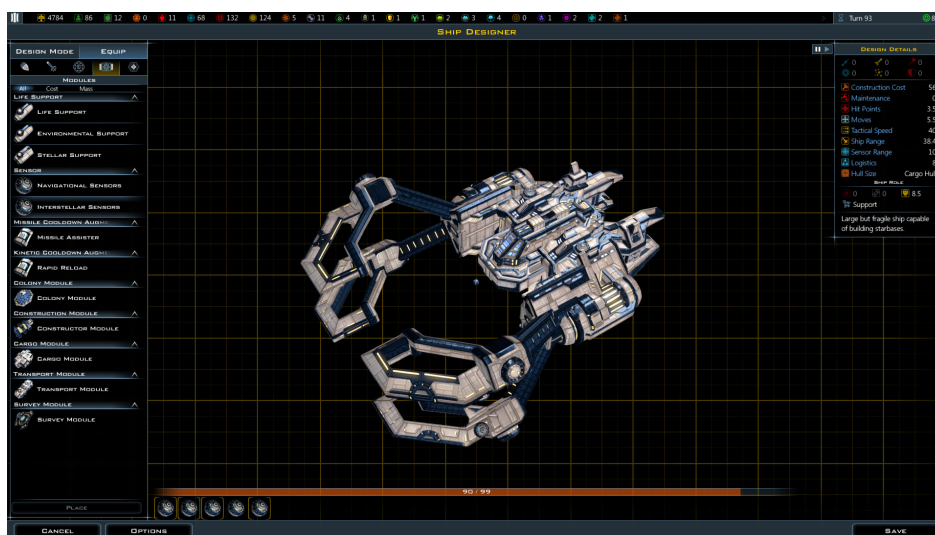
It's also a good strategy to build one strong fleet around a Commander. This way you always have a strike force if something big and unfriendly comes into view.

Ship Design - Static Sensor Ship

On starbases you can build better sensors that widen the radius where the fog of war is removed. There is an easy way to give your planets and shipyards a wider sensor range, too: a Sensor ship.

Open a shipyard, click on "Design Ship," choose the Constructor and click on "Use Design." Now remove all mounted parts, including the Constructor module.

Click on the fourth section in the upper-left called "Modules" and load as many of your best sensors onto the ship.
It looks very weird, but if you check the sensor range on the top-right side, it works well. To make it a bit easier on the eyes, click with the right mousebutton next to the ship. Now the sensor that was loaded on your mouse is gone. The red dots on the ship, which are called design gizmos, are also gone.

Now click on the front arm-part of the ship and use the slider in the lower-right corner in the menu called "SCALE." Move that slider to 10. After that, click the next part of the ship-arm and do the same. Now only the body remains and it looks a bit better with just a few clicks.

Save it as "Sensor Ship" or whatever you like, move it where you want it and you won't get surprised by incoming enemies.

The Galaxy in Crisis

Sooner or later there will be a crisis. Just like in real life things happen that'll test the real strength of an empire or nation. Now, it's your time to show how you handle a galactic crisis.

THE GALAXY IS IN CRISIS

CRISIS: THE REVOLUTION

A small, but growing group of masked revolutionaries has been inciting protests and setting fire to government buildings. In the latest attack, the fire spread to a housing complex where two people were killed. The revolutionaries claim that the deaths were evidence that the state is too incompetent to keep fires from spreading, even though they admit to starting it.

Global Effect: -10% Morale for 10 turns

WHAT ARE YOUR ORDERS?

◉ Invite the revolutionaries to meet and discuss governmental improvements.
+5 Benevolent

○ Denounce the revolutionaries as criminals and task your police to bring them to trial.
+5 Pragmatic

○ Invite the revolutionaries to meet, and execute anyone who is fool enough to show up.
+10 Malevolent

DONE

There will be a global effect. In this example above, it's -10% Morale for 10 turns. At least you are able to create some points in your ideology.

But this is only the beginning of "The Revolution." Soon there will be another report:

THE GALAXY IS IN CRISIS

CRISIS: THE REVOLUTION (PART 2)

Your meetings with the revolutionaries are productive and some new measures come out of the talks. Unfortunately this has also encouraged other radical groups to begin taking violent actions to attempt to get a seat at the table. And their carelessness leads to even more deaths.

Global Effect: -10% Growth for 10 turns

WHAT ARE YOUR ORDERS?

◉ Allow everyone to speak directly with leaders so their ideas can be considered.
10% Benevolent check, -5% Social Construction for 25 turns

○ End this cycle. Come down hard on the radical groups and make it clear this is not the way to get leverage.
60% Military check

○ This was a mistake, jail them all, starting with the revolutionaries you just met with.

DONE

The check percentage shows the chance of overcoming the crisis based on the listed stat; in this example, you have a 60% chance to avoid the crisis if you choose the second answer.

THE GALAXY IS IN CRISIS

CRISIS: THE REVOLUTION - FAILURE

The radical groups aren't easily put down. A raid on a shipyard gains them control of a few military ships which they use to start attacking civilian vessels.

DONE

But if you fail, the crisis will continue. In the next step the pirates fight on a shipyard and get some ships under their control.

That means that one or more pirate ships will appear in your space. Now it's time to show them their limits and destroy those vessels. Be careful—they may be packing large hulls.

If your civilization is in a crisis, you suffer under the circumstances of your government if it has a malus written there. So if, for example, you have chosen the Emergency Coalition, you'll only be able to build military ships.

There are plenty of other surprises just waiting out in the galaxy, but if you manage a crisis successfully, you'll get a great bonus. Be prepared...
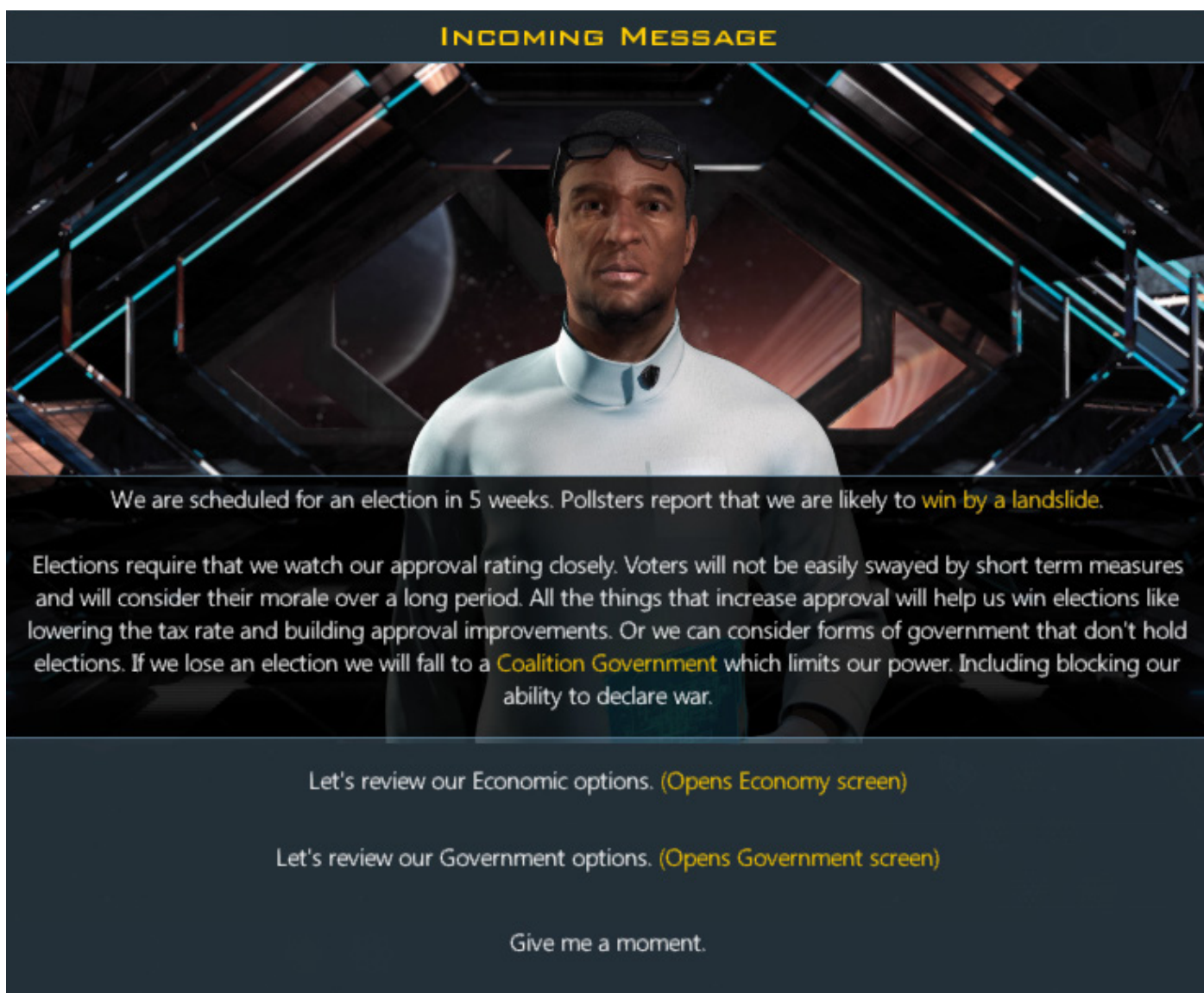
> **Expert tip:**
> Artifacts are sometimes very strong. At a very rare chance they complete your current planet project on the nearest planet or they finish the current research-project.
> You can exploit here a bit: Before you move your ship on the artifact, check that the nearest planet-project is one with a longer time. Also set your research for the moment to a tech which needs many turn. Maybe you are lucky.
>
> But the AI can't do this, so if you want to play fair, don't do it.

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Election

If you have chosen a government that includes elections, the following message informs you about them.

INCOMING MESSAGE

We are scheduled for an election in 5 weeks. Pollsters report that we are likely to win by a landslide.

Elections require that we watch our approval rating closely. Voters will not be easily swayed by short term measures and will consider their morale over a long period. All the things that increase approval will help us win elections like lowering the tax rate and building approval improvements. Or we can consider forms of government that don't hold elections. If we lose an election we will fall to a Coalition Government which limits our power. Including blocking our ability to declare war.

Let's review our Economic options. (Opens Economy screen)

Let's review our Government options. (Opens Government screen)

Give me a moment.

You get also information about your chance of winning the election. "By a landslide" means that you will get a majority of the seats in the elected body.
The message will also inform you about what needs to be done now. Check your approval—if it's around 80%, you don't need to worry much. If it's lower, you should consider one or two of the described measures: lower the taxes, place approval buildings on the colonies with lower morale or research demanding technologies in the culture technology tree.

If you lose the election a Coalition Government will take over. Under this goverment, you can't decide everything on your own anymore and are not able to declare war on an AI. That's very inconvenient.
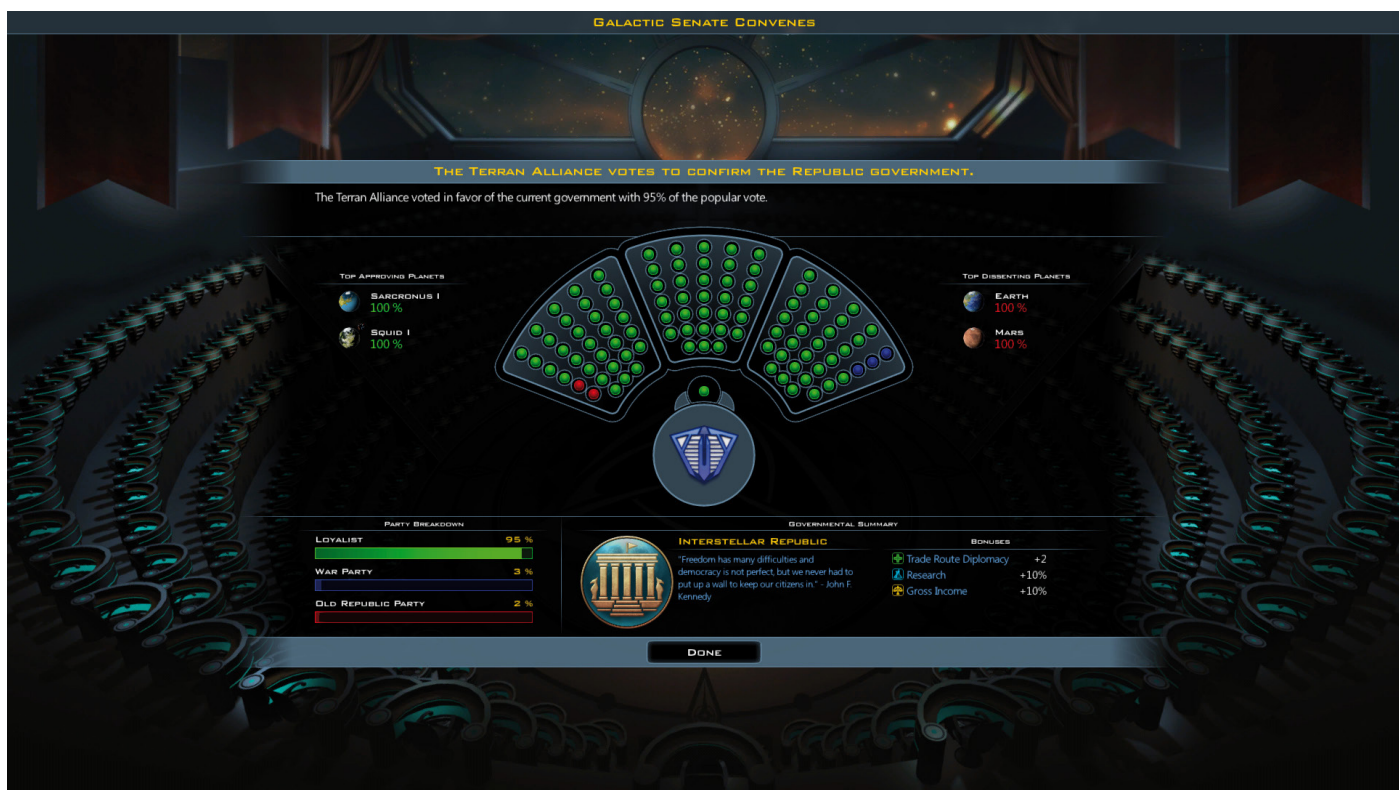
The choices on this screen will move you to either the Civilization or Government screens.

When the time is up—you can see how much time remains in the Government screen by clicking on "Your government"—the election begins.
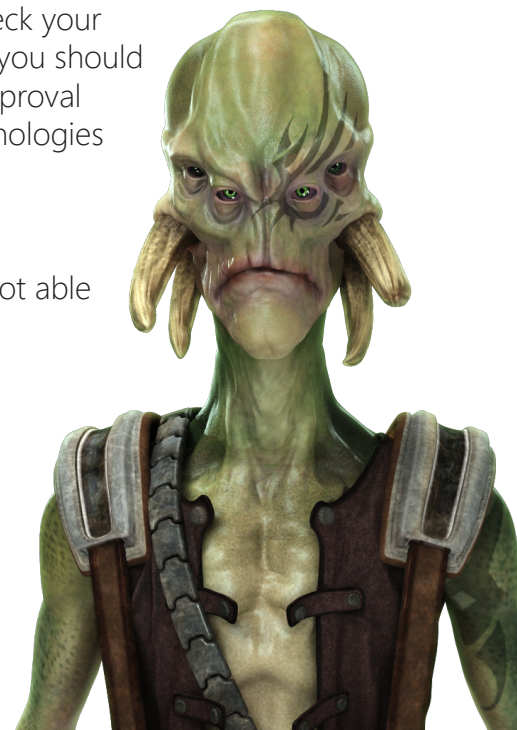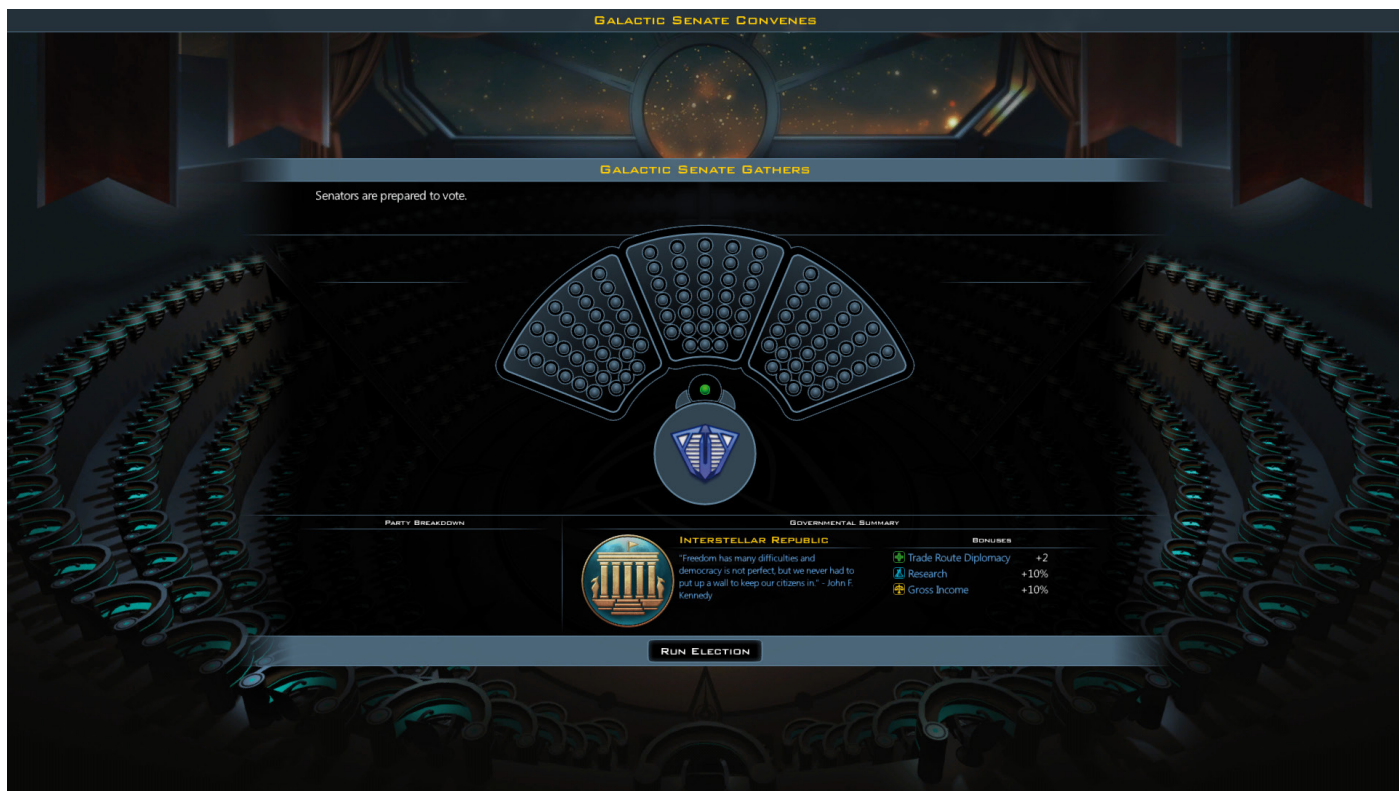
You can't do anything more right now. Just click on "Run Election"...and hope.

If it worked well, you can go on. If not, you have lots of work to do until the next election where you will have the chance to be elected again. It's not a game breaker if you lose. It's a challenge. Improve your colonies so that your people are happier and get your leadership back!

Ship Design - 2 Medium Military Ships

When you have researched "Zero Gravity Construction," you gain access to medium hulls, the next size after small hulls.

This guide will show you two different variants of the medium ship. First up is the battle role "Escort."

Go to a shipyard, click on "Design Ship" and select a medium-hull design from the left side that you like. Click on "Use Design" to continue. In this example, a Corvette will be used.

Remove all mounted parts of the ship in the lower-middle line so that the mass is 0.

In the section **"Drives,"** select the best normal drive that you have and mount 1 of it on the ship. Use the Prototype drive only if you have a healthy supply of Antimatter. The Ion Drive has the same speed but more mass.

Next up, take a look at your **"Weapons"** selection.
Mount 2 of the best kinetic weapons on your ship. No more than that since Escort ships aren't made to be big damage dealers. That's not their role in your fleet.

After that, it's time for **"Defenses"** in the third section.
This is the most important part of the Escort because it will come under fire in every battle.

Mount all 3 types of defenses on the ship until it's fully loaded.

You don't need **"Modules"** and **"Support"** equipment on a ship this size. On larger hulls it's useful to mount dodge systems and carrier modules in the endgame.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is.

A good name would be "Medium --battle role-- --attacktypes-- --defensetypes--", so for this example it would be named "Medium ESC 4---3+3+2." You can also add those numbers in attack and defense and name it "Medium ESC 10---8." It's your choice, of course.

The "BATTLE ROLE" is now "Escort." You can also change the ship description now if you so choose.

After saving you come to the ship designer again and can see your new ship in the "Favored Ships" list.

Now it's time to make the second variant of a medium-hullsize: a Capital ship.

Select another design now (to make it easier to see in the galaxy view later) and click on "Use Design." In this example, a Frigate will be used.

Just like before, remove all mounted parts of the ship in the lower-middle line so that the mass is 0.

In the section **"Drives,"** select the Prototype Hyperdrive and mount 1 on the ship—or better if you've researched higher quality. The Capital ship and the Escort should have the same speed. You can also mount the same drives you used for your Escort variant. Ideally, a fleet should be one or two Capitals and double or triple that number of Escorts.

Now it's time for the **"Weapons"** in the next section.

Mount 1 or 2 "Sparrow Missiles" or better on the ship. If you have great beam weapons, mount one too. You don't need short-range kinetic weapons because the Capital ship will stay behind during battle. Maximize the mass of the ship with weapons.

You shouldn't need **"Defenses"** for this type of ship.

In the **"Modules"** section are good support options for Capital or Support ships if you have the space. Some of the options that you have currently are:
  • Rapid Recharger: Increases the fire rate of beam weapons by 30%, but lowers the damage by 15%.
  • Missile Assister: Increases the fire rate of missile weapons by 25%.
  • Rapid Reload: Increase the fire rate of kinetic weapons by 50%, but lowers the accuracy by 15%.
  • Evasive Thrusters: Boost to evasion for the ship.
These are helpful if you concentrate on one weapon type on your ship. Since you don't have the highest tiers of technology yet and have two kind of weapons mounted, they might be less effective. If you have only missiles mounted and space left over, but not enough for a weapon, one of the modules might fit. Sensors are nice to have, but you can also build a sensor ship and move it near your fleet.

"Support" equipment is also good for Capitals and Supports. Here are some interesting ones:
  • Missile Guidance Array: Increase the damage of all missile weapons in the fleet.
  • Targeting Array: Increase the accuracy of all weapons in the fleet.
  • Evasion Field Generator: Boost to evasion for the whole fleet.
  • Structural Enhancement Field: Slowly repairs all ships in the fleet during battle.

Space is the limiting factor here, but evasion modules and repair drones that support the whole fleet are great on a Capital ship.
Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is.

A good name would be "Medium --battle role-- --attacktypes", so for this example it would be named "Medium CAP 4." It's your choice, of course.

The "BATTLE ROLE" should be set to "Capital."
You are also able to change the ship description at this time. After saving you come to the ship designer again and you are able to see your new ship in the "Favored Ships" list.

Now you can start producing good ships. Build one Capital, followed by two Escorts and so on. The Capitals will be constructed faster because of the lack of defenses.

> **Expert tip:**
> In a larger galaxy its useful to have a fast survey-ship. Also it's great to have a fast ship with high sensor range for more efficient exploration.
>
> You can try building a medium-size hull with the Survey-module on it, much speed and one weapon, but then the hull is mostly maxed out.
>
> Why not use 2 ships? Build a strong attack survey ship with high speed as "Escort" and a unarmed ship with sensors and also high speed as "Support". Then combine them into one fleet!

Ship Design - Large Military Ship

Large ships have lots of mass to work with, but that's because they require lots more equipment to power and move them properly. After all, a single starting Ion drive can power a tiny ship with around 40 metric tons mass to 4 moves. To provide the same amount of moves to a large ship with around 260 metric tons, you need a much stronger, and therefore larger, Ion drive.

Logistics also becomes more important here. A large hull needs 12 logistical points, which makes them harder to put in fleets. Sure, the hitpoints are higher and you can mount more equipment, but until you have the logistics to spare, two good medium-hull ships are better than a weak large ship. You should start building large hulls when you have enough capacity and miniaturization specializations.

A good option is to make the large hull your Capital ship and build more medium hulls as Escorts, Assaults or Interceptors. The large hull will need more time for construction and meanwhile you can build some other ships for the fleet. The advantage of a large Capital is that you have more mass for support modules.

Ship Design - Huge Military Ship

It works the same way as the other hulls: enter a shipyard, click on "Design Ship," pick a huge ship that is for your liking and click on "Use Design."

You've probably researched better technology than the ship in this guide by now, but you will get the point on how to squeeze the maximum out of the ship. It will be a Capital because a huge hull will need a long time to be built. Use the other battle roles for medium- and large-hull ships.

In this guide the "Avatar" will be used as an example. Remove all components on your ship until the mass is 0. Then add as many **drives** as you wish or need to have the same speed as the other ships that will join the fleet around this Capital.

Before you mount weapons, you should check the **"Support"** section. You should have a "Structural Enhancement Field" available, which slowly repairs all ships in battle. Or perhaps you have better tech like "Repair-drones" already. Put the best option on the ship now. Also mount other fleet-wide boosts on your design.
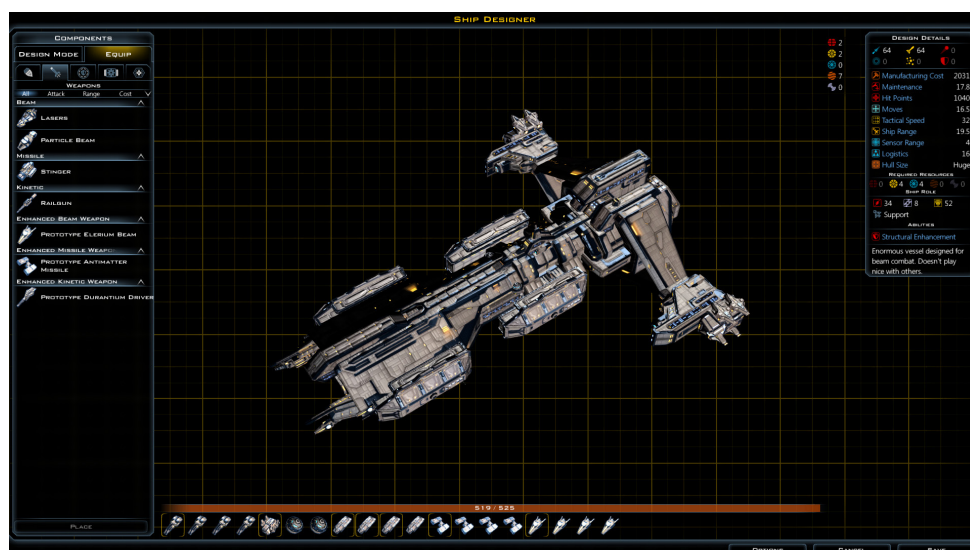
Then move on to **"Modules."** It's useful to give a huge Capital some sensors so that the view around the fleet is larger—you have the space for it. Then you should add the weapon augmentations that provide fleet-wide bonuses. Since the Capital will stay behind and survive until the rest of the fleet is destroyed, it strengthens all weapons of all other ships. Fleetwide dodge modules and movement improvements are also welcome.

Another important thing is the **"Carrier module."** A Carrier module has some small hullsize ships on board. They will fight in every battle until all of them are destroyed. Then the Carrier module reproduces the ships for the next fight. That's really powerful. The normal Carrier module carries 2 Assault or Guardian fighters. Later, there is one with 2 Interceptor fighters. And in the endgame, you can research one with 3 Assault fighters. You should place at least one Carrier module on your Capital. They need a lot of space but are great.

Since you don't need defenses on a Capital, you can fill up the rest with long range **weapons**. In the end you'll get a very nice ship that supports the fleet's attack and defense, repairs the whole fleet, has nasty fighters on board and attacks all the time with long-range weapons.

Save it as "Capital" of course and give it an awesome name!

Alliances

There are different alliances you can offer the AI. They are all in the trade screen in the section "Treaties." Most treaties will last 50 rounds. In some cases you will also get a treaty offer from the AI. Some treaties need a good relationship with the race. For instance, "Alliance" needs 9, which is close to maximum. Mouse over the treaty to see the current relationship level. You can also make a "Non-Aggression Pact" where both sides agree to not declare war on each other. A "Research Treaty" provides you and the other race a 25% research bonus.

If you are stronger in military, the AI will pay very well for a non-aggression pact or an alliance. If you are the weaker party, you sometimes have to pay a premium.

Peace

During a war the AI sometimes asks for peace. Usually they do this if they are also at war with another race or you are close to beating them.

You are also able to ask for peace. Open a trade with the faction and offer your treaty "Peace" and something else—maybe the AI will be accepting. Most of the time it's expensive and the AI will only be satisfied if you throw a planet into the deal. You'll have to decide how much peace is worth to you.

Culture Flip Planets

It's possible for you or the AI to culture flip planets. For this, you need a stronger influence zone than the AI. You don't have to be at war with them. A culture flip is a peaceful action and no one will be angry about it— except you if the AI does it to one of your planets.
If the planet is overlapped or consumed by a foreign zone of influence, the people on the planet get disatisfied over the time. When the colony rebellion is at 100%, they will join the foreign civilization and flip the planet to the other player.

The rebellion percentage depends on the comparision of your culture to theirs locally. Generally, a rebellion will start when the ratio is 2:1 and it's not sure that it works then. The more, the better! You can hasten this by building a culture starbase nearby and culture buildings on close planets.

A mouseover on the planet will tell you the current state of the unhappy people and a red unhappy face appears over the planet icon.

There are also planets that are immune to culture flipping. The Malevolent ideology Malevolent also has this ability. The more resistance a planet has, the harder it is to culture flip.

Legions

For the invasion of enemy planets, you need Legions: armed soldiers that are willing to fight for you. You can obtain Legions by training Citizens as Generals, promoting Generals to Supreme Generals or using the planetary project "Train Legion."

"Train Legion" is a good way to generate Legions over time if you have good access to Durantium, since you need 5 for each project.

Legions are listed in your global stock above the top menu in the galaxy view. Just mouseover the small symbol that looks like an red astronaut.

Planetary Resistance

You also need Legions to defend your planet. These are called Garrisons, aka Defending Legions.
If you don't have a Garrison on your planet, every single enemy transport can take your world in a snap. Sure, you can always put fleets into orbit, but when they are gone, it's over.

Your resistance starts when you put a Garrison on the planet. You can do this with the project "Station Garrison" but you will need Legions in your global stock for the project to appear. Then they will be removed from the stock and become fixed to the planet.

The better choice is to train a citizen as a General. This provides 5 legions to your global stock. Now, move the General to the planet where you want to have garrisons. When he/she arrives, your planet will gain 5 garrisons, but your global stock remains and will be not reduced.

After that, you can mouseover the planet in the galaxy view to see your "Defending Legions," which is the same thing as "Garrisons."

You can also promote a General to a Supreme General to obtain another 5 legions for your global stock. This you can do from anywhere, even if your general is stationed on a planet already.

So, in case of war, defend the important frontline planets by moving your Generals there.

If garrisons are on your planet, they will gain advantages in battles caused by your resistance. If it's higher, your garrisons will get a larger boost. There are several technologies that you can research to improve resistance. You can also build special buildings on the planet's surface. Later in-game you can research technologies that allow you to place buildings that put some ships into orbit for defense also. "Soldiering" technologies also help to improve your garrisons.

The AI will normally put defending fleets combined with garrisons first on their main planets, then on the surrounding planets and so on. That's a good strategy to copy. You also can build large sensors and be prepared for when an enemy comes. Some players like to have a kind of sensored frontline where all starbases, shipyards and planets on the frontline have a big sensor range with modules or ships. That way you won't get surprised.

Invasions

To declare war on an AI, you can use the Diplomacy screen. Or you just attack a ship or invade a colony that the AI owns. An aggressive tactic is to move your fleets to important sections of the AI's zone and attack when you are ready. They will see your military build-up and be concerned for sure. It's kind of an exploit though because the AI won't do that. They always declare war on you and some rounds later they come knocking at the door.

You can't declare war against minor civilizations, but you can attack their ships or planets without warning.

In a time of war, you need to try to invade the colonies of the AI to widen your empire and to weaken the enemy. For an invasion you will need Transports. You can only build Transports if you have researched the technology "Planetary Invasion." You'll need Legions in your global stock in order to build Transports. They'll be built in a shipyard like any other ship. When the Transport is ready, there will be a small window containing a slider that asks you to load legions from your global stock onto the Transport. One transport module can hold 5 legions.

To invade a planet, you have to remove the enemy ships in orbit first. You should also destroy the shipyard to prevent more enemy ships from being built.
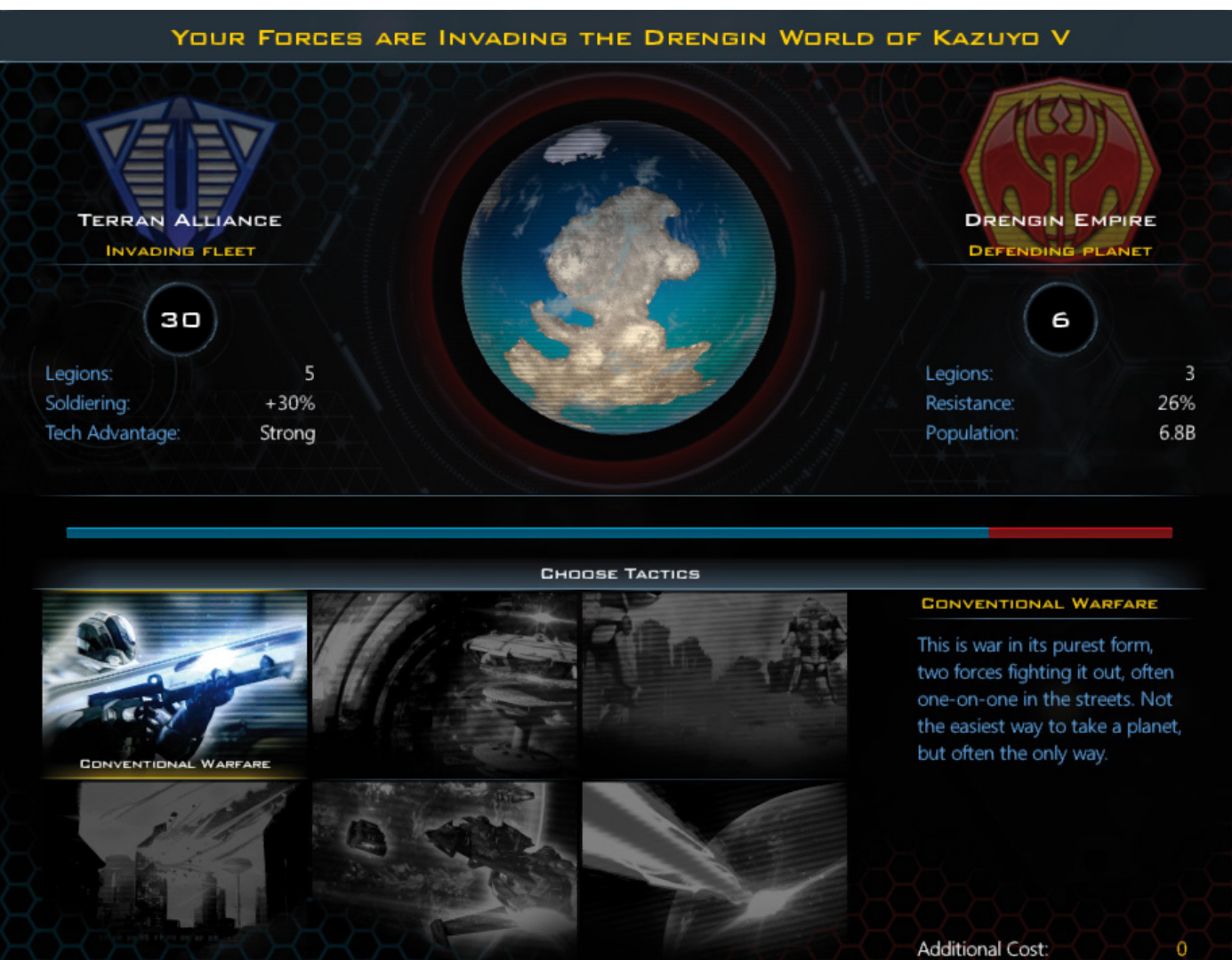
On the screenshot you can see the Drengin planet Kazuyo V, which is defended by 1 Ship and 3 Legions. The battle prediction for the invading fleet below the planet is "Victory Certain"—that's obvious when one defender has to fight against 5 ships.

By the way, you can always see the fleets in orbit if you zoom in on a planet. The ships fly around the planet, and you can see what ships are there. With a click on the planet you can see details too if you have espionage against the enemy. Then you can see their fleet strength as well.

When the defenders are gone, only the defending legions remain. Now it's time to move the transport onto the planet.

When you move a transport onto an enemy planet, you will be led to the invasion screen. On the left side you can see the invader stats and on the right side the defender stats. In this example, the Terran Alliance has 5 legions that are supported by 30% soldiering (Soldiering can be improved by different research technologies). Additionally, the tech advantage (like weapons, tactics etc., based on research) is strong. That adds up to a total score of 30, which is written above.

The defenders, the Drengin Empire, have 3 legions that are supported by 26% resistance. The population is listed there to see the collateral damage if you are invading with a special tactic. The defending score is only 6 because the defenders are far behind in technology.

In the lower area of the screen you can choose the invasion tactic. The standard is **"Conventional Warfare"**—just move in and start shooting. If you research advanced technologies, you have more options:

- **Planetary Bombardment:** -50% planetary resistance, -50% approval for the next 50 turns on the planet, costs 500 credits, may damage planetary buildings.
- **Informational Warfare:** -25% planetary resistance & defense, costs 1000 credits, low collateral damage.
- **Biological Warfare:** -25% planetary resistance, +10% soldiering to your forces, costs 500 credits.
- **Tidal Disruption:** -75% planetary resistance, +20% soldiering to your forces, costs 1500 credits.
- **Core Detonation:** -50% planetary resistance & defense, costs 1000 credits, may damage tiles on the planet and make them unusable. Note: Some civilizations or planets are immune to certain invasion tactics.

The buttons show "Cancel" for stopping the invasion, "Quick Battle" to let the computer decide how to invade and "Start" for the manual start of the battle.

You should always use the "Start" button. Here's why:
You are able to set the location where your legions will invade the planet, represented by the small yellow hexagons. If you use the Quick Battle, it's possible that they will get distributed to other locations, which will weaken your forces—you will probably lose then, even if you are stronger. With the manual option, you are able to put all your legions on one tile without risking them being split up.

Now it's time to think about which location is the best one. Your troops will flock towards the Capital and Cities. Buildings on the way can sometimes be destroyed automatically. If you want to preseve the quality of the planet once the invasion is over, place your soldiers where they won't be in the path of the planet's best buildings. In the example picture on the right, you can see that all the legions have been placed on one tile. Once you have placed all legions, the "Invade" button will appear. Click on it and watch the short battle.

If your invasion is successful, it becomes your planet and the transport moves into orbit. Use it for the next invasion. If your victory is a close call, the transport might get destroyed because a full legion wasn't left alive after the battle—you still win, but the ship is lost.
Now you are able to improve the planet to your liking. Add it to a shipyard or build a new one. Don't forget to deactivate auto upgrading in the planetary govern screen.

If there are already buildings on the planet that need resources, like a City that needs 4 food for example, the resources will be removed from your global stock. Since you can't destroy cities this can result in a negative food stock. You can only counteract this by researching farm improvements and food-related buildings.

When the last planet of a civilization is invaded and their last Colony Ship is destroyed, the civilization will be removed from the current game. If there are some ships without a homeworld remaining, they will be converted into pirates.

Main Menu

- **NEW GAME**
  Starts a new game in the sandbox mode
- **QUICK GAME**
  Starts a new game in the sandbox mode with your previous settings
- **MULTIPLAYER**
  Starts a new multiplayer game (greyed out if mods are enabled)
- **TUTORIAL**
  Starts the game tutorial, where new players are able to learn the game basics
- **CAMPAIGN**
  Starts the campaigns
- **CIVILIZATION BUILDER**
  You are able to create your own civilizations
- **SHIP DESIGNER**
  You are able to design your own ships
- **LOAD GAME**
  Load a previous saved game (greyed out if there is no saved game)
- **OPTIONS**
  Game options: graphics, sound, interface, gameplay. Here you are able to change the resolution, raise or reduce graphic details, lower or raise sound and music volume, enable mods and much more
- **EXIT**
  Exits the game

Welcome!

You are able to play Galactic Civilization III: Crusade as a sandbox game with randomly designed galaxies, where you can set the parameters you prefer. You can also play the campaigns and participate in a story that contains exploration, expansion, exploitation and extermination.

All campaigns, including the DLCs' campaigns, will run with the base game and with newer versions like Crusade or Intrigue, but it's best to run the campaigns with the base game v.2.33 because Crusade and Intrigue are newer and the new gameplay mechanics don't fit perfectly with the previously released campaigns.

You can activate the base game v.2.33 in Steam when you right-mouseclick on the game and select properties there. Go to the tab "Betas" and select from the small menu "galciv3classic v.2.33 Release." Wait for the download to finish, and you'll be good to go.
Undo this if you want to play the newer versions again.

If you'd like to play the campaigns with the newest version, the following gameplay guide is made for you!

The guide also contains the sandbox game after the campaigns. It contains updates up until patch 3.0.

Crusade - Campaign ARCEA

Click on "CAMPAIGN" in the main menu to start. As a new player you start with the first campaign titled "Arcea" in the The Return scenario. The "Contingency" and "Return" missions will unlock after completing Arcea.

You also can click on "Tutorial - Backup Plan," which is the same as clicking Tutorial from the main menu, if you prefer.

When you click "NEXT," a short story will give you a brief rundown of the mission. For a more detailed history, check the *"Game Story"* at the beginning of this guide. In "The Return," you will play as the Terrans against the evil Drengin Empire. While you can play at any difficulty level you choose, this guide is based on "Normal."

Click on the "START" button in the lower-right corner to begin the campaign.
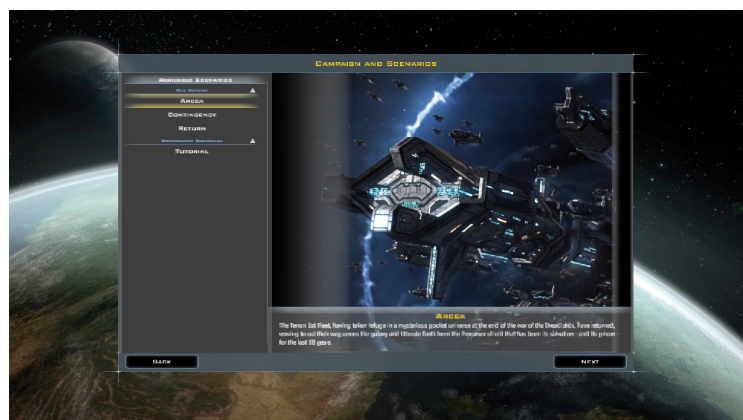
After an introduction video you will see this screen, where you get information about the Terran Alliance, which you are playing as in this scenario. Click on "DONE" when you are ready to play.

Once underway, you have some ideological choices to make while chatting with Colonel Bradley.

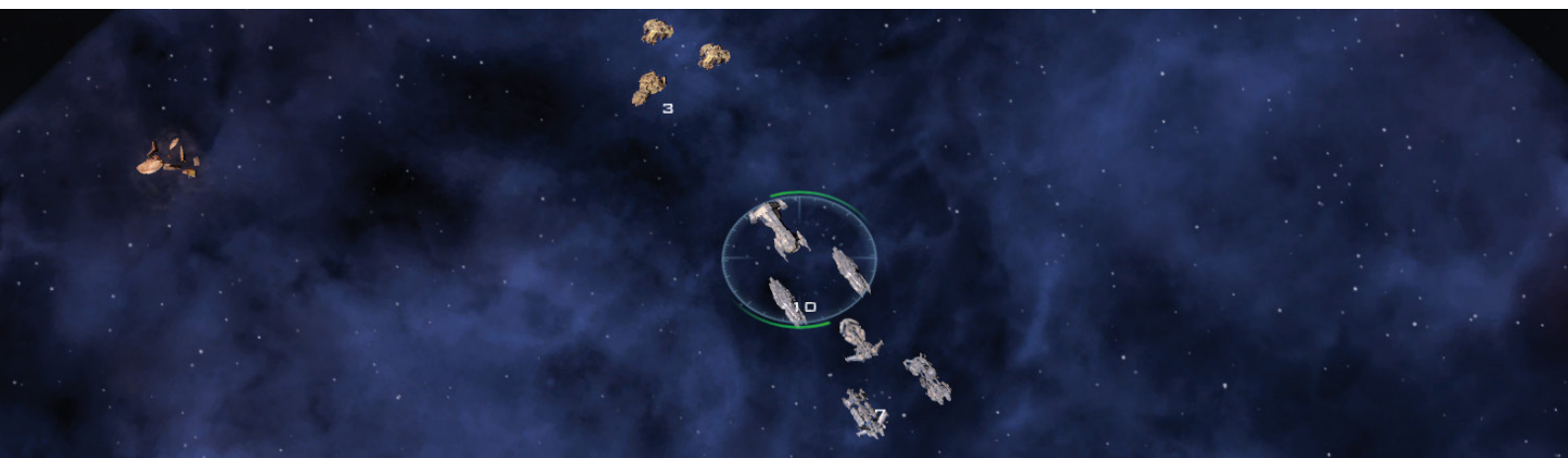There are three ideologies to select from: Benevolent, Pragmatic and Malevolent. Each has strong bonuses, but you can't have everything. We suggest sticking with one ideology for this mission to maximize its effectiveness.

When the conversation with Colonel Bradley is over, you see a part of the galaxy and some ships: yours and those of the enemy, the Drengin. Your ships are already combined into fleets: an assault fleet in front and a support fleet behind it.

Don't fight big battles with the support fleet! Protect it from the Drengin during every encounter. The support fleet has some small weapons, but its hitpoints are low and your transport ships will explode after a few hits.

Expert tip:
In the conversation, choose the "benevolent" answers. Since you can choose benevolent in the next screen again, you get more points in one ideology and get profit for that soon.
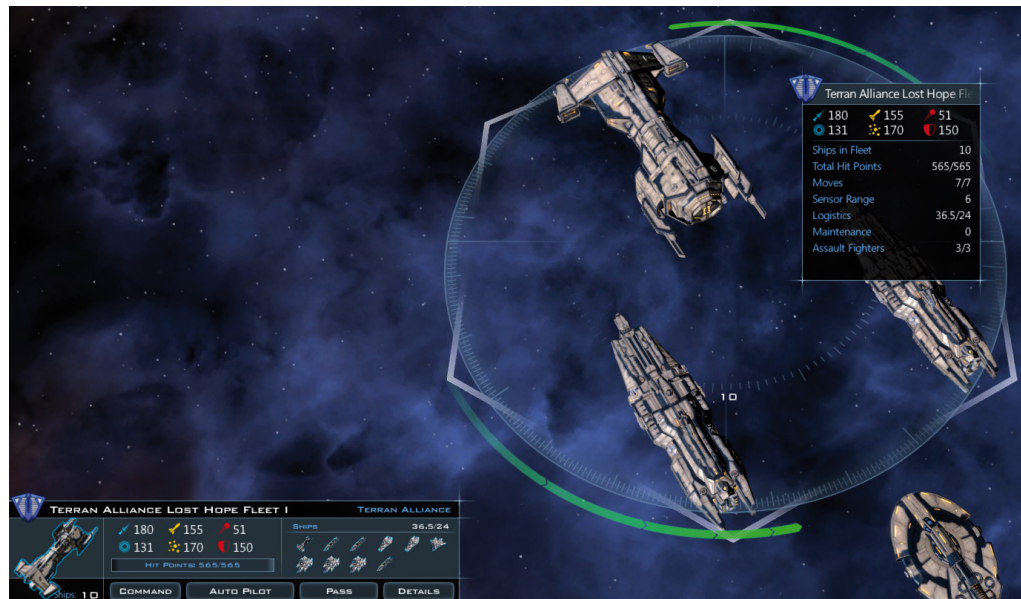
Click on the assault fleet to get more information on it. Since the Terrans found a strong artifact and mounted it on the ship T.A.S. Crusader, your fleet's offensive and defensive power are immense.

There are 10 ships in your assault fleet. All together, the fleet has 565 hit points, 7 movement points and a sensor range of 6 hexes/parsecs (these stats may vary). From the fleet information panel, you can see important stats at a glance. The numbers on the top are weapons and those below are defenses.

Your assault fleet has:
- 180 attackpower with beam weapons (blue)
- 155 with missile weapons (yellow)
- 51 with kinetic weapons (red)
- 131 shield power against beam weapons (blue)
- 170 defense against missile weapons (yellow)
- 150 armor against kinetic weapons (red)

If you mouseover the Drengin fleet in front, you will see that they have much less power and will be an easy target for the big Terran fleet. Your battle computer will also predict that victory will be certain. Attack them!

After the short battle, check your fleet stats: the fleet now has 593 of 593 hit points. Some of your ships have levelled up during the fight, earning more hit points as a reward. This is why you should always fight with your assault fleet and not divide it into smaller groups. On top of that, the repair modules on your flagship will repair all your ships after a battle, depending on the damage they have taken.

Now there is another Drengin fleet between you and the planet Arcea, which you want to liberate. Just fly directly towards them and attack the Drengin. They will lose again to your strong fleet, and some more of your ships will level up.

After a chat with Colonel Bradley, move your support fleet behind your assault fleet. Don't leave them alone! If you zoom out with your mousewheel you can see more of the galaxy; there is unexplored space and some scattered anomalies around you. On the bottom right is a "capsule" for example and on the bottom left an "artifact" in a blue gas cloud. You are able to gather those anomalies with your support fleet, thanks to the T.A.S. Strider—a survey ship. If you zoom out more, you can see the border of this map.

Expert tip:
Don't try to move your support fleet, which includes a survey-ship for the anomalies, downwards to the artifact or the capsule. There are strong drengin ships in the darkness of the universe which are just waiting for this move.

Since your two fleets have no moves left, it's time to click on the "RESEARCH" button in the lower- right corner.

This will lead you to the Research screen, but since you don't have a planet that can generate research points, you can't do anything right now; it just shows the possibilities. Research will start when you have invaded the planet Arcea.
Rather than selecting the default option, a good choice for a research project "Logistical Optimization" and then "Advanced Logistics."

It's not necessary to learn everything possible, and in this guide you will get the information that you will need to survive. If you want to know more about the research of technologies and the tree, check the "*Crusade Sandbox Guide*" after the three campaign scenarios.

Now the button in the lower-right corner says "IDEOLOGY"— click on it to get to the Ideology screen.

As mentioned above, there are three ideological types to choose from: benevolent options are like the "good guys"; pragmatic choices typically follow "expense vs. benefits"; and malevolent options often allow you to "squeeze out what's possible."

Now the button in the lower-right corner says "TURN," informing you that there's nothing else you need to do this round. Click it to continue and give the Drengin their turn. Who knows what they'll be up to next...

> **Expert tip:**
> *If you have chosen the benevolent ideology before, you are now able to unlock "Educated" in the "Enlightment"-section of the benevolent ideology. That results in 150 research-points which will nearly complete the tech "Advanced Logistics".*

Whatever they have planned, it's time to invade Arcea. The planet is surrounded by Drengin ships, which you need to destroy with your assault fleet. If you click on your fleet and mouseover the planet, you can see that the battle prediction against the 10 enemy ships is another certain victory. Attack them and remove all enemies from orbit.

You may have lost a smaller ship by now, but the fleet's hit points should be larger than before thanks to level ups. Additionally, your flagship has a carrier module that produces three small fighters every battle!

Now that the defenses around the planet are gone you can invade Arcea. If you click on the support fleet you will see two Transports. Select them and move them on an empty hexfield, and then send this small invasion fleet onto Arcea. An invasion overview will appear—your 4 invasion forces against 2 Drengin defenders. Easy victory!

After another chat with Colonel Bradley you are back in the galaxy. Time to destroy the Drengin shipyard near Arcea with your assault fleet! Your support fleet can guard near the planet for now. Press "COMMAND" at the lower-left and select "GUARD" from the menu. (You can also press the "Q" key on your keyboard)

Expert tip:
If your fleet is not at full HP after a battle, attack a smaller target to let the repair-drones do the work during the battle. That's faster than waiting one turn or two for the repairs.

With the Drengin shipyard reduced to debris, it's time to move the support fleet back near your assault fleet. You should be near a star named Athol. Athol is the main star in this system, orbited by the planets Arcea, Anvil, Spark, and the small planet Hammer. Hammer is colonizable, so it should be your next destination with your main fleet.

During your invasion of Arcea one of your Transports was destroyed. The remaining one is on the planet. You should move it to the support fleet. There won't be space for it in the fleet for now, but that's no problem. Move the slider that appears, called "Load Transport", to 2 and click "DONE." You've now loaded armed colonists onto the ship for later use.

The button in the lower-right corner shows "IDLE COLONY". If you click on it, it will bring you to the surface of Arcea, the planet you have just invaded. First, you should build a "Shipyard," which you can find at the bottom of the list. A shipyard isn't a planetary improvement and doesn't need a hexfield on the surface. It will appear out in space, just like the Drengin shipyard before. Since you have 5000 credits (see at the top left corner), you are able to rush the shipyard.
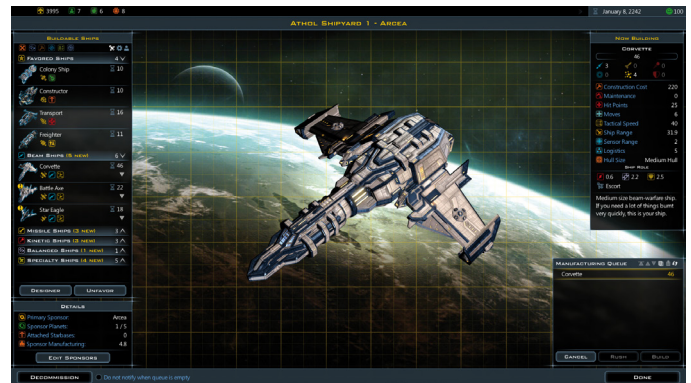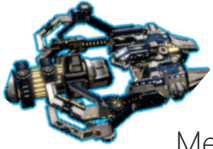
You can put more buildings in the build queue. A good option is a "Starport" to power the shipyard—which means you are able to build ships faster. Or you can choose a "Basic Factory" to improve your construction. Click on "DONE" to get back to the galaxy view.

Expert tip:
If you build the starport or factory near another factory or building that provides an adjacency bonus to "ship construction" or "all construction", build it there to improve it.

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Once finished, your new shipyard will appear in orbit around Arcea with the default name of "Athol Shipyard." Now the button in the lower-right corner will show "SHIPYARD IDLE." If you click on it, you will be directed to your shipyard's menu. You don't have much manufacturing power supporting the shipyard yet, so it will need lots of turns to finish ships. That will improve over time. Since you haven't had time to research ship technology yet, only defensive support ships and beam-weapon ships will be available for now. Fee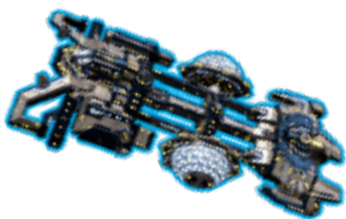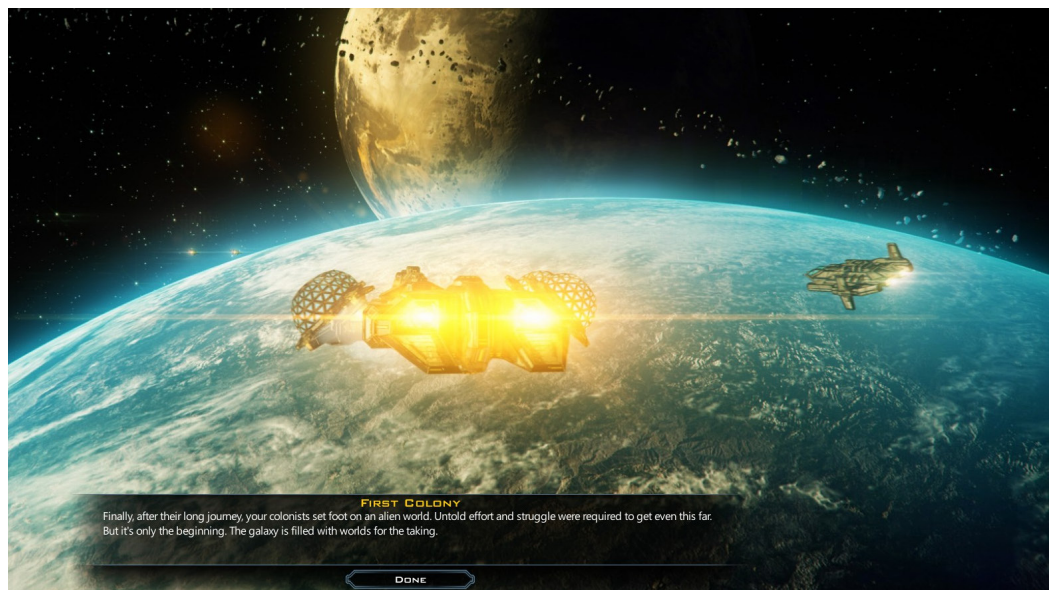l free to take a look at your available designs, and click "DONE" you're finished. Since there is nothing left to do for the moment, click on "TURN" to end the round.

Meanwhile, one or two Drengin ships have arrived from the downside. You don't want to split your forces, so move the complete assault fleet down to those ships, destroy them and move back towards Hammer. The Drengin haven't colonize Hammer yet, but who knows if they're planning an ambush in the dark universe near Hammer and await your defenseless Transporters?

Click on your support fleet and select the "T.A.S. Remnant," the Colony Ship, and move it onto the planet Hammer. It will colonize the planet in your name and disappear once the operation is complete. After a short video and a chat you will be directed to your new colony's surface. Hammer is a small planet and primarily used for supporting the main planet in this system, Arcea. One of the best things you can do is raise the manufacturing of the planet. Do this by building the "Basic Factory." The factory will be built instantly, a nice racial trick that you, as a Terran, have. On every new world you colonize, you can build one free factory, farm, research lab or city (if available). The shipyard is also free if built first, but you don't need one on this world since Arcea already has one.

If you mouseover your shipyard at Arcea now, you can see the supporting planets: Arcea and Hammer. The new planet has been automatically added as support for the shipyard. This helps to build ships faster. If you look at the building time for a new Constructor, you'll notice it needs fewer turns to be finished now. The rest of the support fleet should stay near the assault fleet for protection. Click "TURN" to go to the next round.

Now the Drengin are starting to make their moves openly! Another fleet has arrived from the dark space behind Hammer. They don't have Transports with them so they can't do anything to your colonies, but the support fleet is in danger.

Move your support fleet near the assault fleet, but keep it out of reach of the Drengin fleet. If you mousover the enemy fleet, you can see that it has 6 moves (this may vary), so make sure your support fleet stays out its range of moves. Otherwise, those defenseless ships will quickly be destroyed by the enemy. If you can reach the Drengin fleet with your assault fleet, destroy it.

However, the Drengin aren't quite through with you yet. There will be another fleet coming from the upper-left. Make sure to clean it from your space. Also, a single Drengin ship will soon appear from the lower-right side of the galaxy, a fast "Torturer." It can destroy your support fleet practically by itself. Once this "Torturer" is dealt with, you can move your support fleet to the anomalies on the right side and get the artifact in the blue cloud. After that, all enemies in that area should be gone and you can get the other anomalies too.
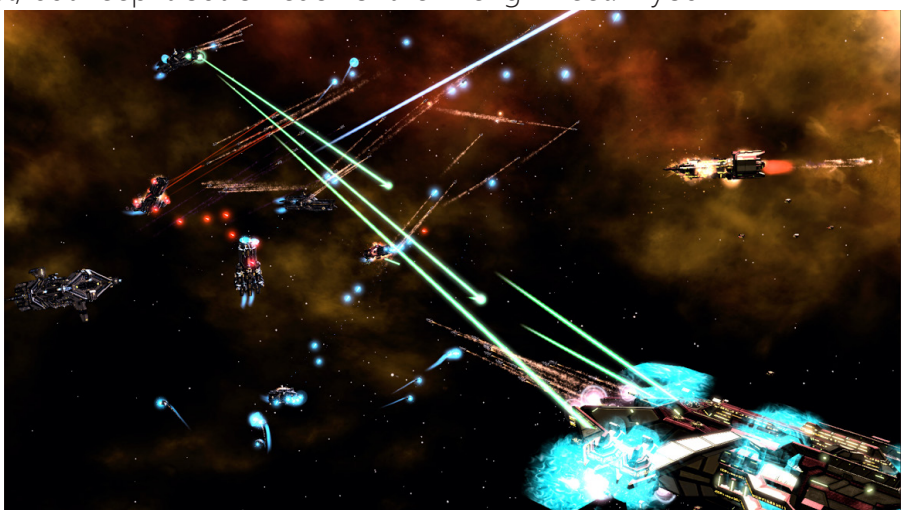
Expert tip:
If you again have chosen the benevolent option in the colonization-event of "Hammer", you have sometimes enough ideology-points for "Pioneering" in the section "Outreach". That provides you a fully loaded Colony Ship which you can use to colonize the next planet.

If the Drengin ships are history, move your assault fleet to the Drengin starbase, which is some hexfields above Hammer, and destroy it.

The Drengin are building a lot of Constructors because they want the resources in that area. You can destroy those defenseless ships with your support fleet and concentrate on the hard targets with your assault fleet. Be careful of starbases. They require strong ships to destroy them, especially if there are defending ships around the base.

If a small red symbol appears over a ship, it means that there is more than one ship behind one another that are not merged together as a fleet. Be prepared to kill as many Constructors as the Drengin have sent stacked behind each other.

Since nothing you build on your planets will carry over to the next part of the campaign, don't worry about strengthening your colonies too much. Your assault fleet should be strong enough to wipe out the Drengin at this point. You may only need to build a few additional support ships to assist.

If the blue circle around your planets overlaps asteroids, build a mining base on them. This strengthens the production of the planet that the asteroid mine is assigned to—assign all mines in that area to Arcea.

Be careful! After some rounds, the Drengin will send one or two Transports to your undefended planets. After the destruction of the Drengin starbase, you should move the assault fleet back to Arcea and wait for your own Constructor to finish building. Destroy any incoming ships and keep an eye on your support fleet.

You should build 2 Colony Ships the Constructor finishes. On the right side—maybe you found it already—is the habitable planet Farsight I, and on the left side lies Vega Prime. Both can support your Arcea shipyard. For this, enter the shipyard, edit sponsors and add the planets you like.

You will need a starbase to mine resources and widen your travel range. To create a starbase, move the Constructor to the area like on the screenshot. The small hexa-line around your Constructor shows which resources will be inside the mining range if you build a starbase there. Click "COMMAND" and then select "CONSTRUCT STARBASE" from the menu.

This will bring you to the starbase overview. On the left side you can see the minable resources. The right side shows what improvements you can make to the starbase.

Select "Mining Ring" and "Xeno Archeology Lab" to mine all available resources. Click "DONE" to get back into space. You won't need those resources on this map, but it's useful knowledge to have now for future campaign missions. And now that your new starbase is widening your travel range, you can reach the planet Horizon.
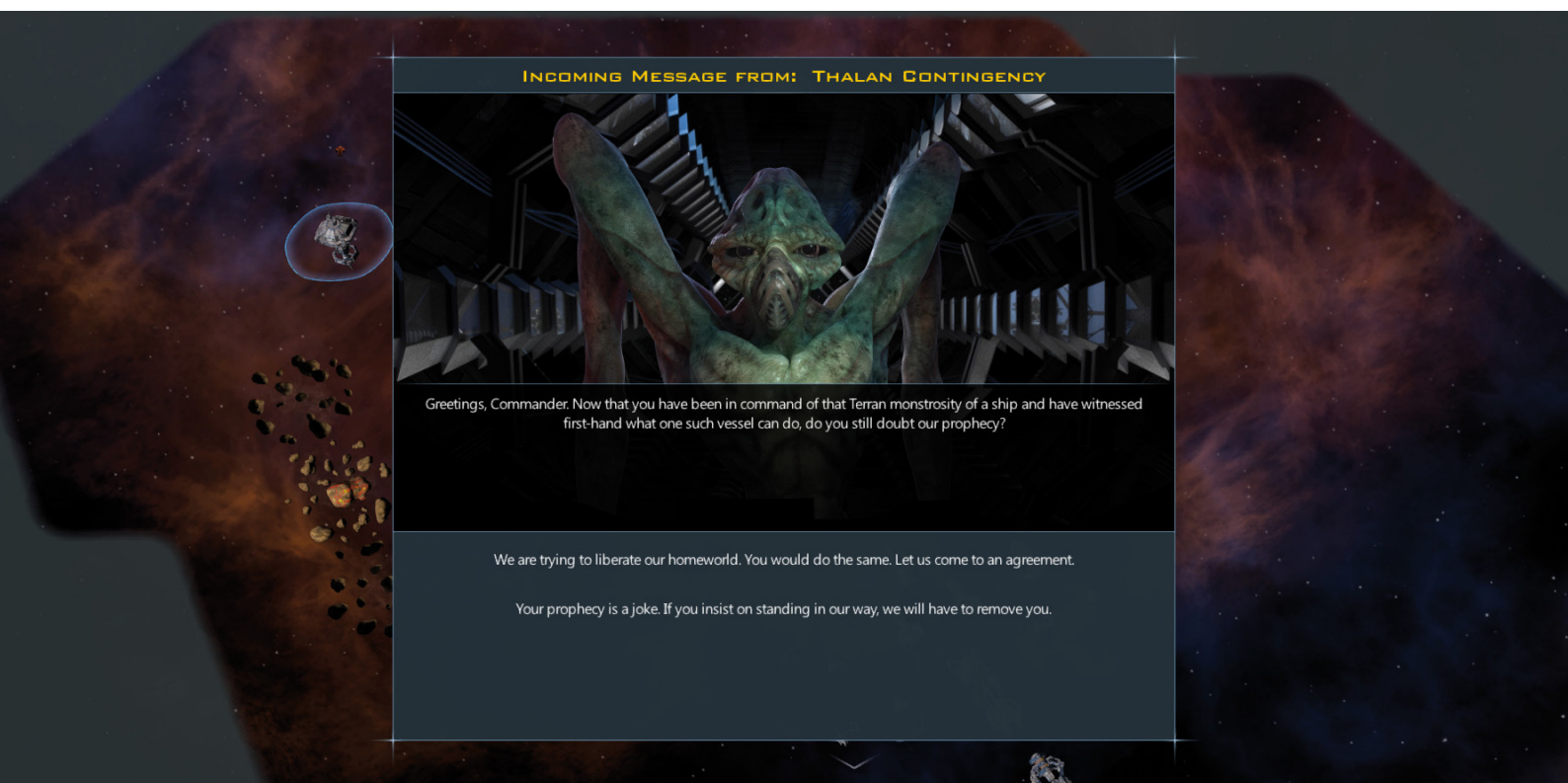

Destroy any Drengin ships around around the planet Horizon with your assault fleet and move your Transport towards it. Meanwhile, the support fleet can search for anomalies. When Horizon is yours, fly around and eradicate any remaining Drengin with your assault fleet. Focus on researching speed technology, which makes the hunting even easier. For instance, pick up "Ion Optimization - High Output Drives." After that, research "Fleet Logistics" followed by "Deep Space Logistics" for bigger fleets.

You will need two new Transports for the last Drengin planet Dominion Prime, which is in the upper-left corner of the map. Build the Transports in your shipyards and combine them into a fleet for the invasion. When Dominion Prime is invaded, a new chat with Colonel Bradley appears and the summary screen tells you about the gameplay statistic. Click on "CONTINUE" to move on.

CRUSADE - CAMPAIGN CONTINGENCY

After a mission briefing you'll have another chat with Colonel Bradley and be presented with some more ideological choices. Now it's time to meet a new species—the Thalan. They are time travellers and think they know more about Terrans than even we do... You should be friendly to them. Their strangeness aside, having an ally against the Drengin is helpful.

INCOMING MESSAGE FROM: THALAN CONTINGENCY

Greetings, Commander. Now that you have been in command of that Terran monstrosity of a ship and have witnessed first-hand what one such vessel can do, do you still doubt our prophecy?

We are trying to liberate our homeworld. You would do the same. Let us come to an agreement.

Your prophecy is a joke. If you insist on standing in our way, we will have to remove you.

Your starting planet is now Dominion Prime, the planet that you just took from the Drengin. You have some good ships, but as Colonel Bradley told you, the T.A.S. Crusader sadly won't be under your control on this map.

Concentrate on improving what you currently have. First, improve the existing starbase to a mining base for some free resources. Build a factory on the planet and start researching a good technology; "Logistical Optimization - Advanced Logistics" is a good start. Keep on clearing the fog of war around you and search around the stars for habitable planets. A planet can only exist around a star, maximum two hexfields away.

Expert tip:
When your sensors found a new star, click on it to get the information, which resources, asteroids and habitable planets are in this system.

At the upper-right there is a habitable planet called Francis I. Also, there are lots of resources around for your Constructors—try to fit as many of them as possible in the hexa-radius of the Constructor to mine all those resources with only a single base.

After another chat with the Thalan, take a look at the colored lines in the upper-right side at your screen. As in the picture to the left, the Thalan have a strong position on the map, followed by the Drengin. The small blue part are your Terrans—which means it's in your best interest to be friendly with the Thalan. Their power outranks yours by a healthy margin!

You will need resources to build planet improvements and gain access to new weapons. Durantium, Promethion, Antimatter and Thulium are all prime options, but since there are so many resources, you'll probably end up with a little of everything. If you've built a mining base, the connected resource will be mined automatically and added to your stockpile every round. The resources you own are listed at the top of the screen, next to your credits. You can find an explanation of all resources in the gameplay guide of the "*Crusade Sandbox Game*" in the chapter after the campaigns.

As in the previous map, the Space Elevator and Starport are great build projects on your planet. Even if you have plenty of credits, refrain from rushing the buildings—you'll need those funds for more important things.

Soon your old pals, the Drengin, will contact you again and demand to know why you're in this part of the galaxy. Time to fight! But this doesn't mean that you instantly have to move all ships to Dominion Prime for defense. The Drengin are strong but far away, and the Thalan stand between you and them. They won't attack you for a while. You should continue your exploration of space, but don't linger in the Thalan's area of influence. This might make them mad. But you CAN move your assault fleet near the Drengin for patrol and use some of their ships for target practice.

> **Expert tip:**
> To get a better overview in the map, zoom out with your mousewheel. There are more viewstyles, especially one of them is interesting: Press "4" on your keyboard to change the angle of view to 90°. You can change this back with pressing "1" or free-look while holding the middle mousebutton.

If you've colonized Francis I, add this new planet in the sponsor list of the shipyard at Dominion Prime to strengthen your ship construction there. On Francis I, you should also build a Starport and a Space Elevator. Base Factories and Xeno Farms are also welcome. Remember that you can get a Base Factory, Xeno Farm, Research Lab, City (if available) or a shipyard for free when you colonize a new planet.

On the left side there is another good planet, Mionloch II. Build a Colony ship and get it before someone else does. Remember how we said not to rush buy buildings before? Go ahead and rush the Colony ship, because you will need another one soon for an even better planet behind Mionloch II called Madziula I. Try to colonize as many planets as possible. Far above Francis I is another planet, Gaius I. Unfortunately, you can't build endless Colony Ships because they require population, and Dominion Prime can't provide it all. But if you happen to find an anomaly that gives you a Colony Ship, then Gaius I would be perfect to use it on. In most cases, the Thalan will colonize Gaius I themselves because they are already nearby.

If you're friends with the Thalan, try trading with them. To do this, click "Diplomacy" in the top menu. The Thalan assigned to communicate with you is named Hithesius. Read through the options that appear.

HITHESIUS

To trade with the Thalan, select the first option on the first screen. In the trade screen, the right-hand side shows what the Thalan have already researched. Some are very good technologies like weapons and specializations. Click on the technologies you'd like to have. The more you want, the more you have to offer in return from your own technologies on the left side. But since the Thalan are your friends and will not move against you in this map (if you don't attack them first), give them whatever you choose until the deal is fair.

The important techs the Thalan offer are:
  • Hyperdrive Specialization
  • Matter Disruption
  • Low Mass Beam Weapons
  • Missile Miniaturization
  • Harpoons
  • Shield Enhancement
  • Barrier Field Generation
  • Point Defense Miniaturization
  • Armor Miniaturization
  • Influential Voice
  • Soil Enhancement

Once the planets are colonized and your shipyards go idle, it's time to turn your focus on the really fun toys: military ships.

The following section will teach you how to make new ship designs. It's a useful skill to have in order to get the most enjoyment from your sandbox game, but for the purposes of the campaign it's not critical. And if designing ships yourself just isn't your style, just build Overlord ships in your shipyard for now. You will find them by clicking on "Balanced ships." With Overlords you'll be able to win this part of the campaign, but it will take a bit longer.

Enter a shipyard and click on "Design Ship" on the left side to get to the Ship Designer.

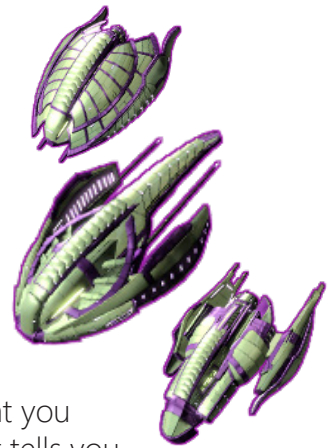On the left side is the building list, which has the following headlines:
  • **Favored ships:** Ships that you need often
  • **Beam Ships:** Military ships with beams as weapons
  • **Missile Ships:** Military ships with missiles as weapons
  • **Kinetic Ships:** Military ships with kinetic as weapons
  • **Balanced Ships:** Military ships with all three types of weapon
  • **Speciality Ships:** Military support ships, carriers and support ships

The defenses on military ships' default designs are a bit random. You'll want to optimize your defenses. For example, if you get attacked with beams and don't have shields that block beams, the other defense types aren't going to do you any good.

Since you don't know what weapons the Drengin will use in their attack, you should try to mount all three defensive types on your ships. Typically, they favor kinetic weapons because they love to fight close to the enemy. But who knows what they have researched in their dark corner of the galaxy...

Now, you can pick an existing design and stock it with the weapons and defenses that are to your liking. For that, just pick one of the ships out of the list—make sure that it has a "large hull," which are the top of the list. Large hulls can fit more weapons, engines and modules.

It doesn't matter if you pick the beam large ship or the kinetic large ship as a model, since you'll be removing every part of its current equipment. It's more of a style choice. You can also change every model of your ship and come up with fully customized designs, but that's not part of this guide. You will find more information for that kind of work on the website and in the forum. Some players out there have done some amazing work!

If you found the design that you like most, click on "USE DESIGN" in the lower-left corner. In this guide, the Overlord will be used as an example.

On the left side there is a menu with all of the possible loadouts—everything that you have researched is shown here. In the middle below the ship display is a line that tells you what the current loadout is in numbers—in this example, it's 122/140, meaning this design has used 122 units out of the 140 the hull can support. Below that, there is a list of all mounted parts. On the right side is an overview of the ship's stats and details.

The first step is to remove all mounted parts in the bottom line until the numbers above it show 0 / maximum. To do that, just doubleclick on each one.

At the upper-left side you have 5 buttons, which all generate a pulldown-menu:
  • **Drives** = all speed/move-related things
  • **Weapons** = everything you need to make your enemies cease to exist
  • **Defenses** = everything you need to outlast the other guy
  • **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
  • **Support** = ship repair-systems, additional hitpoints systems

"**Drives**" has three submenus:
  • Interstellar Drives = drives that increase your movement in the galaxy
  • Sublight Drives = drives that increase the speed during a fight
  • Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" with the "Hyperdrive Plus," you can easily see the difference: all variables change and the plus version is faster.
- Drive Mass = how much space on the hull is needed
- Moves = how many additional "Base Moves" the ship gets with the drive
- Drive System Cost = how much time does the construction of the drive need
- Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

The best drive that you currently have is the "Ion Drive" if you have not already researched a better one. Click on the "Ion Drive" once to add it to your cursor. Now, move it to the ship and mount it where you like—aesthetically, it fits best on the back. You can also doubleclick it from the list, but then the system just searches for the next free spot and mounts it there. If you do it this way, the drive could end up in front and the weapons in the back, for example. This won't affect its performance in battle, but it sure looks weird. Unless that's your style...

Mount another "Ion Drive" on the ship to get 2 "Ion Drives" in your list on the bottom line.
There's no need for a "Sublight Drive" because you won't need combat speed for this kind of ship.

Next, click on the **"Weapon"** symbol on the upper-left side. The weapons are divided into submenus:
- Beam = beam weapons, medium range, medium mass, medium speed, high accuracy
- Missile = missile weapons, long range, high mass, slow, medium accuracy
- Kinetic = kinetic weapons, low range, low mass, fast, low accuracy
- Enhanced Beam Weapons = beam weapons that require special resources to build
- Enhanced Missile Weapons = missile weapons that require special resources to build
- Enhanced Kinetic Weapons = kinetic weapons that require special resources to build

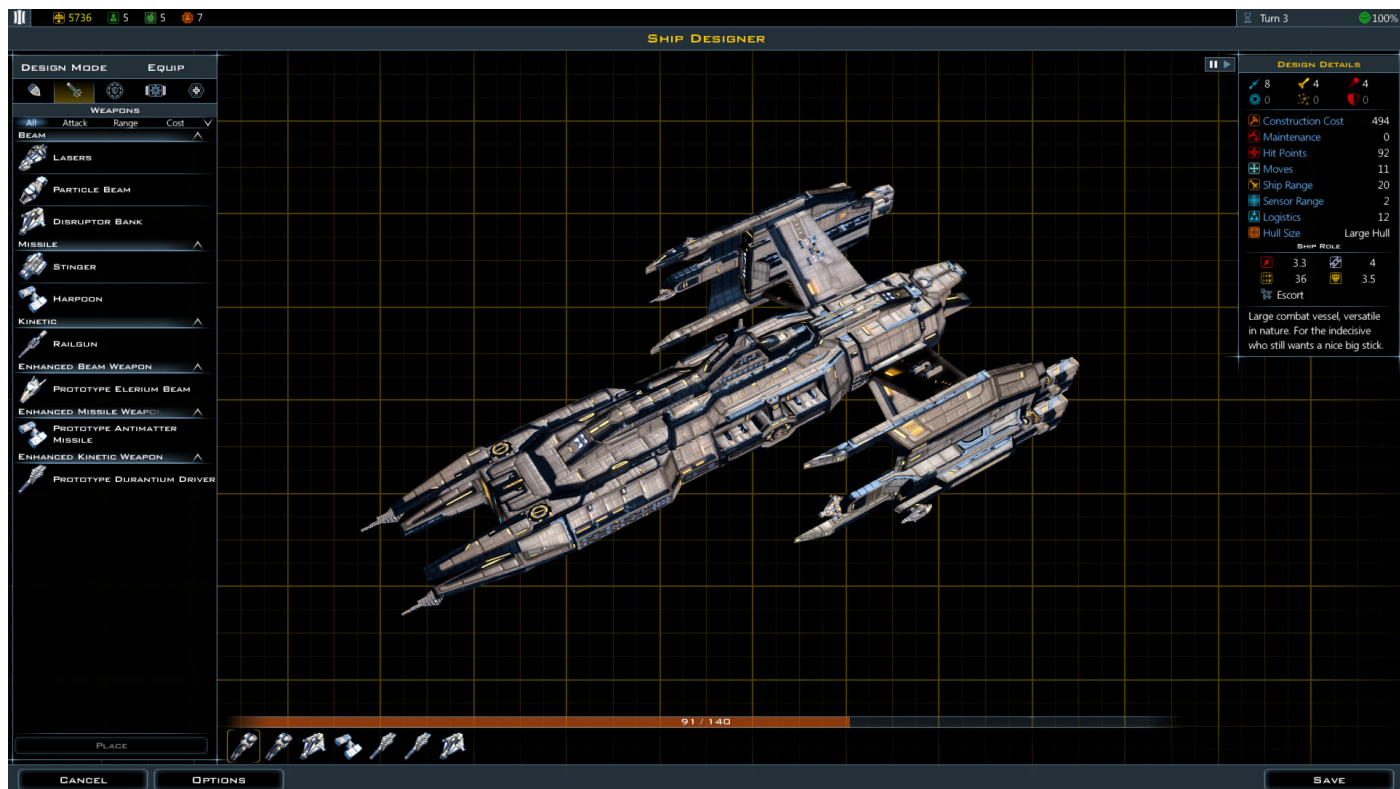When you mouseover the weapons, you can see lots of differences:
- Attack = the raw attack power
- Range = the range that an enemy ship has to be inside before it's hit by this weapon
- Cooldown = fire-rate of the weapon
- Accuracy = will the weapon hit the target 80%, 90%, or 100% of the time?
- Weapon Mass = how much time the construction of the weapon needs
- Weapon Cost = how much time does the construction of the weapon need
- Threat = how much threat will be added to the ship with that weapon, increasing the likelihood that an enemy will attack it first

Since you don't know what defenses the Drengin are using, take a mix of weapon types. Mount 2 "Disruptor Banks" and 1 "Harpoon."

The prototype beam and missile weapons are decent starting weapons. The kinetic one is particularly strong if you haven't already researched better. For this example, mount 2 "Prototype durantium drivers" as well.

Once you've finished, your ship's new attack stats will appear in the upper-right corner.
The bottom line shows you the ship's current mass: 91 / 140 in this example.

Every mounted part raises the construction cost of the ship, which means that it will take longer to build. This won't affect your credits unless you want to rush a ship.

You can build ships that don't utilize all of the hull space in order to produce them faster, but if you have space left over, like above, you should consider using it to strengthen the ship. It's always better to have one good ship than two really bad ones.

The third symbol in the upper-left menu is **"Defenses,"** which has the following submenus:
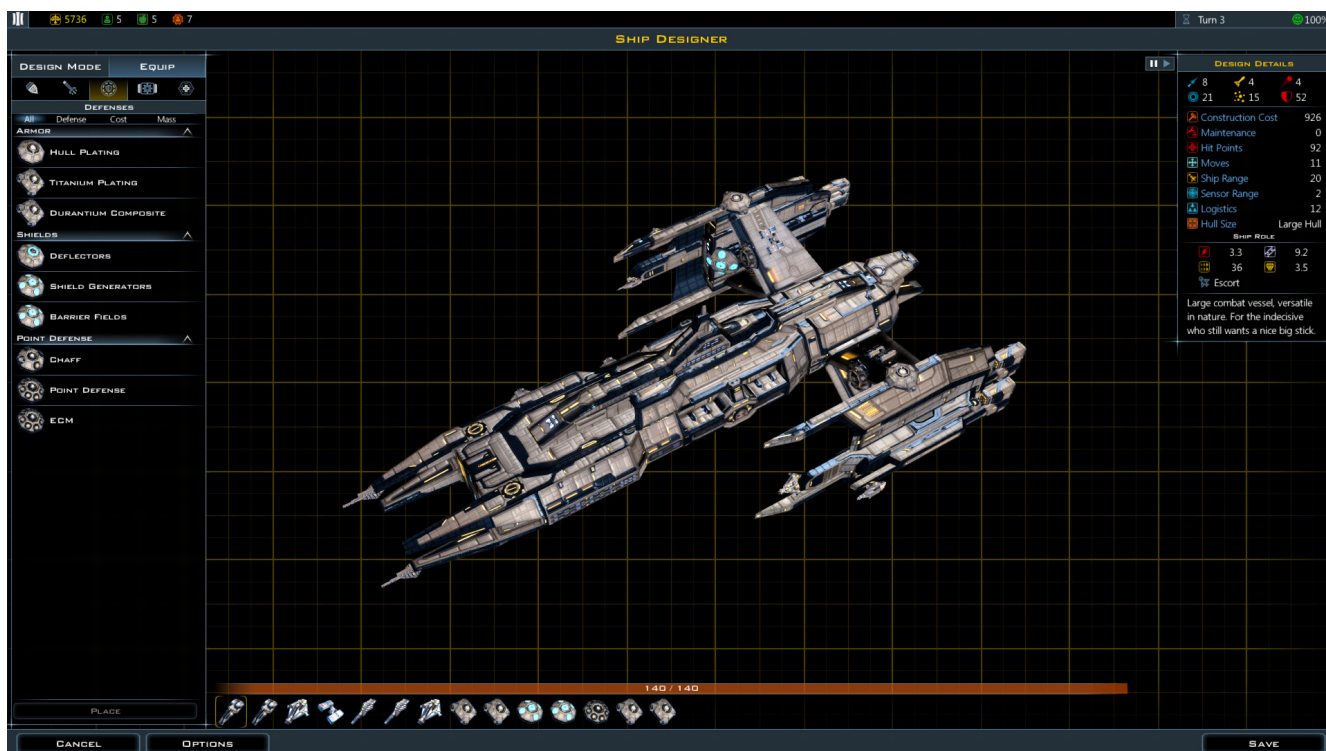 • Armor = defense against kinetic weapons
 • Shields = defense against beam weapons
 • Point defense = defense against missile weapons

When you compare the defenses with a mouseover, you see four properties:
 • Mass = how much space is needed on the ship
 • Cost = how much time the construction of the defense needs
 • Rating/Strength = how many defenses will be added if you mount this part
 • Fortitude = how strongly defended the ship will look to an enemy, decreasing the likelihood that it will be attacked first

You should follow the same strategy with defenses as you did with weapons: mount a bit of everything. You should have enough space to mount 4 "Durantium Composite," 2 "Barrier Fields" and an "ECM" onto your ship. If you don't, that's no problem. Just make sure that you mount all three defense types on your ship. If any space is left over, try to mount a smaller type of defense.

Your ship should be as full as possible now. Our example Overlord now looks like this:
140 / 140 mass, and on the right side it tells you that it has all types of weapons and defenses. Thanks to the two Ion drives you will get a movement of 11 hexfields, which is much faster than all your current ships.

In the left menu, there are 2 buttons left that haven't been explained: **"Modules"** and **"Support."** These and other details will be explained in the *"Crusade Sandbox Guide"* since we don't really need them for the campaign.

The ship is now finished! Click on "SAVE" to move on. Now you can give your ship a name. For the immersion of the game you can pick a name that fits in the universe you are playing in. You can also change the description of your ship if you so desire.

The ship's role should be "Escort." You'll find explanations about the ship roles in the *"Crusade Sandbox Guide."* Don't forget to save your ship design.

Now it appears automatically in the list of your "Favored Ships." You can access it any time to change it. Click "DONE" to continue.

Back in the galaxy! If you have a shipyard idle, start building your first military ship. You'll notice that it takes lots of turns to finish the construction and "Rush" will really cost credits. But as turns progress, your planets get stronger in production, gain more population, the influence circle will overlap more mining bases and so on—then the time it takes to build new ships will decrease. You'll need around 6 of your new ships to smash the Drengin forces that are entrenched on their home planet.

For the next research project—if "Advanced Logistics" is researchedis finished—then consider the following technologies:
 • "Cultural Treaty" and "Interstellar Alliances"
 • "Orbital Construction Focus - Hardened Hulls" for more HP on all your ships
 • "Fleet Logistics" for more logistics and bigger fleets
 • "Galactic Governance" for more raw production on every planet (which means more construction)
 • "Population Enhancement" for faster population growth (also more construction)
 • "Galactic Logistics" for more logistics

Since in this part of the campaign it is your job to keep a good relationship with the Thalan and destroy the Drengin later, you don't need to know everything about researching. More of the technology tree is explained further in the *"Crusade Sandbox Guide."*

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If you can, trade again with the Thalan and try to get more good tech or some credits. If you have enough credits, upgrade the sensors on your starbases to see everything around them.

If you start to run out of credits, a message appears. Everything that cost credits will be automatically stopped. Once you gain some credits again, you should adjust the power for research, manufacturing and wealth manually.

Click on "Civilization" in the top menu.

On this screen you can adjust the colored triangle and the power of construction. Green means wealth/income, red stands for manufacturing and blue for research.
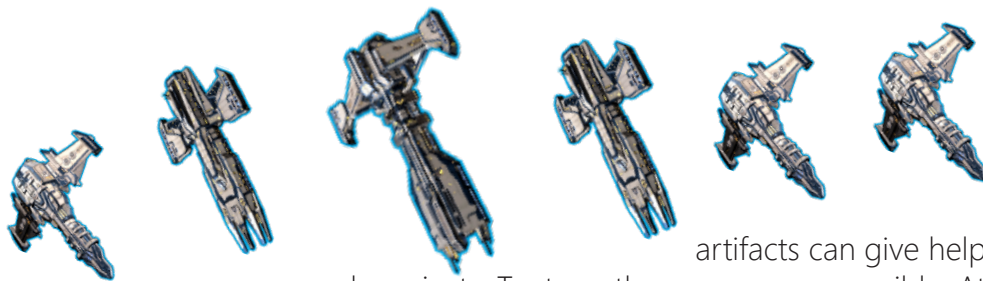
You can also decide if you want more social- or ship-manufacturing: your manufacturing slider below should be around 80/20 to hasten your planet construction. Later, you can set it to 20/80 to improve your shipbuilding. With the tax rate on the lower-left you can mix between more income and better morale. This has more effect later when you have colonized more planets.

In the Diplomacy screen you can see how your relationships with other races are. Click on the Thalan and you will see a rainbow line on the top-right side of the screen—the arrows will show you which direction the journey is going. To the left means "bad," to the right means "good." It's also important to offer the Thalan any alliances you research. This will improve your relationship with them drastically.

Most planetary buildings and improvements need lots of time to finish. Luckily, you can sort and move the projects on the queue yourself. If you can, build a city on each planet. Always try to construct new buildings next to other existing buildings to provide adjacency bonuses. For instance, build a factory beside another factory to increase production of both. Also, good building choices at this stage of the game are "Space Elevator" and "Starport." That said, it's not necessary to concentrate too much on your planets since, like the previous mission, it won't carry over.

You can learn more about the buildings and improvements in the "*Crusade Sandbox Guide.*"

Keep on flying around with your survey ship and the two "Knights" as guards and gather the anomalies. In particular, artifacts can give helpful bonuses to current reseach projects. Try to gather as many as possible. At the same time, clear the fog of war with your assault fleet until you find the Drengin in the upper-left corner of the map. Your main goal is to be friendly with the Thalan while you build your forces. If they offer you a trade, consider carefully. They sometimes offer to sell you bad technology. However, if they ask you to give them technology as a gift, do so. This won't cost you anything and helps to get the small green arrow in the diplomacy window more on the good side.
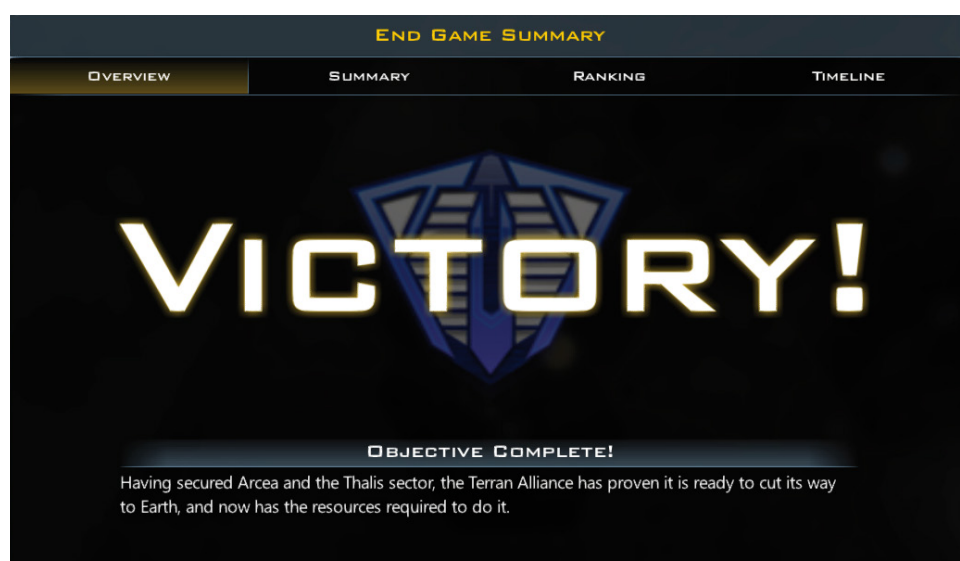
There is a small Drengin planet, Kane I, on the upper-left side that you can reach if you build a starbase on the way. Starbases will extend your ship range. Beside Kane I is Kane II, a barren planet that shouldn't be colonized yet. Both planets are small, but better you have them than the Drengin. Also, you can start the next phase of warfare from this location since it's near the Drengin main planet in this part of the galaxy. Considering building a shipyard here.

There is another planet at the top right side of the map called Agony I. The Thalan normally lay claim to it. It's not big, but it could be useful for research buildings so if you can, colonize it.

Expert tip:
Another option to widen the travel range is to trade a starbase from the Thalan against your technology. For that, check the name of the starbase far away in space and select it in the trade. It will be expensive for sure.

The two remaining Drengin planets in the upper-left corner of this map are Aperture I and Crucial I. Both support one shipyard in the middle. Try to get rid of that shipyard first—the Drengin won't be able to build ships anymore and will waste time trying to construct a new one. You will lose some ships during this operation, but it's worth it because now you have more time to build up your own fleets while the Drengin remain stalled. Just destroy their shipyard again if they rebuild it and keep an eye on their mining bases. If you destroy them, the production of the Drengin weakens even more. If they rebuild the bases, rinse and repeat.

When around 6 of your ships have been built and your logistics are strong enough, you can attack Crucial I. After that, rebuild your fleet again and attack Aperture I. You may need two fleets for that, but you have time and the Drengin will lose—sitting around on a planet will not save them, and since you are controlling the rest of the galaxy with the Thalan, your victory is inevitable.

CRUSADE - CAMPAIGN RETURN

In the third and final part of the campaign you will fight your way back to Earth, eliminate all Drengin forces and deactivate the protective shield that is currently surrounding Earth.

The T.A.S. Crusader is yours once more—you know already how to handle it. Don't change the fleet now, because the flagship's fleet is already larger than your maximum amount of logistics. You will need to research more logistical optimizations first.

You start from the planet Aperture I, with Crucial I nearby, both supporting one shipyard. If you zoom out, you can see the goal of the map in the upper-left corner: Earth. It's a long way away...

There are five small ships each in the shipyard and on the two planets for defense. Go ahead and leave them there because the Drengin have individual ships lurking around that will attack defenseless ships immediately. Move your Transports and Colony Ships to the shipyard where they can be defended. Move one of the Constructors to the left side where it can build a mining base to claim nearby three Durantium resources. Another should claim the Antimatter on the lower right side. The other Constructor can wait in the shipyard until you find the best spot for your next mining base.
You will be contacted by several other races soon. In this part of the galaxy, there are lots of other civilizations—some will help you against the Drengin, some won't. It will depend on your ideological choices as well as your military strength.

INCOMING MESSAGE FROM A MAJOR CIVILIZATION

Welcome cousins, we had given up hope of your return. Our war with the Drengin does not go well.

But we can now sense the fear in their hearts, they know you come for them. Perhaps together we can put an end to the Drengin scourge once and for all.

Together we will return peace to the universe.

We do not need your help, if you are wise you will get out of our way.

Turn back to the Civilization screen and set the manufacturing slider to 80/20. As you can see, your weekly income is negative, but you can't do anything about it. According to this you should not rush buy anything on the planets or shipyard.

You also will have a ideological choice—a good option is "Constructive" in the "Builder" section of the Pragmatic tree. This provides three free Constructors, which you can move to the shipyard for later use. Build a Colony Ship in the shipyard for later as well.

When you take your next turn, a new target will appear. On the way to Earth are some planets; the first Drengin planet is Creys Folly I. Move there with your main fleet and destroy everything around it. Your two small ships will most likely be destroyed during the larger battles, but try to keep the two big escorts to your flagship alive. Remember to take smaller fights after a big battle so that the T.A.S. Crusader has time to repair your other ships. If the space is clear, move a Colony ship to Creys Folly I. It can support the main shipyard.

Left of Aperture I will be your first habitable planet, Konijn II. Only a few hexfields left and above is another one, Airin II. Both can also support the main shipyard since they aren't far from it. Remember that you can have a maximum of 5 planets supporting one shipyard.

Once you've invaded Creys Folly I, your next goal is Bond II. You can move the main fleet straight there while the defending fleets leave your first two planets and start hunting the individual Drengin ships. Move your Transport out of the shipyard—with maximum loadout—and combine it with the five shipyard defenders into a single fleet. If your exploration has uncovered any nice spots for starbases, move some of your Contructors out and set them up.

Since there are more races, more trades are available. Trade your techs, but be more careful now than you were before—your new allies may turn against you later and attack you with your own weapons!

On the upper-right side are two habitable planets, Caddisyn I and Caddisyn II. Mazda I is close to them, but from this side the Altarians will arrive and colonize it first. You may also lose Caddisyn to them. It will depend on how fast you build Colony Ships. That said, there is another planet some distance from Mazda I, called Chebychev I. This one is often left free. Above it is Hudson I. On the lower-left side behind Konijn II lies Illyrian I, but this one will be colonized by the Iridium that are coming from the left side unless you get there first.

If you stay on the Benevolent ideology, the Altarians and Iridium will be mostly friendly because you share the same ideology. The Krynn are malevolent and will often turn against you if they think you're are slow and weak. The Yor are already allied with the Drengin and automatically at war with you.

On the lower-left side of Bond II the Drengin have a starbase—with 5 possible resources!—near a nice planet that requires the technology "Atmospheric Cleansing." You don't need to rush to get that tech, just keep it in mind once the more important techs are researched.

The following technologies are recommended:
• Engineering: "Orbital Construction Focus" - "Hardened Hulls" for more HP on all your ships
• Engineering: "Fleet Logistics" for more logistics and bigger fleets
• Engineering: "Deep Space Logistics"
• Engineering: "Galactic Logistics"

After that, if you have the time, research weapons and defense technology for better ships. You're able to trade the technology "Interstellar Alliances" from one of the AI civilizations. Use that in the next trade and try to ally with as many races as you can.

From this point on, you'll fight your way towards Earth. You may occassionally have to move back because the Drengin will invade a planet that you have invaded but not secured. In particular, Gateway I is heavily defended. After that comes Proxima Aquarii I. Above lies Proxima Andromedae I and II. Sometimes it's hard to keep all of your big starting ships alive, but it's possible if you make use of your flagship's repair function and build some strong ships with a good armor defense.

In the end, you will be rewarded with finally entering the SOL system. As you can see in the picture above, there's the Sun, Mars, Jupiter, Saturn, the small Mercury... and Earth with its Moon. You are close!

Once Mars is yours, move your flagship to the spot near Earth to claim victory. Congratulations!

Crusade - Sandbox Mode

This guide contains much of the heart of Galactic Civilizations III: the Sandbox mode. In this game mode you are able to setup a galaxy and try to survive there—from the beginning, with only Earth as your starting planet. Click on "New Game" to continue. If you have already played a map in sandbox mode before, you can click on "Quick Start" to play again with the same settings as before.

Choose your civilization

First, you have to select the race you want to play as.
More information about the races can be found in the **"Races and Civilizations"** portion of the manual.

The races that are greyed out are only included if you own some of the DLCs. If you mouseover their pictures, you can see which DLC is needed to play this faction. You can find out more about the DLCs *here in the guide*. Just click the button on the lower-left labeled "Create Civilization" to get to the Civilization customizer.

On the lower-right side you will find the "Race Traits," where all of the civilizations differentiate from each other. In this manual the Terran Alliance will be used as an example. If you don't want to create your own race, skip the next page. Click "NEXT" to continue.

TERRAN ALLIANCE

DESCRIPTION

Terrans are the inventors of hyperdrive and the youngest race on the galactic stage. Although committed diplomats, Terrans have a militaristic streak that has taken many by surprise.

Create Civilization

You can play as a new race or play against them, and even export your race for others to use.
The first option to customize your race is the **"Overview"** section. Here, you can choose from a gallery of images for your race, background and leader's portrait, or you can upload graphics of your own. This part allows you to also enter your race's name, the callsign for your ships, your homeworld name and a simple description of the race, as well as choose your racial logo and beginning star system.

The foreground is a picture or video of your leader. Your leader can be anything or anyone you choose it to be. The background provides a nice backdrop for your fearless (or fearful) leader. It can be a picture or a video, but it will only show up if your foreground has transparency.

If you want to insert your own pictures and videos, place images and videos in your Documents\My Games\GC3Crusade\Factions folder. Place your images in the appropriate folder. Leader FG's should be 1920 x 1080. Portraits and logos should be 128 x 128. Images should be PNG's.

In the **"Traits & Abilities"** section you can customize racial traits and abilities. You begin with five available trait points to spend within this list. Any trait you choose can apply a bonus or a penalty, depending on how you want to design your race, and leaves you with more or fewer points to spend elsewhere. After that, you will have two points to spend in the ability list, which means you can choose two abilities. These come with no built-in downside and can be quite powerful. It is also the only way to unlock some special buildings that are normally not included in the game.

The **"Appearence"** section offers an assortment of options to customize the look of your race, such as ship style, ship colors and textures, as well as race colors and themes that are used in the interface.

The **"Personality"** section will let you select your tech tree and, in those games where you choose to play against your custom race, modify how this race will behave when being controlled by the game's Artificial Intelligence (AI). This includes ideology, character traits and goal priorities.

Finally, in the **"Fleets"** section you are able to change the designs of all ships from your civilization and combine the AI ship-look with your fleet.
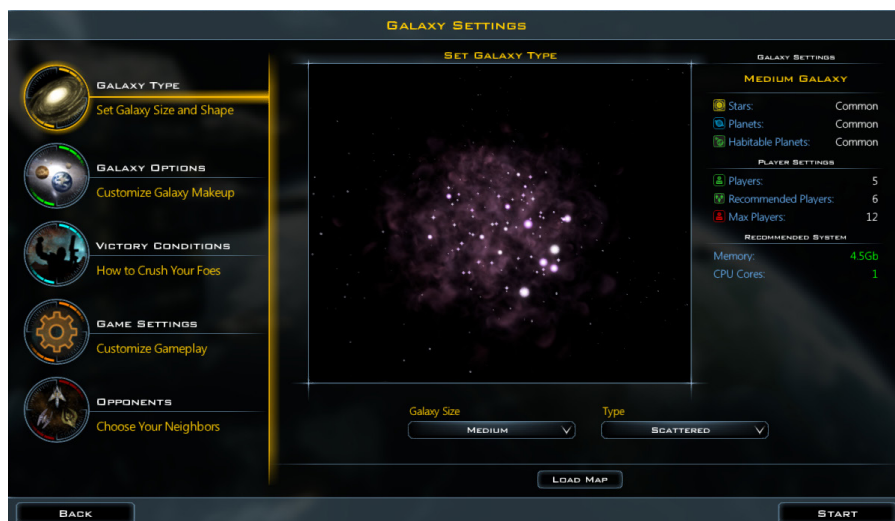
When you are finished creating your custom race, click on "SAVE CIVILIZATION" in the lower-right corner of the screen. You will return to the previous screen, where you now are able to select your custom race. Click the "NEXT" button to continue.

Galaxy Type

Set the size and type of the galaxy.

Size: The larger the galaxy, the more space is between stars, players, planets and so on. It feels more immersive and the game takes longer to finish the larger the map is.

If you like to have a big galaxy you have to keep an eye on your system-memory. See the following table and choose your map size accordingly—you can always pick a larger map, but if your RAM/CPU doesn't fit the recommended setup, the pacing will get slower over time.

Map Size	Players (recommended)	required RAM (GB)	required CPU-Cores
Tiny	2	2	2
Small	3	2	2
Medium	6	4	2
Large	8	4	4
Huge	12	8	4
Gigantic	16	16	4
Immense	24	16	8
Excessive	64	16	8
Ludicrous	72	32	8

You can also play with fewer players than the recommended settings. Space will be a bit less crowded and the time it takes for you to meet the next civilization will be longer.

Type: The "Type" drop-down controls how far apart different stars are from one another and whether they're in groups or spread out evenly

- **Random:** One random type will be selected
- **Spiral:** The stars are set in a spiral with some empty space in between. The players are mostly evenly distributed.
- **Loose clusters:** Star clusters are farther away from each other, and the empty space between them is larger. Stars in a cluster are more distanced from each other. You will encounter other factions faster.
- **Tight clusters:** The clusters with stars are closer to each other. The empty space between the clusters is smaller. The stars are closer to each other. Some clusters will intermingle with others. You will find other factions sometimes fast and sometimes also later.
- **Scattered:** All stars are fairly evenly distributed and there are only rare spots with empty space. The players are mostly evenly distributed.

In this example of the manual, the size is set to "Medium" and the type is "Scattered."

Galaxy Options

This setting is responsible for the numbers of stars, planets, resources, relics and anomalies found on your map.

Star Frequency: How many stars should the galaxy have? Stars are surrounded by planets, resources and asteroids. The more you set, the more things there are in your galaxy.

Planet Frequency: How many planets should surround the stars? This refers to habitable, extreme and dead planets.

Extreme Planet Frequency: These are planets you can't civilize from the start normally. But some civilization traits allow you to colonize some typse of extreme planets. Other races will need lots of tech and game time to settle here. These planets are usually very good.

Habitable Planet Frequency: How many habitable planets will surround the stars in the galaxy? This also includes total available resources and extreme planets.

Pirate bases: How many "attack everything" pirates do you want in your game? If you set this option higher, your chance to be attacked by pirates is greater. They don't have large forces, but it's annoying if you're trying to colonize a new planet and a pirate emerges from the darkness of space and kills your colony ship.

Resource Frequency: How many resources should there be? Remember, the "Habitable Planets" setting also contains resources. If you set this option higher you gain more resources but fewer habitable planets, but in total you can't get more resources than habitable planets.

Asteroid frequency: Asteroids are good. You can build starbases near them and mine them. This provides the planet the mine supports with a flat bonus to raw production. And on top of that, asteroids can contain an additional resource: Durantium.

Nebulae: While nebulae slow most of the ships down that move through them, it's possible to find the resource Elerium within them.

Precursor Relic Frequency: These are ancient artifacts that when studied provide civilization-wide bonuses. These relics can be "mined" by a starbase.

Ascension Crystal Frequency: These are a special type of precursor artifact that when studied can unlock the secrets of ascending to a higher plane of existence. You will only need them if you want to win the game with research (see next chapter). If you aren't aiming for this kind of victory, consider setting this to "None."

Black Hole Frequency: The resource Antimatter can be found near black holes.

Anomaly frequency: Anomalies are gatherable things in the galaxy. They can be credits, small ships, or construction and research bonuses. Some are very strong, and it can be fun to fly around and survey them. They can only be gathered with a survey ship. The more you set, the faster the game can take off since any player can gather anomalies. You can gather some very nice advantages for yourself if you concentrate on finding anomalies and use them wisely.

With the "Load Map" button you are able to load fixed maps to play in. If you have the free DLC *"Map Pack,"* you have even more options for pre-set maps.

Victory Conditions

This section lists the variety of ways you can achieve success in your game. Choose as many paths to ultimate victory as you wish. Keep all of your options open, narrow your focus to take advantage of your race's greatest strengths, or make the game more challenging by setting a turn limit.

Conquest: Winning purely through the force of your military. It tends to be the most straightforward way to win— or lose. Conquer, destroy, or subjugate all other races in the galaxy.

Influence: An influence victory is achieved through the appeal of your culture. Influence is the colored space around your planets and bases. Gain control of 76% of the galaxy and hold that control for 10 turns. However, you cannot achieve an influence victory if you're at war with any other race. Other races may be at war with each other without interfering. It's also possible to achieve an influence victory by flipping the final planet of a race you are at war with, though this is a rare occurrence.

Research: For some, the only path to true power is to have cooler stuff than everybody else! You can win through research by unlocking the following technologies: Beyond Mortality, Precursor Understanding and Cultural Affinity. You must also complete construction of an Ascension Gate, which requires its own specialized research and improvements.

Ascension: By capturing and holding ancient relics called Ascension Crystals, you can attain victory by ascending to a higher form of life, giving yourself godlike powers and dominion over your enemies. To do this, you must control the majority of Ascension Crystals in the galaxy and hold them for a set number of turns. You must also accumulate aura points. These can be gathered with starbases that have been upgraded with the Xeno Archeology Lab.

Alliance: Use diplomacy to form permanent alliances with all of the remaining major races in the galaxy. Bring about lasting peace and declare yourself the most awesome race ever.

Turn Limit: You can also play until you reach a pre-set turn limit for when your game will end, and when this limit is reached the race with the highest score will win! There is a pre-set default turn limit per map size.

Game Settings

- Customize Game Settings:
- **United Planets Frequency:** This setting lets you determine how often the United Planets (the galactic government) meets.
- **Galaxy Difficulty:** The overall difficulty of the map, which includes pirates and all races. However, you can override this individually per race by making other adjustments in your game options or in the way you set up your game.
- **Game Pacing:** Makes the gameplay faster or slower by modifying things like production.
- **Minor Civilizations:** Determines how many minor civilizations will be in the galaxy. Minor civilizations are races that have not expanded out into the galaxy and are sitting on only one or two planets.
- **Mega Events:** There are incidents that happen to the whole galaxy during gameplay. They will provide an ideological choice.
- **Research Rate:** Makes researching faster or slower.
- **Galactic Events:** These are game-changing incidents that can alter the way your empire grows.

Advanced Settings:
- **Disable Tech Trading:** Enable this option to remove the feature for trading technologies with other races. Also, the AI races can't trade anymore with one another.
- **Disable Tech Brokering:** Enable this option to remove the feature for trading technologies with other races that have been traded before. All players can only trade the technologies that they have researched themselves.
- **Disable AI Surrendering:** Enable this option to make every AI player fight until the end. If you allow surrendering, the AI will hand over all their stuff to their best friend when it thinks it doesn't stand a chance anymore. Because the other player will get all planets and ships belonging to this faction, this often leads to a crazy and unorganized galaxy, since every player has its own research tree and abilities. It can also be very expensive and sometimes game breaking if you suddenly find yourself paying maintenance costs for lots of extra ships and starbases.

Opponents

Any pre-set race is available for you to play against, and if you've saved a race, it will show up in the list and you will be able to play against them too. Depending on the size of your galaxy, more or fewer players are selected from the game automatically. Choose as many opponents as you want. Pick the ones you'd like to see in the game, or set some or all AI to random.
You are also able to set the difficulty of each race's AI for a more customized experience.

If you set the difficulty higher, the AI starts with better technology, bonuses in raw production and so on.

For more information about the races, see the *"Races and Civilizations"* earlier in this guide.

Click "START" to continue on to the game.

This is the starting screen. It begins with a short story about the race you are currently playing as. Click "DONE" to continue to the galaxy.

The main screen is the star map, the galaxy view. Take a look at the menus here. On the lower-left side is the currently selected planet—in this example Earth, your home planet. The number below it is the planet's class.
It currently has the stats (which can vary):
Manufacturing: 6.6 / Research: 6.3 / Wealth: 6.3 / Influence: 10 /

Population: 5 / Morale: 60%
When you mouseover any of these stats, you will see how they are calculated. Below the stats is a line that says "Queue Empty." This means Earth currently has no order to construct a building. This will soon change.

Right beside it there is a window named "Defending Fleet." For right now, it shows nothing because there are no ships in the orbit around Earth. You can put as many ships in orbit until the capacity, shown above-right on the screen, is maxed. So for now, it reads 0/60. The number refers to the ship logistics; smaller ships will need less space than big ships. If at least one ship is in orbit, there will be a green spot over the planet. Below are two buttons: "Manage"—which brings up the Planetary screen—and "Govern"—which brings up the Government screen of the planet. These screens will be explained as they're needed.
In the top menu there are seven buttons:

- **"Victory"**: This screen gives you feedback on how close you are to winning for any of the victory conditions you have set for your current game.
- **"Civilization"**: This button contains several tabs on different aspects of your empire.
- **"Citizens"**: Control specialists of your civilization, which are called Citizens.
- **"Ideology"**: Through the course of the game, random events will present you with choices to shape the ideology of your civilization. Points will be awarded into one of three categories based on your choices: Benevolent, Pragmatic, or Malevolent. Those points can be spent on Ideological Traits that can all be found on this tab.
- **"Diplomacy"**: From this button you can keep track of which races are allied or warring, neutral or trading. Establish mutual treaties with your allies or participate in galactic politics through the governing body of the U.P., or the United Planets.
- **"Bazaar"**: If you own the DLC "Mercenaries" this button provides access to the Galactic Bazaar.
- **"Espionage"**: Here you can set the offensive and defensive options for your spies.

Above the top menu you can see your current credits—mouseover to see the income each turn—followed by some symbols. Those currently show—you can mouseover them, too—"Population", "Food" and "Administrators." This is your global stockpile. All ingame resources will be added here during the course of the game.

The smaller field below the top menu, you can see your current research project. Since you didn't set one yet, it shows "Not Researching."

In the upper-right is a window with a picture of the leader of your civilization. Above is the date. When you mouseover it, you can see how many turns you have taken in the current game. Beside it you can see an emoji that displays your empire-wide morale.

In this "**Summary**" tab that's currently open are the numbers of your colonies and citizens listed. Below, you have the current ranks of your civilization. The bar on the bottom shows this in graph style, but only if you have met the other civilizations in the galaxy. Then you are able to see where you stand in comparisation, but don't be discouraged if you lag behind—this is calculated by many variables.

In the second tab **"Planets"** is a list of all planets you have explored. You can sort the planets for your liking by clicking the symbols. Currently the planets are the colonized "Earth" and the uncolonized "Mars". Beside a small information line about some of the details and the planet class there is a line, which shows the current planetary project. Actually it shows "Queue Empty." That's the list which you should have opened during the gameplay.

In the third tab you find all your "**ships**" listed. You actually have one ship. This list is sortable the same way like planets before. The fourth tab shows all of your "**shipyards**" and what they are building. Because you don't have a shipyard yet, the list is currently empty. The last tab contains all of your "**starbases.**"
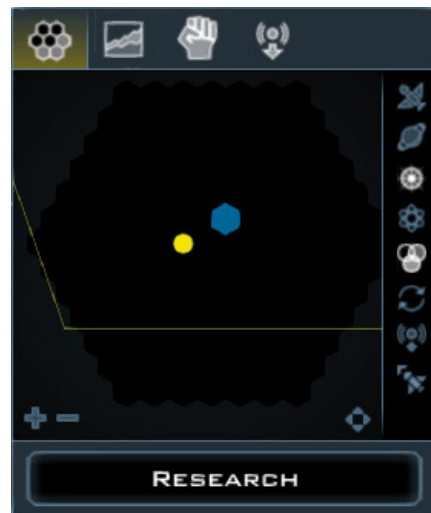
As written before, it's a good idea to keep the "Planets" tab open to watch the progress of your colony improvements. If a building is close to completion, you can decide if you'd like to rush it.

In the lower-right corner you can see the minimap. The buttons above it are as follows:

"Galaxy" is the overview you actually see, "Graphs" shows your civilization compared to other civilizations in graph style and "Power" shows the same in numbers. Power rankings are displayed based on population size, military might, research strength and influence. Currently, there is nothing to see. The last section contains all of your "Rally points." A rally point is a spot in space where ships can automatically be directed to.

Next to it you can set what the minimap shows. Mouseover the symbols for more details on the options and select them if you want to see more information on the minimap.

You can zoom in and out on the minimap with the + and - keys, or use the mousewheel while cursoring over the minimap.

There is also a context sensitive "Turn-Button" below the minimap. Whenever you don't have a research project, a planet doesn't have a planetary project, the shipyard is idle or one of your ships has moves for the turn left, then this button will inform you about those options. Once you have done everything that is outstanding, it will read "TURN." After you click it, all other players in the game will make their moves until it's your turn again.
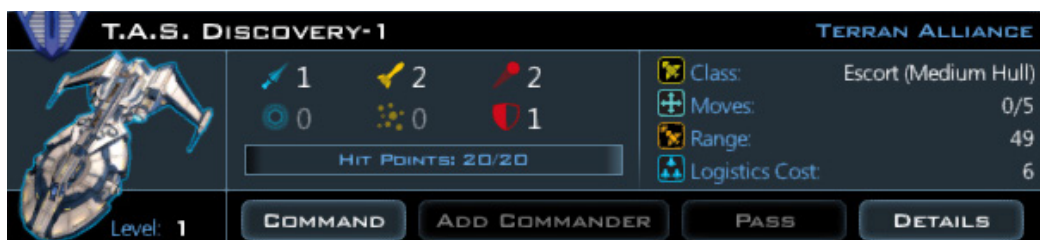
Your main game-window is the "galaxy view." Every hexagon-shaped segment shown here is called a "hexfield," some also refer to it as a "parsec" to give an understanding of how far apart things are from each other.

You can see the planets that surround Earth. Some of the real ones are also there, including the sun "Sol." You can select everything with your left mousebutton. With the right mousebutton you can set the destination for all of the selected ships (if applicable). The middle mousebutton controls the game camera. By holding it down you can rotate the map. If your mouse has a mouse-wheel, you can zoom in and out of the map with it. The left button on the mouse also enables you to grab the screen and slide it around, which can make navigating around the map much easier.

Expert tip:
To get a better overview in the map, zoom out with your mousewheel. There are more viewstyles, especially one of them is interesting: Press "4" on your keyboard to change the angle of view to 90°. You can change this back with pressing "1" or free-look while holding the middle mousebutton.

In the galaxy view you also can see your ship, the T.A.S. Discovery-1. When you select a ship, the information window on the lower-left will change.

It shows the ship's name and its weapons and defenses. In this example, the T.A.S. Discovery-1 has:
Beam-Weapon Attack-Power: 1 / Missile-Weapon Attack-Power: 2 / Kinetic-Weapon Attack-Power: 2
Beam Defense (Shields): 0 / Missile Defense (Point Defense): 0 / Kinetic Defense (Armor): 1
Mouseover for more details. The hit points of the ship are 20 of 20 (the stats may vary).

On the right side you can see the class, which shows the battle role of the ship, currently "Escort," and the hullsize, currently "Medium." The ship has 4 of 4 moves left to make. The ship's range is 49, which means it can move 49 hexfields from your next planet or starbase into space (the stats may vary). The logistics of the ship is 6, which means it needs 6 "space" when sent to orbit a planet or combined with other ships into a fleet. The max space is called "logistics"—that refers to how many ships can be in one hexfield or a planet, starbase, shipyard etc. together.

The buttons below do the following:
With **"Command,"** a small menu appears where you can tell the ship what to do in the future. **"Survey"** lets a ship fly through the galaxy and survey any anomaly it finds. **"Explore"** will let the ship just explore space and remove the fog of war. **"Sentry"** stops the ship and it'll begin guarding a hexfield. It'll inform you if an enemy ship comes in sight. With **"Guard,"** the ship will also stay at this position, but whatever comes, even if it's a danger to your ship, it will stay and fight. **"Upgrade"** can be used if the ship is an older version and you want to upgrade it to a newer version, but be careful, that can cost lots of credits. **"Decommission"** will delete the ship. With **"Autopilot,"** you can order the ship to move automatically to a rally point, colony, starbase or shipyard.

"Add Commander" adds a commander, which is a citizen with a special command ship, and creates a fleet with the survey ship and the command ship. More on that later in the guide.

With **"Details"** you get a plethora of information about the ship, including a big picture of it. There you can also see what ship

Expert tip:
If you attack an enemy with a beam weapon for example, it will need shields to prevent hull-damage (HP). If the shields are down, the HP can be reduced. If the enemy ship has armor or point defenses, it has no defense against your beam-attack.

Some civilizations concentrate on one attack or defense, some also check their enemies weak spots and attack it with the best possible weapon.

components are mounted on it. The command works the same way in a fleet.

When you mouseover a ship, another information window appears that shows the Sensor Range (how many hexfields the ship can "see") and the Level. A ship can level up when it takes part in a successful fight. At higher levels ships get more Hit Points (HP) and attack bonuses.
The description below the stats is editable if you are creating your own ship design.

Game Options

When you select the **MENU** button in the upper-left corner (or press the ESC key on your keyboard) you can see the following options in the middle of the screen:

Resume: Continues the current game
Save Game: Saves the current game
Load Game: Loads a previous game
Retire: Give up the map and go to the Main Menu
Options: Go to the options screen
Main Menu: Returns to the main menu and quits the current game
Exit: Exits to the desktop

The Options screen is divided into four categories:
Graphics, Sound, Interface and Gameplay.

Graphics Options:

- **Display Resolution:** Sets the resolution for the game display.
- **Fullscreen:** Enables full screen mode. If you wish to play the game in a window, uncheck the checkbox.
- **UI Size:** Sets the size of your user interface. On larger maps with lots of colonies it's very handy to set this to a "Small UI."
- **VSync:** Enables the vertical synchronisation. Vertical sync allows you to synchronize the frame rate of the game with the monitor refresh rate for better stability.
- **Brightness:** Sets the black level of the game display.
  - **Contrast:** Sets the white level of the game display.
    - **Particles:** Enables the display of particles in-game. A "particle" is a graphic object used to simulate certain kinds of "fuzzy" phenomena, which are otherwise very hard to reproduce with conventional rendering techniques.
      - **Trails:** Enables the display of engine trails in-game.
    - **Performance Presets:** If you have a low-end computer try using the low setting here, as it will disable some of the more computer-intensive video options. If you have a high-end system you can set this to high. "Custom" is shown if you have made your own settings.
- **Anti-Aliasing:** Sets the amount of anti-aliasing applied to the graphics.
- **Enable Gel UI:** Gel UI is a process that makes text easier to read. This is on by default, but if you are concerned about performance you can turn this off.
- **Enable Bloom:** Bloom is an effect used to reproduce an imaging artifact of real-world cameras.
- **Low-Res-Textures:** Replaces the normal textures with low resolution ones. Enable this option to get lower graphics but better gamespeed/loading-time.
- **Enable Depth of Field:** Focused objects are sharp, unfocused objects have its sharpness decreased.
- **Enable Ambient Occlusion:** Ambient occlusion is a method to approximate how bright light should be shining on any specific part of a surface, based on the light and it's environment.
- **Show Debris in Battle Viewer:** Shows nebulae, dust, clouds and scenery objects in the battle-viewer (that will need more graphic power)
- **Allow Third Party Hooks:** Allows external graphic applications to make videos or screenshots. May cause instability if enabled.

Sound Options:

Enable SFX: Turns on interface and in-game sound effects.
Enable Music: Turns on music during the game.
SFX Volume: Adjusts the volume of the game's sound effects.
UI Volume: Adjusts the volume of the interface sound effects.
Music Volume: Adjusts the volume of the game's music.
Speaker Configuration: Sets which source every sounds will heard by.

Interface Options
- **Skip Intro:** Enabling this option removes the opening cinematic.
- **Draw Grid:** Enables dark blue lines that divide the galaxy into hexfields.
- **Hide Grid Outside Influence:** Enables you to disable the grid in areas outside of your control.
- **Camera Snap Back:** With this enabled, your viewing angle will always revert to the default when you release the middle mouse button.
- **Zoom To Cursor:** If you are zooming in and out with the mouse wheel, this option will put your focus wherever your mouse cursor is.
- **Enable Edge Scroll:** Enables scrolling with moving your mouse at the screen borders.
- **Edge Scroll Speed:** Determines the scrolling speed when you hold the cursor against the edge of the screen.
- **Edge Scroll Delay:** If Edge Scroll is enabled, this option allows you to set how long the mouse will delay before the screen will start to pan when you edge scroll.
- **Camera Scroll Speed:** This option allows you to set how fast the edge scrolling will move.
- **List Scroll Speed:** Sets the scrolling rate in in-game menus like the planet list.
- **Clip Cursor:** Setting this option will keep your cursor in the window. This is especially useful if you have Edge Scroll enabled.
- **Use Localized Data:** This option is currently deactivated.
- **Screenshot Format:** Sets the form of file to which your in-game screenshots will save.
- **Collect Gameplay Data:** This will allow the game to send your scores to the Metaverse of Galactic Civilization. View the Metaverse statistics on *www.galciv3.com/metaverse.*
- **Auto Start Battle Viewer:** This will automatically start the battle in the Battle Viewer three seconds before the first shot is fired.
- **Disable Influence Tooltip:** If you hover your mouse over the main map for one second, the Influence tooltip will appear. Clicking this option will allow you to disable that.
- **Notification Priority:** Select how you want the game to inform you about things that happen during gameplay. For example: "Basic Factory has been completed on Earth." You should set this option to "Show all notifications" at the beginning and see what you'll need.

The next sliders contains settings of the "galaxy view" and which objects shall be visible if you are zooming out. "100" means they are visible even on the maximum zoom-out, "10" means they are unvisible if you zoom out only a bit.

Show Turn as Date: Disable this button to see only a turn number in the upper-right menu.

Gameplay Options
- **Enable Mods:** Enables the use of third-party modifications. In case of troubleshooting please disable that option and try again before you use the forum or support.
- **Auto Save:** Enables the game to automatically save.
- **Turns Before Auto Save:** Adjusts the number of turns before the game automatically saves.
- **Show All Ship Designs:** This will allow you to see all ship designs of the same style as the race you are playing. For example, if you are playing a custom race that uses the Terran ship designs, this option will allow you to see all Terran ships as well as those you designed.
- **Show Starbases:** Shows designed starbases in the ship-designer.
- **Show Over Capacity Designs:** If you enable this option, every ship will be shown, if you are able to build it or not. If disabled, only the ships that you are able to build are shown.
- **Auto Favorite Created Ships:** If you made your own ship design, it will automatically be saved in the "Favored Ships" section of the ship designer, if this is enabled.
- **Input:** You will find a button labeled "INPUT" in the bottom center of the Gameplay Options screen. Click this link to see a current list of keyboard shortcuts.

The first turn - Research

On your first turn, the first thing you should do is set a research project. You can click on the button in the lower-right shows or select the "Technology" button below the top menu.

This is the Research screen or technology screen.
It will show the current possible research projects. If you select one, you can get more details on the upper-right side.

"Artifical Gravity" for example unlocks a planetary building "The Hyperspace Project" and also provides moves +1. After completion you are able to research the following technologies: "Interstellar Travel" and "Orbital Manufacturing." The timeline in the lower line shows your technological age. Some technologies will appear only if you have managed to reach the next age. On the lower-left side you can see a number called "Research." That's your combined civilization-wide research power.

You can also view research in a technology tree form. For that, click the button "Tech Tree" in the lower-left corner.

On the left side are four main categories:
- Colonization
- Engineering
- Warfare
- Culture

If you select one of those categories, you'll have a good overview of what comes after each technology. From here, you can plan what you'd like to have later on. Each of the four categories has its own tree. You also can click on a field and the system automatically will research all technologies that are required for it until the one you selected is finally researched. If you are clicking between the fields and hold the mousebutton, you can move the tree around and see more of it. With "Back" you'll move back to the normal view.

It's useful to start the research with "Artifical Gravity" in the Engineering section. Moves +1 means that all of your ships can move one hexfield further each round. That's helpful for exploring space faster.

Click "DONE" to leave the Research screen.

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The first turn - Planet "Earth"

Now the button in the lower-left says "IDLE COLONY." That refers to your starting planet Earth, which has no planetary project. Click on the button to get to the planetary surface or select Earth in the galaxy view and click on "Manage." You can also doubleclick the planet in the galaxy view.

This is the planetary screen. The majority is taken up by a map of the planet's surface. This map is overlaid with a hexagonal grid of tiles. Each tile represents an area where you can construct valuable projects. Each planet automatically gets one Capital City on a randomized hexfield, which provides some bonuses.

Colonies are the lifeblood of an empire. They manufacture ships, generate population and credits, expand your influence through the galaxy... all kinds of fun stuff that a budding master of the universe needs.

On the right side you can see a list of the possible buildings—possible means that they are available, but the ones that are greyed out aren't buildable yet. The number beside a building shows you how many turns the project will need to complete.

Most often, each building will only need a single hexfield. Only the shipyard will be built in space and won't need a hexfield on the planet.

"Aid Research" is a project instead of a building. If you activate it, your planet will funnel power into that project and when the project ends, it'll provide a bonus. More on those projects later in this guide

Below the projects is the "Manufacturing Queue" where all of your current projects are listed for that planet.

'How can you call yourself a citizen of the Terran Alliance and not want to live on Terra - that's latin for Earth, by the way.'
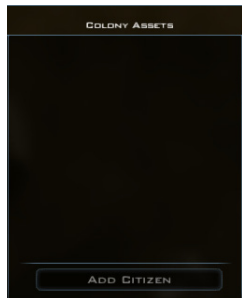
-Amare Jones
Age 45

Below the colonies' hexfields are some windows:
From RIGHT to LEFT, the first window is called **"Word on the Street."** It tells you about the current viewpoint of one colonist. A nice bit of flavor that gives you insight into the colony's morale.

The second window from RIGHT to LEFT is called **"Colony Assets."** The Citizens that you bring to this planet will be displayed here. Citizens will be explained in this guide later.

COLONY ASSETS

ADD CITIZEN

The next window is named **"Colony Stats."** It shows the "Raw Production," which is responsible for "Social Construction", "Research", "Net Income" and "Ship Construction." Below you can see the "Resistance" of the planet and its "Approval," followed by the "Population."

COLONY STATS

⚙ Raw Production		6.3
🛡 Resistance		52.5%
☺ Approval		60% !
👤 Population		5 /5 !

If you mouseover the "Raw Production" you can see that the "Population" boosts it by 100%. The capital city on the planet also provides +1, and the approval gives a small percentage.
The higher the "Raw Production" is, the better it is for your planet, your construction, wealth and research. Try to get it as high as possible. It goes hand-in-hand with "Approval." You can have the greatest buildings in the world, but if the people are unhappy, their productivity will be reduced. The influence will also be lowered—and that means your tourism income decreases.

Where your "Raw Production" is spent is listed in the last window:
"Social Construction" is responsible for the manufacturing on this planet. This influences how fast buildings and projects are finished.
"Research" is what the planet contributes to your current research project.
"Net Income" refers to the planets credits and how many it adds to (or removes from) your global stock.
"Ship Construction" will be shown if a shipyard is connected to the planet. If that's the case, this number displays how much power goes into the shipyard.
"Influence" describes how fast the influence radius around the planet grows. More on "Influence" later in this guide.
"Food" will add food to your global stock. Without food, you won't have population. If you have

COLONY PRODUCTION ALLOCATION

Social Construction	7.0	Ship Construction	N/A
		Not sponsoring a shipyard	
Research	6.3	Influence	3.1
Net Income	6.3	Food	0

enough (4) food, you are able to build Cities, which raises the population. And remember, your population = more "Raw Production". The population is capped by the planets class, so on a class 10 planet there is a maximum of 10 population.

If you mouseover "Social Construction", "Research", "Net Income" and "Ship Construction" you will see that the full "Raw Production" is in every of those sections. This should tell you how important raw production is.

The hexfields of the planetary screen will sometimes provide bonuses. If you select the field and mouseover the small symbol shown inside, you will see information on what the benefit or loss is. Most of the time they are very useful, so plan accordingly. In this example, the hexfield will provide "+2 to Ship Construction" when you place a building that boosts ship construction there.

The other hexfields immediately surrounding it provide an adjacency bonus of "+1 to All Construction." That means if you build an "All Construction" building in these tiles, they will get +1 from them. "All Construction" = "Social Construction" and "Ship Construction." If you level up buildings in this way, they provide a bonus to their generic role. More on buildings later in this guide.

Sometimes you'll find "Resources" on your planets, which you can mine if you doubleclick them or select them in the menu on the right side. They will add resources to the stockpile above the top menu in the galaxy view over time. One common resource is food, which you can farm on "Arable Land." You can only place Farms on this kind of resource, which makes them valuable.

You can also see the resources on a specific planet if you mouseover the planet in the galaxy view.
More to resources later in the guide.

For your first building project, the "Space Elevator" is a good choice since it raises "All Construction," which contributes to both "Social Construction" and "Ship Construction." Once you have researched more technologies, you can build other buildings near the space elevator to level it and the other buildings up.

But where to place the space elevator? That question is tricky to answer because the building spaces and bonuses are unique to every game. If you have a hexfield with a bonus to "All Construction," then build the space elevator there.

In the case of Earth in this example, the space elevator has been placed as displayed in the above picture. There it can be levelled up later, and the 5 tiles on the right side are left empty for other buildings.

Some players like to construct the shipyard as their first building, but since you have to explore the space around Earth first, the space elevator might be a good investment because every building that comes after it will have its construction time reduced.

After the space elevator is finished, we'll queue a "Shipyard" next in this example. You'll notice that the turns the shipyard needs to finish are reduced now that we have the space elevator. If you have arable land on Earth, you can add a farm for it in the queue too.

You are also able to rush buildings. If you click on a current project in the "Manufacturing Queue," you can "CANCEL" or "RUSH" it. If rushed, the building is instantly there, but you will have to pay credits for it—if you mouseover the "RUSH" button, you can see how many it will cost.

The planetary screen has another button in the lower-left corner: "Govern Planet." Click on it to be directed to the Govern menu of the selected planet.

On the left side you are able to let the game control and decide what to build on this planet. Since that part of the game is fun and you will always do a better job than the game's governor, you should leave it on the standard option "Direct Control." In cases of really large empires with thousand of planets, it might be more useful later on.

On the right side you can rename your planet or set the "Civilization Capital" to another planet. "Destroy Planet" is rarely useful—except in cases where it's a weak frontline planet and you can't hold it.

Above this you can set a function that automatically upgrades the existing buildings when upgrades are available, or leave it be until all tiles are occupied. The last option is to clear all queued buildings if you are changing the governor. This is only useful if you are playing with governors.

Click "DONE" to leave the Govern Planet screen and get back to the planetary view.

Click "DONE" again to close the window and get back to the galaxy view.

The first turn - Ship Movement

Now the button in the lower-right corner says "IDLE SHIP." That's correct, you haven't moved your ship yet.

To make this easier to explain, let's zoom out with the mousewheel until everything is displayed in icon art. You are able to see the dark universe around your planet and ships. That's the current sensor range. If you explore the dark space and move on, you will leave the "fog of war." That's what the space is called where you have been already but no sensors are active anymore.
In the dark you can see spots. In this example, there are six spots.

Those are stars. Each star can be surrounded by planets, resources and asteroids. Dead planets are not colonizable.
The goal is to explore space, found colonies and gather nearby anomalies. You will need as many colonies as you can get!

Try to set a route in your mind for your ship where it can reach as many stars as possible with a minimum number of turns. Maybe there is a star nearby with a habitable planet. In this example, it would be best to start with the star on the lower-left side, then move in a spiral clockwise around Earth. That way, all six stars around Earth will be scouted.

When you move the ship, only move as close as you need to see the star. In this example, it's called Miriam. Once you can see it, you can select it and view the information about this star-system... and also if it has habitable planets or not. If it doesn't, you're free to move onto the next target for exploration.

You are also able to rename every star if the current name is not to your liking.

Note: If you move through nebulae, your movement and sensor range will be significantly decreased. You can fly through asteroids, but it is also much slower.

Now the button in the lower-right says "TURN." Once you have clicked on it, the other players make their moves. After that, it's your turn again.

Ship Range - Don't cross that line

If you zoom out in the galaxy view and select a ship, you can see—far away—a radius around your ship. That is the ship's range. You can't fly past this line. To widen that line, you will need more ship range modules on your ships or you'll need to research ship range technologies. Starbases and planets also widen a ship's range.

Expert tip:
Watch your planetary projects in the list on the right side of the galaxy view. After every turn the projects get further in completion. If they are close to be finished you should rush them, when the costs are below 50 credits. This way you can instantly start the next project on the planet. And you'll benefit already of the new building.

More Research Projects

When your first research project "Interstellar Travel" is finished, you will notice that every ship can move one hexfield more now.

Click on the Technology button in the top menu to choose a new research project. As written earlier you are now able to research "Interstellar Travel." But before that you should probably research the "Universal Translator." Once you have this technology, you can communicate with other races and gain access to trades. "Interstellar Travel" can be next in line. You can pick up "Colonial Settlements" to gain access to the "Factory" for your planets and "Planetology" in the tech tree. After that you can research "Interstellar Specialization," which is explained on the next page.

Expert tip:
Each turn always check first if you have a research-project running. If your survey-ships gather anomalies around and find a "capsule" or an "artifact" which provides research-percentage, it will be gone with the wind if there is no research-project active.

Expert tip:
It's good to have the overview of your planets always opened - this way you are able to see if a building is close to completion and ready for a rush.
This works for shipyards also, but since you can't use the ship immediately like a building, it's not so useful. A ship will always need one more turn, and it's too expensive also. Use that function only if there is no other chance.

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WHAT TECHNOLOGY WOULD YOU LIKE TO RESEARCH?

All

MILITARIZATION | 3

ORBITAL MANUFACTURING | 3

DIPLOMATIC SPECIALIZATION | 4 ☆☆☆

XENO COMMERCE | 5

INTERSTELLAR SPECIALIZATION | 5 ☆☆☆

XENO MANUFACTURING | 5

COLONIAL ENGINEERING | 5

XENO EXPERIMENTATION | 7

ENVIRONMENTAL ENGINEERING | 8

CHOOSE ONE SPECIALIZATION

HYPERDRIVE SPECIALIZATION | 5

TRANSPORTATION SPECIALIZATION | 5

ADVANCED RECIRCULATION | 5

HYPERDRIVE SPECIALIZATION

Increases the speed of all ships.

UNLOCKS

Moves +1

LEADS TO

Ion Drive
Interstellar Survey
Life Support

Research Per Turn | 21

TECH TREE

TECHNOLOGICAL AGE | AGE OF EXPANSION | AGE OF WAR | AGE OF ASCENSION

DONE

"Interstellar Specialization" is a three-star tech, which means you have three options to choose from. All three are good:

"Hyperdrive Specialization" unlocks moves +1. Your ships will receive one more move again.

"Transportation Specialization" unlocks "Support Module Mass -25%." Every support module mounted on your ship will have lower mass, meaning you'll have more space on the ship to mount other things. For example, with smaller colony modules, your colony ship could have enough space for one more drive to make it faster. This technology is very powerful later on when you are building carrier ships, because carrier modules are considered support modules.

"Advanced Circulation" unlocks "Ship Range +5," which widens the area where you can fly around your planets or starbases.

The better choice for a longer game is "Transportation Specialization." For a small galaxy, "Hyperdrive Specialization" can be useful because the benefit of that extra move is very nice in shorter games.

More research projects are explained later in this guide.

Anomalies

There are many different anomaly types around:

**Space Junk:** Provides some credits.

Capsule: Provides 15% or raw points of research to the current research project, a credit bonus or resources.

Ship Graveyard: Will start a fight against strong pirates who are defending something, like a small-hull ship what you can clain after the fight. With your starting survey you can survive 1-2 battles until you have to wait a few rounds for the ship to repair. While a very rare occurance, it's possible to get a constructor or a colony ship out of this anomaly.

Artifact: Provides credits mostly. On rare occasion the building on the next planet will finish. There is also a very rare chance to finish the current research project.

Precursor Anomaly: If you own the DLC *"Precursor Worlds"* you'll sometimes find strongly defended Precursor Anomalies around. You'll need around 3-6 small ships and the survey ship to survive the battles that ensue, but the provided benefit will be worth it.

Wormholes: Teleports your ship somewhere else on the map.
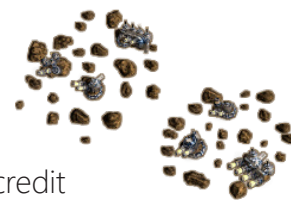
During gameplay more capsules will appear in the galaxy. Also watch for possible galactic events that may introduce lots of anomalies to the map.

Next Planetary Projects

Before long, your Space Elevator will be finished on Earth and the Shipyard will begin construction. Even though rushing buildings is expensive, particularly at the start of the game, it might not be a bad idea to rush your shipyard if you want to start colonizing planets as soon as possible.

There are two other buildings you should also strong consider constructing: the Computer Core, a player-unique strong research building, and the Starport, a good shipyard improvement.

In the picture on the right, those five connected tiles on the right side are perfect for a Computer Core, where you can surround it with research buildings later. You'll want to pick a really nice spot for your Computer Core since you can only build one in your galaxy.

If you have a tile that gives +2 to Ship Construction, choose that for the Starport's location. You can later place planetary improvements beside single hexfields to create a new tile connected to the first one.

First Shipyard

When the Shipyard is finished, it appears one hexfield away from the planet. Now the button on the lower-right says "SHIPYARD IDLE." Click on it, or select the shipyard and click on "Manage," or doubleclick the shipyard.

On the left side is a list of ships that you can build. Above, you can sort the ships as you like and select which ships should be shown. The four ships that you can actually build at this stage are the Colony Ship to colonize habitable planets, the Constructor to build starbases, a Scout to explore space and an Explorer. It's like the survey ship you already own, just without weapons.

The button "BUILD SHIP" puts the currently selected ship in the manufacturing queue on the lower-right side. With "FAVOR SHIP" you can move the selected ship to the Favored Ships section—you will need this later when you have designed your own ships. If a ship is in the Favored Ships section, you can unfavor it with by clicking on "UNFAVOR SHIP."

In the lower-left corner you can see which planets are supporting that shipyard. Currently, it's only Earth. With the small button above you can disable notifications for when the shipyard is idle if you choose.

In the lower-left corner you have a button for "DECOMMISSION" that will delete the shipyard completely. The next button shows "EDIT SPONSORS," which is needed if you want to add another planet to the shipyard or change the planets sponsoring it. If you click that button, you can see the "AVAILABLE PLANETS" on the left side and the "CURRENT SPONSORS" on the right. "ASSIGN" means that you can add this planet to the shipyard-sponsors and with "REMOVE" you'll remove it. Each planet can only be assigned to one shipyard, and one shipyard can have a maximum of 5 planets as sponsors. If a planet sponsors a shipyard, the ship construction of the planet will be provided to the shipyard.

Click "DONE" to get back to the shipyard.

The last button is "DESIGN SHIP" to get to the "Ship Designer, which is explained later in this guide.

It's useful to be prepared for the next habitable planet, so you should build a Colony Ship. You can doubleclick the ship in the list or select it, or click on "BUILD SHIP" in the lower-left or select the button "ADD SELECTED" in the lower-right corner. You can also click "RUSH" to pay a sizeable amount of credits for it, and the ship will move out of the shipyard in the next turn. Usually that option is too expensive, but there are some situations where you can make use of it. If you rush a ship, you will pay more than you would have paid in construction points.

If you mouseover the Colony Ship and the Constructor you will see that they require Administrators to be built. Administrators are a kind of resource; they also appear in the resource line above the top menu in the galaxy view. You have a limited number of Administrators, so it's good to research technolgies that provide more. You will find useful information about this later in this guide.

If you have clicked on "BUILD," the ship appears in the manufacturing queue on the right side. There are some buttons above where you can select what to build as your next project. You are also able to build other ships of the same design until you give a new order.

Next to the ship there is a number that lists the turns the ship needs to be constructed. When it's ready, it will automatically move out of the shipyard. Click "DONE" to exit the shipyard and get back to the galaxy view. If you mouseover the shipyard you can also see that it has attacks and defenses. This is handy to remember: if you need a place to park ships, you can store them at the shipyard where they will be defended.

First Citizen

After 10 rounds a video appears and you get your "First Citizen". Click on "DONE" and the lower-right button will also show "NEW CITIZEN." If you click on it, you will be directed to the Citizens menu. You are also able to click on Citizens in the top menu to get there. You can choose between 3 Citizen types:
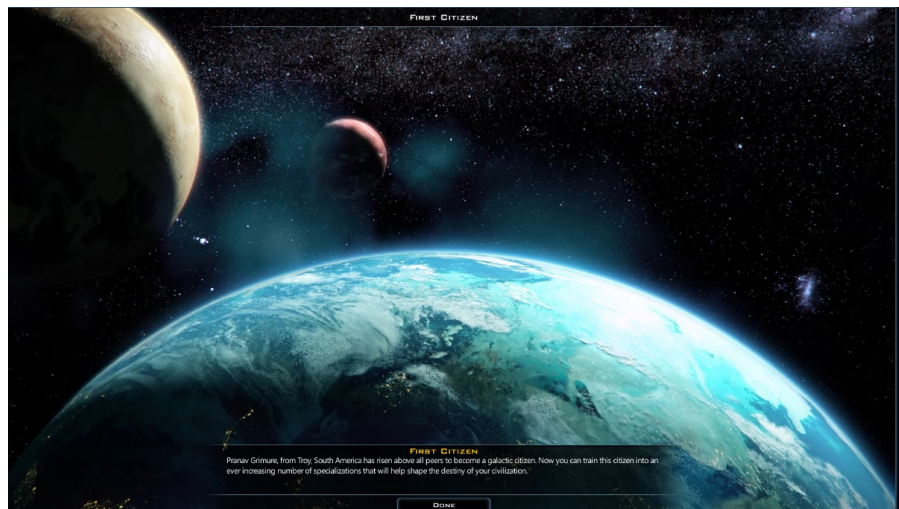**Administrator:** Lets you build 5 more Constructors, Colony Ships or survey modules.
Worker: Provides a 3% global construction bonus or 30% on a planet.
Scientist: Provides a 3% global research bonus or 30% on a planet.

Since a scientist only provides a percentage on your research, he's not worth much initially because you don't have a high base research to take advantage of that effect. The worker gives you 30% more construction when transfered to Earth, which is nice to have but also not a must. In the early game, the percentages are not as effective as they will be later on. For right now, the best choice is Administrator for 5 more administrators in your global stock.

If you want to train your Citizen as one of these types, select it and click on "TRAIN CITIZEN." If you want to wait until you have a better idea of what you'll need later, click on "DONE." You should now see a small 1 at "Citizens" in the top menu. You can go there at any time to train your citizen. Ten rounds later, you will get the next one. More information about *"Citizens"* later in this guide.

Habitable Planet found

Sooner or later you will discover
your first habitable planet. In this
example, a star named Kindar was
found. A click on it shows one
habitable planet in orbit. There
are also three asteroids and two
resources. Time to move a Colony Ship there! A mouseover above the
planet will also tell you more details like food, other resources and so on.

There are also extreme planets ingame, for example the Aquatic World. To
colonize these you need the research technology "Extreme Colonization".
Some very good planets have a toxic or radioactive atmosphere. Those
require the research technology "Atmospheric Cleansing." This is an
advanced technology so keep in mind that you can get those planets
later. There are factions that own technologies that allow them to colonize
some types of extreme planets from the beginning.

First Colony Ship Built

When the Colony Ship is built, you get a small window where you can decide
how much population you want to load onto the ship. The more you load,
the better your starting "Raw Production" on the new world will be. But notice
that you weaken your other planet by removing people from it. A good
choice is around 1.3-1.5 population.

Hopefully you have already found a habitable planet with your survey ship. If so, select the best one
and send the new Colony Ship towards it—just left-click the Colony Ship and right-click the planet. It will
automatically move there. If you haven't found a habitable planet, you can claim Mars. It's not great, but
better than nothing.

Build another Colony Ship directly after the first one. You will need another one because the AI races
around aren't sleeping—they want the best colonies too! Rush a colony ship if you received some
credits from an anomaly, but don't use all your credits up early since you'll need them later. But you can
invest some for getting early planets. Also, never rush a ship that has only 1 turn left to finish. Even if you
rush it now, it still needs one turn to move out of the shipyard.

Pirate alert

Sometimes you will have to deal with pirates. They are not a faction
that you can make contracts with. Pirates will just attack everything
that moves. If you see pirates, you should try to get rid of them. The
T.A.S. Discovery-1 is strong enough for one ship, and luckily pirates
aren't too bright: individual ships will attack you even if you have them
outgunned. If you find a pirate shipyard, avoid it early on and come
back later when you have a bigger fleet. The pirate shipyard will pump
out pirates over the time, so be careful.

New Colony: Mars

Normally you should colonize all other planets and leave Mars for later because it isn't going anywhere. Even if another faction colonizes Mars, you will get it back later with culture flipping—more on this later in this guide.

But if you have a Colony Ship to spare or you got one free from the Benevolent tree, colonize Mars. The Benevolent Colony Ship comes with 5 population already loaded. That's useful on Mars because you can use that population for loading other Colony Ships from Earth's and Mars' shipyard.

Mars is a small planet and only interesting for supporting the main planet in this system, Earth. The best thing you can do is to raise its manufacturing. Do this by building a Space Elevator. The planet is inside of 6 hexfields from your existing shipyard on Earth, so it will be automatically added as a sponsor to that shipyard. You'll notice that the Starport is already available. If a planet is inside the range of six hexfields you are able to load colonists from the planet onto a Colony Ship.

Build the Starport, if possible, in the center of the small hub of tiles on the left side. You want Mars to contribute to your ship construction. Surround the Starport with Factories.

If you've placed the buildings the same way as shown in the screenshot on the previous page, they'll help each other through their adjacency bonuses. A Factory upgrades the Space Elevator with +1 Level. All of them upgrade the Starport with +1 Level. The Capital is levelling the Starport and the Space Elevator. Levelled buildings will provide more power.

Don't forget to disable auto-upgrading in the planetary govern screen. Click "DONE" to get back to the galaxy view.

Shipyard - Improvement

As written before, if you mouseover your shipyard at Earth, you can see that Mars was automatically added as a sponsor for the shipyard, which is important. It helps to build ships faster and you are able to load people from Mars and Earth now on Colony Ships. If a planet is farther away than six hexfields, you can't remove people from there. In the shipyard sponsor list you will see that the planet's providing construction is not written in green (in between 6 hexfields) anymore, but white (above 6 hexfields). A planet is only added automatically to the sponsor list of a shipyard when it's inside of 6 hexfields around the existing shipyard. If it's farther away, it has to be added manually.

You can have a maximum of 5 planets sponsoring one shipyard. The amount of sponsored manufacturing decreases over a distance of six hexfields. There is a trait in the Pragmatic ideology that reduces the shipyard decay by 50%. There is also a civilization trait that reduces this decay by another 50%, which means you can move your shipyards where you like.

You can also build a shipyard on every planet and sponsor each shipyard with only 1 planet.
PRO: You can start building lots of ships simultanely.
CON: It takes much longer. And since you will upgrade your ship models later on faster than a ship can be built, it's better to build one new ship faster than waiting turns for an old model.

You should set every planet as sponsor of a shipyard, whereever that shipyard is. Otherwise your ship construction will go to waste.

Shipyard - Movement

If you select one of your shipyards, you can see in the lower-left menu the button "Unanchor." If you click on it, the shipyard will become movable.
Now you can move it to another spot. It can move 1 hexfield each turn. If you move it, it'll stop the construction for this round.

You can move a shipyard around to get into the 6-hexfield range of another planet, or you can move it in the direction of another planet to decrease the construction penalty caused by the distance. Sometimes it's also useful to move a shipyard closer to the frontline to get newly constructed ships there faster.

Once you have your shipyard positioned, click on "Anchor" again. Then you'll have to wait one turn until it resumes construction. If you forgot that you moved a shipyard, the button in the lower-right corner will remind you when it reaches its destination.

Make use of *"Rally Points"* to direct new constructed ships automatically where you need them.

First Colony besides Mars

To colonize a new planet, move your Colony Ship on it. After the question if you really want to colonize (of course!) and the option to change the name of the colony (you can do that later in the planetary govern screen, too) you'll see a short video. The Colony Ship will colonize the planet and vanish after the operation.

Now your first Colonizing Event appears. Here you can choose one out of three options. Every option gives an ideological score. For the different ideologies, see the next chapter in the guide. Your choice provides not only ideological points, but it may also weaken or strengthen the planet. Sometimes the choice may cost credits, too. There are lots of different Colonizing Events. On a new planet you should consider what you want that planet to specialize in. It's always good to concentrate some type of building on a planet where they benefit each other. In addition to this you will get rare buildings that power up a single planet—and if that planet is specialized in Research, Net Income, Social Construction or Ship Construction, it's much more useful.
Also, take a look at the planetary trait before you colonize it. If it has already "+% research" for example, it's good to get more research out of the "Colonizing event". Some planets come with "+25% Research" and the event provides another 10%.
If a planet has +25% Approval, it's nice to have but it doesn't affect the four main sections (Social Construction, Research, Net Income, Ship Construction) and you can decide freely what your civilization needs most.
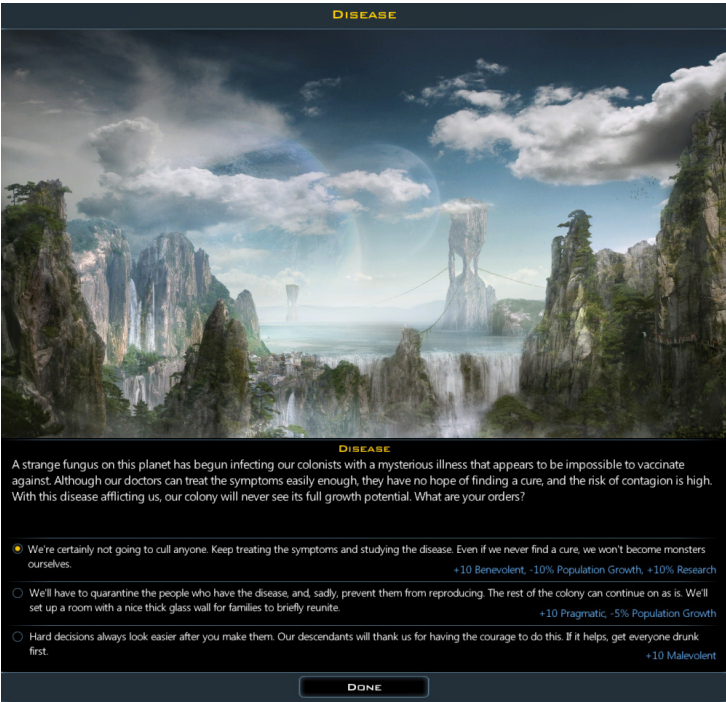
In this example the world looks like this. It's useful to check what special tiles you have first. This hexfield on the screenshot provides "+3 Research" on the tile itself and "+1 Wealth" to the surrounding tiles.

If you have already built a building like the Computer Core on one planet and find a better location for it on another, you can destroy it and rebuild it. Keep in mind, however, some building cannot be relocated!

But before that, start boosting the Social Construction on the new colony. In this example you have the tiles around the Research tile free for research buildings. You need at least three tiles on new colonies for construction buildings: Space Elevator, Deep Core Mine and Starport. The new building Deep Core Mine can be placed once on every planet except for home planets. Since the connected tiles will remain for research buildings, it's ok to use only two connected tiles and improve that later with planetary improvements.

Once the Space Elevator and Deep Core Mine are finished, you should be safe to destroy the Computer Core on Earth and build it here.

The next important step for a new colony is: does it get its own shipyard or will it boost an existing one?

To assign this planet to an existing shipyard, close the planetary screen, open your shipyard, click on "Edit Sponsors" in the lower-left corner and "Assign" the new planet to it. It moves from the left side to the right side. You can also see now if there is a penalty due to the range. Click "DONE" to close the screen, leave the shipyard and go back to your new colony.

Now the shipyard option in the list of available buildings is gone, but you have the Starport in the list. Keep it for later when you have the first planetary improvement available.

Don't forget to disable auto-upgrading in the planetary govern screen. Click "DONE" to leave.

If you mouseover your shipyard now you can see that it is sponsored by the new planet, too.

IDEOLOGY

There are three ideologies that further shape your race: the Benevolent options are mostly the "good guys," the Pragmatic are "expense vs. benefits," and the Malevolent will "squeeze everything possible."

In each of the three ideologies there are four sections where you can further specialize.
Before you make a choice, there are some things to consider. Remember that if you concentrate on one ideology, you will get to better benefits later on in the tree faster.

Two things are obviously useful at the start of a game:
- Pragmatic-tree, section Builder: "Constructive" = provides you three "Constructors." Being able to build starbases early is pretty powerful.
- Benevolent-tree, section Outreach: "Pioneering" = provides one loaded "Colony Ship" with 5 population. You can grab a nice, fast colony that comes with free population!

> **Expert tip:**
> *Often it's better to deactivate the auto-upgrading of buildings in the planetary govern screen.*

Some players try to take the Pragmatic choice in the first "Colonizing event." This way they'll get enough points for "Constructive." After that, they focus on Benevolent. They will need lots more colonizing events where they have to choose the Benevolent option to finally unlock "Pioneering" for the free Colony Ship. But doing it this way will cost you a high amount of ideology points. You'll have to consider that if you are splitting your points between two ideologies.

TTo unlock an ideology in the Ideology screen (select "Ideology" in the top menu), just doubleclick on the option that you want or click it once and select the button "Unlock" in the lower-right.

FIRST COLONY
Finally, after their long journey, your colonists set foot on an alien world. Untold effort and struggle were required to get even this far. But it's only the beginning. The galaxy is filled with worlds for the taking.

Later, you can decide if you want to focus on one ideology. While every ideology offers buildings, these 3 are the main ones:

- **Benevolent**, section Prominence, you can unlock "Eminence," which unlocks the building **"Missionary Center."**
- **Pragmatic**, section Vigilant, you can unlock "Prepared," which unlocks the building **"Preparedness Center."**
- **Malevolent**, section Motivation, you can unlock "Intimidating," which unlocks the building **"Intimidation Center."**

Each of these buildings provides 1 ideology point every 10 turns. On longer games that is very handy—you are able to get more choices even after you run out of Colonizing events. There are more ideological buildings that are obtainable if you progress further in one ideology.

You can place these buildings to get good adjacency bonuses with other buildings, but they also work fine on solo tiles.

Expert tip:
If you own the DLC "Mercenaries" you will find the "Galactic Bazaar" around 15 hexfields around your starting colony. There you can hire special ships for payment. Especially the survey and the scout-ships are important at the beginning, because you see faster where good planets, resources and anomalies are.

If you specialize in an ideology, the Malevolent section has some strong traits. "Motivation" improves your construction in a way no other ideology can. But remember: there is no best choice, every player gets to decide for themselves how they wants to play.

A good option is also on the Pragmatic tree in the Negotiator section: "Neutral." It prevents a faction from declaring war on you for 50 rounds. This can be very powerful if you are next to warmongers but aren't ready to meet them head-to-head in battle yet.

Read through the ideologies and choose what fits for you. Each one has some very strong benefits.

Starbases

A starbase can be built with a Constructor, which will requiree one administrator—you can see how many administrators you have above the top menu in your galaxy view.

Your starbase has access to all resources inside a radius of 5 hexfields. The hexa-line around your Constructor will display the starbase's range so you can position it optimally.

In the example on the screenshot you can see that the Constructor's radius has two resources inside: Promethion in the lower-left and Thulium on the right side. With starbases you can mine resources, asteroids or strengthen nearby planets and ships, widen your influence radius and your ship range.

To create a starbase, move a Constructor to the spot where you'd like to set the starbase. Then press the "Constructor" to the spot where you like to set the starbase. Then press the "Command" button in the lower-left menu and select "Construct Starbase." You can only build on a free hexfield.

There aren't just starbases for mining resources and relics. You can also build starbases that strengthen planets or areas. Some players will build starbases to increase their influence, others to gain access to a group of asteroids.

The following three pictures show other options besides mining.

Those can be updated later if you have researched better improvements.

Later in the game you can upgrade your starbases with better weapons, better defenses and small fighters. Nearly every module will also improve your influence.

After the creation of your first starbase you will see a short video and be directed to the starbase view to decide its job. What you want to mine or research will determine what upgrades to apply.
The designs for the different types of starbases are varied. If you are near a resource that can be mined you'll need to build a "MINING RING" before you can access that resource. If you are near a Precursor Relic or Ascension Crystal you'll need a "XENO ARCHEOLOGY LAB." If you are near both, then feel free to build both. If you are near a planet, you can build an "Economy Starbase" to strengthen the planet. A starbase can't be "economy" and "mining" at the same time. Some starbase modules will cost you credits, which is displayed if you mouseover the module.

Your starbase has different options for upgrading. On the upper-right side you can see its current available improvements. To build one on the starbase, doubleclick the option you want or select it and click on the button "Build Starbase Module" in the lower-right corner.

STARBASE DEFENSE SYSTEM

Boost the defensive capabilities of any type of starbase.

PRODUCTION COSTS

Treasury	-100
Durantium Cost	-1
Elerium Cost	-1
Antimatter Cost	-1

MODULE EFFECTS

Beam Attack	+1
Missile Attack	+1
Kinetic Attack	+1
Influence Growth	+5

MILITARY RING

Dedicates starbase to protecting your civilization and its assets.

Beam Attack	+1
Kinetic Attack	+1
Missile Attack	+1
Shield Strength	+1
Armor Rating	+1
Point Defense	+1
Starbase Range	+2

CULTURE RING

Dedicates starbase to helping spread your Influence thought the galaxy.

Influence Growth	+10
Influence Growth	+10%

In the top-left corner you can see the Starbase Report:

Owner: Whose starbase it is.

Type: What type of starbase it is.

Your starbase has an **attack- and defense**-system; the stats you can see in the two lines below.

In the next two lines more stats are shown:

The starbase-range: Normally 5 hexfields.

Sensor-Power: How far does the starbase remove the fog of war.

Influence growth: How much influence does the starbase generate each turn.

Maintenance: How much the starbase will cost each turn.

Hitpoints: The currently HP of the starbase.

You can also put ships in the starbase to defend it—or let the starbase defend other ships.

Expert tip:

If you see some resources around and your constructor is ready for a starbase, try to place it in a way that it gets all resources at once AND is near asteroids, if there are some. This way you can mine the asteroids too, because the influence-radius of the starbase will soon overlap them.

Below the "Starbase Report" you'll see the minable resources or relics in the window "Area Effects," followed by the "Installed Modules" on that starbase.

In the lower-left corner you can destroy the starbase with the button "DECOMMISSION." Doing this won't give you your administrator back, so consider carefully before destroying a starbase.

With advanced techs you'll unlock more options for your starbases. At the start an important technology is "Orbital Manufacturing" because after that you are able to build "Mining Barracks" on the starbases. This doubles the mined resources from the starbase. Every resource you mine is added to your global stock above the top menu.

Mouseover the symbols in your galaxy view to see how much is added there each turn.

Asteroids

A starbase and a planet can widen your influence radius. This is the colored circle around them. When this circle overlaps asteroids, click on them to build a mining base with the button at the lower-left for 100 credits. This strengthens the planet's "Raw Production" that the asteroid mine is assigned to by 1—assign all mines to the nearest planet where the "Raw Production" provides the greatest benefit. If the asteroids are too far away, the provided "Raw Production" will be decreased from 1.0 the more hexfields lie between, all the way to 0.1.

Be careful, your mining bases have no defenses and can be destroyed easily by pirates and other enemies. You should only build them in safe areas where no hostile ship can rush in and destroy them.

Resources and Relics in Space

There are lots of different resources and relics. Your starbase has access to all resources inside of a radius of 5 hexfields.

Note: The Pragmatic ideology has an improvement that raises this radius to 7 hexfields.

Resources:
- Durantium
- Thulium
- Promethion
- Antimatter
- Elerium

Relics:
- Economic Relic: Provides 5% to wealth, all planets.
- Research Relic: Provides 5% to research, all planets.
- Influence Relic: Provides 5% to influence, all planets, mining bases and starbases.
- Manufacturing Relic: Provides 5% to manufacturing, all planets.

Some of these resources are also on planets where they can be mined.

You will find uses for all resources during the game. Relics are no exception, since they provide a global bonus. Note: relics can be upgraded if you research "Xeno-Archeology" and its follow ups. Level 1 provides 5%, level 2 11%, level 3 18%, level 4 26% and level 5 36%.

Because you don't have endless Administrators, you should try to get access to as many resources and relics with as few Constructors as possible. More Administrators can be obtained during the research of some technologies or with Citizens. The guide contains *an overview* about this.

The resources and what they are needed for are also explained *later in this guide*.

Victory Screen

At any time during the game you can find out how close you are to any of the available victories by clicking the "VICTORY" button in the top menu.
Click on any of the victory conditions to find out what you will need to accomplish to win the game. Select the "VICTORY OPTIONS" button to adjust or remove any of the victory conditions you've previously set.

Planetary Traits

Some planets are special and have varied bonuses and losses. For example a "Ghost World" provides 50% to research. An "Active Core" improves manufacturing by 50%, but it reduces the growth on that planet by 25%. There are many more—you should always keep an eye on the planetary traits and decide the planet's specialization based on them. If possible, try to combine the Colonizing Event with these traits to improve the bonus.

Planetary Tile Bonuses

On most habitable planets you will find tiles with an icon inside. Try to use these bonuses to your advantage. Most tiles give a bonus to the tile itself and an adjacency bonus to the surrounding tiles. Sometimes this is useful, sometimes not. If you find a tile with +2 research for example, you should surround it with research buildings, even if the adjacency bonus of the tile is +1 wealth.

Planetary Resources

Sometimes you'll find special resources on your planets, which block one tile but give a resource instead. The resource is worth a small amount of credits in a trade with the AI. Sometimes you'll also find the resources from space on a planet, like Promethion etc. The resources always have an adjacency bonus to the surrounding tiles. Consider this in your planning when placing new buildings. To get access to the resources you can doubleclick or select them in the list on the right side.
A *list of all resources* is contained in this guide later.
You are also able to destroy the resource to get the tile back.

First Contact

Maybe you have already been contacted by aliens with a "Hello" screen. They speak incomprehensible rubbish if you have not yet researched the technology "Universal Translator." Thankfully, you can still answer them. But to be able to trade with the AI, you need to research this tech.

With this technology you are able to talk to the AI, do trades, improve your diplomacy and so on.

There are minor and major civilizations around (depending on your settings). Minor civilizations often only own a single planet that you can send freighters to. Major races can do the same things that you are able to do.

Vuresef, Terrans. Tipot Kaxx's orisih beha rinin holares. Erasuto ki nakeduc menurit!
(You need to research Universal Translator)

Huh?

You fake smile and nod as if you understand, then proceed to close the Incoming Message.

Diplomacy

When the first AI contacts you, the Diplomacy button in the top menu will be activated. When the "Universal Translator" is researched, you can click on this button to see which races are around you so far—more will join later, depending on your own opponent settings.

On the Diplomacy screen you have the leaders of the civilizations as symbols for their race. Minor civilizations don't appear here. In the upper-left corner is a small overview of the global power of all civilizations. At the right side is a screen that shows the currrently selected faction; by default, that's you. Below, you can see where you stand in comparisation to the AI. Clicking on a race on the main screen will bring up their information. The button "Report" gives you more details about the selected race.

You are able to send citizens called Diplomats to other factions. To do that, choose a faction and check the four fields in the upper-right corner, below the picture and the ranks. If you have a diplomat in your global citizen stock, you can activate the field (or more of them). A diplomat will vote for your faction and improves the relationship.

In the lower-left corner you can also activate "lines" that show you the current state of the friendship between the AI or if they are at war.

If you want to keep peace as long as you can, don't move your ships in others' zone of influence, don't colonize planets in their territory and don't mine resources there. Shared borders with a civilization also will worsen your relationship with them. Mouseover the AI leader to see what the race likes and dislikes when they currently think about you.

The narrow, colored line under the picture on the right side is important. It shows the relationship with the selected race. The arrows beside the black spot show the trend of your relationship. Red arrows to the left will lead into war, green arrows to the right will lead into peace. There are a maximum of three arrows possible that represent the speed at which the relationship is improving or decreasing.

The better the relationship, the better the trades will be. Only befriended races want to trade with you and will give much better deals than a race that is close to making war on you. Sometimes it's wise to wait for a trade until the relationship is really good. If it's really bad, a trade will be refused or the faction will only offer non-offense technology to you.
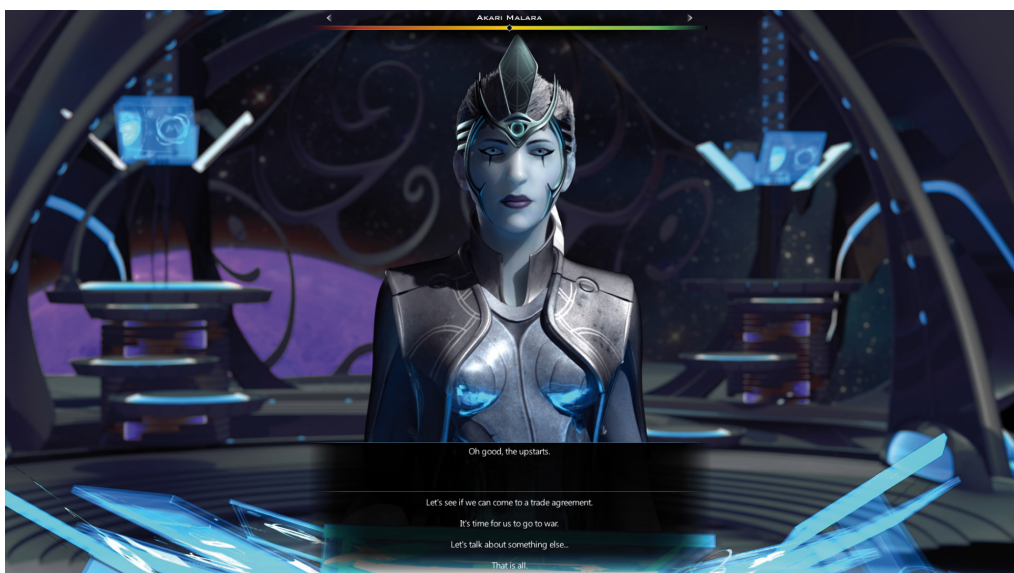

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Doubleclick on a portrait to contact that race, or click once and select "Speak to" on the right side. You'll see the colored line again, now at the top of the screen.

In the first line you can continue to the trade window. The second line speaks for itself. The third line leads to more options and the fourth line ends the contact.
If you click the third line, you will be directed to another chat window with four options:

- "We would like to assure you of our continuing friendship": Here you can tell this race that you want to strengthen the relationship. This sometimes adds +1 to the diplomacy effect. Danger: It angers the races who don't like that civilization and they will say "You proclaimed friendship with our enemy." This results in a worse relationship with this race.

- "Please remove your ships from our territory before there is an ‚incident'": This refers to the AI's ships in your zones of influence. The same will work inthe other direction: If your ships are in their zone of influence, they maybe ask you to remove them.
- "We are in need of some financial aid and we would be very grateful for any help you can give": You will get credits from this race. Be warned, this should be used sparingly. If you ask too often, the relationship will suffer, and they'll usually refuse your begging.
- "We would like to offer you financial aid and hope that it will strength our relationship": For 50 turns you'll give a fixed amount (mouseover the line) to the race. This is useful if the race is at war with another race and you want to see that other race lose. It will also improve the relationship, of course.

If you click on the first line in the starting chat screen, you will be directed to the trading screen.

Trade - Dealing with the AI

In the trade screen you can see your items on the left and the AI's items on the right side. In the middle, under the portrait is the trade window. You are able to select technologies from the AI. Just click on them and they will move into the trade window. Now you need to offer something for the tech. If they are very happy with it (for example: A truly generous proposal), you offered too much and can balance the offer out with credits or more techs. If they don't like the offer, the trade is not possible and you have to give more or add some credits. You can see this also in the colored line above the trade window. This

way you also can see how the AI weighs your technology. Military techs are usually much more appreciated.

"This is fair" appears when the trade is equal on both sides. Some technologies are more expensive than others; this depends on the research that they require. Military techs will also be more expensive to trade because the AI is not sure that you won't direct the new weapons against them later.

Sometimes the AI offers you a trade—sometimes the trade is good for you, often bad because they just want an important technology cheap. Stay alert! You are able to change that trade, but usually you won't get the starting offer back again—mostly it's a take it or leave it.

On the left side are your trade resources, on the right side the AIs. First, you can trade plain credits, followed by treaties. That can be "Open Borders," which means that the AIs ships are allowed to fly through your influence zones. You can also declare war on another race in this screen, if you trade the treaty "Declare war on" and choose a race in a small separate window. Then you become immediately at war with this faction. Sometimes the AI will give you good things in return if you attack a race that's dangerous to them. Or they're looking to maneuver you into war and reap the benefits. Be careful!

Below, you can trade resources. Since more and more resources will be obtained during gameplay, their price typically lowers from turn to turn. But there are also some resources that are rare the whole game. If you try to trade resources from the AI, consider that they won't give them all to you. They want to keep at least around 25%, so if they only have 1 Durantium for example, they won't trade it for cheap. If they have 5 Durantium, they will trade 1 for lots of credits. If they have 100 durantium, 1 will be cheaper.

After that you are able to trade technologies, followed by ships, starbases and colonies. Yes, you can sell Mars for some techs... But normally a planet is better than everything else; the only exception maybe if it's already in the zone of influence of that race.

You should always try to fill up the extra space in your trades with the AI with credits. To fill up the trade with credits, just click on "Credits" and the required amount will be calculated automatically.

"Open Borders" is a powerful treaty that can be traded alone for credits also. It improves the relationship to the race, too.

One thing makes trades more powerful: you can trade the specializations of the 3-star techs between your allied races. So, if you have researched "Transportation Specialization" and the AI has "Hyperdrive Specialization," you can get this specialization also!

A good piece of advice is, especially in important 3-star techs for hull improvements, to check what the AI has for trade. Just look at what they have and then close the trade again, start the research of one other specialization and trade the missing one later from the AI. This way you can get 2 or all 3 improvements.

Important note: Don't trade with them first—if you do, you can't choose your specialization anymore. First check what they have and afterwards you can research the tech they don't have. Later you can go back to the diplomacy screen and trade the other 1 or 2 techs with them. (An other explanation for confused people: Don't trade away specialization techs before you researched them, because if you do, you won't be able to research it, because you are allowed to research only one specialization. You can trade for the others after you researched the one they don't have.)

Don't forget to check the possible trades from time to time. The "Open Border" treaty will run out after 50 rounds, as will most other treaties.

Note: You are also able to contact races in the galaxy view when you are near a planet, ship or starbase belonging to that race. Just select the object and press the button "Speak to."

Maintenance

Nearly everything you build will cost you maintenance each turn. Most buildings on planets have +1 maintenance, for example. Ships will cost you credits, too—if they are out in space their maintenance cost will be higher than if they are parked in a shipyard.

In the Civilization screen you can see your Net Weekly Income. Your global maintenance is also listed there. Always try to get your income higher to counter your costs. Tourism is very useful for this.

Administrators

You'll need Administrators for Constructors, Colony Ships and Survey modules. There are some ways to get more administrators:
  • +1: Build an Administrator Center on a planet (costs 1 Food, and a tile of course).
  • +5: Train a Citizen as Administrator
  • +4: Promote an Administrator Citizen to a Minister.
  • +3: Research the "Diplomatic Specialization - Efficient Administrators" (Culture tree).
  • +3: Research "Interstellar Governance" (Culture tree).
  • +4: Research "Cultural Outreach" (Culture tree).
  • +3: Research "Galactic Governance" (Culture tree).
You can obtain more during further research projects.

> **Expert tip:**
> Since your specialization-research has started you are already able to trade the other specialization-tech from the AI. You don't need to wait until yours is finished - but don't select something else in the research screen until it's finished.

Rally Points

To move your constructed ships automatically to a set spot, you need a rally point. Click on the shipyard. In the lower-left window you will see the button "Rally Point." Click on it. On the right side there is a minimap that shows the currently selected shipyard. On the left are 4 sections:
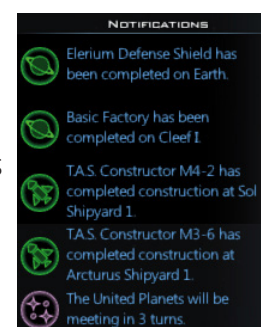 • **Rally Points:** Set a rally point at a spot in space.
  • **Colonies:** Set a colony as a rally point.
  • **Shipyards:** Set a shipyard as a rally point.
  • **Starbases:** Set a starbase as a rally point.
Moving ships to a rally point has two advantages: you don't need to click the ship manually, and sometimes you save some moves for your ship if the direction where you want to move is on the other side of the shipyard where the ship would be normally sent out.

To create a rally point in space, close this window and select the 4th section of the menu on the right, next to the minimap, called "Rally Points." Now you can see a button on the lower-right: "NEW." Click in space where you want the new rally point and click on the button "Create New Rally Point" to set it there. This new rally point will now appear in the list on the menu. Now select the shipyard, click on "Rally Points" and select the rally point in the list. You can also move rally points around. Click on one and you can see the buttons in the lower-left corner.

Notifications

In the galaxy view you can see notifications at the upper-left corner of the screen. This tells you everything that happened during an AI's move. For example, if a ship is in your zone of influence without an open border treaty, or if a building on a planet is completed, or a ship is built, or a research project finished, then you can just click on the notification to be directed to the subject. If you find those notifications aren't helpful to you, you can remove them in the options screen.

Civilization Screen / Taxes

When you click on the "Civilization" button in the top menu, you will be directed to the Civilization-screen. The first tab called **"Economy"** contains your leaders. Some leaders can be moved to another section where you want to focus, some not. Don't worry if you can't just yet, more will come later with additional Citizens. In the "Summary" screen you are able to see your global costs and income. Below that, you can set the tax—more taxes mean more income for you, but it decreases the morale of all colonies. You can see the morale change in the upper-right corner of the screen while moving the tax-slider.

The second tab contains all of your **"Colonies."** You can sort them by clicking on the symbols at the top. It's sometimes good to know which planets have a good research or net income to build improvements there, or on which planet the morale is low.

The third tab, **"Trade,"** contains all of your trade routes; the upper window shows the ones you have set; in the lower window are those the AI has set. The small map will display the routes. If you have trade licenses for the new trade routes, it will be shown below.

The next tab, **"Timeline,"** contains a monitor showing your standing in the galaxy; you can compare yourself to all of your opponents in any category.

In **"Report"** you can get an overview about the races that you have met so far.

"Stats" also shows your standing against the AI, but in numbers instead of a graph.

Expert tip:
You can use Rally Points as mark in the galaxy-view. If you found a resource or an anomaly that you want to claim later, put a rally point there and rename it that you will know later what you wanted to do there. That's very helpful, if you own the DLC "Precursor Worlds" and found the precursor anomalies, that are too powerful for your starting ships. Mark them and come back later!

The last tab includes all **"Commands."** Here you can change global commands, such as where your ships should move, etc. Useful if you don't want to click every ship, shipyard or planet.

During the game, more leaders and citizens will be added to your Economy Tab. The more leaders you have, the more flexible you can be. During war you can move them to "Ship Construction" for faster building time. Or move them to fleets" to increase the hitpoints of all ships.

If the AI sends spies to your colonies, you can remove them with one of your own. At the top you can "Counter Espionage"—if you move spies or leaders here, they shield your colonies from prying eyes.

Ship Battle

If you encounter pirates or are at war with a faction, you can attack ships. If you aren't at war with anyone and you attack a ship, a warning window will appear… because if you attack, you will be at war immediately. Combat is played out as a series of attacks as ships attempt to target one another with their various weapons systems. Be aware that the fight is not interactive—once it starts, the ships will fight until the end.

At the start of combat, each ship will target an enemy ship determined by the attacking ship's battle role. If there are multiple enemy ships of the preferred role, the ship will choose one of them at random. The ship will only stop moving forward once it is even with the target ship, and will move further only if the target ship moves out of range. Whenever a weapon is ready, the ship will fire on its primary target, or another nearby ship if its primary target is out of range. All weapons of that type on the attacking ship fire as one single attack. Each attack either hits or misses. Hits on a target with the appropriate defense (point defense for missiles, shields for beams, or armor for mass drivers) will do damage to that defense. Damage done to a ship's defense is displayed in orange on the battle log.

If you know what kind of weapon your enemy attacks with, build the defense for it on your ships. Hits on a target with no remaining defense of the appropriate type will instead do full attack damage on the target's hit points. Spacecraft (ships, starbases, and shipyards) reduced to zero hit points are permanently destroyed.

Combat continues until all of the ships on one side are destroyed. There is no retreating. Certain military starbase modules give powerful fleet-wide bonuses to any combat that takes place within their area of influence. Plan accordingly.

Damaged ships repair at a rate of 1 hitpoint each turn, whether they move during the turn or not. Ships that end their turn in orbit around a planet repair at a rate of 5 hitpoints each turn. Ships that end their turn in a shipyard repair at a rate of 4 hitpoints each turn. Ships that end their turn in a starbase repair at a rate of 6 hitpoints per turn.
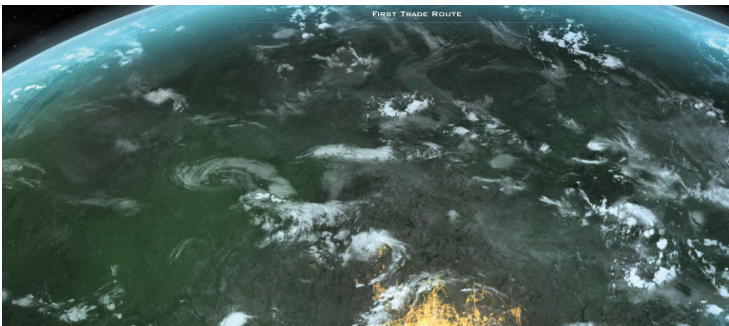
The mix of ships in your fleet is incredibly important to success in battle. Equipping support ships with appropriate modules ensures battle roles are handled well so you don't have vulnerable carriers engaging point-blank with enemy destroyers, and similar tactics can multiply any force's capabilities. Read the section *"Battle Role"* in this guide for more information.

Your surviving ships gain experience and eventually level up, which provides some more hitpoints. It's useful to repair your ships, rather than waste them. They repair slowly over time, or you can research a "Hull Repair System."

Trade Routes

> **Expert tip:**
> *If you really trade a planet to the AI, all your citizen on that planet will be recalled to your global stock - without costs*

The AI will establish trade routes from their planets to yours. You can do that also, but if a trade route already exists between two planets you can't make another one. The longest trade routes are the most profitable. Both parties benefit from a trade route, so even if the AI moves a Freighter to your planet, you get profit from that, too. To make a new trade route, build a Freighter in your shipyard. Once it's ready, you have to assign it a homeworld. That homeworld is temporary—if you want to change it, just move the Freighter to another planet and eject it again. The homeworld should be farthest away from the AI world you want to fly to. Sometimes it's good to move the Freighter to your world first and from there to the AI world. That establishes the trade route. Another way is to set your planet as shipyard sponsor and select the right one when the Freighter is built. That way you can fly directly to the AI world.

When your Freighter reaches the AI world for the first time, a short video appears and your first trade route is established. Now you never need to send a Freighter on that route again, and you'll get weekly income with it.

In the Civilization screen, the Trade tab displays the current trade routes to your planets and what their profits are. Above are your trade routes; below are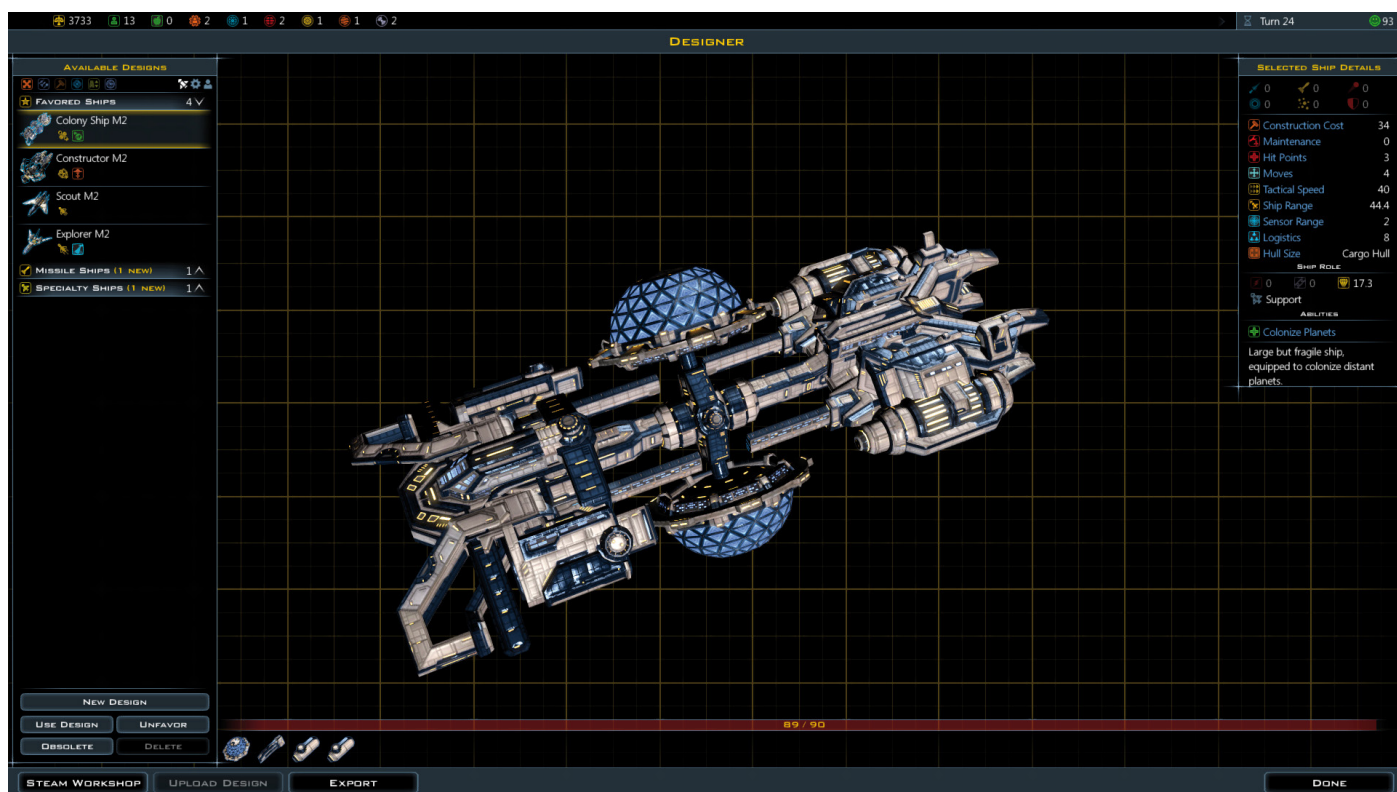 the ones from the AI to your planets. Under the minimap there is information on how many traderoutes can be established. To get more you have to research more technologies in the Culture section.

Note: The value of a trade route grows over time. The older the route, the more valuable it becomes.

Ship Design - First own Ship

When you have finished some of your researches that improve your drives, it's time to create a new ship design. The newer technology is normally used automatically, but there is often something to improve.

Let's go to one of your shipyards and click in the lower-left corner on "Design Ship."

If you click on your Colony Ship, you can see in the lower middle 4 icons, which are the modules currently loaded on your ship. Above is a red line which shows in this example 89/90. That's the current mass / maximum mass.
With the menu at the lower-left you can control the designs:
- **New Design:** You start with nothing and design your own ship from the hull up.
- **Use Design:** The selected design will be used. You can alter it, but it's mainly used to change the equipment.
- **Unfavor:** Removes the ship from the "Favored Ships" list.
- **Obsolete:** Hides this design temporarily.
- **Delete:** Deletes the design.

Click on "Use Design" to continue.

On the left side there is a menu with the possible loadouts—everything that you have researched is there. You can change the design if you click on "Design Mode" in the upper-left corner. From there, you can change anything that you want. Click on "Equip" for the loadout again.

The line in the bottom-middle tells you what the current loadout is. The numbers indicate the mass, currently 89/90 in the above example. Below that is a list of all mounted parts. On the right side you can see an overview of the ship's details and how they will appear in the game.

The first step is to remove all mounted parts—except for the Colony Module—in the bottom line. To do that, just doubleclick on the parts in the line.

> **Expert tip:**
> *Don't forget to upgrade your mining bases with "Mining Barracks" when you have researched "Orbital Manufacturing"*

At the upper-left side you have 5 buttons, which all generate a pulldown menu:
- **Drives** = all speed/move-related things
- **Weapons** = everything you need to make your enemies cease to exist
- **Defenses** = everything you need to outlast the other guy
- **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
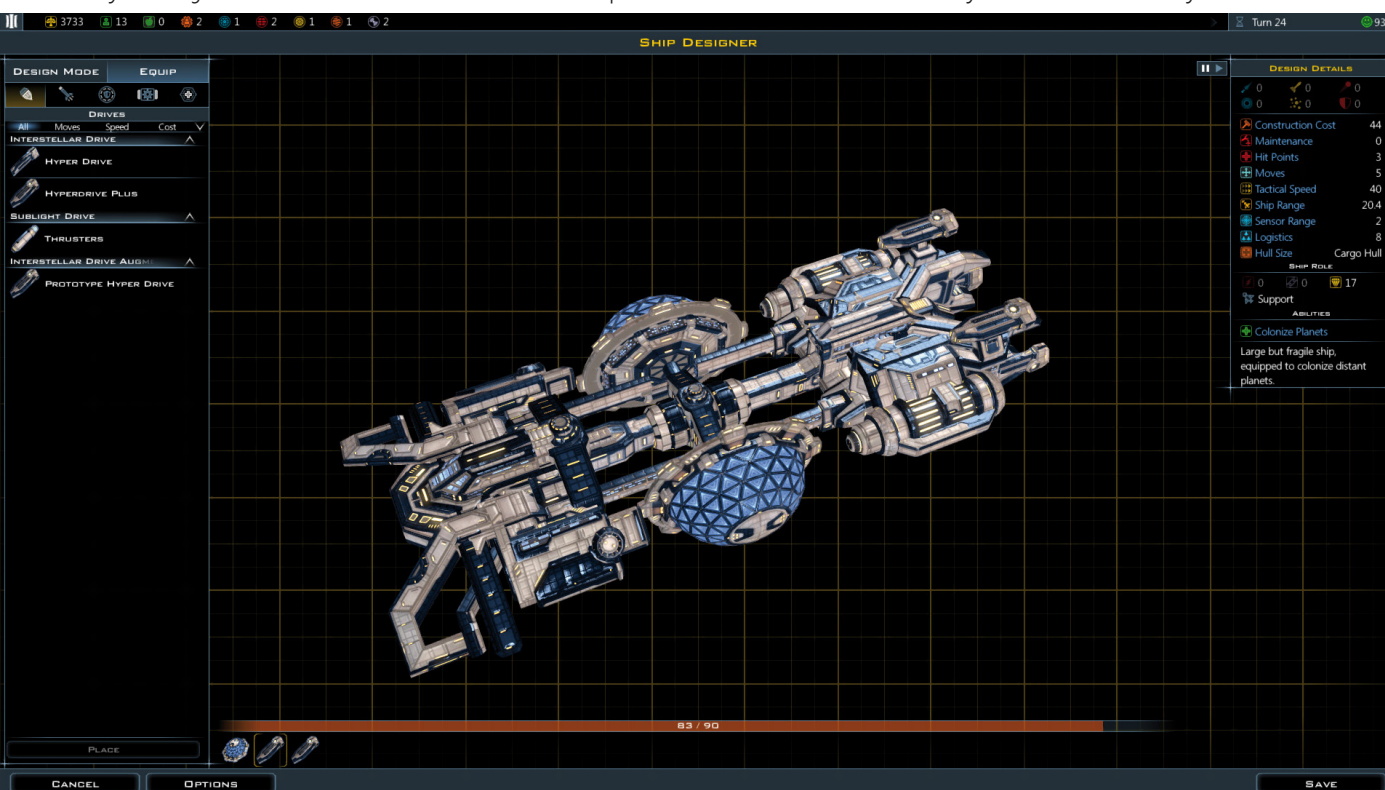- **Support** = ship repair systems, more hitpoints systems

"Drives" has three submenus:
- Interstellar Drives = drives that increase your movement in the galaxy
- Sublight Drives = drives that increase the speed during a fight
- Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" with the "Hyperdrive Plus," you easily can see the difference: All variables change and the Plus Version is faster.
- Drive Mass = how much space on the ship is needed
- Moves = how many additional base moves the ship gets with the drive
- Drive System Cost = how much time does the construction of the drive need
- Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

Click on the best drive once to add it on your cursor. Now move it to the ship and mount it where you like—aesthetically, it fits best on the back of the ship. You can also doubleclick it from the list, but the system just searches for the next free spot and mounts it there. If you do it this way, the drive could end

up in front and the weapons in the back. This won't affect its performance, but it sure looks weird. Mount another drive on the ship to put 2 of the same drives in your list on the bottom line.

There is no need for a "Sublight Drive" for this type of ship because you don't need combat speed for a Colony Ship. The "Prototype Hyper Drive" is better than most of the normal drives, but it requires Antimatter to build. If you end up mining a lot of it, use it for the prototype drive. Otherwise, just use the best normal drive available.

The next section is **"Weapons,"** but you don't need weapons on a Colony Ship. Same for **"Defense,"** the third section listed. The fourth section contains **"Modules":**
- "Life Support": Increases the ship's range, or how far it can move away from your starbases or planets.
- "Sensor": How many hexes of fog of war the ship clears around itself—how far it can "see".
- "Colony Module": The module for a Colony Ship. You should already have one mounted on your ship.
- "Construction Module": The module for a Constructor.
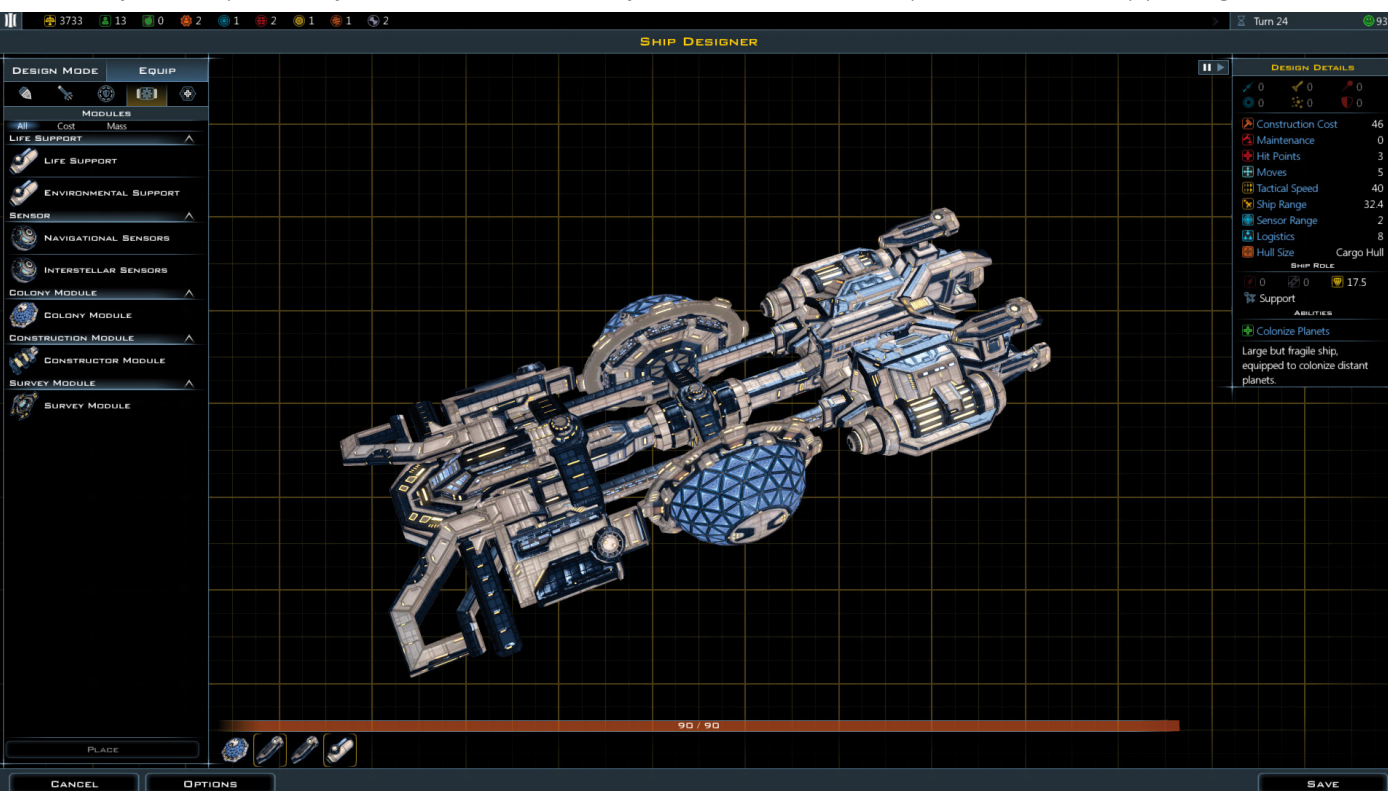- "Survey Module": The module a survey ship needs to gather anomalies.

There will be many more added to the game once you've researched better technologies. You may need a "Life support module" on your Colony Ship if you are playing in a larger galaxy. In smaller maps you won't need that because your ship range is limited anyways. If you want, mount a "Life support module" on the ship.

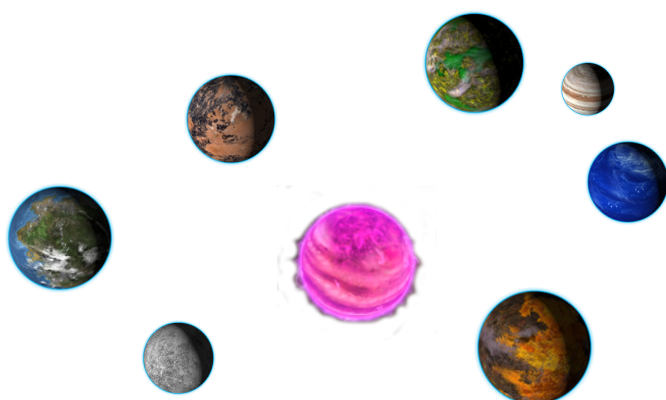The last section is called **"Support."** There is currently:
- "Range": Increases the ship range of all ships in a fleet
- "Hit Point Augment": Increases the HP of your ship

You shouldn't need either of these for a Colony Ship.
If your ship is full, you can see how many moves it can make per turn in the upper-right corner. Notice

it's more than it had before? A nice benefit from building and tweaking your ships yourself. Remember that for when you have researched the next generation of drives, the "Ion Drive." Put as many drives as possible on the ship to make it faster.

Expert tip:
If you just need a fast Constructor for a near resource or starbase upgrade or you need a fast Colony Ship for "Mars" or another nearby planet, just use the design and mount only the demanded support-module on it. You don't have to maximize the mass of the ship everytime. That will decrease the production time significantly.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is. You will make lots of ship designs during a map and it's easier in the long run to keep this organized. A good name could be "Colony Ship --drive-- --amount--", so for this example it would be named "Colony Ship HyperPlus 2."

The "BATTLE ROLE" should be set as "SUPPORT." Use that for your ships that don't have weapons, they'll draw less notice that way. More on battle roles later in this guide. After saving you should be back in the Ship Designer again. Now you can see your new ship in the "Favored Ships" list. You can now "Unfavor" the old design. Do the same thing that you just did for the Constructor and again later for the Freighter when you have researched "Xeno Commerce." For Freighters you should mount at least one life support module because this ship will need to fly deeper into space to planets far away.

Expert tip:
Another good option is to create some kind of population-shuttle. As you already have learned, the population on a planet = Raw production. Raw Production is everything: Wealth, Research and Construction. On new worlds you need more population faster than the Colony Ship can provide. So build a Colony Ship with 2 colony-modules on it, load it up at a planet where the maximum population is reached already and send it to the new colony. After that it can fly back and move the next settlers around to the next new planet you just have colonized. Only using it for already colonized worlds will not destroy it if you move it on the planet.

You also can "Unfavor" every ship from the list that you don't need, like the Scout.

Clicking "DONE" brings you back to the galaxy view. Now you have access to faster support ships in your shipyards.
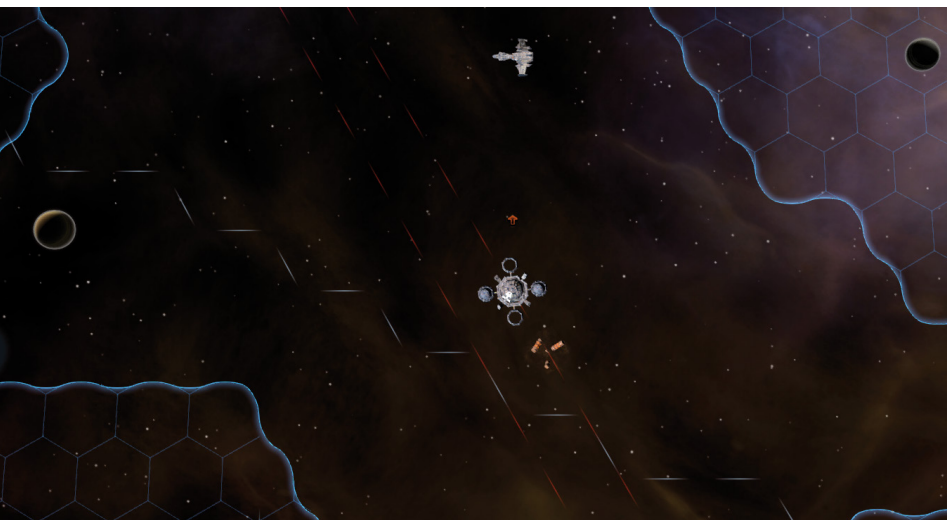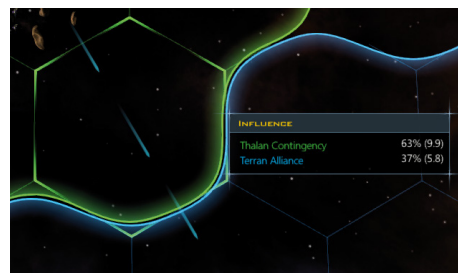
They will have a slightly higher build time because you put more things on them.

Influence

Your planets and starbases generate influence over the time. That's the cultural outreach of the game. It has nothing to do with better diplomacy. That said, an insane amount of influence will improve your strength among the other races and they won't declare war on you so quickly if your culture is far-reaching. Influence will also improve your tourism income.

If the influence radius overtakes asteroids, you can build mining bases on them. If the radius overlaps with starbases or planets of an AI race, the faction with the stronger influence growth will push the radius of the other faction back over time. This way, a planet or a starbase can become completely surrounded by an foreign zone of influence. The more influence your planet generates, the faster the radius will grow. Check the list of cultural buildings later in the guide for more information. Mouseover a hexfield in space to see which civilization has influence there.

It's also useful to try to connect your zones of influence. In the example on the left, there is a new starbase with a culture module on it that will spread the influence and connect the zones on the left and right. This will also increase tourism income, see next page.

United Planets

All major civilizations will meet in a kind of senate gathering from time to time, called "United Planets."
At the first meeting a "Chair" will be elected.

All major civilizations will participate, even those you haven't found yet. On the right side of each picture
you can see a vertical bar that indicates to the weight of your voice within the United Planets. The higher
your bar is, the more civilizations will vote for you as "Chair."

You can vote for yourself or for a race that you like or want to befriend. If you mouseover the pictures
you will get some information about your relationship with those races. "Defy U.P." means you show
them all the middle finger and leave—that decreases your diplomatic relationship to all races.
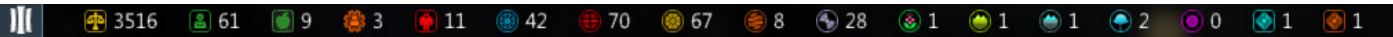Click on "VOTE" to vote for the race you have selected.

Tourism

One short note on tourism is it's a great source of income. Once you build at least one tourism building
on your planet, tourism is activated. You start with a couple of some unique buildings for tourism, and
once you have researched "Interstellar Tourism," you can build a Port of Call on every planet.

Every hexfield in your zone of influence raises your tourism income. The more influence you have, the
more income you will get. All influence tiles
that are connected to your homeworld have
their tourism income doubled.

You can mouseover a hexfield in space to see
in a small popup window with the current
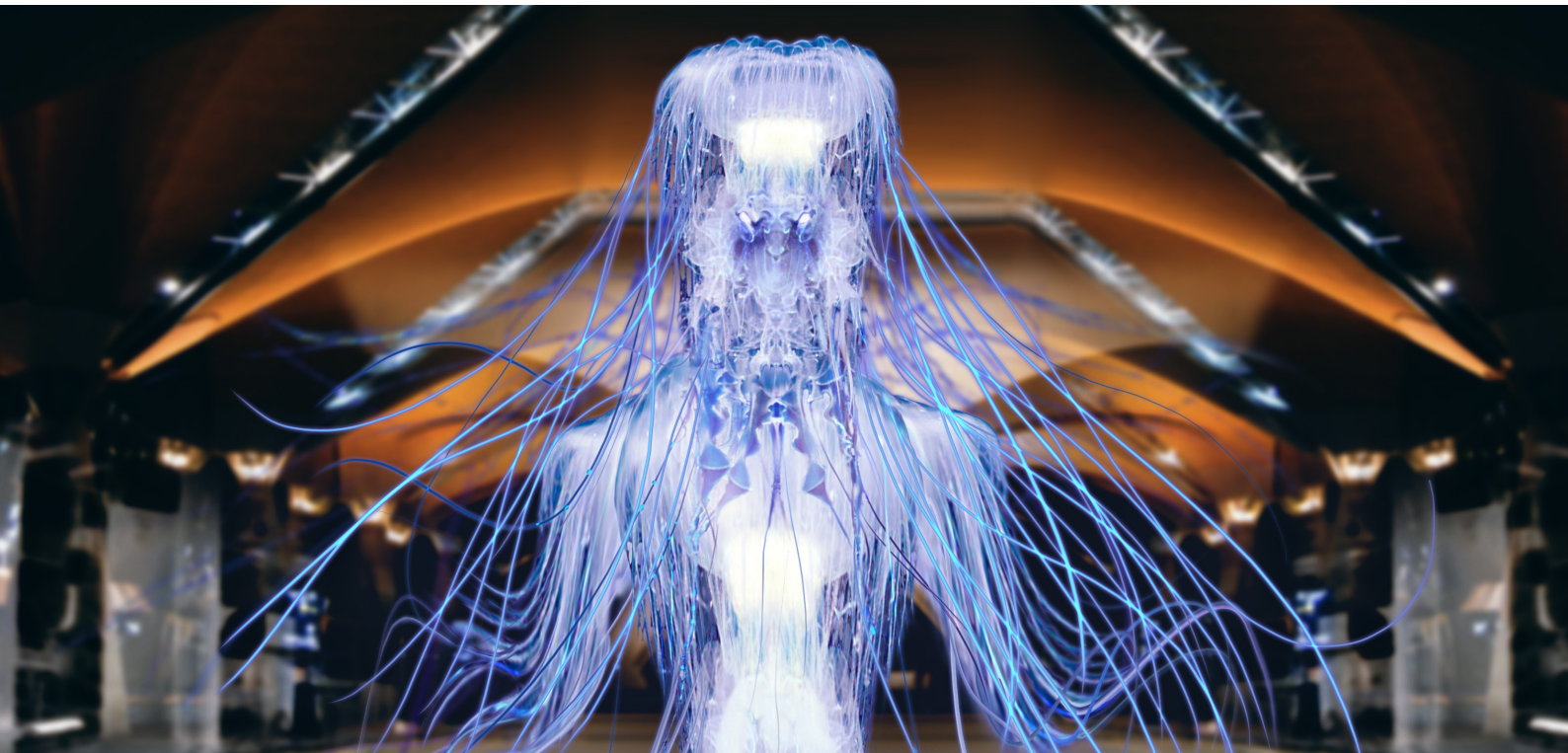influence there (if you didn't deactivate it in the
options).

Resources

There are lots of resources on planets and in space that are needed for various projects. The list of things that you can do with those five main resources is immense; the following overview is just a sampling.

Name	Usage
Durantium	For building "Mining Barracks", "Perimeter Scanners", "Titanium Plate" and "Starbase Defend System" on starbases For the training of Legions on planets For the ship component "Thulium Hull Reinforcement" For the shipyard missions "Recruiter" and "Salvage"
Promethion	For the promoting of Citizens For the recalling of Citizens For the ship component "Stasis Field Module" For the galaxy-unique building "Eye of the Universe" For the shipyard mission "Pilgrims" For the shipyard mission "Xylology Expedition" to get Aurorus Arboretum For the shipyardmission "Aurorus Search" Promethion will be also provided by "Prometheus Stone" on planets
Thulium	For kinetic weapons For the ship component "Thulium Hull Reinforcement" Thulium will be also provided by "Thulium Deposit" on planets
Antimatter	For missile weapons and for prototype Hyperdrives For the galaxy-unique building "The Hyperspace Project" For building "Starbase Defense System" on starbases
Elerium	For beam weapons For the galaxy-unique building "Brindle's Observatory" For building "Point Defense Banks", "Shield Generator" and "Starbase Defense System" on starbases Elerium will be also provided by "Crystallized Elerium" on planets

These resources are always in demand, especially if you are mounting ship components on your vessels that require them.

Promethion is needed so often and in higher amounts that you should try to get it when you see it. For example, if you have invaded an enemy planet where there are Citizens and you'd like to have those Citizens somewhere else, each recall will cost 10 Promethion (this may vary). You will also need Durantium often.

The following resources you will find on planets. If you don't have a resource, there are shipyard missions to acquire that resource another way. Often you have to research a special technology to get access to shipyard missions.

This is just a small overview of what resources are needed for:

Name	Usage
Food	For food, which is farmed by "Farms", can be upgraded
Techapod Hive	For training Citizens on planets
Monsatium Deposit	For the galaxy-unique building "Kimberly's Refuge" For the shipyard mission "Xylology Expedition"
Harmony Crystals	For the shipyard mission "Recruiter" For promoting Celebrity Citizens on a galactic tour
Arnor Spice	For promoting Research-Citizens to get Epiphany For some research buildings
Epimetheus Pollen	For promoting Administrator Citizens to Ministers For the construction of the building "Galactic Intelligence Agency" on planets
Precursor Nanites	For the shipyard mission "Research" For the promoting of Commander Citizens to Navigator
Hyper Silicates	For the shipyard mission "Helios Ore Search" to get "Helios Ore" For the shipyard mission "Arnor Spice Scavengers" to get "Arnor Spice"
Artocarpus Viriles	For the shipyard mission "Pilgrims" For the training of Spies on planets For the promoting of Administrator Citizens to Mobster For the promoting of Commander Citizens to Exterminator
Xanthium Deposit	For the shipyard mission "Salvage" For promoting of Commander Citizens to Admiral or Invader
Snuggler Colony	For the shipyard mission "Recruiter" For the constuction of the building "Diplomatic Corps." on planets For the promoting of Commander Citizens to Privateer
Aurorus Arboretum	For the shipyard mission "Hyper Silicate Trader" to get "Hyper Silicates"
Helios Ore	For the promoting of Research Citizens to get Coerced Invention For the promoting of Generals to Supreme Generals

Note: You can also destroy resources on planets to free up the tile. Useful if you've found a 10th snuggler colony, for example. Poor snugglers...

Shipyard Missions

You are able to tell your shipyard to generate a small, unarmed, uncontrollable ship with a special task. Once it's built, this small ship will fly out of your shipyard with a target in the galaxy. When the ship has reached its destination, it will provide a bonus in the form of credits, research points or resources. If you're lacking a resource on your planets, you can use shipyard missions to fill that gap. The following list is not complete:

"Research Mission": Provides raw research points, but needs Precursor Nanites to start.
"Treasure Hunt": Provides credits.
"Salvage Mission": Provides a ship somewhere around, but needs 1 Durantium and 1 Xanthium to start.
"Gem Trader": Provides Harmony Crystals, but needs 1 Durantium and 1 Promethion to start.
"Hyper Silicate Trader": Provides Hyper Silicates, but needs Aurorus Arboretum to start.
"Arnor Spice Scavengers": Provides Arnor Spice, but needs Hyper Silicates to start.
"Helios Ore Search": Provides Helios Ore, but needs Hyper Silicates to start.
"Xylology Expedition": Provides Aurorus Arboretum, but needs 1 Promethion and 1 Monsatium to start.
"Aurorus Search": Provides Aurorus Arboretum, but needs 5 Promethion to start.

Citizens

Every 10th turn you will gain another citizen for your civilization. You are able to specialize each citizen for specific roles. As the game progresses you will get more options to train your citizens. To interact with them, click on the "Citizens" button in the top menu.

In the **"TRAIN"** section you are able to specialize new citizens. In the lower middle you can see the new citizens that are waiting for a job. Above are your options in what you can specialize your citizen. The button "Train Citizen" removes one citizen from the waiting area and adds the specialized citizen to your civilization.

Here are a few options you have for specializing your citizens (depending on your researched technologies):

Expert tip:

Only on your homeworld tourism is always active without researching anything - on all other colonies you have to active it first.

- **Administrator:** Raises "Administrator" by 5. Upgradeable to +4 more.

- **Worker:** Provides 3% global Social Construction bonus or 30% on a planet. Levels up on a planet. Recallable.
- **Scientist:** Provides 3% global Research bonus or 30% on a planet. Levels up on a planet. Recallable.
- **Diplomat:** Provides 3% global Influence bonus or 30% on a planet. Levels up on a planet. Can be sent to an other faction in the Diplomacy screen for improving diplomacy.
- **Engineer:** Provides 3% global Ship Construction bonus or 30% on a planet. Levels up on a planet. Recallable.
- **Leader:** Provides 6% global bonus in one section and can be freely directed in the Civilization screen.
- **Commander:** Will be added to a ship or a fleet. More information on that *later in that guide.*
- **Spy:** Usable for espionage and defending against enemy spies. *"Espionage"* is explained in the next chapter of this guide.
- **General:** Provides 3% global Resistance bonus. Provides 5 legions. Upgradable to 10. Will provide 5 garrisons and 30% resistance on a planet. • **Entrepreneur:** Provides 3% global Net Weekly income bonus or 30% on a planet. Levels up on a planet.
- **Celebrity:** Provides 3% global morale bonus or 30% on a planet. Levels up on a planet.
- **Farmer:** Provides 3% global food bonus or 30% on a planet. Levels up on a planet.

Most citizens are upgradable if you meet the requirements. To upgrade, you'll need certain resources; check the Summary screen.

Click **"TRANSFER"** if you want to send a specialized citizen to a specific planet. On the left side of the screen you'll see your citizens, and on the right side are where you can send them. Be careful: most citizens are not recallable. They sit forever on their planet once assigned!

In the planetary screen is a button called "Add Citizen." With that button you can also transfer a specialized citizen to that colony.

Be aware that your citizen has to fly to the colony in slow, unarmed ships. They're an easy target for pirates and enemies and will die instantly. That's why your research colonies are better off away from the frontlines, and don't forget to keep patrol over space between your planets.

"ESPIONAGE" is explained in the following chapter of that guide.

In the **"SUMMARY"** screen you can see all your citizens. Select one if you'd like to "Promote" (upgrade) it. Another screen appears where you can see if you can do a promotion and what is required. "Retires" means that the bonus will be given but the citizen will not be available to you anymore after the promotion.

Promoting citizens can be very powerful. An wealth-oriented citizen, the Entrepreneur, can be promoted to a Mogul and provides 5000 credits. A research-oriented citizen, the Scientist, can be promoted to perform Epiphany, which finishes the current research project. This last one can be particularly huge, since with some citizens you can get to large ship hulls in half the numbers of turns that it would normally take.

Note: There may be cases that if you promote a scientist on a planet to perform Epiphany, a researched hullsize technology is only available if you save and reload the game after it.

Espionage

In the **"ESPIONAGE"** screen you see all factions and four fields beside them. You can place spies in other races' ranks to gain information, for example how many ships the faction has on their planets for

defense. The longer a spy stays within a faction, the higher its espionage level will become. At the highest level you'll have a chance to steal technologies from that faction.

If you click on a faction, the button "Surveillance" will be activated where you can see (more or less) detaillied informations about the race.

If you click on your own faction, you can see if your colonies are affected by enemy spies. If that is the case, you have to train a spy—or use an existing one—and transfer the spy to the affected colony. The enemy spy will be neutralized, but your own spy will also be killed during the mission.

You can also tell if your are affected by espionage if a small eye symbol shows in the Espionage screen.

On the planet you can see the eye symbol over a building. That building is currently being sabotaged by a spy from another faction. They can do this during peace or war. And you can do the same if you have researched the required technologies.

In this example the enemy spy sits on the Antimatter Powerplant. A mousover shows that the building is at -6, so it's not giving its bonus

anymore. If you have a free spy already, click on "Add Citizen" and move it here. Unlike normal citizens you don't need to ship him there; he will arrive instantly.

If you don't have a free spy, train a new citizen or recall one from another faction in the "Espionage" screen. Then transfer the spy to the affected colony.

If you transfer a spy to one of your colonies that is not affected by an enemy spy, your spy will wait there until one arrives. Meanwhile, your spy won't provide a bonus and he/she can't be recalled. Be careful where you send your spies.

Expert tip:
Your starting survey-ship is good, but you can never have enough speed on that ship, since it has to explore and gather anomalies around. Why not add a Commander on it and gain doubled moves?

Commanders

When you train a citizen as a Commander, you can add them to a fleet. If you click on a ship or a fleet there is a button in the lower-left menu: "Add Commander." Click on it and one of your Commanders will be placed in that fleet with his/her command ship.

The Commander will upgrade your fleet: +50% Fleet Hitpoints, +25% Logistics and doubled Movements. Commanders can also be promoted, but the previous bonus will be gone. Select the fleet with the Commander and click on "Promote."

"Admiral": Upgrades the Command Ship to a Flag Ship that provides a 25% fleetwide bonus to attack and defense.
"Navigator": Upgrades the Command Ship to the Navigator Ship "Star Surfer," a very powerful medium-hull sized ship.
"Invader": Converts into a powerful transport to invade a planet.
"Privateer": Converts into a powerful large ship that seemingly belongs to no faction. But it works for you. You are able to move that ship around as one of your own.
"Exterminator": Converts to a kind of spore that can eradicate all biological life on a planet.

Planet Improvements

On a new colony there are often some connected tiles, but also gaps. The picture below shows a gap right above the Computer Core. For those gaps you can take advantage of planetary improvements. You can get the first one with the technology "Planetary Improvement - Planetary Soil Upgrade." You will get more later during other researches. Later, planetary improvements can be placed on tiles with some water on it, and in the endgame on pure water.

Using the previous example, you could theoretically surround the Computer Core with six research buildings, which is useful for your whole game.

You can place each planetary improvement once on each planet.

"Planetary Soil Upgrade" is the first planetary improvemet that allows you to terraform one tile on each planet. The next ones are: **"Soil Engineering", "Terraforming Plant", "Habitat Improvement", "Resequencing Station"** and **"Ultra Terraformer."**

Every better version of planetary improvements can be assigned to one worse tile on the planet, meaning the last one can be set in the middle of the water while the first one has to be mostly on flat ground.

Buildings

First, some explanations:
"All Construction" = Social Construction and Ship Construction.
"Raw Production" = Social Construction, Ship Construction, Research and Net Weekly Income.
"Population" = more Raw Production (like minig bases on asteroids).
"Gross Income" = The planet's income before subtraction of the planet's costs.
"Net Weekly Income" = The global income.

Straight bonuses are like the "Space Elevator" on "All Construction" by +1.
Percentual bonuses are like the "Factory" on "All Construction" by +7.5%.
Straight and Percentual bonuses combined are quite powerful.

You have learned about some of the buildings already. Here are more, but this is by no means a complete list (the stats also may vary depending on research):

Name	Planetary Bonus	Building Type	Adjacency Bonus	Notes
Space Elevator	+1 All Construction	All Construction	+1 All Construction	1 per planet
Factory	+7,5% All Construction	All Construction	+1 All Construction	Upgradable
Deep Core Mine	+2 Social Construction	Social Construction	+1 All Construction	1 per planet This is useful for buildings and planetary projects like "Train Legion"
Fusion Powerplant	+30% All Construction	All Construction	+3 All Construction	1 per planet Needs 5 Antimatter
Manufacturing Capital	+20% All Construction	All Construction	+5 All Construction	1 each player Needs 5 Durantium and 5 Antimatter
Starport	+2 Ship Construction	Ship Construction	+1 Ship Construction	1 per planet
City	Population Cap +3	Population	+1 Population +1 Research +1 All Constr. +1 Wealth +1 Influence +1 Approval	Raises population cap by 3, which results in 3 more Raw Production when the new cap is reached. If levelled it provides percentual population. Needs 4 Food Cannot be destroyed
Kimberly's Refuge	+5 Food	Population	+3 Population	1 each galaxy, cannot be destroyed Needs 1 Monsatium Deposit
Colonial Hospital	+0,2 Growth	Population	+2 Population	1 per planet
Military Academy	+25% Resistance	Ship Construction	+1 Ship Construction	1 per planet Unlocks the project "Train Legion"
Administrator Center		Influence	+1 Influence	Needs 1 Food and provides 1 Administrator.
Strategic Command		Ship Construction		1 each galaxy, cannot be destroyed Provides 1 General (Citizen)
Antimatter Powerplant		All Construction	+5 Research +5 Approval +5 Population +5 Influence +5 Tourism +5 Wealth +5 All Constr.	1 each galaxy, cannot be destroyed Needs 5 Antimatter

Name	Planetary Bonus	Building Type	Adjacency Bonus	Notes
Entertainment Center	+1 Morale	Approval	+1 Approval +1 Wealth	Upgradable
Entertainment Capital	+25% Morale +25% Influence Growth	Approval	+1 Approval +3 Influence +3 Tourism +3 Wealth	1 each player Needs 1 Harmony Crystal Cannot be destroyed
Market Center	+25% Gross Income +1 Influence Growth	Wealth	+1 Approval	Upgradable
Central Bank	+5 Gross Income	Wealth	+2 Wealth	1 each player
Colonial Bank	+25% Gross Income +1 Influence Growth	Wealth	+2 Wealth	1 each player
Financial Capital	+100% Gross Income +25% Influence Growth	Wealth	+3 Wealth	1 each player, cannot be destroyed Needs 1 Aurorus Arboretum
Import Export Center	+1% Tourism Income	Tourism	+1 Tourism +1 Wealth +1 Influence	1 each player
Port of Call	+0,5% Tourism Income	Tourism	+1 Tourism +1 Wealth +1 Influence	1 per planet
Paxton's Emporium	+3% Tourism Income	Tourism	+1 Tourism +1 Wealth +1 Influence	1 each galaxy
Galactic Council	+1 Influence Growth	Influence	+4 Influence	1 each galaxy, cannot be destroyed Provides 1 Diplomat (Citizen)
Galactic Intelligence Agency		Research	+1 Influence +1 Wealth +1 Tourism	1 each galaxy, cannot be destroyed Provides 1 Spy (Citizen) Diplomatic Bonus +1 Needs 1 Epimetheus Pollen
Diplomatic District	+5 Influence Growth	Influence	+2 Influence +2 Wealth +2 Tourism	1 each player
Diplomatic Corps.	+10 Influence Growth	Influence	+1 Ship Construction	1 each galaxy, cannot be destroyed Needs 1 Snuggler Colony Influence Growth +10 Allows training of Diplomats (Citizens)
Brindle's Observatory	+10% Research	Research	+3 Research	1 each galaxy, cannot be destroyed Needs 1 Elerium Provides 1 new planet around your colonies
Eye of the Universe	+10% Research	Research	+3 Research	1 each galaxy, cannot be destroyed Needs 1 Promethion Locates the homeworld of major civilizations if zoomed out in the galaxy view
The Hyperspace Project		Research	+3 Research	1 each galaxy Needs 1 Antimatter Provides +1 moves to all ships
Orbital Defense Platform		Ship Construction	+1 Ship Construction	1 per planet Needs 1 Xanthium and 1 Helios Ore Provides 3 assault fighters for the planet's orbit
Planetary Defense Dome	+25% Resistance	Ship Construction	+3 Ship Construction	1 per planet Needs 1 Xanthium

Name	Planetary Bonus	Building Type	Adjacency Bonus	Notes
Consulate	+5 Influence Growth	Influence	+1 Influence	Upgradable
Embassy	+5 Influence Growth	Influence	+1 Influence +1 Wealth +1 Tourism	1 each player
Galactic Mainframe	+1 Research	Research	+1 Research	1 each player Not buildable on homeworld
Xeno Research Laboratory	+7,5% Research	Research	+1 Research	Upgradable
Technological Capital	+33% Research +25% Influence Growth	Research	+3 Research	1 each player Needs 1 Arnor Sprice
Innovation Complex	+25% Research	Research	+3 Research	1 per planet Needs 1 Arnor Spice
Omega Research Center	+25% Research	Research	+4 Research	1 each galaxy Needs 1 Arnor Spice
Research Cloisters	+20% Research	Research	+3 Research	1 each player Needs 1 Arnor Spice
Computer Core	+1 Research	Research	+1 Research	1 each player
Missionary Center	+25% Influence Growth	Influence Improvement	+2 Influence +2 Approval +2 Tourism	1 per planet Benevolent Culture Production +0.1
Preparedness Center	+10% Resistance	Ship Construction	+2 Approval +2 Ship Construction	1 per planet Pragmatic Culture Production +0.1
Intimidation Center	+1 Morale +20% Morale +1 Influence Growth	Approval Improvement	+2 Approval	1 per planet Malevolent Culture Production +0.1
Temple of Enlightenment	+33% Research	Research Improvement	+3 Research	1 each player Benevolent Culture Production +0.2

There are many more buildings in-game. The technology tree is so complex that you will find that even after 200 turns there are new improvements to make. Other races often have unique buildings, as they have their own technology tree.

Planetary Projects

Aid Economy: Provides 50 credits after completion.
Aid Research: Provides 50 research points after completion.
Train Legion: Removes 5 Durantium from your global stock and adds 1 legion to the global stock after completion.
Station Garrison: Removes 1 legion from your global stock and places it forever (until it's killed) on the planet for defense after completion.
Recruit Citizen: Removes 1 Epimetheus Pollen, 1 Techapod Hive and 25 Promethion and adds a citizen after completion.
Train Celebrity: Removes 5 Aurorus Arboretum and recruits a celebrity after completion.
Train Diplomat: Removes 5 Snuggler Colonies and recruits a diplomat after completion.

There are even more than just these—you can get lots of citizens, even spies, through researching the appropriate technologies.
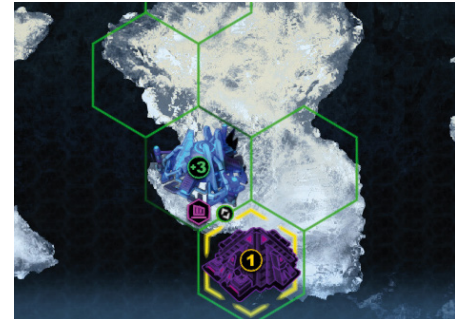
Buildings - The Hunt

There are some buildings that are galaxy-unique, meaning that if one player has finished the construction of the building, no one else can build it again.

These buildings are very powerful and some of them are mentioned in the list on the previous pages. In the screenshot to the right, you can see an exampe of one such building: Eyes of the Universe. It will, when finished, power up the Computer Core with +3 and provide a unique bonus.

Every game there is a hunt for these unique buildings. The AI wants them too, and sometimes they are very quick to acquire them, especially on higher difficulties. It's totally worth it to invest around 500 credits for finishing of one of these projects—you will get an advantage over the AI for the whole game.

There are other good buildings like the Galaxy Intelligence Agency that provides a spy, Kimberly's Refuge for more food and the Strategic Command for one general. Later there are even more, so keep an eye out for them!

Raw Production / Improvement

How to build well-rounded, efficient planets:

- **Raise the Raw Production.** Every point in Raw Production is 1 point in Research, Social Construction, Ship Construction and Net Weekly Income.
- **Build Cities.** With every city you will raise the population capacity on the planet, and every point in population is 1 point in Raw Production. To get more food, research upgrades for your farms. Surround the cities with other population improvements but note that the planet's class will cap the population. So if you have a class 10 planet and your population is already at 10, you don't need more upgrades to population.
- **Upgrade the Colony Capital**. You will need to research "Xeno Adaption" and other upgrades.
- **Mine Asteroids** nearby and assign them to the planet.
- **Use the adjacency bonuses** of the buildings.
- If you own the **DLC "Precursor Worlds,"** gather precursor anomalies, some give +1 Raw Production.
- **Research some projects like** "Galactic Governance" and "Interstellar Governance" that provide percental Raw Production.
- **Get high approval** on the colony to raise the effect.
- **Build economy starbases** around the planet to improve specialized planets if you have enough administrators.
- To get **more credits, you need to research "Interstellar Tourism"** for the global activation, but it's not enabled on all planets automatically. Once you build a tourism building on a planet, the tourism will be enabled there.

There are some good combinations where you are able to sqeeze the maximum out of your planets.

Examples:
Build population improvements together: Build a City near a Farm, a Colonial Hospital and a Food Distribution. This way the buildings level each other up. You can build multiple cities on your planets. Note that the planet's class will cap your population, so only build more of those building if there's room to grow your population.

Build research improvements together: Build a Computer Core and surround it with Xeno Research Laboratories, the Galactic Mainframe and, if possible, with galaxy-unique buildings like Brindle's Observatory and others. This way the Computer Core will level up significantly and some of the other research buildings get improved, too. The Technological Capital will improve the total research amoung of a planet.

Fast shipyards: Build a Starport and surround it with a Space Elevator and Factories, as well as the Military Academy if possible. Or even better, the Pragmatic ideological building Preparedness Center, which gives an adjacency bonus of +2.

Maximize Tourism: Build the Port of Call and place the Missionary Center, the Embassy, the Import Export Center, Paxton's Emporium and the Galactic Intelligence Agency around it.

You see? There are lots of good combinations that you can use to maximize your efficiency.

Continuing Research

You should have researched "Interstellar Travel," its specialization "Transportation Specialization" and the "Universal Translator" by now. Other important technologies are (the order varies from game to game and depends on your game style, but it should give you a feel for what's important):

- **"Colonial Settlements":** To get access to factories and "Planetology" (Colonization).
- **"Planetology":** To get access to the Deep Core Mine and better Growth (Colonization).
- **"Orbital Manufacturing":** To get access to the next size of ship hulls (Engineering).
- **"Militarization":** To unlock more options for weapons and defenses (Warfare).
- **"Weapon Systems":** To unlock weapons (Warfare).
- **"Defense Systems":** To unlock defenses (Warfare).
- **"Xeno Commerce":** To get access to trade routes and later to tourism (Culture).
- **"Weapon Specialization"** (Warfare).
    - A 3-star choice:
        - **"Targetting Specialization":** +10% accuracy to all weapons
        - **"Miniaturization Specialization":** -10% mass to all weapons
        - **"Production Specialization":** -10% to construction cost to all weapons (refers to the time that weapons need to be constructed)
- **"Defense Specialization"** (Warfare).
    - A 3-star choice:
        - **"Shield Specialization":** -10% shield cost
        - **"Point Defense Specialization":** -10% point defense cost
        - **"Armor Specialization":** -10% to armor mass
- **"Orbital Specialization"** (Engineering).
    - A 3-star choice:
        - **"Skilled Ship Construction":** +5% military manufacturing on all shipyards
        - **"Improved Logistics":** +3 to logistics (fleets can be 3 points larger)
        - **"Storage Maximization":** +10% Capacity (more mass available on a ship)
- **"Xeno Experimentation":** To get access to research improvements (Colonization).
- **"Cultural Exchange":** Provides more influence and needed for tourism later (Culture).
- **"Cultural Influence":** Provides more influence and needed for tourism later (Culture).
- **"Interstellar Tourism":** Unlocks tourism—place one building each planet for activation (Culture).

- **"Commerce Specialization"** (Culture).
    - A 3-star choice:
        - "Wealthy Population": +10% to Gross income
        - "Supportive Population": +1 to morale on all colonies
        - "Designated Trading Partner": +2 Trade licenses
    The best choice is "Supportive Population" normally, because with it you don't need to place other buildings for better morale anymore (there might be exceptions).
- **"Diplomatic Specialization"** (Culture).
    - A 3-star choice:
        - "Diplomatic Reasoning": +1 to diplomatic bonus, improves relationships with all races.
        - "Influential Voice": +1 Influence-growth for all starbases and colonies.
        - "Efficient Administrators": +3 Administrators.
    The best choice is "Efficient Adminstrators" in a bigger map. In a smaller map it depends how on your relationships are and if you like to win through influence.
- **"Zero Gravity Construction":** To get access to the next size of ship hulls (Engineering).
- **"Environmental Engineering":** The first planetary improvement (Colonization).
- **"Xeno Combat Techniques":** To get access to Generals and the Invasions later (Warfare).
- **"Xeno Adaption":** To upgrade Colony Capitals (Colonization)
- **"Interstellar Governance":** More Raw Production and Administrators (Culture).
- **"Espionage":** Allows you to train Citizens as Spies (Culture).
- **"Espionage Specialization"** (Culture).
    - A 2-star choice:
        - "Free Agent": +1 Spy
        - "Agent Training": +10% Sensor Power (= Spy-Power)
- **"Planetary Invasion":** You are able to build transports and invade enemy planets (Warfare).
- **"Zero Gravity Optimization"** (Engineering).
    - A 3-star choice:
        - "Hull Reinforcement": +15% HP to all ships, including existing ones
        - "Shipyard Efficiency": -15% Construction cost (refers to the time that ships need to be constructed)
        - "High Capacity Hulls": +20% Capacity (more mass available on the ship) The best choice is "Hull Reinforcement" normally because more capacity also means longer production time. But some players swear by more capacity because their shipyards are pumping out ships so fast that the 20% doesn't really matter. Your choice!
- **"Interstellar Logistics":** Logistics +8 (Engineering).
- **"Ion Drive":** To get faster ship drives (Engineering).
- **"Ion Optimization"** (Engineering).
    - A 3-star choice:
        - "High Output Drives": +10% to moves
        - "Drive Manufacturing": -10% to construction cost (refers to the time that drives need to be constructed)
        - "Drive Manufacturing": -20% Drive mass (you'll need less space on ships for the drives)

Every game is different, and sometimes events require you to adapt or change a tried-and-true research build. Maybe an AI attacks you before you have researched medium hulls. Maybe you need an alliance fast because an AI sits behind you and you have to split your forces.

Some special technologies that could help you shift your focus are:

- **Fleet Logistics / Deep Space Logistics / Galactic Logistics:** For larger fleets.
- **Beam/Missile/Kinetic weapons and Shield/Point Defense/Armor defenses:** For your ships.
- **War College:** To unlock the citizen "Commander."
- **Interstellar Alliances:** To form alliances with the AI.
- **Interstellar Survey:** For stronger sensors on ships and starbases.
- **Large Hull Construction:** Of course you want bigger ships!
- **Massive Hull Construction:** Bigger and bigger.
- **Hull Strengthening:** Unlocks Hull Repair Systems that repair your ships during fights.
- **Extreme Colonization:** To colonize extreme worlds.
- **Atmospheric Cleansing:** To colonize extreme worlds like radioactive ones.
- **Warp Field Theory / Hyperwarp Waves / Stellar Folding:** For faster and better drives.
- **Interstellar Tourism:** Enables tourism income on all colonies—important for credits. Now you can activate global tourism on every single planet, which improves income drastically! Do it fast if you need more credits.
- **Carriers:** Active the "Carrier module," which is very handy for large and massive hulls. This tech mostly brings you to the next research age, the "Age of Ascension," which unlocks a lot of strong techs.

There are lots more, but you get the point. The technology trees are huge and versatile—experiment to see what works best for you.

Ship Upgrading

When you research new techs and components for your ships, don't forget to upgrade your existing ships to take advantage of the latest technology. Say you built a "Fighter M1" twenty turns ago, and now you've researched better technology and have now made a new design for the "Fighter M2." You can upgrade your old M1's to the new model.

To do that, click on the ship and select "UPGRADE" in the Command menu on the lower-left side. Now you will see a pulldown menu where you can select the possible upgrade options. Be careful, not everything is an upgrade. The computer just checks what's fitting for the hull design and gives you suggestions. As you can see, the upgrades are often very expensive. On top of that, the upgrading process takes a few turns and the ships can't move during the process, which makes them an easy target. Plan accordingly!

Expert tip:
You can reload a Colony Ship on each planet. Just move it on the planet and eject it again for the small "Loading-window".
Also it's better to move Colony Ships on a planet first before you upgrade them to another shiptype - this way you don't loose the loaded population from the ship.

There are also some interesting cases where you can use upgrading to your advantage. It's possible to effectively transform one ship type to another using upgrades. For example, if you're moving a Constructor around and suddenly stumble over a new habitable planet, you can upgrade the Constructor to a Colony Ship. Sure, it has no population, but it's better than letting another faction snag the planet. You can also upgrade a Colony Ship into a Transport later in a game. Or a Freighter into a Constructor... starting to get the idea?

Ship Design - Small Military Ship

When you have finished research on "Orbital Manufacturing","Weapon Systems" and "Defense Systems" you are able to build ships with a small hullsize. Before that the hullsize was tiny.

Let's go to one of your shipyards and click in the lower-left corner on "Design Ship."

On the left side there is the building list that has the following headlines:
 • **Favored ships:** Ships that you need often
 • **Beam Ships:** Military ships with beams as weapons
 • **Missile Ships:** Military ships with missiles as weapons
 • **Kinetic Ships:** Military ships with kinetic as weapons
 • **Speciality Ships:** Military support ships, carriers and support ships
 • **Missions:** Send an uncontrollable ship on a special mission

The defenses on military ships are kind of random, and generally that's not great. Defenses are very important because if you get attacked with beams for example and you don't have shields against them, all other defense types are worthless to your ship. Since you don't know which weapons your enemy will throw at you, it would be best to be prepared with ships that have all three defense modules mounted. The problem here is the small hull size: you can't mount many things.

Let's use an existing design and mount it with the weapons and defenses that are to your liking. For that, pick one of the small ships out of the list—just make sure that it has a small hull, which is always on top of the list if you have not researched better ones.

It doesn't matter if you pick the beam-ship or the kinetic-ship as a model, since you'll be removing every mounted part of the equipment anyway. It's just for the look. You are also able to change every part of your ship and come up with fully customized designs, but that is not part of this guide. You will find more information for that kind of work on the website and in the forum. Some players out there did already awesome work!

If you click on the ship, you can see in the lower middle some icons that show the components currently loaded on your ship. Above them is a red line that shows the current mass / maximum mass.

With the menu at the lower-left you can control the designs:
- **New Design:** You will start with nothing and design your own ship from the hull up.
- **Use Design:** The selected design will be used. You can change it, but it's mainly to change the equipment.
- **Unfavor:** Removes the ship from the Favored Ships list.
- **Obsolete:** Hides this design temporarily.
- **Delete:** Deletes the design.

Click on "USE DESIGN" to continue. In this guide the "Defender" will be used from the "Missile Ships" section as an example.

On the left side there is a menu with all of the possible loadouts—everything that you have researched is there. You are able to change the design if you click on "Design Mode" in the upper-left corner. you can change anything you'd like. Click on "Equip" for the loadout again. On the right side you can see an overview of the ship's details and how they will appear in the game.

Your first step is to remove all mounted parts in the bottom line. To do that, just doubleclick on the parts in the line.

At the upper-left side you have 5 buttons, each that generate a pulldown menu:
- **Drives** = all speed/move-related things
- **Weapons** = everything you need to make your enemies cease to exist
- **Defenses** = everything you need to outlast the other guy
- **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
- **Support** = ship repair systems, more hitpoints systems

"Drives" has three submenus:
- Interstellar Drives = drives that increase your movement in the galaxy
- Sublight Drives = drives that increase the speed during a fight
- Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" with the "Hyperdrive Plus", you can easily see the difference: All variables change and the Plus version is faster.
- Drive Mass = how much space on the ship is needed
- Moves = how many additional base moves the ship gets with the drive
- Drive System Cost = how much time the construction of the drive will need
- Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

This ship won't have access to too many good weapons and technologies at this stage of the game, but some military ships are better than none once you've exhausted your need for Colony Ships and Constructors. Keep in mind, the AI counts your military ships, so if you only have a few, they may think that you are weak and are ripe for conquest.

The "Prototype Hyper Drive" is better than most of the normal drives, but it requires the resource Antimatter to build, 2 per drive. If you're currently mining this resource, then mount this drive on your ship. If not, choose your next best option.

Your next step is to click on the **"Weapon"** symbol on the upper-left side. The weapons are divided in submenus:
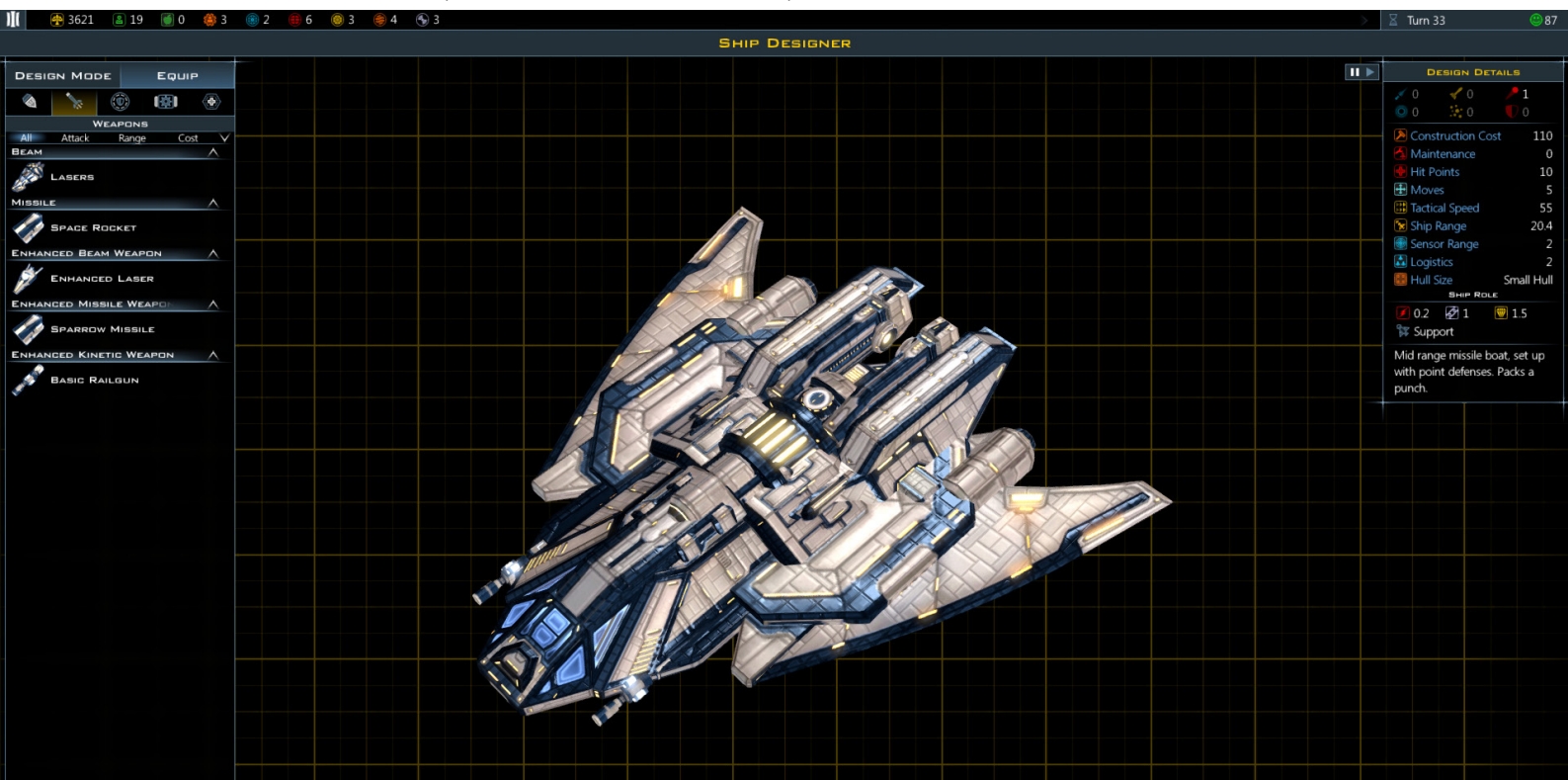
- Beam = beam weapons, medium range, medium mass, medium speed, good accuracy
- Missile = missile weapons, long range, high mass, slow, medium accuracy
- Kinetic = kinetic weapons, low range, less mass, fast, low accuracy
- Enhanced Beam Weapons = beam weapons that require special resources to build
- Enhanced Missile Weapons = missile weapons that require special resources to build
- Enhanced Kinetic Weapons = kinetic weapons that require special resources to build

When you mouseover the weapons, you can see lots of differences:

- Attack = the pure attack power
- Range = the range that the enemy ship has to be inside to by hit by this weapon
- Cooldown = fire rate of the weapon
- Accuracy = will the weapon hit the target 80%, 90% or 100% of the time?
- Weapon Mass = how much space is needed on the ship
- Weapon Cost = how much time the construction of the weapon will need
- Threat = how much threat will be added to the ship with that weapon, increasing the likelihood that an enemy will attack it first

Since you don't know which defenses your enemy will use, the best choice would be a mix of all weapons, but again the hull size is limiting. The prototype weapons are great if you have the resources available to build them. In this example we've mounted 1 "Basic Railgun" for 1 Thulium.

If you have done this, your attack stats will appear in the upper-right corner. The bottom line shows you the current mass of the ship; there should be some space left for defenses.

Every mounted part raises the construction cost of the ship, which means that the more you put on the ship, the longer it will take to build. The rush cost will also get more expensive the more parts you have. You can build ships that don't utilize all of the hull space in order to produce them faster, but if you have space left over, like above, you should consider using it to strengthen the ship. It's always better to have one good ship than two really bad ones.

The third symbol in the upper-left menu is **"Defenses,"** which has the following submenus:
  • Armor = defense against kinetic weapons
  • Shields = defense against beam weapons
  • Point defense = defense against missile weapons

When you compare the defenses with a mouseover, you see four possibilities:
  • Mass = how much space is needed on the ship
  • Cost = how much time the construction of the defense will need
  • Rating/Strength = how much defense will be added if you mount this part
  • Fortitude = how strongly defended the ship will look to an enemy, decreasing the likelihood that it will be attacked first

Choose two defense types—if possible—and mount them on your ship. If you're unsure which ones, a good rule of thumb is armor first, then shields. Your ship should be as full as possible now.

The fourth section contains **"Modules"**:
  • "Life Support": Increases the ship's range, or how far it can move away from your starbases or planets.
  • "Sensor": How many hexes of fog of war the ship clears around itself—how far it can "see."
  • "Colony Module": The module for a Colony Ship.
  • "Construction Module": The module for a Constructor.
  • "Cargo Module": The module for a Freighter.
  • "Enhanced Survey Module": The module for a survey ship that allows it to gather anomalies.

There will be more added to the game once you've researched more technologies. Since a small ship shouldn't by flying far away from your planets or starbases, you shouldn't need life support. The other modules need too much space for this size.

The last section is called **"Support."** The current options are:
  • "Range": Increases the ship range of all ships in a fleet
  • "Hit Point Augment": Increases the hitpoints (HP) of your ship

You shouldn't need any of these either. The HP sounds good, but more defenses are normally better than more hitpoints.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is. You will make lots of ship designs during a game and a bit of organization goes a long way.
A good name might be "Small --attacktypes-- --defensetypes--", so for this example it would be named "Small 1---2+1." You can also add those numbers in attack and defense and name it "Small 1-3." How you organize things is up to you, of course.

The "BATTLE ROLE" should be set as "Escort." More on battle roles in the next chapter.
You are also able to change the ship description that appears in-game when you click on the ship.

Saving will bring you back to the ship designer again. Now you are able to see your new ship in the Favored Ships list. Click "DONE" to exit to the galaxy view.

Battle Role / Ship Role

Every ship has a role to play in a battle. A fleet will never fly all ships next to each other in a line and attack the enemy. For that there are battle roles. You can choose a ship's battle role when saving a new design.

There are six options:
Support: Ships that support the fleet or have a special role in-game
Capital: The heart of the fleet with support modules and long-range weapons
Escort: Those that protect Capital and Support ships
Assault: They will attack high-value and high-threat targets
Interceptor: They will attack enemy Support ships and high-value targets
Guardian: Those that defend Support ships and high-value targets

With every component you mount on a ship, you'll raise or lower the "Value" / "Threat" / "Fortitude" of the target. All ship equipment has at least one of these attributes assigned to them. "Threat" is assigned to weapons (beams, kinetics, missiles), "Fortitude" is assigned to defenses (hull plating, shields, point defense) and "Value" is assigned to other equipment (drives, life support, modules). The hull size also influences what role a ship will have. A default role will be assigned when saving the design, but the role can be manually changed to any role you wish.

Target/Attack Priority:
Ships will begin combat with the highest priority enemy as their target. If their target is out of range, they will fire on any other enemy ships within range until their highest priority target ship gets close enough. You can see which enemy ship it's considering as their target by hovering over the ship icon in the lower part of the screen while in the battle viewer or by selecting the ship on the battle map. Ships will fire on targets higher on their priority list. This could result in loss of focus fire when ships with different roles have different priority targets within range. A ship will also stop firing on an already damaged enemy in favor of its higher target priority coming into range, even if the previously damaged enemy is near destruction. For example, interceptors that have a guardian as their primary target will fire upon enemy interceptors while they pass each other, but will continue moving towards the guardians and eventually firing on them.

Defend priority:

Defend priority causes a ship to stay near an ally that it is protecting. It does not affect the ship's primary target but only whether or not it's willing to move forward towards its primary target. If the ally it is defending starts moving forward, so does the ship defending it.

Because of the defend priority, a guardian will not move forward and join the battle until its support ship starts to move forward. (Support ships remain at zero speed at the map edge until all ally interceptors, assault ships and capital ships have been eliminated). It will, however, attack any enemies that come into range. An escort will move forward and attack enemies if it is defending a capital ship. An escort that is defending a support ship, however, will remain in the back out of combat, similar to the guardian as described above. The escort ship will only move forward once the support ship starts to do so.

Tactical Speed:

Tactical speed determines how quickly a ship moves during combat. You can view a ship's current speed by selecting the ship in the battle viewer. Most ships start out at a low speed when combat begins, about 1/4 maximum speed, and move towards the center of battle. Once any ship starts firing, all ships that are moving will increase their speed and advance towards their primary target as quickly as possible.

Support ships start in the furthest back starting position and will not advance forward until there are no ally attack ships (interceptors, assault ships, and capital ships) left in its fleet. As long as at least one of these ship types remain, the support ship will maintain a zero speed. Any ships defending the support ships will move around at low speed but will remain in the back with the support ships as well. As soon as there are no remaining ally attack ships, the support ships will begin moving forward to join the fight, along with any defending guardians and escorts that are there as well.

Ships' starting location:

The battle role determines the position in the fleet and the starting location in a fight. It begins at 1000, far in the back of the fleet, and ends at 1800, which is far in front of the fleet.

Battle Role	Target Priority	Defend Priority	Starting Location	Notes
Support	Will only attack if all other types are gone, then Interceptors first, then Assaults	--	1000	These ships should stay alive until the end of the fight. They are unarmed or they just have augmentations mounted that support the whole fleet.
Guardian	Will only attack if the defended ship attacks. Attacks Interceptors first, then Assaults, then Escorts	Defends Supports if available, then Capitals, then Escorts	1200	These ships protect the Supports. They won't fight until all other targets are destroyed. If there is no Support in the fleet, they defend Capitals. If there are no Capitals available, they defend Escorts.
Capital	Escorts - Capitals - Assaults - Interceptors - Guardians - Supports	--	1400	Capitals should have less defense and lots of attack. They stay behind their fighters and shoot with ranged weapons while supporting their fighters in the fleet. Capitals can also have support modules mounted, because they last nearly as long in the fight as Supports.
Escort	Assaults - Escorts - Capital - Interceptors - Guardians - Supports	Defends Capitals and Supports	1600	Escorts defend your Supports and Capitals, but since they start more in front of the fleet they will take part in the battle in most cases.
Assault	Escorts - Capitals - Assaults - Interceptors - Guardians - Supports	--	1700	Assaults will attack Escorts and then Capitals. The pure battle ship.
Interceptor	Guardians - Escorts - Supports - Interceptors - Assaults - Capitals	--	1800	Interceptors will try to remove Support ships from the enemy fleet. They attack guardians first because those defend the Support ships, then Escorts.

Weapon Range:
It's useful to compare the range and fire rate of weapons:
Missiles: 1300 and slow fire rate
Beam: 1000 and medium fire rate
Kinetic: 800 and fast fire rate

A Capital ship with kinetic weapons would not be the best choice because it will start farther behind in the fight and will take time until it is in kinetic weapon range. Same for Interceptors if they have missiles mounted. Since they are already close to the enemy at the beginning of the fight they need faster shooting weapons like kinetic and beams.

Strategy:
Having different types of ship roles can lead to some serious disadvantages. For example, if you have a fleet consisting of half Interceptors and half Support ships, the Interceptors will fly straight into the enemy fleet while your Support ships stay back out of range. This effectively means you have split your fleet into two forces, which will likely lead you to take heavy losses.

It's more effective to assemble a fleet where everything goes in hand-in-hand. Ships should be specialized for their job in a battle.

A good and easy start is to use just Capital and Escort ships. The Capital ship stays a bit behind and will take no damage until the last Escort is gone, while the Escorts soak up damage and fight in front. This leads to the following ship designs:
Capital: mostly missiles and some beams, support modules for the whole fleet, no defense.
Escort: less missiles, maybe some beams, some kinetic, but mostly defense.
Then you can add some **Assaults** and **Interceptors**, but keep in mind they will get destroyed faster. Make use of Carrier modules later in-game, since they contain drones that help protect those kinds of ships.
Supports are good for carrying support modules for the whole fleet with **Guardians** to protect them. Of course, there are plenty of combinations to try out!

Fleets / Logistics

If you move a ship onto another ship they will automatically combine into a fleet. When it doesn't work, you'll see a red symbol over the ships that are now flying behind each other.

When you select a ship, you'll have another line in the lower-left menu that says "Stacked Ships": 2.
There will also be a 2 if there is one ship and one fleet behind each other.

Click on the button "Manage" and you'll be directed to a screen where you are able to "Manage stacked ships and fleets". You can now combine ships to a fleet while pressing CTRL and select the ships you want. Or select the fleet, "Disband" it and "Create" a new fleet. In the upper-right corner you can also see the current and maximum logistics.

You can gain more logistics by researching technology upgrades. Getting as much as you can is important for ships with large hulls. The bigger the hull is, the more logistics you need. For example, a medium hull needs 6, but a large hull needs 12.

Watch the battle roles of the ships that you are combining into fleets. For example, if you combine an assault and a support, they will fight AFTER each other and get killed, fast. If you have some fighters and some transports, put the Transports in a separate fleet during fights. For protection, move them back in the fleet at the end of your turn and move them out in the next turn again. Make your assault fleet as strong as possible. You should always fight with a Support or Capital ship that has support modules for the whole fleet mounted, especially weapon and defense improvements and repairing systems.

It's also a good strategy to build one strong fleet around a Commander. This way you always have a strike force if something big and unfriendly comes into view. In the galaxy view you can also see the current and maximum logistics if you mouseover a fleet.

Approval / Morale

If the morale on one or more colonies is low, your "Raw Production" is lowered, which causes enormous penalties in everything. You should keep an eye on the planet overview on the right side in the galaxy view. From there you can see if one or more planets are not in the green morale zone. The emoji in the upper-right corner also tells you about the current morale status on all of your colonies combined.

There are two main factors that give penalties to your morale on each colony:

How big is the population? If you have, for example 3/3 population, you won't have much problem with your morale, especially if you have researched the specialization technology "Supportive Population." But when you have build the first city and your population is becomes 12/12 or 19/19, you will get large morale losses. That's because lots of people are on one planet and feel jammed together. With a city you should build one Entertainment Center, which is upgradable later for better morale bonuses. Use the adjacency bonus of other buildings like Market Center or the three buildings from the ideologies and place them beside the Entertainment Center to upgrade it.
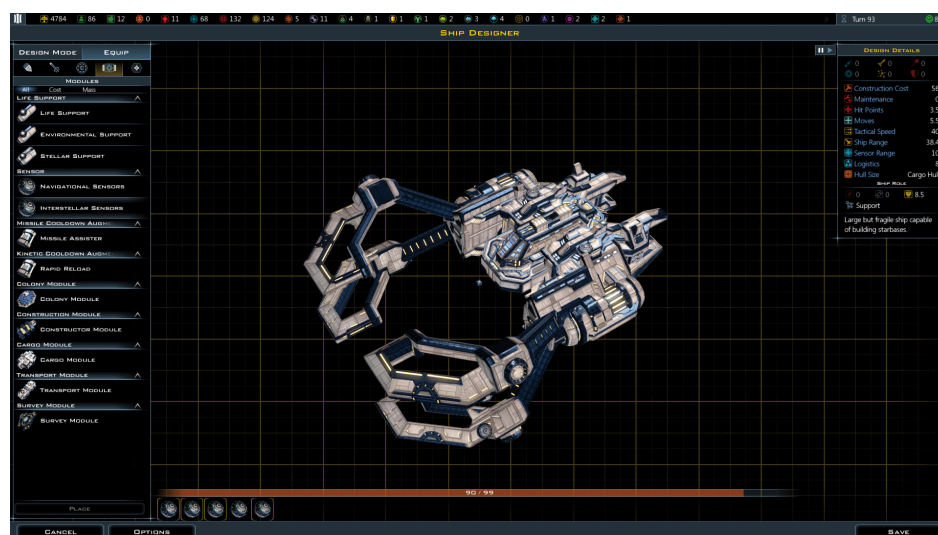
The other is the tax rate. If you click on it in the civilization screen and move it around, you can see how the emoji in the upper-right corner changes. Your net weekly income will also change.

SHIP DESIGN - STATIC SENSOR SHIP

On starbases you can build better sensors that widen the radius where the fog of war is removed. There is an easy way to give your planets and shipyards a wider sensor range, too: a Sensor ship.

Open a shipyard, click on "Design Ship," choose the Constructor and click on "Use Design." Now remove all mounted parts, including the Constructor module.

Click on the fourth section in the upper-left "Modules" and load as many of your best sensors on the ship. It looks very weird, but if you check the sensor range on the top-right side, it works well.

To make it a bit easier on the eyes, click with the right mousebutton next to the ship. Now the sensor that was loaded on your mouse is gone. The red dots on the ship, which are called design gizmos, are also gone.

Now click on the front arm-part of the ship and use the slider in the lower-right corner in the menu "SCALE". Move that slider to 10. After that, click the next part of the "ship-arm" and do the same. Now only the body remains and it looks a bit better with just a few clicks.

Save it as "Sensor Ship" or whatever you like, move it where you want it and you won't get surprised by enemies.

Ship Design - 2 Medium Military Ships

When you have researcheded "Zero Gravity Construction," you gain access to medium hulls, the next size after small hulls.

This guide will show you two different variants of the medium ship. First up is the battle role "Escort."

Go to a shipyard, click on "Design Ship" and select a medium-hull design from the left side that you like. Click on "Use Design" to continue. In this example, a Corvette will be used.

Remove all mounted parts of the ship in the lower-middle line so that the mass is 0.

In the section **"Drives,"** select the best normal drive that you have and mount 1 of it on the ship. Use the Prototype drive only if you have a healthy supply of Antimatter. The Ion Drive has the same speed but more mass.

Next up, take a look at your **"Weapons"** selection.
Mount 2 of the best kinetic weapons on your ship. No more than that since Escort ships aren't made to be big damage dealers. That's not their role in your fleet.

After that, it's time for **"Defenses"** in the third section. This is the most important part of the Escort because it will come under fire in every battle.

Mount all 3 types of defenses on the ship until it's fully loaded.

You don't need **"Modules"** and **"Support"** equipment on a ship this size. On larger hulls it's useful to mount dodge systems and carrier modules in the endgame.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is.

A good name would be "Medium --battle role-- --attacktypes-- --defensetypes--", so for this example it would be named "Medium ESC 4---3+3+2." You can also add those numbers in attack and defense and name it "Medium ESC 10---8." It's your choice, of course.

The "BATTLE ROLE" is now "Escort." You are able to change the ship description now too if you so choose.

After saving you come to the ship designer again and can see your new ship in "Favored Ships" list.

Now it's time to make the second variant of a medium-hullsize: a Capital ship.

Select another design now (to make it easier to see in the galaxy view later) and click on "Use Design." In this example, a Frigate will be used.

Expert tip:
If the AI just placed a starbase where you didn't like it, you have three options: Declare war and destroy it, buy the starbase within a trade or promote a commander to a privateer and let his fleet destroy it without war.

Just like before, remove all mounted parts of the ship in the lower-middle line so that the mass is 0.

In the section **"Drives,"** select the Prototype Hyperdrive and mount 1 on the ship—or better if you've researched higher quality. The Capital ship and the Escort should have the same speed. You can also mount the same drives you used for your Escort variant. Ideally, a fleet should be one or two Capitals and double or triple that number of Escorts.

Now it's time for the **"Weapons"** in the next section.

Mount 1 or 2 "Sparrow Missiles" or better on the ship. If you have great beam weapons, mount one too. You don't need short-range kinetic weapons because the Capital ship will stay behind during battle. Maximize the mass of the ship with weapons.

You shouldn't need **"Defenses"** for this type of ship..

In the **"Modules"** section are good support options for Capital or Support ships if you have the space. Some of the options that you have currently are:
 • Rapid Recharger: Increases the fire rate of beam weapons by 30%, but lowers the damage by 15%.
 • Missile Assister: Increases the fire rate of missile weapons by 25%.
 • Rapid Reload: Increases the fire rate of kinetic weapons by 50%, but lowers the accuracy by 15%.
 • Evasive Thrusters: Boost to evasion for the ship.

These are helpful if you concentrate on one weapon type on your ship. Since you don't have the highest tiers of technology yet and have two kind of weapons mounted, they might be less effective. If you have only missiles mounted and space left over, but not enough for a weapon, one of the modules might fit. Sensors are nice to have, but you can also build a sensor ship and move it near your fleet.

"Support" equipment is also good for Capitals and Supports. Here are some interesting ones:
 • Missile Guidance Array: Increases the damage of all missile weapons in the fleet.
 • Targeting Array: Increases the accuracy of all weapons in the fleet.
 • Evasion Field Generator: Boost to evasion for the whole fleet.
 • Structural Enhancement Field: Slowly repairs all ships in the fleet during battle.

Space is the limiting factor here, but evasion modules and repair drones that support the whole fleet are great on a Capital ship. Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is.

A good name would be "Medium --battle role---attacktypes", so for this example it would be named "Medium CAP 4." It's your choice, of course.

The "BATTLE ROLE" should be set to "Capital." You are also able to change the ship description at this time.

After saving you come to the ship designer again and you are able to see your new ship in the "Favored Ships" list. Now you can start producing good ships. Build one Capital, followed by two Escorts and so on. The Capitals will be constructed faster because of the lack of defenses.

Expert tip:
In a larger galaxy its useful to have a fast survey-ship. Also it's great to have a fast ship with high sensor range for more efficient exploration.

You can try building a medium-size hull with the Survey-module on it, much speed and one weapon, but then the hull is mostly maxed out.

Why not use 2 ships? Build a strong attack survey ship with high speed as "Escort" and a unarmed ship with sensors and also high speed as "Support". Then combine them into one fleet!

Ship Design - Large Military Ship

Large ships have lots of mass to work with, but that's because they require lots more equipment to power and move them properly. After all, a single starting Ion drive can power a tiny ship with around 40 metric tons mass to 4 moves. To provide the same amount of moves to a large ship with around 260 metric tons, you need a much stronger, and therefore larger, Ion drive.

Logistics also becomes more important here. A large hull needs 12 logistical points, which makes them harder to put in fleets. Sure, the hitpoints are higher and you can mount more equipment, but until you have the logistics to spare, two good medium-hull ships are better than a weak large ship. You should start building large hulls when you have enough capacity and miniaturization specializations.

A good option is to make the large hull your Capital ship and build more medium hulls as Escorts, Assaults or Interceptors. The large hull will need more time for construction and meanwhile you can build some other ships for the fleet. The advantage of a large Capital is that you have more mass for support modules.

Ship Design - Huge Military Ship

It works the same way as the other hulls: enter a shipyard, click on "Ship Design," pick a huge ship that is to your liking and click on "Use Design."

You've probably researched better technology than the ship in this guide by now, but you will get the point on how to squeeze the maximum out of the ship. It will be a Capital because a huge hull will need a long time to be built. Use the other battle roles for medium- and large-hull ships.

In this guide the "Avatar" will be used as an example. Remove all components on your ship until the mass is 0. Then add as many **drives** as you wish or need to have the same speed as the other ships that will join the fleet around this Capital.

Before you mount weapons, you should check the **"Support"** section. You should have a "Structural Enhancement Field" available, which slowly repairs all ships in battle. Or perhaps you have better tech like "Repair-drones" already. Put the best option on the ship now. Also mount other fleet-wide boosts on your design.

Then move on to **"Modules."** It's useful to give a huge Capital some sensors so that the view around the fleet is larger—you have the space for it. Then you should add the weapon augmentations that provide fleet-wide bonuses. Since the Capital will stay behind and survive until the rest of the fleet is destroyed, it strengthens all weapons of all other ships. Fleetwide dodge modules and movement improvements are also welcome.

Another important thing is the **"Carrier module."** A Carrier module has some small hullsize ships on board. They will fight in every battle until all of them are destroyed. Then the Carrier module reproduces the ships for the next fight. That's really powerful. The normal Carrier module carries 2 Assault or Guardian fighters. Later, there is one with 2 Interceptor fighters. And in the endgame, you can research one with 3 Assault fighters. You should place at least one Carrier module on your Capital. They need a lot of space but are great.

Since you don't need defenses on a Capital, you can fill up the rest with long range **weapons**. In the end you'll get a very nice ship that supports the fleet's attack and defense, repairs the whole fleet, has nasty fighters on board and attacks all the time with long-range weapons.

Save it as "Capital" of course and give it an awesome name!

Alliances

There are different alliances you can offer the AI. They are all in the trade screen in the section "Treaties." Most treaties will last 50 rounds. In some cases you will also get a treaty offer from the AI.

Some treaties need a good relationship with the race. For instance, "Alliance" needs 9, which is close to maximum. Mouse over the treaty to see the current relationship level. You can also make a "Non-Aggression Pact" where both sides agree to not declare war on each other. You really can't do that then anymore for 50 rounds. A "Research Treaty" provides you and the other race a 25% research bonus.

If you are stronger in military, the AI will pay very well for a non-aggression pact or an alliance. If you are the weaker party, you sometimes have to pay a premium.

Peace

During a war the AI sometimes asks for peace. Usually they do this if they are also at war with another race or you are close to beating them. You can also ask for peace. Open a trade with the faction and offer your treaty "Peace" and something else—maybe the AI will be accepting. Most of the time it's expensive and the AI will only be satisfied if you throw a planet into the deal. You'll have to decide how much peace is worth to you.

Culture Flip Planets

It's possible for you or the AI to culture flip planets. For this, you need a stronger influence zone than the AI. You don't have to be at war with them. A culture flip is a peaceful action and no one will be angry about it—except you if the AI does it to one of your planets.

If the planet is overlapped or consumed by a foreign zone of influence, the people on the planet get disatisfied over the time. When the colony rebellion is at 100%, they will join the foreign civilization and flip the planet to the other player.

PLANET ANNEXED

You have annexed Planet Kryseth Gamma from the Krynn Syndicate.

The rebellion percentage depends on the comparision of your culture to theirs locally. Generally, a rebellion will start when the ratio is 2:1. The more, the better! You can hasten this by building a culture starbase nearby and culture buildings on close planets.

A mouseover on the planet will tell you the current state of the unhappy people and a red unhappy face appears over the planet icon.

There are also planets that are immune to culture flipping. The Malevolent ideology Malevolent also has this ability. The more resistance a planet has, the harder it is to culture flip.

KRYSETH GAMMA

Kryseth Gamma
23.1   11.7   -1.2
153.0   10.9   66
Shipyard (1)
Class 6 (Barely Habitable)
Civilization Capital
Colony is 15% in rebellion.
Terrans influence 2.0X
A world barely able to sustain life.
Foreign Influence on this world has become so high that population has begun to rebel.

Legions

For the invasion of enemy planets, you need Legions: armed soldiers that are willing to fight for you. You can obtain Legions by training Citizens as Generals, promoting Generals to Supreme Generals or using the planetary project "Train Legion."

"Train Legion" is a good way to generate Legions over time if you have good access to Durantium, since you need 5 for each project.

Legions are listed in your global stock above the top menu in the galaxy view. Just mouseover the small symbol that looks like an red astronaut.

Planetary Resistance

You also need Legions to defend your planet. These are called Garrisons, aka Defending Legions.
If you don't have a Garrison on your planet, every single enemy transport can take your world in a snap. Sure, you can always put fleets into orbit, but when they are gone, it's over.

Your resistance starts when you put a Garrison on the planet. You can do this with the project "Station Garrison" but you will need Legions in your global stock for the project to appear. Then they will be removed from the stock and become fixed to the planet.

The better choice is to train a citizen as a General. This provides 5 legions to your global stock. Now, move the General to the planet where you want to have garrisons. When he/she arrives, your planet will gain 5 garrisons, but your global stock remains and will be not reduced.

After that, you can mouseover the planet in the galaxy view to see your "Defending Legions," which is the same thing as "Garrisons."

You can also promote a General to a Supreme General to obtain another 5 legions for your global stock. This you can do from anywhere, even if your general is stationed on a planet already.

So, in case of war, defend the important frontline planets by moving your Generals there.

If garrisons are on your planet, they will gain advantages in battles caused by your resistance. If it's higher, your garrisons will get a larger boost. There are several technologies that you can research to improve resistance. You can also build special buildings on the planet's surface. Later in-game you can research technologies that allow you to place buildings that put some ships into orbit for defense also. "Soldiering" technologies also help to improve your garrisons.

The AI will normally put defending fleets combined with garrisons first on their main planets, then on the surrounding planets and so on. That's a good strategy to copy.
You also can build large sensors and be prepared for when an enemy comes. Some players like to have a kind of sensored frontline where all starbases, shipyards and planets on the frontline have a big sensor range with modules or ships. That way you won't get surprised.

Invasions

To declare war on an AI, you can use the Diplomacy screen. Or you just attack a ship or invade a colony that the AI owns. An aggressive tactic is to move your fleets to important sections of the AI's zone and attack when you are ready. They will see your military build-up and be concerned for sure. It's kind of an exploit though because the AI won't do that. They always declare war on you and some rounds later they come knocking at the door.

You can't declare war against minor civilizations, but you can attack their ships or planets without warning.

In a time of war, you need to try to invade the colonies of the AI to widen your empire and to weaken the enemy. For an invasion you will need Transports. You can only build Transports if you have researched the technology "Planetary Invasion." You'll need Legions in your global stock in order to build Transports. They'll be built in a shipyard like any other ship. When the Transport is ready, there will be a small window containing a slider that asks you to load legions from your global stock onto the Transport. One transport module can hold 5 legions.

To invade a planet, you have to remove the enemy ships in orbit first. You should also destroy the shipyard to prevent more enemy ships from being built.

On the screenshot you can see the Drengin planet Kazuyo V, which is defended by 1 Ship and 3 Legions. The battle prediction for the invading fleet below the planet is "Victory Certain"—that's obvious when one defender has to fight against 5 ships.

By the way, you can always see the fleets in orbit if you zoom in on a planet. The ships fly around the planet, and you can see what ships are there. With a click on the planet you can see details too if you have espionage against the enemy. Then you can see their fleet strength as well.

When the defenders are gone, only the defending legions remain. Now it's time to move the transport onto the planet.

When you move a transport onto an enemy planet, you will be led to the invasion screen. On the left side you can see the invader stats and on the right side the defender stats. In this example, the Terran Alliance has 5 legions that are supported by 30% soldiering (Soldiering can be improved by different research technologies). Additionally, the tech advantage (like weapons, tactics etc., based on research) is strong. That adds up to a total score of 30, which is written above.
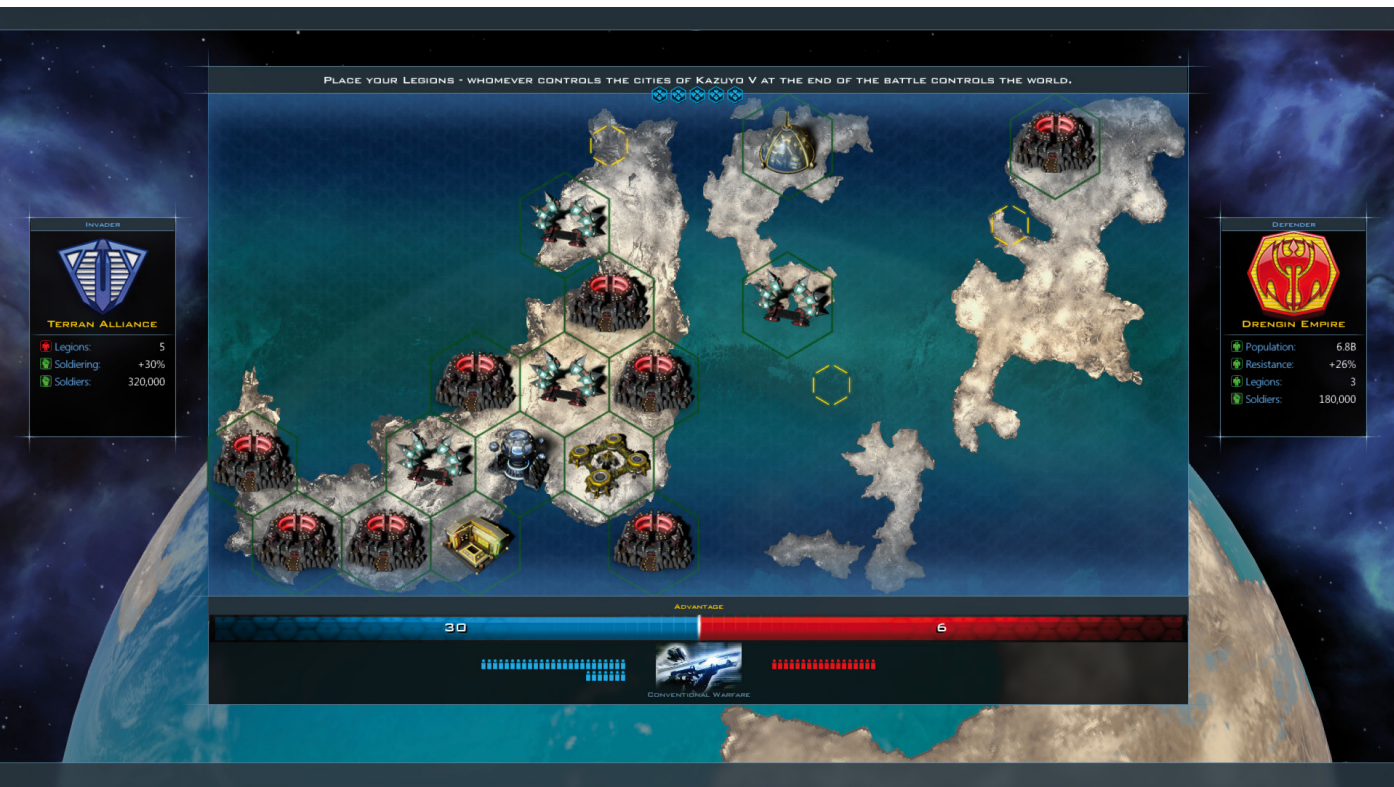
The defenders, the Drengin Empire, have 3 legions that are supported by 26% resistance. The population is listed there to see the collateral damage if you are invading with a special tactic. The defending score is only 6 because the defenders are far behind in technology.

In the lower area of the screen you can choose the invasion tactic. The standard is **"Conventional Warfare"**—just move in and start shooting. If you research advanced technologies, you have more options:

- **Planetary Bombardment:** -50% planetary resistance, -50% approval for the next 50 turns on the planet, costs 500 credits, may damage planetary buildings.
- **Informational Warfare:** -25% planetary resistance & defense, costs 1000 credits, low collateral damage.
- **Biological Warfare:** -25% planetary resistance, +10% soldiering to your forces, costs 500 credits.
- **Tidal Disruption:** -75% planetary resistance, +20% soldiering to your forces, costs 1500 credits.
- **Core Detonation:** -50% planetary resistance & defense, costs 1000 credits, may damage tiles on the planet and make them unusable. Note: Some civilizations or planets are immune to certain invasion tactics.

The buttons show "Cancel" for stopping the invasion, "Quick Battle" to let the computer decide how to invade and "Start" for the manual start of the battle. You should always use the "Start" button. Here's why:

You are able to set the location where your legions will invade the planet, represented by the small yellow hexagons. If you use the Quick Battle, it's possible that they will get distributed to other locations, which will weaken your forces—you will probably lose then, even if you are stronger. With the manual option, you are able to put all your legions on one tile without risking them being split up.

Now it's time to think about which location is the best one. Your troops will flock towards the Capital and Cities. Buildings on the way can sometimes be destroyed automatically. If you want to preseve the quality of the planet once the invasion is over, place your soldiers where they won't be in the path of the planet's best buildings. In the example picture on the right, you can see that all the legions have been placed on one tile. Once you have placed all legions, the "Invade" button will appear. Click on it and watch the short battle.

If your invasion is successful, it becomes your planet and the transport moves into orbit. Use it for the next invasion. If your victory is a close call, the transport might get destroyed because a full legion wasn't left alive after the battle—you still win, but the ship is lost.

Now you are able to improve the planet to your liking. Add it to a shipyard or build a new one. Don't forget to deactivate auto upgrading in the planetary govern screen.

If there are already buildings on the planet that need resources, like a City that needs 4 food for example, the resources will be removed from your global stock. Since you can't destroy cities this can result in a negative food stock. You can only counteract this by researching farm improvements and food-related buildings.

When the last planet of a civilization is invaded and their last Colony Ship is destroyed, the civilization will be removed from the current game. If there are some ships without a homeworld remaining, they will be converted into pirates.

Galactic Events

Galactic events are random events that can occur during a game. The player can define the frequency of Galactic events during the creation of a new game. They offer a bonus and/or penalty to all players. Unlike the Colonizing events and Mega events, these events do not feature an ideological choice.

Example "Golden Age":

The entire galaxy has entered a new age of prosperity. Businesses are thriving, the standard of living across all civilizations increases at an incredible rate, and tax income everywhere is rolling in. The galaxy's economic experts state: "This is the new normal. Nothing could possibly go wrong!"
Effect: +20% Economy to all factions

Mega Events

Mega events are a type of optional random events. The player can define the frequency of Mega events during the creation of a new game.
Mega events always come with an ideological choice. This way you are able to increase your ideological points even if there are no Colonizing events occurring anymore.

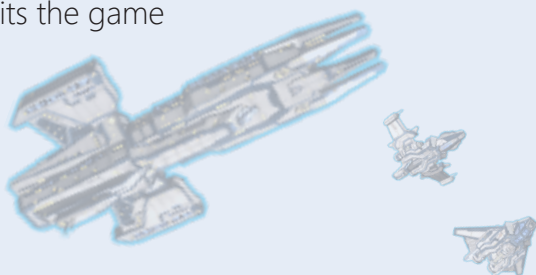You can see an example on the screenshot below:
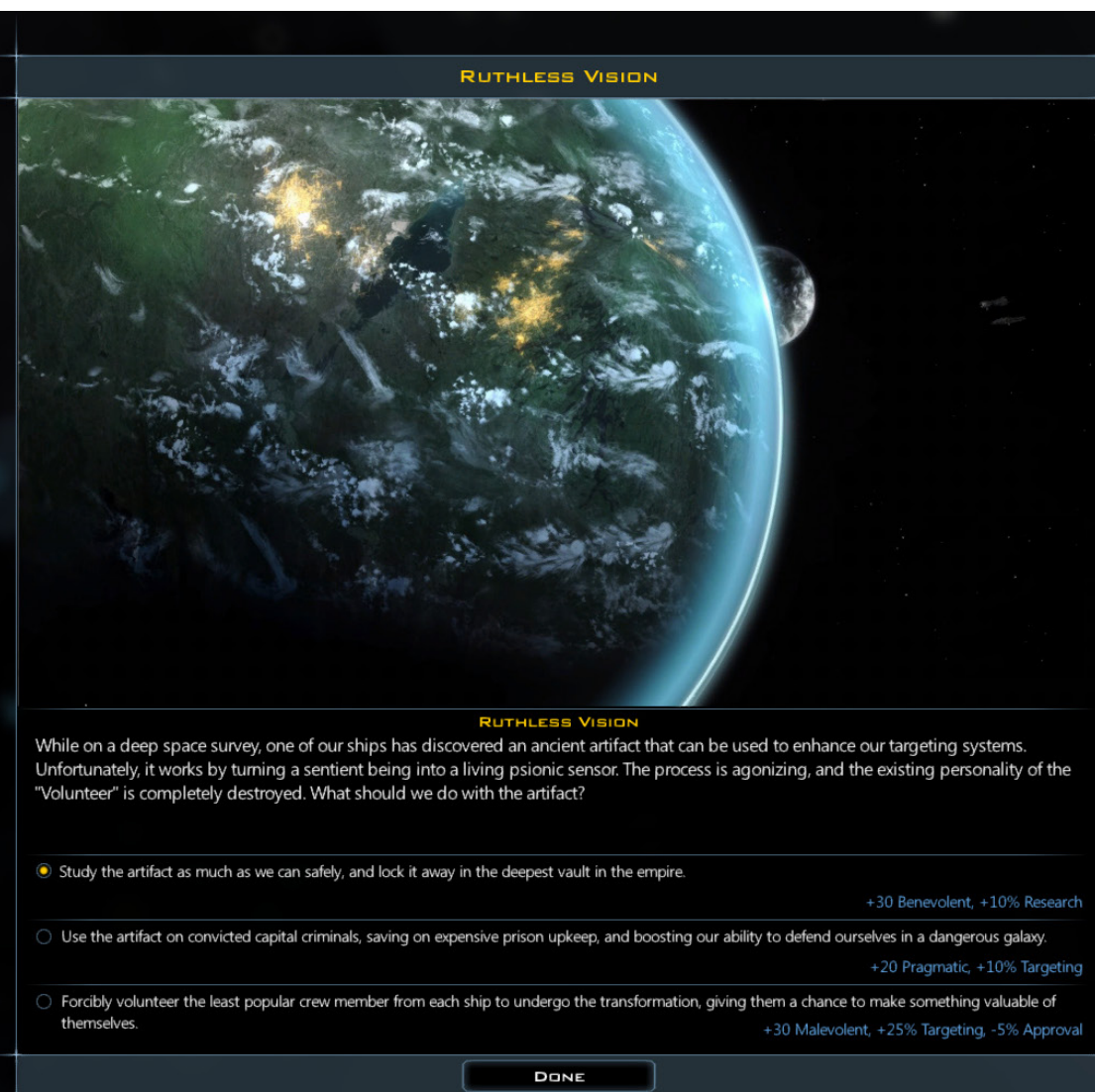
GALACTIC CIVILIZATIONS III

GC 3 - Base game (v. 2.33)

Main Menu

- **NEW GAME**
  Starts a new game in the sandbox mode
- **QUICK GAME**
  Starts a new game in the sandbox mode with your previous settings
- **TUTORIAL**
  Starts the game tutorial, where new players are able to learn the game basics
- **CAMPAIGN**
  Starts the campaign of the base game without the expansions "Crusade" or "Intrigue"
- **MULTIPLAYER**
  Starts a new multiplayer game (greyed out if mods are enabled)
- **METAVERSE**
  Check the metaverse for your stats
- **LOAD GAME**
  Load a previous saved game (greyed out if there is no saved game)
- **OPTIONS**
  Game options: graphics, sound, interface, gameplay. Here you are able to change the resolution, raise or reduce graphic details, lower or raise sound and music volume, enable mods and much more
- **EXIT**
  Exits the game

Welcome!

You are able to play Galactic Civilization III: Crusade as a sandbox game with randomly designed galaxies, where you can set the parameters you prefer. You can also play the campaigns and participate in a story that contains exploration, expansion, exploitation and extermination.

All campaigns, including the DLCs' campaigns, will run with the base game and with newer versions like Crusade or Intrigue, but it's best to run the campaigns with the base game v.2.33 because Crusade and Intrigue are newer and the new gameplay mechanics don't fit perfectly with the previously released campaigns.

You can activate the base game v.2.33 in Steam when you right-mouseclick on the game and select properties there. Go to the tab "Betas" and select from the small menu "galciv3classic v.2.33 Release." Wait for the download to finish, and you'll be good to go.
Undo this if you want to play the newer versions again.

The following gameplay guide is for players who own GC3 without Crusade or Intrigue, or for players who selected the v.2.33-version in Steam. The gameplay guide contains the three campaigns "Arcea", "Contingency" and "The Return," followed by the sandbox game.

Base game - Campaign ARCEA

Click on "CAMPAIGN" in the main menu to start.
As a new player you start with the first campaign "Arcea" in the "The Return" scenario. The "Contingency" and "Return" missions will unlock after completing Arcea.

You also can click on "Tutorial - Backup Plan," which is the same as clicking Tutorial from the main menu, if you prefer.
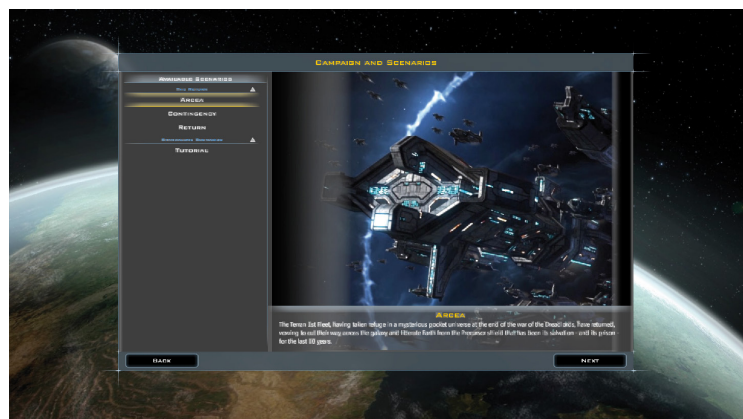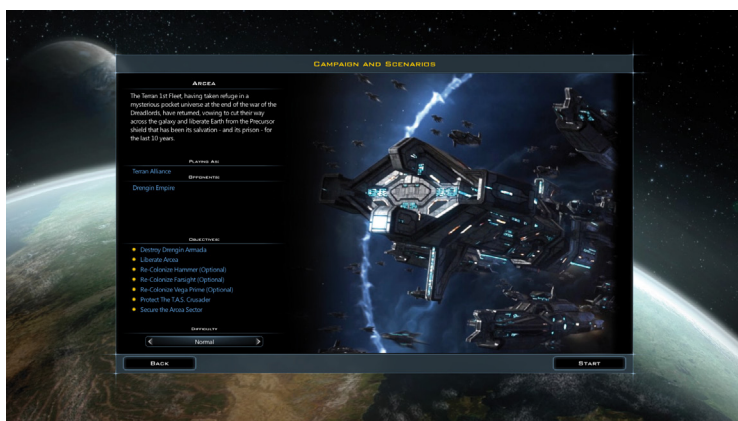
When you click Next "NEXT" a short story will give you a brief rundown of the mission.

For a more detailed history, check the *"Game Story"* at the beginning of this guide.
You will play as the Terrans against the evil Drengin Empire. While you can play at any difficulty level you choose, this guide is based on "Normal."

Click on the "START" button in the lower-right corner to start the campaign.

After an introduction video you will see this screen, where you get information about the Terran Alliance, which you are playing as in this scenario. Click on "DONE" when you are ready to play.

Once underway, you're presented with some ideological choices to make while chatting with Colonel Bradley.

There are three ideologies to select from: Benevolent, Pragmatic and Malevolent. Each has strong bonuses, but you can't have everything. We suggest sticking with one ideology for this mission to maximize its effectiveness.

When the conversation with Colonel Bradley is over, you see a part of the galaxy and some ships: Yours and those of the enemy, the Drengin. Your ships are already combined into fleets: an assault fleet in front and a support fleet behind it. Don't fight big battles with the support fleet! Protect it from every encounter with the Drengin. The support fleet has some weapons, but its hitpoints are low, and your transport ships will explode after a few hits.

> **Expert tip:**
> *In the conversation, choose the "benevolent" answers. Since you can choose benevolent in the next screen again, you get more points in one ideology and get profit for that soon.*

Click on the assault fleet to get more information on it. Since the Terrans found a strong artifact and mounted it on the ship T.A.S. Crusader, your fleet's offensive and defensive power are immense.

There are 10 ships in your fleet. All together the fleet has 3015 of 3015 hitpoints. You have 7/7 moves left. Your sensor range is 4 hexfields/parsecs (these stats may vary). The numbers on the top are the weapons and defenses. The fleet has:

- 371 attackpower with beam weapons (blue)
- 280 with missile weapons (yellow)
- 110 with kinetic weapons (red)
- 275 shield power against beam weapons (blue)
- 260 defense against missile weapons (yellow)
- 260 armor against kinetic weapons (red)

If you mouseover the Drengin fleet in front, you will see that they have much less power and will be an easy target for the big Terran fleet. Your battle computer will also predict that victory will be certain. Attack them!

After the short battle, check your fleet stats: the fleet now has 3165 of 3165 hitpoints. Some of your ships have levelled up during the fight, earning more hit points as a reward. This is why you should always fight with your assault fleet and not divide it into smaller groups. On top of that, the repair modules on your flagship will repair all your ships after a battle, depending on the damage they have taken.

Now there is another Drengin fleet between you and the planet Arcea, which you want to invade. Just fly directly towards them and attack the Drengin. They will lose again to your strong fleet, and more of your ships will level up.

After a chat with Colonel Bradley, move your support fleet behind your assault fleet. Don't leave them alone!

If you zoom out with your mousewheel you can see more of the galaxy. There is unexplored space around you. On the left side there is an anomaly called "Space Junk." You are able to gather those anomalies with your support fleet, thanks to the T.A.S. Strider —a survey ship. If you zoom out more, you can see the border of this map and everything in icon art.

Since your two fleets have no moves left, its time to click on the "RESEARCH" button in the lower-right corner. This will lead you to the Research screen, but since you don't have a planet that can generate research points, you can't do anything right now; it just shows the possibilities. Research will start when you have invaded the planet Arcea. Rather than selecting the default option, a good choice for a research project is "Logistical Optimization" and then "Advanced Logistics."

Expert tip:
Don't try to move your support fleet, which includes a survey-ship for the anomalies, downwards to the artifact or the capsule. There are strong drengin ships in the darkness of the universe which are just waiting for this move.
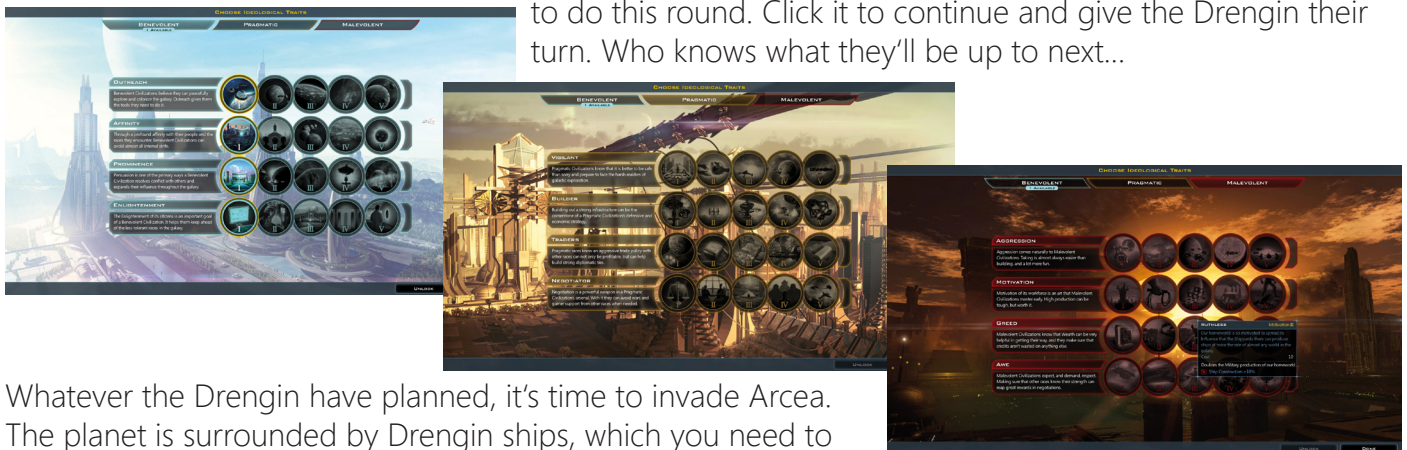
It's not necessary to learn everything possible, and in this guide you will get the information that you will need to survive. If you want to know more about the research of technologies and the tree, check the "*Sandbox Game Guide*" after the three campaign scenarios.

Now the button in the lower-right corner says "IDEOLOGY"—click on it to get to the Ideology screen.

As mentioned above, there are three ideological types to choose from: benevolent options are like the "good guys"; pragmatic choices typically follow "expense vs. benefits"; and malevolent options often allow you to "squeeze out what's possible."

Now the button in the lower-right corner says "TURN," informing you that there's nothing else you need to do this round. Click it to continue and give the Drengin their turn. Who knows what they'll be up to next...

Whatever the Drengin have planned, it's time to invade Arcea. The planet is surrounded by Drengin ships, which you need to destroy with your assault fleet. If you click on your fleet and mouseover the planet, you can see that the battle prediction against the 10 enemy ships is another certain victory. Attack them and remove all enemies from orbit.

You may have lost a smaller ship by now, but the fleet's hit points should be larger than before thanks to level ups. Additionally, your flagship has a carrier module that produces three small fighters every battle!

Expert tip:
If you have chosen the benevolent ideology before, you are now able to unlock "Educated" in the "Enlightment"-section of the benevolent ideology. That resolves in 150 research-points which will nearly complete the tech "Advanced Logistics".

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Now that the defenses around the planet are gone you can invade Arcea. If you click on the support fleet you will see two Transports. Select them and move them on an empty hexfield, and then send this small invasion fleet onto Arcea. An invasion overview will appear—your 4 invasion forces against 2 Drengin defenders. Easy victory!

When the fight is over, you'll have a choice on what to do with some remaining Drengin— choose as your ideology is!

After another chat with Colonel Bradley you are back in the galaxy. Time to destroy the Drengin shipyard near Arcea with your assault fleet! Your support fleet can guard near the planet for now. Press "COMMAND" in the lower-left and select "GUARD" from the menu there. (You can also press the "Q" key on your keyboard)

With the Drengin shipyard reduced to debris, it's time to move the support fleet back near your assault fleet. You should be near a star named Athol. Athol is the main star in this system, orbited by the planets Arcea, Anvil, Spark, and the small planet Hammer. Hammer is colonizable, so it should be your next destination with your main fleet.

During your invasion of Arcea one of your Transports was destroyed. The remaining one is on the planet. You should move it to the support fleet. There won't be space for it in the fleet for now, but that's no problem. Move the slider that appears, called "Load Transport," to 2 and click "DONE." You've now loaded armed colonists onto the ship for later use.

The button in the lower-right corner shows "IDLE COLONY." If you click on it, it will bring you to the surface of Arcea, the planet you have just invaded.

First, you should build a "Shipyard", which is at the bottom of the list. A shipyard is not a planetary improvement and doesn't need a hexfield on the surface. It will appear out in space, just like the Drengin shipyard before. Since you have 5000 credits (see at the top left corner), you are able to "Buy" the shipyard.

When the shipyard is purchased, you have to set the "shipyard sponsor" for it. Set Arcea as the sponsor. Double click it in the left list to move it to the right side (or press "Assign"). Click "DONE" to continue.

You can put more buildings in the build queue. A good choice is the "Technological Capital" for better research.

You should set the planet focus to Manufacturing. To do that, click the small button on the left called "Manufacturing Focus."

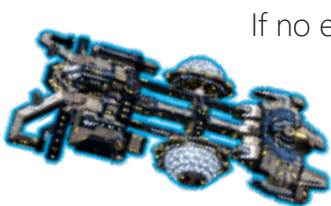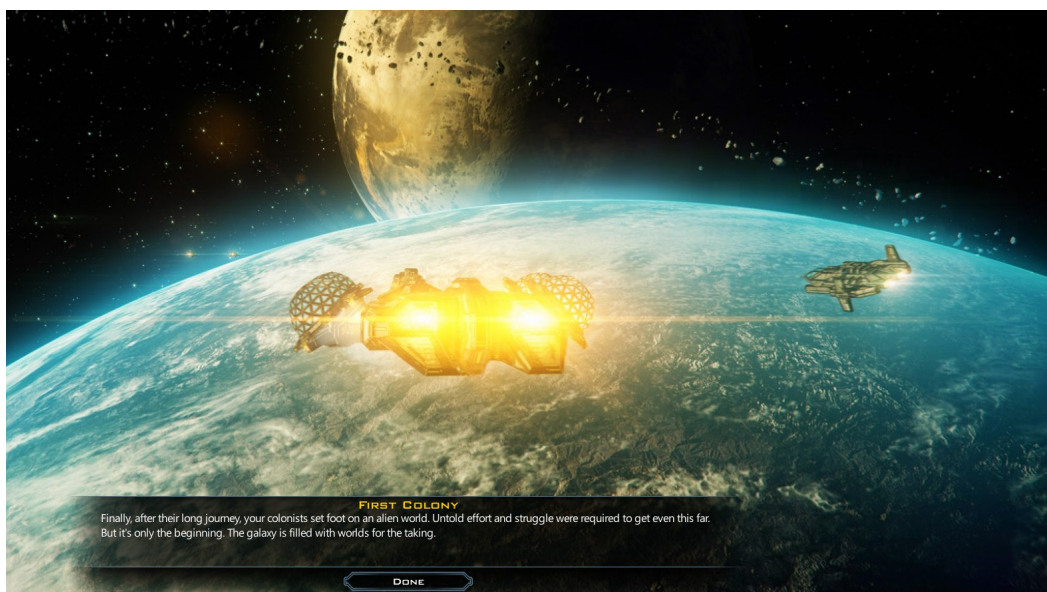Click on "DONE" to get back to the galaxy.

Once finished, your new shipyard will appear in orbit around Arcea with the default name of "Athol-Shipyard 1." Now the button in the lower-right corner will show "SHIPYARD IDLE." If you click on it, you will be directed to your shipyard's menu. You don't have much manufacturing power supporting the shipyard yet, so it will need lots of turns to finish ships. That will improve over time. Since you haven't had time to research ship technology yet, only defensive support ships and beam-weapon ships will be available for now.

Feel free to take a look at your available designs, and click "DONE" to exit the shipyard once you're finished. Since there is nothing left to do for the moment, click on "TURN" to end the round.

Meanwhile, one or two Drengin ships have arrived from the downside. You don't want to split your forces, so move the complete assault fleet down to those ships, destroy them and move back towards Hammer. The Drengin haven't colonize Hammer yet, but who knows if they're planning an ambush in the dark universe near Hammer and await your defenseless Transporters?

Click on your support fleet and select the "T.A.S. Remnant," the Colony Ship, and move it onto the planet Hammer. It will colonize the planet in your name and disappear once the operation is complete. After a short video and a chat you will be directed to your new colony's surface. Hammer is a small planet and primarily used for supporting the main planet in this system, Arcea. One of the best things you can do is raise the manufacturing of the planet. Do this by building the "Basic Factory." The factory will be built instantly, a nice racial trick that you, as a Terran, have. On every new world you colonize, you can build one free factory, farm, research lab or city (if available). Also the shipyard is free if built first, but you don't need one on this world since Arcea already has one.

If you mouseover your shipyard at Arcea now, you can see the supporting planets: Arcea and Hammer. The new planet has been automatically added as support for the shipyard. This helps to build ships faster. If you look at the building time for a new Constructor, you'll notice it needs fewer turns to be finished now.
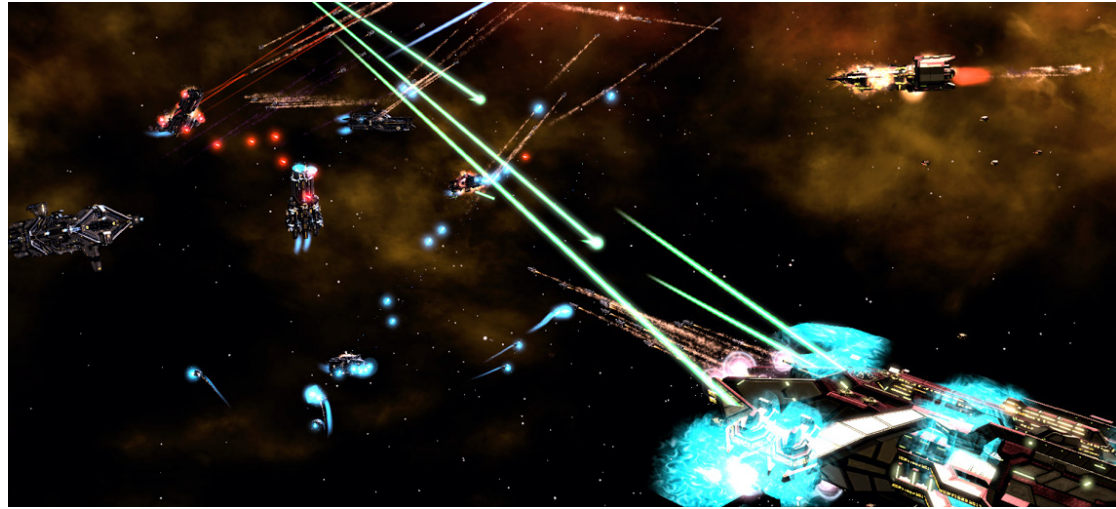
If no enemy is in sight, you can move the support fleet towards the first anomaly.

If the Drengin ships are history, move your assault fleet to the Drengin starbase, which is some hexfields above Hammer, and destroy it.
Move your support fleet around and explore space to search for more anomalies or planets.

The Drengin are building a lot of Constructors because they want the resources in that area. You can destroy those defenseless ships with your support fleet and concentrate on the hard targets with your assault fleet. Be careful of starbases. They require strong ships to destroy them, especially if there are defending ships around the base. If a small red symbol appears over a ship, it means that there is more than one ship behind one another that are not merged together as a fleet. Be prepared to kill as many Constructors as the Drengin have sent stacked behind each other.

Since nothing you build on your planets will carry over to the next part of the campaign, don't worry about strengthening your colonies too much. Your assault fleet should be strong enough to wipe out the Drengin at this point. You may only need to build a few additional support ships to assist.

If the blue circle around your planets overlaps asteroids, build a mining base on them. This strengthens the production of the planet that the asteroid mine is assigned to—assign all mines in that area to Arcea.

Be careful! After some rounds, the Drengin will send one or two Transports to your undefended planets. After the destruction of the Drengin starbase, you should move the assault fleet back to Arcea and wait for your own Constructor to finish building. Destroy any incoming ships and keep an eye on your support fleet.

You should build 2 Colony Ships once the Constructor finishes. On the right side—maybe you found it already—is the habitable planet Farsight I, and on the left side lies Vega Prime. Both can support your Arcea shipyard. For this, enter the shipyard, edit sponsors and add the planets you like.

If you see another Drengin starbase near you, be sure to destroy it with your fleet.

You will need a starbase to mine resources and widen your travel range. To create a starbase, move the Constructor to the area like on the screenshot. The small hexa-line around your Constructor shows which resources will be inside the mining range if you build a starbase there. Click on "COMMAND" and then select "CONSTRUCT STARBASE" from the menu.

This will bring you to the starbase overview. On the left side you can see the minable resources. The right side shows what improvements you can make to the starbase. Select "Mining Ring" and "Xeno Archeology Lab" to mine all available resources. Click "DONE" to get back into space. You won't need those resources on this map, but it's useful knowledge to have now for future campaign missions. And now that your new starbase is widening your travel range, you can reach the planet Horizon.

Destroy any Drengin ships around around the planet Horizon with your assault fleet and move your Transport towards it. Meanwhile, the support fleet can search for anomalies.
When Horizon is yours, fly around and eradicate any remaining Drengin with your assault fleet. Focus on researching speed technology, which makes the hunting even easier.

For instance, pick up "Ion Optimization - High Output Drives". After that, research "Fleet Logistics" followed by "Deep Space Logistics" for bigger fleets.

You will need two new Transports for the last Drengin planet Dominion Prime, which is in the upper-left corner of the map. Build the Transports in your shipyards and combine them into a fleet for the invasion.

When Dominion Prime is invaded, a new chat with Colonel Bradley appears and the summary screen tells you about the gameplay statistic. Click on "CONTINUE" to move on.

Expert tip:
Artifacts are sometimes very strong. At a very rare chance they complete your current planet project on the nearest planet or they finish the current research-project.
You can exploit here a bit: Before you move your ship on the artifact, check that the nearest planet-project is one with a longer time. Also set your research for the moment to a tech which needs many turn. Maybe you are lucky.

But the AI can't do this, so if you want to play fair, don't do it.

Base game - Campaign CONTINGENCY

After a mission briefing you'll have another chat with Colonel Bradley and be presented with some more ideological choices. Now it's time to meet a new species—the Thalan. They are time travellers and think they know more about Terrans than even we do... You should be friendly to them. Their strangeness aside, having an ally against the Drengin is helpful.

Your starting planet is now Dominion Prime, the planet that you just took from the Drengin. You have some good ships, but as Colonel Bradley told you, the T.A.S. Crusader sadly won't be under your control on this map.

Concentrate on improving what you currently have. First, improve the existing starbase to a mining base for some free resources. Build a factory on the planet and start researching a good technology; "Logistical Optimization - Advanced Logistics" is a good start. Keep on clearing the fog of war around you and search around the stars for habitable planets. A planet can only exist around a star, maximum two hexfields away.

At the upper-right there is a habitable planet called Francis I. Also, there are lots of resources around for your Constructors—try to fit as many of them as possible in the hexa-radius of the Constructor to mine all those resources with only a single base.

After another chat with the Thalan, take a look at the colored lines in the upper-right side at your screen. As in the picture to the left, the Thalan have a strong position on the map, followed by the Drengin. The small blue part are your Terrans—which means it's in your best interest to be friendly with the Thalan. Their power outranks yours by a healthy margin!

Expert tip:
When your sensors found a new star, click on it to get the information, which resources, asteroids and habitable planets are in this system.

Another important thing is the wheel in the Govern screen. To enter it click on "Govern" in the top menu. With the wheel you can change how much research, wealth or manufacturing power all of your planets generate. For the moment, just put the manufacturing slider below the wheel to 80/20—the planetary construction is more important than new ships.

You will need resources to build planet improvements and gain access to new weapons. Durantium, Promethion, Antimatter and Thulium are all prime options, but since there are so many resources, you'll probably end up with a little of everything. If you've built a mining base, the connected resource will be mined automatically and added to your stockpile every round. The resources you own are listed at the top of the screen, next to your credits. You can find an explanation of all resources in the gameplay guide of the *"Sandbox Game Guide"* after the campaigns.

Even if you have plenty of credits, refrain from rushing the buildings—you'll need those funds for more important things. If you have the resource Durantium, build a "Durantium Refinery" on Dominion Prime, which will improve construction.

Expert tip:
To get a better overview in the map, zoom out with your mousewheel. There are more viewstyles, especially one of them is interesting: Press "4" on your keyboard to change the angle of view to 90°. You can change this back with pressing "1" or free-look while holding the middle mousebutton.

Soon your old pals, the Drengin, will contact you again and demand to know why you're in this part of the galaxy. Time to fight! But this doesn't mean that you instantly have to move all ships to Dominion Prime for defense. The Drengin are strong but far away, and the Thalan stand between you and them. They won't attack you for a while. You should continue your exploration of space, but don't linger in the Thalan's area of influence. This might make them mad. But you can move your assault fleet near the Drengin for patrol and use some of their ships for target practice.

If you've colonized Francis I, add this new planet in the sponsor list of the shipyard at Dominion Prime to strengthen your ship construction there. On Francis I, you should also build a Starport and a Space Elevator. Base Factories and Xeno Farms are also welcome. Remember that you can get a Base Factory, Xeno Farm, Research Lab, or a shipyard for free when you colonize a new planet.

On the left side there is another good planet, Mionloch II. Build a Colony ship and get it before someone else does. Remember how we said not to rush buy buildings before? Go ahead and rush the Colony ship, because you will need another one soon for an even better planet behind Mionloch II called Madziula I. Another possible planet is Quake, but in most cases the Thalan will colonize it themselves because they are already nearby. Far above Francis I is another planet called   Gaius I, but this is inside Thalan territory, and it may anger them if you try to colonize it.

If you're friends with the Thalan, try trading with them. To do this, click on "Diplomacy" in the top menu. The Thalan assigned to communicate with you is named Hithesius. Read through the options that appear.

To trade with the Thalan, select the first option on the first screen. In the trade screen, the right-hand side shows what the Thalan have already researched. Some are very good technologies like weapons and specializations. Click on the technologies you'd like to have. The more you want, the more you have to offer in return from your own technologies on the left side. But since the Thalan are your friends and will not move against you in this map (if you don't attack them first), give them whatever you choose until the deal is fair. The important techs the Thalan offer are:

- Hyperdrive Specialization
- Matter Disruption
- Low Mass Beam Weapons
- Missile Miniaturization
- Harpoons
- Shield Enhancement
- Barrier Field Generation
- Point Defense Miniaturization
- Armor Miniaturization
- Influential Voice
- High Density Beam Weapons

Once the planets are colonized and your shipyards go idle, it's time to turn your focus on the really fun toys: military ships. For that, make sure to move the manufacturing slider in the Govern screen to 20/80.

The following section will teach you how to make new ship designs. It's a useful skill to have in order to get the most enjoyment from your sandbox game, but for the purposes of the campaign it's not critical. And if designing ships yourself just isn't your style, just build Overlord ships in your shipyard for now. You will find them by clicking on "Balanced ships." With Overlords you'll be able to win this part of the campaign, but it will take a bit longer.

Enter a shipyard and click on the "Designer" button on the left side to get to the ship designer. You can also click on "Designer" in the top menu.

On the left side is the building list, which has the following headlines:

- **Favored ships:** Ships that you need often
- **Beam Ships:** Military ships with beams as weapons
- **Missile Ships:** Military ships with missiles as weapons
- **Kinetic Ships:** Military ships with kinetic as weapons
- **Balanced Ships:** Military ships with all three types as weapons
- **Speciality Ships:** Military support ships, carriers and support ships

The defenses on military ships' default designs are a bit random. You'll want to optimize your defenses. For example, if you get attacked with beams and don't have shields that block beams, the other defense types aren't going to do you any good.

Since you don't know what weapons the Drengin will use in their attack, you should try to mount all three defensive types on your ships. Typically, they favor kinetic weapons because they love to fight close to the enemy. But who knows what they have researched in their dark corner of the galaxy...

Now, you can pick an existing design and stock it with the weapons and defenses that are to your liking. For that, just pick one of the ships out of the list—make sure that it has a "large hull," which are the top of the list. Large hulls can fit more weapons, engines and modules.

It doesn't matter if you pick the beam large ship or the kinetic large ship as a model, since you'll be removing every part of its current equipment. It's more of a style choice. You can also change every model of your ship and come up with fully customized designs, but that's not part of this guide. You will find more information for that kind of work on the website and in the forum. Some players out there have done some amazing work!

Once you pick the design you prefer, click on "USE DESIGN." In this guide, the Overlord will be used as an example.

On the left side there is a menu with all of the possible loadouts—everything that you have researched is shown here. In the middle below the ship display is a line that tells you what the current loadout is in numbers—in this example, it's 122/140, meaning this design has used 122 units out of the 140 the hull can support. Below that, there is a list of all mounted parts. On the right side is an overview of the ship's stats and details.

The first step is to remove all mounted parts in the bottom line until the numbers above it show 0 / maximum. To do that, just doubleclick on each one.

At the upper-left side you have 5 buttons, which all generate a pulldown-menu:
   • **Drives** = all speed/move-related things
   • **Weapons** = everything you need to make your enemies cease to exist
   • **Defenses** = everything you need to outlast the other guy
   • **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
   • **Support** = ship repair systems, additional hitpoints systems

"Drives" has three submenus:
   • Interstellar Drives = drives that increase your movement in the galaxy
   • Sublight Drives = drives that increase the speed during a fight
   • Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" to the "Hyperdrive Plus," you can easily see the difference: all variables change and the plus version is faster.

- Drive Mass = how much space is needed on the hull
- Moves = how many additional "Base Moves" the ship gets with the drive
- Drive System Cost = how much time the construction of the drive will need
- Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

The best drive that you currently have is the "Ion Drive" if you have not already researched a better one.

Click on the "Ion Drive" once to add it to your cursor. Now, move it to the ship and mount it where you like—aesthetically, it fits best on the back. You can also doubleclick it from the list, but then the system just searches for the next free spot and mounts it there. If you do it this way, the drive could end up in front and the weapons in the back, for example. This won't affect its performance in battle, but it sure looks weird. Unless that's your style...

Mount another "Ion Drive" on the ship to get 2 "Ion Drives" in your list on the bottom line. There's no need for a "Sublight Drive" because you won't need combat speed for this kind of ship. Next, click on the **"Weapon"** symbol on the upper-left side. The weapons are divided in submenus:

- Beam = beam weapons, medium range, medium mass, medium speed, high accuracy
- Missile = missile weapons, long range, high mass, slow, medium accuracy
- Kinetic = kinetic weapons, low range, low mass, fast, low accuracy
- Enhanced Beam Weapons = beam weapons that require special resources to build
- Enhanced Missile Weapons = missile weapons that require special resources to build
- Enhanced Kinetic Weapons = kinetic weapons that require special resources to build

When you mouseover the weapons, you can see lots of differences:
- Attack = the raw attack power
- Range = the range that an enemy ship has to be inside before it's hit by this weapon
- Cooldown = fire-rate of the weapon
- Accuracy = will the weapon hit the target 80%, 90%, or 100% of the time?
- Weapon Mass = how much space is needed on the ship
- Weapon Cost = how much time the construction of the weapon needs
- Threat = how much threat will be added to the ship with that weapon, increasing the likelihood that an enemy will attack it first

Since you don't know what defenses the Drengin are using, take a mix of weapon types. The prototype weapons are great, but sadly they need additional resources. If you have them, feel free to make use of these weapons. For this example, mount 1 Prototype Elerium Beam, 1 Prototype Antimatter Missile and 2 Prototype Durantium Driver on your ship.

Once you've finished, your ship's new attack stats will appear in the upper-right corner.
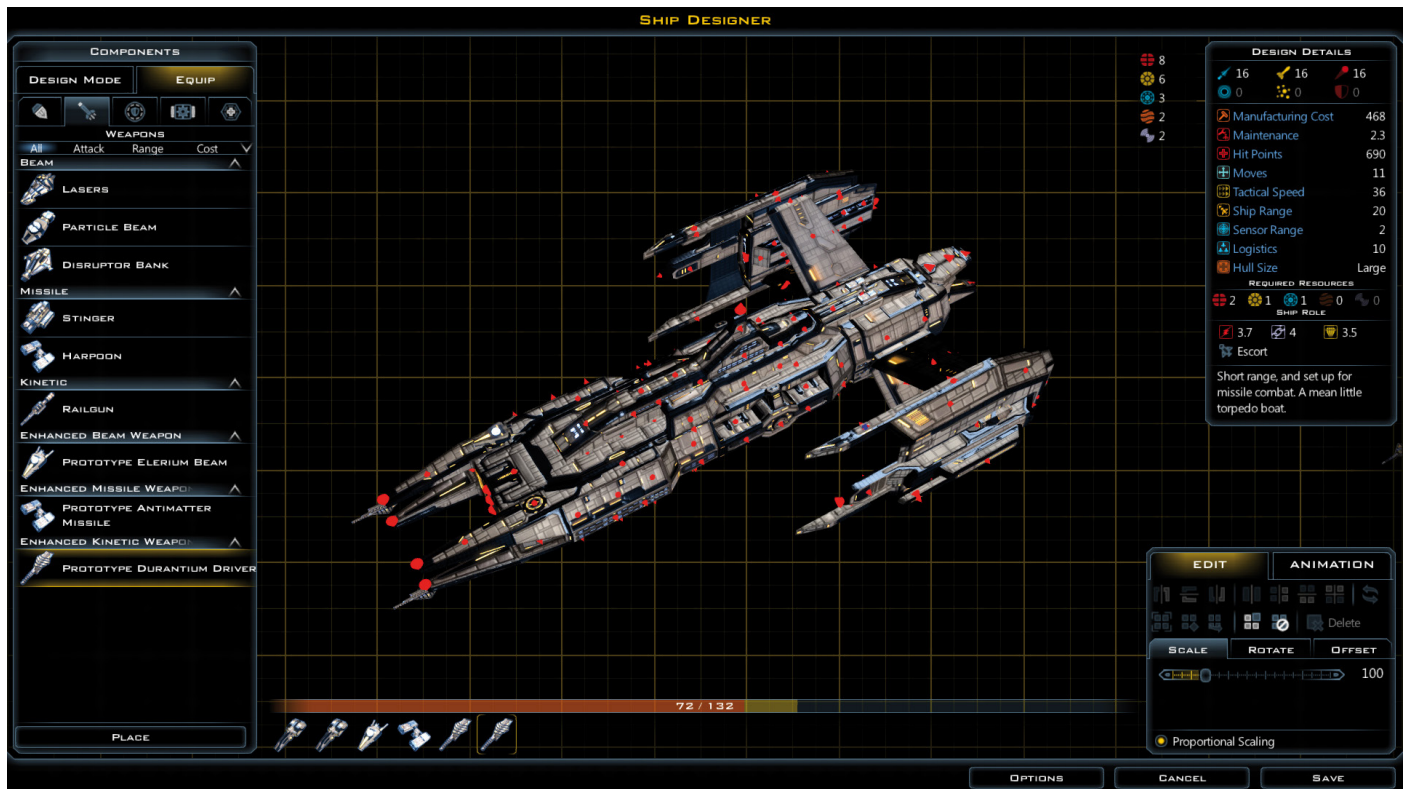
The bottom line shows you the ship's current mass: 72 / 132 (this varies).

Every mounted part raises the construction cost of the ship, which means that it will take longer to build. This won't affect your credits unless you want to rush a ship.

You can build ships that don't utilize all of the hull space in order to produce them faster, but if you have space left over, like above, you should consider using it to strengthen the ship. It's always better to have one good ship than two really bad ones.

The third symbol in the upper-left menu is **"Defenses,"** which has the following submenus:
  • Armor = defense against kinetic weapons
  • Shields = defense against beam weapons
  • Point defense = defense against missile weapons

When you compare the defenses with a mouseover, you see four properties:
  • Mass = how much space is needed on the ship
  • Cost = how much time the construction of the defense needs
  • Rating/Strength = how many defenses will be added if you mount this part
  • Fortitude = how strongly defended the ship will look to an enemy, decreasing the likelihood that it will be attacked first

You should follow the same strategy with defenses as you did with weapons: mount a bit of everything. You should have enough space to mount 3 Durantium Composites, 2 Barrier Fields and 1 ECM onto your ship. If you don't, that's no problem. Just make sure that you mount all three defense types on your ship. If any space is left over, try to mount a smaller type of defense.

Your ship should be as full as possible now. Our example Overlord now looks like this:
132 / 132 mass, and on the right side it tells you that it has all types of weapons and defenses. Thanks to the two Ion drives you will get a movement of 11 hexfields, which is much faster than all your current ships.

In the left menu, there are 2 buttons left that haven't been explained: **"Modules"** and **"Support."** These and other details will be explained in the *"Sandbox Game Guide"* since we don't really need them for the campaign.

The ship is now finished! Click on "SAVE" to move on. Now you can give your ship a name. For the immersion of the game you can pick a name that fits in the universe you are playing in.
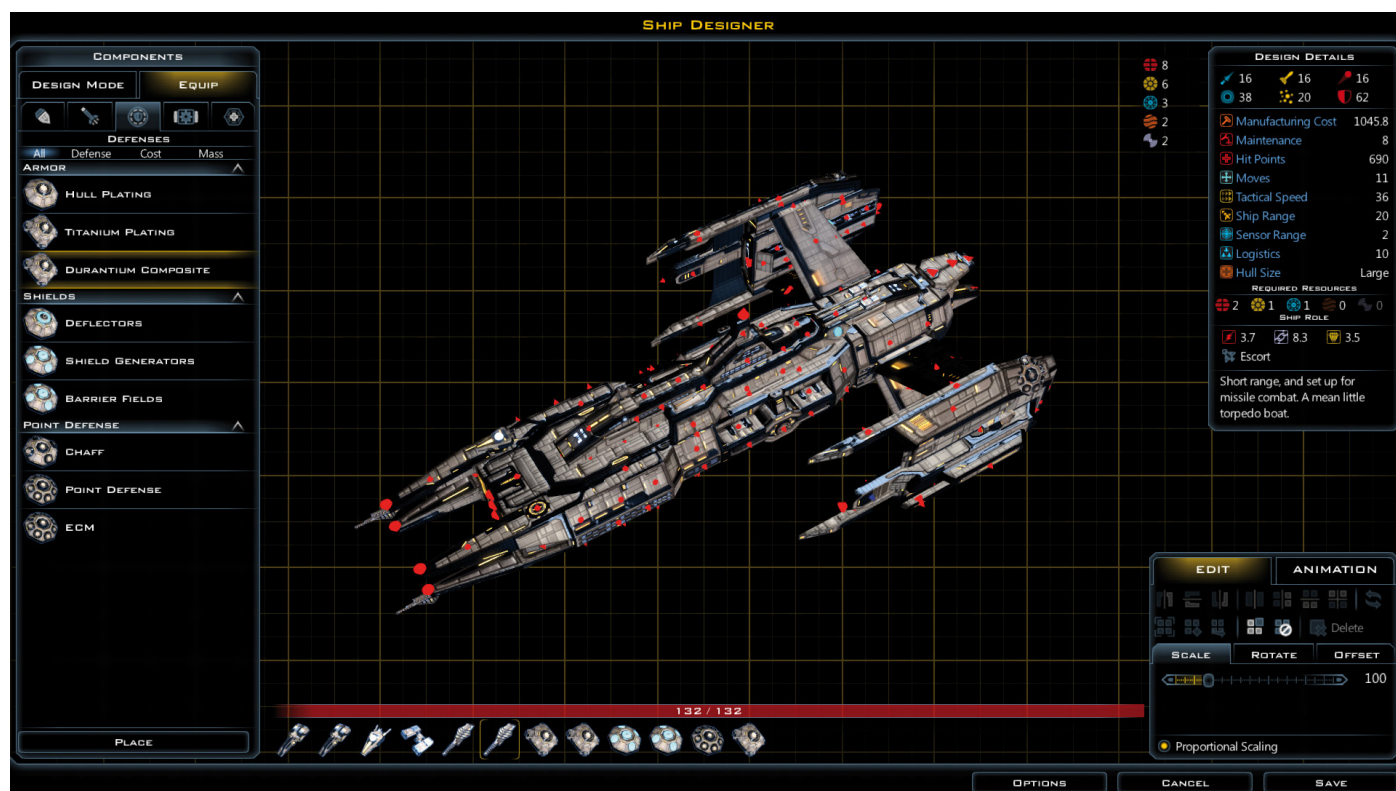
You can also change the description of your ship if you so desire. The ship's role should be "Escort." You'll find explanations about the ship roles in the *"Sandbox Game Guide"* as well.

Now this design appears automatically in the list of your "Favored Ships." You can access it any time to change it. Click "DONE" to continue.

Back in the galaxy! If you have a shipyard idle, start building your first military ship. You'll notice that it takes lots of turns to finish the construction and "Rush" will really cost credits. But as turns progress, your planets get stronger in production, gain more population, the influence circle will overlap more mining bases and so on—then the time it takes to build new ships will decrease.

On Dominion Prime, focus on manufacturing by pressing the left button on the planetary screen.

For the next research project—if "Advanced Logistics" is finished—then consider the following technologies:
  • Governance: "Diplomatic Specialization - Research Treaty" to proceed to unlock alliance research
  • Governance: "Interstellar Alliances" to make an alliance with the Thalan
  • Engineering: "Orbital Construction Focus - Hardened Hulls" for more HP on all your ships
  • Engineering: "Fleet Logistics" for more logistics and bigger fleets
  • Engineering: "Support Field Focus - Support Range Focus" for wider travel range
  • Engineering: "Deep Space Logistics"
  • Engineering: "Galactic Logistics"
  • Governance: "Alliance Focus - Military Alliance" to raise ship construction
  • Governance: "Galactic Governance" for more raw production on every planet

Since in this part of the campaign it is your job to keep a good relationship with the Thalan and destroy the Drengin later, you don't need to know everything about researching. More of the technology tree is explained further in the *"Sandbox Game Guide."*

If you can, trade again with the Thalan and try to get more good tech or some credits. In the Diplomacy screen you can see how your relationships with other races are. Click on the Thalan and you will see a rainbow line on the top-right side of the screen—the arrows will show you which direction the journey is going. To the left means bad, to the right means good. It's also important to offer the Thalan any alliances you research. This will improve your relationship with them drastically.

If you start to run out of credits, a message appears. Everything that cost credits will be automatically stopped. Adjust the power of research, manufacturing and wealth manually in the Govern screen and set the triangle in the wheel so that the weekly income on the right side is positive.

Most planetary buildings and improvements need lots of time to finish. Luckily, you can sort and move the projects on the queue yourself.

It's always good to have a Durantium Refinery on each planet, which raises the production significantly. Try to build it next to other buildings that provide adjacency bonuses to that kind of building. For instance, build a factory next to a Durantium Refinery or a Solar Powerplant. This way you level up all of them. That said, it's not necessary to concentrate too much on your planets since, like the previous mission, it won't carry over.

You can learn more about the buildings and improvements in the *"Sandbox Game Guide."*

Keep on flying around with your survey ship and the two "Knights" as guards and gather the anomalies. In particular, artifacts can give helpful bonuses to current reseach projects. Try to gather as many as possible. At the same time, clear the fog of war with your assault fleet until you find the Drengin in the upper-left corner of the map.

Your main goal is to be friendly with the Thalan while you build your forces. If they offer you a trade, consider carefully. They sometimes offer to sell you bad technology. However, if they ask you to give them technology as a gift, do so. This won't cost you anything and helps to get the small green arrow in the diplomacy window more on the good side.

There is a small Drengin planet, Kane I, on the upper-left side that you can reach if you build a starbase on the way. Starbases will extend your ship range. Beside Kane I is Kane II, a barren planet that shouldn't be colonized yet. Both planets are small, but better you have them than the Drengin. Also, you can start the next phase of warfare from this location since it's near the Drengin main planet in this part of the galaxy. Considering building a shipyard here.

There is another planet at the top right side of the map called Agony I. The Thalan normally lay claim to it, and occassionally so do the Drengin. It's not big, but it could be useful for research buildings so if you can, colonize it.

The two remaining Drengin planets in the upper-left corner of this map are Aperture I and Crucial I. Both support one shipyard in the middle. Try to get rid of that shipyard first—the Drengin won't be able to build ships anymore and will waste time trying to construct a new one. You will lose some ships during this operation, but it's worth it because now you have more time to build up your own fleets while the Drengin remain stalled. Just destroy their shipyard again if they rebuild it and keep an eye on their mining bases. If you destroy them, the production of the Drengin weakens even more. If they rebuild the bases, rinse and repeat.

If you are running out of special resources for your ship, you have to change the design and replace the prototype weapons with normal ones. The ship will be significantly weaker, but better than nothing. You can also trade your technology for good Thalan ships, but be cafeful with your credits because those ships need lots of maintenance. When around 6 of your ships have been built and your logistics are strong enough, you can attack Crucial I. After that, rebuild your fleet again and attack Aperture I. You may need two fleets for that, but you have time and the Drengin will lose—sitting around on a planet will not save them, and since you are controlling the rest of the galaxy with the Thalan, your victory is inevitable.
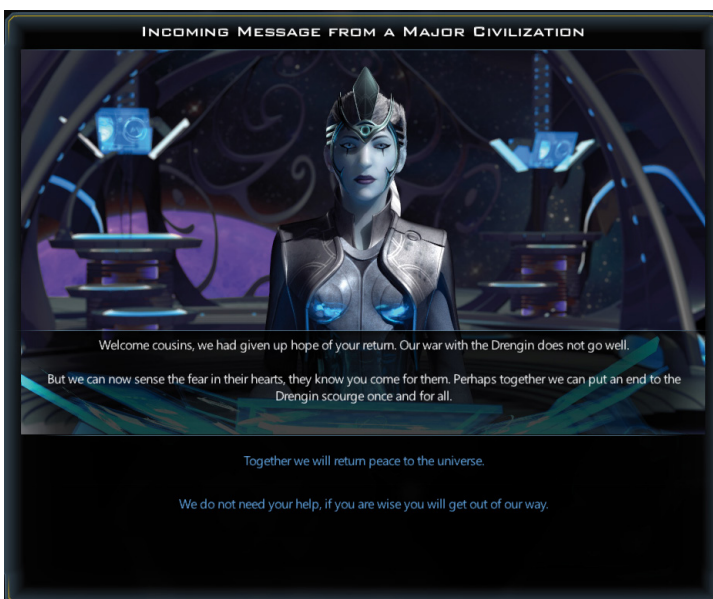
Base game - Campaign RETURN

In the third and final part of the campaign you will fight your way back to Earth, eliminate all Drengin forces and deactivate the protective shield that is currently surrounding Earth.

The T.A.S. Crusader is yours once more—you know already how to handle it. Don't change the fleet now, because the flagship's fleet is already larger than your maximum amount of logistics. You will need to research more logistical optimizations first.

You start from the planet Aperture I, with Crucial I nearby, both supporting one shipyard. If you zoom out, you can see the goal of the map in the upper-left corner: Earth. It's a long way away...

There are five small ships each in the shipyard and on the two planets for defense. Go ahead and leave them there because the Drengin have individual ships lurking around that will attack defenseless ships immediately. Move your Transports and Colony Ships to the shipyard where they can be defended. Move one of the Constructors to the left side where it can build a mining base to claim nearby three Durantium resources. Another should claim the Antimatter on the lower right side. The other Constructor can wait in the shipyard until you find the best spot for your next mining base.

You will be contacted by several other races soon. In this part of the galaxy, there are lots of other civilizations—some will help you against the Drengin, some won't. It will depend on your ideological choices as well as your military strength.

Use the Durantium to build a Durantium Refinery on each planet. To prepare for them, build a base factory or use one of the planetary improvements like "Planetary Soil Upgrade" to prepare a good spot for the Durantium Refinery near other factories or the Solar Power Plant. While the Durantium Refinery is under construction, click on the "Manufacturing Focus" button in the planetary screen. If the refinery is finished, click the button again to remove the focus.

Turn back to the Civilization screen and set the manufacturing slider to 80/20. As you can see, your weekly income is negative, but you can't do anything about it. According to this you should not rush buy anything on the planets or shipyard.

YYou also will have a ideological choice—a good option is "Constructive" in the "Builder" section of the Pragmatic tree. This provides three free Constructors, which you can move to the shipyard for later use. Build a Colony Ship in the shipyard for later as well.

When you take your next turn, a new target will appear. On the way to Earth are some planets; the first Drengin planet is Creys Folly I. Move there with your main fleet and destroy everything around it. Your two small ships will most likely be destroyed during the larger battles, but try to keep the two big escorts to your flagship alive. Remember to take smaller fights after a big battle so that the T.A.S. Crusader has time to repair your other ships. If the space is clear, move a Colony ship to Creys Folly I. It can support the main shipyard.

Left of Aperture I will be your first habitable planet, Konijn II. Only a few hexfields left and above is another one, Airin II. Both can also support the main shipyard since they aren't far from it. Remember that you can have a maximum of 5 planets supporting one shipyard. Once you've invaded Creys Folly I, your next goal is Bond II. You can move the main fleet straight there while the defending fleets leave your first two planets and start hunting the individual Drengin ships. Move your Transport out of the shipyard—with maximum loadout—and combine it with the five shipyard defenders into a single fleet. If your exploration has uncovered any nice spots for starbases, move some of your Contructors out and set them up.

Since there are more races, more trades are available. Trade your techs, but be more careful now than you were before—your new allies may turn against you later and attack you with your own weapons!

On the upper-right side are two habitable planets, Caddisyn I and Caddisyn II. Mazda I is close to them, but from this side the Altarians will arrive and colonize it first. You may also lose Caddisyn to them. It will depend on how fast you build Colony Ships. That said, there is another planet some distance from Mazda I, called Chebychev I. This one is often left free. Above it is Hudson I. On the lower-left side behind Konijn II lies Illyrian I, but this one will be colonized by the Iridium that are coming from the left side unless you get there first.

If you stay on the Benevolent ideology, the Altarians and Iridium will be mostly friendly because you share the same ideology. The Krynn are malevolent and will often turn against you if they think you're are slow and weak. The Yor are already allied with the Drengin and automatically at war with you.

On the lower-left side of Bond II the Drengin have a starbase—with 5 possible resources!—near a nice planet that requires the technology "Atmospheric Cleansing." You don't need to rush to get that tech, just keep it in mind once the more important techs are researched.
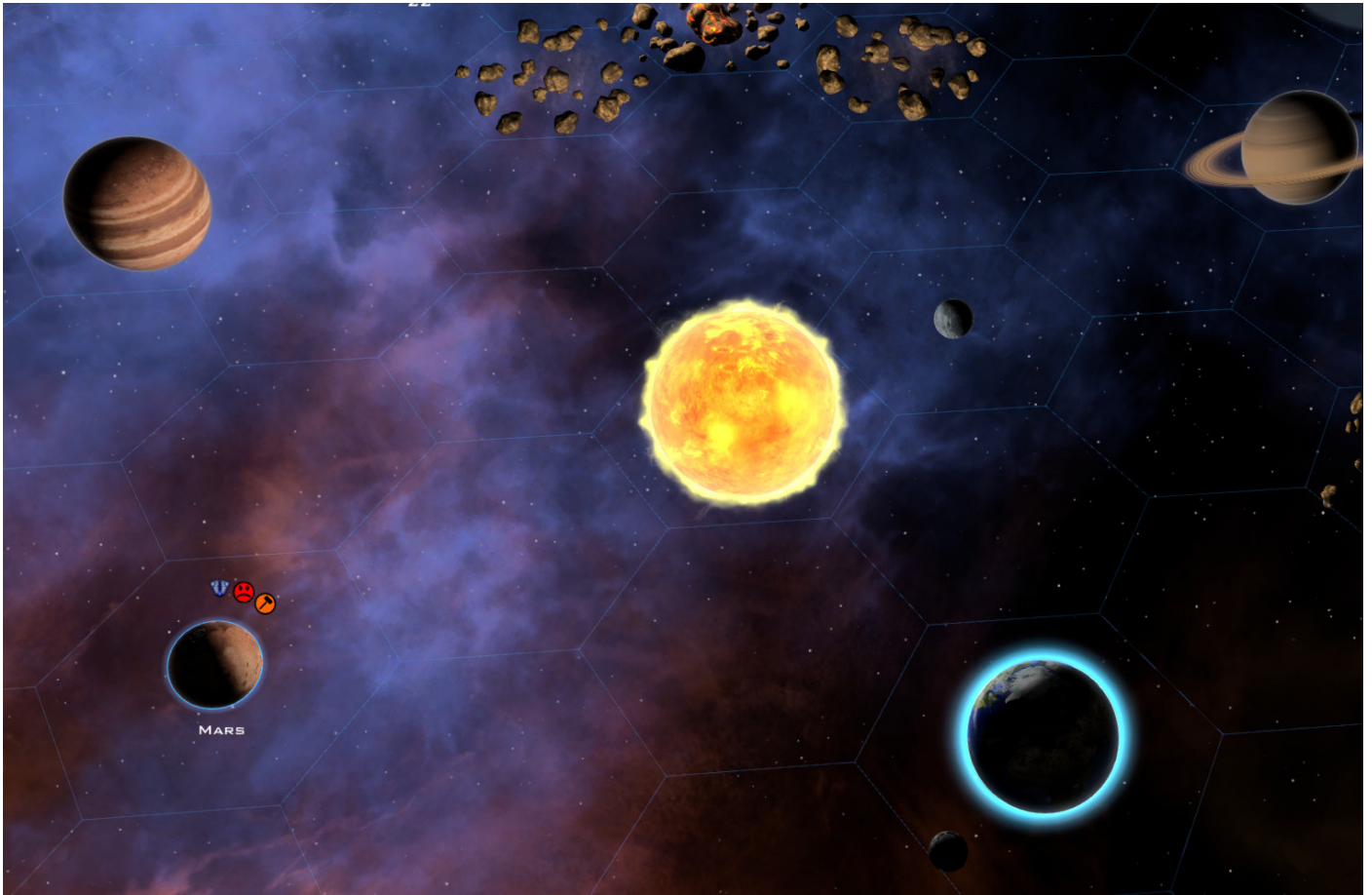
If the Durantium Refineries on your first five planets are constructed, move the manufacturing slider in the govern screen to around 40/60 to speed up your ship building.

The following technologies are recommended:
 • Engineering: "Orbital Construction Focus - Hardened Hulls" for more HP on all your ships
 • Engineering: "Fleet Logistics" for more logistics and bigger fleets
 • Engineering: "Deep Space Logistics"
 • Engineering: "Galactic Logistics"

After that, if you have the time, research weapons and defense technology for better ships. You're able to trade the technology "Interstellar Alliances" from one of the AI civilizations. Use that in the next trade and try to ally with as many races as you can.

From this point on, you'll fight your way towards Earth. You may occassionally have to move back because the Drengin will invade a planet that you have invaded but not secured. In particular, Gateway I is heavily defended. After that comes Proxima Aquarii I. Above lies Proxima Andromedae I and II. Sometimes it's hard to keep all of your big starting ships alive, but it's possible if you make use of your flagship's repair function and build some strong ships with a good armor defense.

In the end, you will be rewarded with finally entering the SOL system. As you can see in the picture above, there's the Sun, Mars, Jupiter, Saturn, the small Mercury... and Earth with its Moon. You are close!

Once Mars is yours, move your flagship to the spot near Earth to claim victory. Congratulations!

Base game (v. 2.33) - Sandbox Mode

This guide contains much of the heart of Galactic Civilizations III: the Sandbox mode. In this game mode you are able to setup a galaxy and try to survive there—from the beginning, with only Earth as your starting planet.

Click on "New Game" to continue. If you have already played a map in sandbox mode before, you can click on "Quick Start" to play again with the same settings as before.

Choose your civilization

First, you have to select the race you want to play as. More information about the races can be found in the *"Races and Civilizations"* portion of the manual.

The races that are greyed out are only included if you own some of the DLCs. If you mouseover their pictures, you can see which DLC is needed to play this faction. You can find out more about the DLCs *here in the guide.*

Just click the button on the lower-left labeled "Create Race" to get to the Civilization customizer. You can also download other player-created races from the Steam Workshop.

On the lower-right side you will find the "Race Traits," where all of the civilizations differentiate from each other. In this manual the Terran Alliance will be used as an example. If you don't want to create your own race, skip the next page. Click "NEXT" to continue.

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CREATE RACE

You can play as a new race or play against them, or even export your race for others to use. The first option to customize your race is the **"Leader"** section. Here you can choose from a gallery of images for your race, background and leader's portrait, or you can upload graphics of your own.

The foreground is a picture or video of your leader. Your leader can be anything or anyone you choose it to be. The background provides a nice backdrop for your fearless (or fearful) leader. It can be a picture or a video, but it will only show up if your foreground has transparency.

If you want to insert your own pictures and videos, place images and videos in your Documents\My Games\GalCiv3\Factions folder. Place your images in the appropriate folder. Leader FG's should be 1920 x 1080. Portraits and logos should be 128 x 128. Images should be PNG's.

Now you can choose to customize the **"Race overview"** section. This part allows you to enter your race's name, the callsign for your ships, your homeworld name and a simple description of the race, as well as choose your racial logo and beginning star system.

In the **"Traits & Abilities"** section you can customize racial traits and abilities. You begin with five available trait points to spend within this list. Any trait you choose can apply a bonus or a penalty, depending on how you want to design your race, and leaves you with more or fewer points to spend elsewhere. After that, you will have two points to spend in the ability list, which means you can choose two abilities. These come with no built-in downside and can be quite powerful.

The **"Appearence"** section offers an assortment of options to customize the look of your race, such as ship style, ship colors and textures, as well as race colors and themes that are used in the interface.

Finally, the **"Personality"** section will let you select your tech tree and, in those games where you choose to play against your custom race, modify how this race will behave when being controlled by the game's Artificial Intelligence (AI). This includes ideology, character traits and goal priorities.

When you are finished with creating your custom race, click on "SAVE RACE" button in the lower-right corner of the screen. You will return to the previous screen, where you now are able to select your custom race.

Click the "NEXT" button to continue.

Galaxy Type

Set the size and the type of the galaxy.

Size: The larger the galaxy, the more space is between stars, players, planets and so on. It feels more immersive and the game takes longer to finish the larger the map is.

If you like to have a big galaxy you have to keep an eye on your system-memory. See the following table and choose your map size accordingly—you can always pick a larger map, but if your RAM/CPU doesn't fit the recommended setup, the pacing will get slower over time.

Map Size	Players (recommended)	required RAM (GB)	required CPU-Cores
Tiny	2	2	2
Small	3	2	2
Medium	6	4	2
Large	8	4	4
Huge	12	8	4
Gigantic	16	16	4
Immense	24	16	8
Excessive	64	16	8
Ludicrous	72	32	8

You can also play with fewer players than the recommended settings. Space will be a bit less crowded and the time it takes for you to meet the next civilization will be longer.

Type: The "Type" drop-down controls how far apart different stars are from one another and whether they're in groups or spread out evenly.

- **Random:** One random type will be selected
- **Spiral:** The stars are set in a spiral with some empty space in between. The players are mostly evenly distributed.
- **Loose clusters:** Star clusters are farther away from each other, and the empty space between them is larger. Stars in a cluster are more distanced from each other. You will encounter other factions faster.
- **Tight clusters:** Star clusters are closer to each other, and the empty space between the clusters is smaller. The stars are closer to each other. Some clusters will intermingle with others. The speed at which you encounter other factions will vary.
- **Scattered:** All stars are fairly evenly distributed and there are only rare spots with empty space. The players are mostly evenly distributed.

In this example of the manual, the size is set to "Medium" and the type is "Scattered."

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Galaxy Options

This setting is responsible for the numbers of stars, planets, resources, relics and anomalies found on your map.

Star Frequency: How many stars should the galaxy have? Stars are surrounded by planets, resources and asteroids. The more you set, the more things there are in your galaxy.

Planet Frequency: How many planets should surround the stars? This refers to habitable, extreme and dead planets.

Habitable Planet Frequency: How many habitable planets will surround the stars in the galaxy? This also includes total available resources and extreme planets.

Extreme Planet Frequency: These are planets you can't civilize from the start normally. But some civilization traits allow you to colonize some typse of extreme planets. Other races will need lots of tech and game time to settle here. These planets are usually very good.

Pirate bases: How many "attack everything"-pirates do you like in your game? If you set this option higher, your chance to be attacked by pirates is greater. They don't have large forces, but it's annoying if you're trying to colonize a new planet and a pirate emerges from the darkness of space and kills your colony ship.

Asteroid frequency: Asteroids are good. You can build starbases near them and mine them. This provides the planet the mine supports with a flat bonus to raw production. And on top of that, asteroids can contain an additional resource: Durantium.

Nebulae: While nebulae slow most of the ships down that move through them, it's possible to find the resource Elerium within them.

Black Hole Frequency: The resource Antimatter can be found near black holes.

Resource Frequency: How many resources should there be? Remember, the "Habitable Planets" setting also contains resources. If you set this option higher you gain more resources but fewer habitable planets, but in total you can't get more resources than habitable planets.

Precursor Relic Frequency: These are ancient artifacts that when studied provide civilization-wide bonuses. These relics can be "mined" by a starbase.

Ascension Crystal Frequency: These are a special type of precursor artifact that when studied can unlock the secrets of ascending to a higher plane of existence. You will only need them if you want to win the game with research (see next chapter). If you aren't aiming for this kind of victory, consider setting this to "None."

Anomaly frequency: Anomalies are gatherable things in the galaxy. They can be credits, small ships, or construction and research bonuses. Some are very strong, and it can be fun to fly around and survey them. They can only be gathered with a survey ship. The more you set, the faster the game can take off since any player can gather anomalies. You can gather some very nice advantages for yourself if you concentrate on finding anomalies and use them wisely.

With the "Load Map" button you are able to load fixed maps to play in. If you have the free DLC *"Map Pack,"* you have even more options for pre-set maps.

Victory Conditions

This section lists the variety of ways you can achieve success in your game. Choose as many paths to ultimate victory as you wish. Keep all of your options open, narrow your focus to take advantage of your race's greatest strengths, or make the game more challenging by setting a turn limit.

Conquest: Winning purely through the force of your military. It tends to be the most straightforward way to win— or lose. Conquer, destroy, or subjugate all other races in the galaxy.

Influence: An influence victory is achieved through the appeal of your culture. Influence is the colored space around your planets and bases. Gain control of 76% of the galaxy and hold that control for 10 turns. However, you cannot achieve an influence victory if you're at war with any other race. Other races may be at war with each other without interfering. It's also possible to achieve an influence victory by flipping the final planet of a race you are at war with, though this is a rare occurrence.

Research: For some, the only path to true power is to have cooler stuff than everybody else! You can win through research by unlocking the following technologies: Beyond Mortality, Precursor Understanding and Cultural Affinity. You must also complete construction of an Ascension Gate, which requires its own specialized research and improvements.

Ascension: By capturing and holding ancient relics called Ascension Crystals, you can attain victory by ascending to a higher form of life, giving yourself godlike powers and dominion over your enemies. To do this, you must control the majority of Ascension Crystals in the galaxy and hold them for a set number of turns. You must also accumulate aura points. These can be gathered with starbases that have been upgraded with the Xeno Archeology Lab.

Alliance: Use diplomacy to form permanent alliances with all of the remaining major races in the galaxy. Bring about lasting peace and declare yourself the most awesome race ever.

Turn Limit: You can also play until you reach a pre-set turn limit for when your game will end, and when this limit is reached the race with the highest score will win! There is a pre-set default turn limit per map size.

Game Settings

Customize Game Settings:
  • **Galaxy Difficulty:** The overall difficulty of the map, which includes pirates and all races. However, you can override this individually per race by making other adjustments in your game options or in the way you set up your game.
  • **Game Pacing:** Makes the gameplay faster or slower by modifying things like production.
  • **Research Rate:** Makes researching faster or slower.
  • **Pirates:** Adjust this to determine how many pirate bases will exist on your map. You can also choose to have no pirates in the game.
  • **United Planets Frequency:** This setting lets you determine how often the United Planets (the galactic government) meets.
  • **Galactic Events:** These are game-changing incidents that can alter the way your empire grows.
  • **Mega Events:** There are also incidents that happen to the whole galaxy during gameplay. They will provide an ideological choice.
  • **Minor Races:** Determines how many minor civilizations will be in the galaxy. Minor civilizations are civilizations that have not expanded out into the galaxy, but you can trade with them and make them your allies.

Advanced Settings:

Disable Tech Trading: Enable this option to remove the feature for trading technologies with other races. Also the AI can't trade anymore between each other.

Disable Tech Brokering: Enable this option to remove the feature for trading technologies with other races that have been traded before. All players can only trade the technologies that they have researched themselves.

Disable AI Surrendering: Enable this option to make every AI player fight until the end. If you allow surrendering, the AI will hand over all their stuff to their best friend when it thinks it doesn't stand a chance anymore. Because the other player will get all planets and ships belonging to this faction, this often leads to a crazy and unorganized galaxy, since every player has its own research tree and abilities. It can also be very expensive and sometimes game breaking if you suddenly find yourself paying maintenance costs for lots of extra ships and starbases.

Opponents

Any pre-set race is available for you to play against, and if you've saved a race, it will show up in the list and you will be able to play against them too. Depending on the size of your galaxy, more or fewer players are selected from the game automatically. Choose as many opponents as you want. Pick the ones you'd like to see in the game, or set some or all AI to random.

You are also able to set the difficulty of each race's AI for a more customized experience.

If you set the difficulty higher, the AI starts with better technology, bonuses in raw production and so on.

For more information about the races, see the *"Races and Civilizations"* earlier in this guide.

Click "START" to continue to the game.

Game Start - Screen & Menus

This is the starting screen. It begins with a short story about the race you are currently playing as. Click "DONE" to continue to the galaxy.

The main screen is the star map, the galaxy view. Take a look at the menus here. On the lower-left side is the currently selected planet—in this example Earth, your home planet. The number below it is the planet's class.

It currently has the stats (which can vary): Manufacturing: 9.6 / Research: 9.6 / Wealth: 8.7 / Influence: 10 / Population: 10 / Morale: 60% When you mouseover any of these stats, you will see how they are calculated. Below the stats is a line that says "Queue Empty." This means Earth currently has no order to construct a building. This will soon change. Right beside it there is a window named "Defending Fleet." For right now, it shows nothing because there are no ships in the orbit around Earth. You can put as many ships in orbit until the capacity, shown above-right on the screen, is maxed. So for now, it reads 0/60. The number refers to the ship logistics; smaller ships will need less space than big ships. If at least one ship is in orbit, there will be a green spot over the planet. Below are two buttons: "Manage"—which brings up the Planetary screen—and "Govern"—which brings up the Government screen of the planet. These screens will be explained as they're needed.

In the top menu, there are six buttons:

- **"Victory":** This screen gives you feedback on how close you are to winning for any of the victory conditions you have set for your current game.
- **"Govern":** This button contains several tabs on different aspects of your empire.
- **"Technology":** Leads you to the research tree where you can research new technologies.
- **"Ideology":** Through the course of the game, random events will present you with choices to shape the ideology of your civilization. Points will be awarded into one of three categories based on your choices: Benevolent, Pragmatic, or Malevolent. Those points can be spent on Ideological Traits that are found on this tab.
- **"Diplomacy":** From this button you can keep track of which races are allied or warring, neutral or trading. Establish mutual treaties with your allies or participate in galactic politics through the governing body of the U.P., the United Planets.
- **"Designer":** You can play ship architect with this button. Build off of established ship designs or build your own from the hull up. As you unlock better technology through your empire's research, faster engines, stronger defenses and advanced weaponry will all be made available as modules you can attach to your ships.

On the right side is a window, which will be explained from top to bottom:

The **first number**, which currently shows an "8" (varies), is the number of administrators you own. Administrators are needed to build new Colony Ships that claim planets and Constructors that build starbases. All of the resources your empire owns will be listed here.

Beside it you can see your current **credits**, starting at 5000 in the beginning. Mouseover the number to see what your current income is each round. Beside that, the empire-wide **population** is listed, 12.5 (this varies). A mouseover will show the growth each round. The emoji shows the empire-wide **morale**. The number next to it is the current **turn number**. Below that is your current **research project**. Since you have't set one yet, it shows "Not Researching."

The minimap buttons are as follows: **"Galaxy"** is the overview you actually see, **"Graphs"** shows your civilization compared to other civilizations in graph style and **"Power"** shows the same information in numbers. Power rankings are displayed based on population size, military might, research strength and influence. Currently, there is nothing to see. Don't be discouraged if you lag behind.
Next, you can set what the minimap displays. Mouseover the symbols for more details and select them if you want to see the information on the minimap.
You can zoom in and out the minimap with the + and -, or use the mousewheel while cursoring over the minimap.

The window below has five sections:
The first shows all **planets** that you have explored. You can sort the planets to your liking by clicking the symbols. In this example, the section shows the colonized Earth and the uncolonized Mars. There's a small information line about the planet's details and class, followed by the current planetary project. Right now, it shows "Queue Empty." It's handy to keep this window open during the gameplay to see when the next project is finished.

The second section shows all of your **ships.** You currently have three ships. This list is sortable the same way as the planets.

The third section shows all of your **shipyards** and what they are building.

The fourth section shows all of your **starbases.**

The last section contains all of your **rally points.** A rally point is a spot in space where ships can be automatically directed to.

The button that currently shows "RESEARCH" is the context-sensitive **turn button.** Whenever you don't have a research project, a planet doen't have a planetary project, the shipyard is idle or one of your ships has moves for the turn left, then this button will inform you of those options. Once you have done everything that is outstanding, it will read "TURN." After you click it, all other players in the game will make their moves until it's your turn again.

Your main game-window is the galaxy view. Every hexagon-shaped segment shown here is called a "hexfield," some also refer to it as a "parsec" to give an understanding of how far apart things are from each other. You can see the planets that surround Earth. Some of the real ones are also there, including the sun "Sol." You can select everything with your left mousebutton. With the right mousebutton you can set the destination for all of the selected ships (if applicable). The middle mousebutton controls the game camera. By holding it down you can rotate the map. If your mouse has a mouse-wheel, you can zoom in and out of the map with it. The left button on the mouse also enables you to grab the screen and slide it around, which can make navigating around the map much easier.

In the galaxy view you also can see your ship, the T.A.S. Discovery-1. When you select a ship, the information window on the lower-left will change.

It shows the ship's name and its weapons and defenses. In this example, the T.A.S. Discovery-1 has:
Beam Weapon Attack Power: 2 / Missile Weapon Attack Power: 4 / Kinetic Weapon Attack Power: 2
Beam Defense (Shields): 0 / Missile Defense (Point Defense): 0 / Kinetic Defense (Armor): 8
Mouseover for more details. The hit points of the ship are 120 of 120 (these stats may vary).

On the right side you can see the class, which shows the battle role of the ship, currently "Escort," and the hullsize, currently "Medium."
The ship has 4 of 4 moves left to make. The ship's range is 36, which means it can move 36 hexfields from your next planet or starbase into space (the stats may vary).

Expert tip:
If you attack an enemy with a beam weapon for example, it will need shields to prevent hull-damage (HP). If the shields are down, the HP can be reduced. If the enemy ship has armor or point defenses, it has no defense against your beam-attack.

Some civilizations concentrate on one attack or defense, some also check their enemies weak spots and attack it with the best possible weapon.

The logistics of the ship is 5, which means it needs 5 "space" when sent to orbit a planet or combined with other ships into a fleet. The max space is called "logistics"—that refers to how many ships can be in one hexfield or a planet, starbase, shipyard etc. together.

The buttons below do the following:
With **"Command,"** a small menu appears where you can tell the ship what to do in the future. **"Survey"** lets a ship fly through the galaxy and survey any anomaly it finds. **"Explore"** will let the ship just explore space and remove the fog of war. **"Sentry"** stops the ship and it'll begin guarding a hexfield. It'll inform you if an enemy ship comes in sight. With **"Guard,"** the ship will also stay at this position, but whatever comes, even if it's a danger to your ship, it will stay and fight. **"Upgrade"** can be used if the ship is an older version and you want to upgrade it to a newer version, but be careful, that can cost lots of credits. **"Decommission"** will delete the ship.

In **"Go To"** you can order the ship to move automatically to a rally point, colony, starbase or shipyard. With **"Pass"** you skip the current ship's moves this turn. With **"Details"** you get a plethora of information about the ship, including a big picture of it. If you have a fleet, the command works the same way.

When you mouseover a ship, another information window appears that shows the Sensor Range (how many hexfields the ship can "see") and the Level. A ship can level up when it takes part in a successful fight. At higher levels ships get more hit points (HP) and attack bonuses.

Game Options

When you select the **MENU** button in the upper-left corner (or press the ESC-key on your keyboard) you can see the following options in the middle of the screen:
- **Resume:** Continues the current game
- **Save Game:** Saves the current game
- **Load Game:** Loads a previous game
- **Retire:** Give up the map and go to the Main Menu
- **Options:** Go to the options screen
- **Main Menu:** Returns to the main menu and quits the current game
- **Exit:** Exits to the desktop

The Options screen is divided into four categories:
Graphics, Sound, Interface and Gameplay.

Graphics Options:
- **Display Resolution:** Sets the resolution for the game display.
- **Fullscreen:** Enables full screen mode. If you wish to play the game in a window, uncheck the checkbox.
   - **UI Size:** Sets the size of your user interface. On larger maps with lots of colonies its very handy to set this to a "Small UI."
      - **VSync:** Enables the vertical synchronisation. Vertical sync allows you to synchronize the frame rate of the game with the monitor refresh rate for better stability.
   - **Brightness:** Sets the black level of the game display.
   - **Contrast:** Sets the white level of the game display.
- **Particles:** Enables the display of particles in-game. A "particle" is a graphic object used to simulate certain kinds of "fuzzy" phenomena, which are otherwise very hard to reproduce with conventional rendering techniques.
- **Trails:** Enables the display of engine trails in-game.
- **Performance Presets:** If you have a low-end computer try using the low setting here, as it will disable some of the more computer-intensive video options. If you have a high-end system you can set this to high. "Custom" is shown if you have made your own settings.
- **Anti-Aliasing:** Sets the amount of anti-aliasing applied to the graphics.
- **Enable Gel UI:** Gel UI is a process that makes text easier to read. This is on by default, but if you are concerned about performance you can turn this off.
- **Enable Bloom:** Bloom is an effect used to reproduce an imaging artifact of real-world cameras.
- **Low-Res-Textures:** Replaces the normal textures with low resolution ones. Enable this option to get worser graphics but better gamespeed/loading-time.
- **Allow Third Party Hooks:** Allows external graphic applications to make videos or screenshots. May cause instability if enabled.

Sound Options:
- **Enable SFX:** Turns on interface and in-game sound effects.
- **Enable Music:** Turns on music during the game.
- **SFX Volume:** Adjusts the volume of the game's sound effects.
- **UI Volume:** Adjusts the volume of the interface sound effects.
- **Music Volume:** Adjusts the volume of the game's music.
- **Speaker Configuration:** Sets which source every sounds will be heard by.

Interface Options
- **Skip Intro:** Enabling this option removes the opening cinematic.
- **Draw Grid:** Enables dark blue lines that divide the galaxy into hexfields.
- **Hide Grid Outside Influence:** Enables you to disable the grid in areas outside of your control.
- **Camera Snap Back:** With this enabled, your viewing angle will always revert to the default when you release the middle mouse button.
- **Zoom To Cursor:** If you are zooming in and out with the mouse wheel, this option will put your focus wherever your mouse cursor is.
- **Enable Edge Scroll:** Enables scrolling with moving your mouse at the screen-borders.
- **Edge Scroll Speed:** Determines the scrolling speed when you hold the cursor against the edge of the screen.
- **Edge Scroll Delay:** If Edge Scroll is enabled, this option allows you to set how long the mouse will delay before the screen will start to pan when you edge scroll.
- **Camera Scroll Speed:** This option allows you to set how fast the edge scrolling will move.
- **Clip Cursor:** Setting this option will keep your cursor in the window. This is especially useful if you have Edge Scroll enabled.
- **Use Localized Data:** This option is currently deactivated.
- **Screenshot Format:** Sets the form of file to which your in-game screenshots will save.
- **Collect Gameplay Data:** This will allow the game to send your scores to the Metaverse of Galactic Civilization. View the Metaverse statistics on *www.galciv3.com/metaverse.*
- **Auto Start Battle Viewer:** This will automatically start the battle in the Battle Viewer three seconds before the first shot is fired.
- **Disable Influence Tooltip:** If you hover your mouse over the main map for one second the Influence tooltip will appear. Clicking this option will allow you to disable that.
- **Notification Priority:** Select how you want to get informed by the game about things that happen during the gameplay. For example: "Basic Factory has been completed on Earth." You should set this option to "Show all notifications" for the start and see what you'll need.

Gameplay Options
- **Enable Mods:** Enables the use of third-party modifications. In case of troubleshooting please disable that option and try again, before you use the forum or support.
- **Auto Save:** Enables the game to automatically save.
- **Turns Before Auto Save:** Adjusts the number of turns before the game automatically saves.
- **Show All Ship Designs:** This will allow you to see all ship designs of the same style as the race you are playing. For example, if you are playing a custom race that uses the Terran ship designs, this option will allow you to see all Terran ships as well as those you designed.
- **Show Over Capacity Designs:** If you enable this option, every ship will be displayed, whether you are able to build it or not. If disabled, only the ships that you are able to build are shown.
- **Auto Favorite Created Ships:** If you made your own ship design, it will automatically be saved in the "Favored Ships" section of the designer, if this is enabled.
- **Input:** You will find a button labeled "INPUT" in the bottom center of the Gameplay Options screen. Click this link to see a current list of keyboard shortcuts.
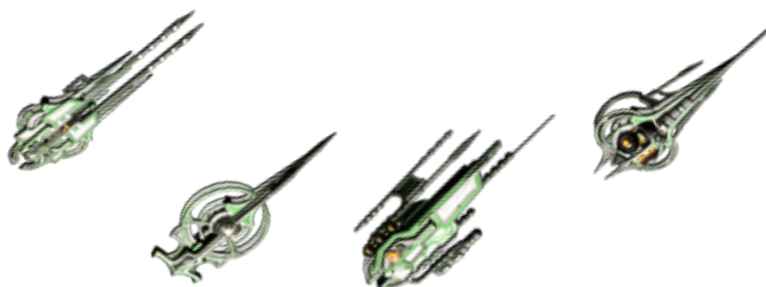
The first turn - Research

On your first turn, the first thing you should do is set a research project. You can click on the button in the lower-right shows or select the "Technology" button in the top menu.

This is the Research screen or technology screen. On the left side are four main categories:

- Colonization
- Engineering
- Warfare
- Governance

Each contains several technologies. The amount will increase over the time, if you are researching or trading better technologies. The timeline in the lower line shows your technological age. Some technologies will appear only if you have managed to reach the next age.

On the right side the currently selected technology is explained. Also it shows what benefit you will get if you research that technology and what will come after it. On the lower-left side you can see a number, called "Research." That's the combined civilization-wide research power.

Below that you can see a button named "Tech Tree." If you click on it, you will be led to the technology screen in tree style.

If you select one of those categories, you'll have a good overview of what comes after each

technology. From here, you can plan what you'd like to have later on. Each of the four categories has its own tree. You also can click on a field and the system automatically will research all technologies that are required for it until the one you selected is finally researched. If you are clicking between the fields and hold the mousebutton, you can move the tree around and see more of it. With „Back" you'll move back to the normal view.

It's useful to start researching "Interstellar Travel" in the Engineering section. As you can see in the description, it will make your ships move faster. "Moves +1" means that all of your ships can move one hexfield further each round.

Click "DONE" to leave the Research screen.

The first turn - Planet "Earth"

Now the button in the lower-left says "IDLE COLONY." TThat refers to your starting planet Earth, which has no planetary project. Click on the button to get to the planetary surface or select Earth in the galaxy view and click on "Manage." You can also doubleclick the planet in the galaxy view.

This is the planetary screen. The majority is taken up by a map of the planet's surface. This map is overlaid with a hexagonal grid of tiles. Each tile represents an area where you can construct valuable projects. Each planet automatically gets one Capital City on a randomized hexfield, which provides some bonuses.

Colonies are the lifeblood of an empire. They manufacture ships, generate population and credits, expand your influence through the galaxy... all kinds of fun stuff that a budding master of the universe needs.

On the right side you can see a list of the possible buildings—possible means that they are available, but the ones that are greyed out aren't buildable yet. The number beside a building shows you how many turns the project will need to complete. Most often, each building will only need a single hexfield. Only the shipyard will be built in space and won't need a hexfield on the planet. You don't need to build a shipyard for Earth because you start with one. Below, there are unlimited "Projects." Currently, you have "Economic Stimulus" and "Cultural Festival." If you select one, it will run without pause until you change it to something else. More on these projects later in the guide.

Below the projects is the "Manufacturing Queue" where all of your current projects are listed for that planet.
The lower menu shows the three main sections of the game: "Manufacturing", "Research" and "Net Income."

With the buttons below it you can concentrate a planet on one of those sections, but it will weaken the other two.

Beside there is an detailed information about the planet's output. Ingame you can mouseover every part to get more detailed information.

- **Influence:** How much influence the planet will generate each turn and how fast the influence circle around the planet widens.
- **Planet Class:** How many hexfields are on that planet—in Earth's case, 11.
- **Raw Production:** This is the raw income for the planet. It's broken up into three main sections: manufacturing, research and net income. The more raw production you have, the better everything on the planet becomes.
- **Population:** How many people live on the planet. The more you can get here, the more your raw production will increase. You can also see the "Growth" rate here if you mouseover.
- **Food:** Your population requires food at a 1:1 ratio, in this case 10 food for 10 population. To raise the population, build more food on the planet.
- **Maintenance:** The planet's cost factor each round in credits.
- **Approval:** If the morale on the planet is high, you'll get a bonus to growth, raw production and influence. You can have the greatest buildings in the world, but if the people are unhappy, their productivity will be reduced.
- **Planetary Defense:** Shows how good the direct defense of the planet against invasions is, like a military defense system, a cannon that can fire into orbit, etc.
- **Resistance:** Also refers to the planetary defense against invasions, but from another angle: the bonus your population gets when fighting against invaders and how strong the planet is against influence from other civilizations.
- **Civilization Capital:** Since Earth is your home planet, it's also the capital of your civilization. This provides a bonus to raw production, food and morale.

The hexfields of the planetary screen will sometimes provide bonuses. If you select the field and mouseover the small symbol shown inside, you will see information on what the benefit or loss is. Most of the time they are very useful, so plan accordingly.

In this example, the hexfield will provide "+3 to Manufacturing" when you place a building that boosts manufacturing here.
The other hexfields immediately surrounding it provide an adjacency bonus of "+1 to Research." That means if you build a research building in these tiles, they will get +1 from them. If you level up buildings in this way, they provide a bonus to their generic role. More on buildings later in this guide.

You should start building one or two "Basic factories." If you place buildings of the same kind beside each other, they provide an adjacency bonus to the other buildings. In this case, there are two factories each leveling the other up with +1. When the buildings are finished you can mouseover them and see the benefit.

You should also try to build a "Durantium Refinery" as soon as possible.

The planetary screen has another button in the lower-left corner: "Govern Planet." Click on it to be directed to the Govern menu of the selected planet.

On the left side you are able to let the game control and decide what to build on this planet. Since that part of the game is fun and you will always do a better job than the game's governor, you should leave it on the standard option "Direct Control". In cases of really large empires with thousand of planets, it might be more useful later on.

On the right side you can rename your planet or set the "Civilization Capital" to another planet. "Destroy Planet" is rarely useful—except in cases where it's a weak frontline planet and you can't hold it.

Above this you can set a function that automatically upgrades the existing buildings when upgrades are available, or leave it be until all tiles are occupied. You should select the second option too, because the upgrades often need a lot of time and don't provide as big a benefit as a new building.

Click "DONE" to leave the Govern Planet screen and get back to the planetary view. Click "DONE" again to close the window and get back to the galaxy view.

Anomalies

There are different anomalies around:

Space Junk: Provide some credits.

Capsule: Provide 25% of research to the current research project or provides a credit bonus.

Ship Graveyard: Will start a fight against strong pirates who are defending something, like a small-hull ship what you can claim after the fight. With your starting survey you can survive 1-2 battles until you have to wait a few rounds for the ship to repair. While a very rare occurance, it's possible to get a constructor or a colony ship out of this anomaly.

Artifact: Provides lots of credits, or the building project on the next planet will finish, or the current research project will finish, or the fleet that looted the artifact will get a bonus in speed or ship range.

Precursor Anomaly: If you own the DLC "Precursor Worlds" you'll find strongly defended Precursor Anomalies around. You'll need around 3-6 small ships and the survey ship to survive the battles that ensue, but the provided benefit will be worth it.

Wormholes: Teleports your ship somewhere else in this map.

Also watch for possible galactic events that may introduce lots of anomalies to the map.

Maintenance

Nearly everything you build will cost you maintenance each turn. Most buildings on planets have +1 maintenance, for example. Ships will cost you credits, too—if they are out in space their maintenance cost will be higher than if they are parked in a shipyard.

In the Govern screen you can see your Net Weekly Income. Your global maintenance is also listed there. Always try to get your income higher to counter your costs. Tourism is very useful for this.

The first turn - Ship Movement

Now the button in the lower-right corner says "IDLE SHIP." That's correct, you haven't moved your ship yet. To make this easier to explain, let's zoom out with the mousewheel until everything is displayed in icon art. You are able to see the dark universe around your planet and ships. That's the current sensor range. If you explore the dark space and move on, you will leave the "fog of war." That's what the space is called where you have been already but no sensors are active anymore.

In the dark you can see spots. In this example, there are five spots. Those are stars. Each star can be surrounded by planets, resources and asteroids. Dead planets are not colonizable. The goal is to explore space, found colonies and gather nearby anomalies. You will need as many colonies as you can get!

Try to set a route in your mind for your ship where it can reach as many stars as possible with a minimum number of turns. Maybe there is a star nearby with a habitable planet. In this example, it would be best to start with the star on the lower-left side, then move in a spiral clockwise around Earth. That way, all five stars around Earth will be scouted. You can move the ship now or zoom in again and do it there, where you can see more details. When you move the ship, only move as close as you need to see the star. In this example, it's called Amalea. Once you can see it, you can select it and view the information about this star-system... and also if it has habitable planets or not. If it doesn't, you're free to move onto the next target for exploration.

You are also able to rename every star if the current name is not to your liking.

The second ship that you should move is the T.A.S. Scout-1. It's an unarmed, slower explorer. You should move it where the survey ship doesn't get in its way. In this example it moves above the shipyard to the right and will explore above the first star on the right side.
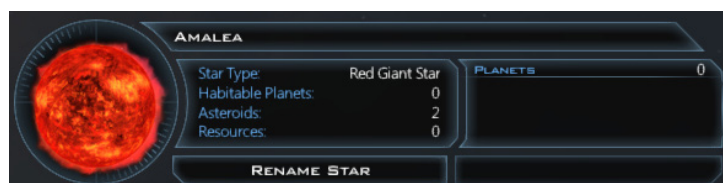
Note: If you move through nebulae, your movement and sensor range will be significantly decreased. You can fly through asteroids, but it is also much slower.

Now, only the T.A.S. Colony Ship-1 is left. It allows you to colonize one new habitable planet. As you may have seen, there is a habitable planet nearby: Mars. It's useful to colonize Mars because it will improve the production of the shipyard. To do this, just move the Colony Ship onto the planet. It will colonize the planet and vanish after the operation. After a short video you will automatically be brought to the surface of the new planet.

The first turn - Mars

Mars is a small planet and mainly used for supporting the main planet in this system, Earth. The best thing you can do is to raise the manufacturing of the planet. Do this by building a basic factory. The factory will be built instantly, a nice racial trick that you, as a Terran, have. On every new world you colonize, you can build one free factory, farm, research lab or city (if available). Also the shipyard is free if built first, but you don't need one on Mars since Earth already has one. You should set new colonies to manufacturing focus so they can get their initial infrastructure done faster. Click "DONE" to get back to the galaxy view.

If you mouseover your shipyard at Earth, you can see that Mars was automatically added as a sponsor for the shipyard, which is important. It helps to build ships faster. A planet is only added automatically to the sponsor list of a shipyard if it's inside of 6 hexfields around the existing shipyard. If it's farther away, it has to be added manually. You can have a maximum of 5 planets sponsoring one shipyard. The amount of the sponsored manufacturing decreases over more distance, but within six hexfields you have no penalty. The more distance is between the sponsoring planet and the shipyard, the more the manufacturing will decay.

Earth and Mars have areas where some hexfields are connected to each other. Those tiles are called hubs. Mars has a small hub on the left side, and Earth has a big hub on the right side. You should use these hubs to build only one kind of building there; for example, build only factories or other buildings that support factories. This way, the adjacency bonuses of the buildings will level up even more. You should try to make Mars as good as possible in construction. The best strategy is to build a Durantium Refinery in the middle of the small hub and surround it with other construction improvements.

The first turn - Shipyard

Now the button on the lower-right says "SHIPYARD IDLE." Click on it, or select the shipyard and click on "Manage," or doubleclick the shipyard.

On the left side is a list of ships that you can build. Currently, you have three ships available that are in two sections: "Favored Ships" and "Speciality Ships." Above you
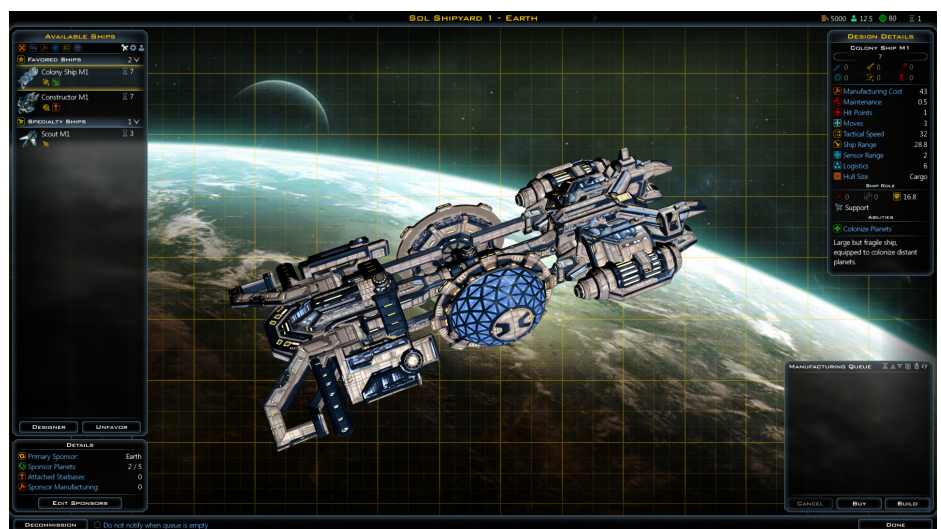
can sort the ships as you like and select which ships are shown. Below you have the button "DESIGNER" to get to the ship designer, which you can also access in the top menu in the galaxy view. The "DESIGNER" is explained later in this guide. "UNFAVOR" will remove a ship from the Favored Ships list. In the lower-left corner you can see which planets are supporting that shipyard.

You can "EDIT SPONSORS" if you want to add another planet to the shipyard or change the sponsoring planets. If you click that button, you can see the "AVAILABLE PLANETS" on the left side and the "CURRENT SPONSORS" on the right side. "ASSIGN" lets you add a planet to the shipyard sponsors and with "REMOVE" you'll remove them. Each planet can be assigned to one shipyard only, and one shipyard can have a maximum of 5 planets as sponsors. If a planet sponsors a shipyard, the "Ship Construction" of the planet will provided to the shipyard.

Click "DONE" to get back to the shipyard.

It's useful to be prepared for the next habitable planet, so you should build a Colony Ship. You can doubleclick the ship in the list or select it and click "BUILD" in the lower-right corner. You also are able to click "BUY." In that case you pay a large amount of credits for it and the ship will move out of the shipyard the following turn. Typically the "BUY" option is too expensive, but there are certain situation where you can make use of it. If you rush a ship, you will pay more than you would have paid in construction points.

If you have clicked on "BUILD" the ship appears in the list on the right side. There are also some buttons above where you can sort the list to your liking. You are also able to build another ships of the same design or reproduce this ship until you give a new order. Next to the ship there is a number that refers to the turns the ship needs to be constructed. If it's ready, it will auto-matically move out of the shipyard.

On the lower-left side you have a button for "DECOMMISSION"— that will delete the shipyard. The small button beside it can be enabled if you don't want to be informed when the shipyard is idle.

Click "DONE" to exit the shipyard and get back to the galaxy view. If you mouseover the shipyard you can also see that it has attacks and defenses. Sometimes this is handy if you need to park ships somewhere. In the shipyard they will be defended.

Now the button in the lower-right says "TURN." When you click on it, the other players make their moves. After that it's your turn again.

Expert tip:
To get a better overview in the map, zoom out with your mousewheel. There are more viewstyles,especially one of them is interesting: Press "4" on your keyboard to change the angle of view to 90°. You can change this back with pressing "1" or free-look while holding the middle mousebutton.

| ECONOMY | COLONIES | COMMANDS | TRADE | TIMELINE |

ADJUST PRODUCTION SPENDING

SUMMARY

UNMODIFIED PRODUCTION

RAW PRODUCTION		35
COERCION	0%	0
		35

WEEKLY INCOME

| SAVING | 11 |
| | 11 |

WEEKLY EXPENSES

| SHIP MAINTENANCE | 2 |
| | 2 |

TREASURY

NET WEEKLY INCOME	9
TREASURY	5000
	5009

MODIFIED PRODUCTION SPENDING

WEALTH	33%	12
RESEARCH	33%	13
MANUFACTURING	33%	14

MANUFACTURING

| SOCIAL | 50% | 7 |
| MILITARY | 50% | 7 |

CLEAR ALL PLANETARY FOCUSES

DONE

Click on "GOVERN" in the top menu to be directed to the Govern screen, the heart of micro-management. It's divided into 5 sections:

- **ECONOMY:** Allocate your production spending, balance for your space budget and control the amount of manufacturing for buildings and ships.
- **COLONIES:** Provides an at-a-glance reference for all of the planets you have colonized. Compare their stats and check all of their manufacturing queues at the same time.
- **COMMANDS:** Give orders to your shipyards to build or upgrade.
- **TRADE:** Manage your trade routes between other civilizations. See what types of routes you control, where they begin and where they're going, and most importantly how much income they're providing.
- **TIMELINE:** Compare your progress with your rivals in a chart.

Since the last four are self-explanatory, you should concentrate on the first section: "Economy." The eye-catcher is the "wheel" with a triangle. You can move that triangle around and watch the percentages change below. On the right side you can see the changes in your Net Weekly Income. Sometimes it's important to move the triangle is that your income is positive.

The wheel also refers to all of your planets. You are setting the global options for your whole empire here. After that, the system will check what you have set on your single planets (remember the three buttons below the planetary interface that also contained "Wealth", "Research" and "Manufacturing"). So if you put the wheel to a high "Wealth" for example, all colonies produce more wealth and less of everything else. If you put 99% on "Wealth", your colonies need hundreds of turns to build a simple Basic Factory.

Below the wheel you can also decide where your manufacturing should be spent. Move the slider more to the left for more "Social Manufacturing," which refers to all planet buildings and planetary projects. Move it more towards "Military Manufacturing," and more manufacturing will be spent on the shipyards.

A good piece of advice is putting the slider to 20/80 until your first Colony Ship is built. You should always have one Colony Ship "in reserve" for the next habitable planet that you may discover. If you have a Colony Ship waiting for a planet, you can adjust the manufacturing slider to 95/5 and boost your planetary constructions. That way, your colonies get nice power and your shipyards only utilize the power when it's needed. You won't need this strategy later in the game, when all colonies have been settled.

There is also a button on the lower-right side that clears all planetary focuses. If you have some planets with the button on "Manufacturing," this button removes all in one. That's handy if you are running low on credits or need as much power as possible for your shipyards at some points during a war. Then you can click this button and adjust the wheel for your liking—and all planets will follow suit.

Now it's time to press the "TURN" button on the lower-right side.

Pirate alert

Sometimes you will have to deal with pirates. They are not a faction that you can make contracts with. Pirates will just attack everything that moves. If you see pirates, you should try to get rid of them. The T.A.S. Discovery-1 is strong enough for one ship, and luckily pirates aren't too bright: individual ships will attack you even if you have them outgunned. If you find a pirate shipyard, avoid it early on and come back later when you have a bigger fleet. The pirate shipyard will pump out pirates over the time, so be careful.

Habitable Planet found

Eventually, you will discover your first habitable planet outside your starting system. In this example, a star named Liods Caprica has been found. A click on it shows one habitable planet. There are also three asteroids, but no resources. Time to move a Colony Ship there! A mouseover above the planet will also tell you more details, such as what resources are on the planet and so on.
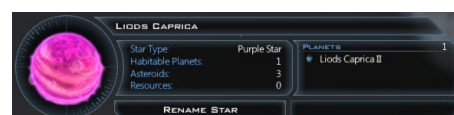
There are also extreme planets in-game. The most common are the Aquatic World, the Frozen World and the Barren World. To colonize these you need the research technology "Extreme Colonization." Some very good planets have a "Toxic" or "Radioactive" atmosphere. Those require the research technology "Atmospheric Cleansing." This is an advanced technology so keep in mind that you can get those planets later. There are factions that already own some technologies that allow them to colonize some kind of extreme planets from the start.

Ship Range - Don't cross that line

If you zoom out in the galaxy view and select a ship, you can see—far away—a radius around your ship. That is the ship's range. You can't fly past this line. To widen that line, you will need more ship range modules on your ships or you'll need to research ship range technologies. Starbases and planets also widen a ship's range.

The second Research-Project

When your first research project "Interstellar Travel" is finished, you will notice that every ship can move one hexfield more now.
Click on the Technology button in the top menu to choose a new research project. If you select the "Engineering" section again, you will see the follow-up technology after "Interstellar Travel" is "Interstellar Specialization."

This is a three-star tech, which means you have three options to choose from. All three are good: "Hyperdrive Specialization" unlocks moves +1. Your ships will receive one more move again.
"Transportation Specialization" unlocks "Support Module Mass -25%." Every support module mounted on your ship will have lower mass, meaning you'll have more space on the ship to mount other things. For example, with smaller colony modules, your colony ship could have enough space for one more drive to make it faster. This technology is very powerful later on when you are building carrier ships, because carrier modules are considered support modules.
"Advanced Circulation" unlocks "Ship Range +2," which widens the area where you can fly around your planets or starbases.

> **Expert tip:**
> *Each turn always check first if you have a research-project running. If your survey-ships gather anomalies around and find a "capsule" or an "artifact" which provides research-percentage, it will be gone with the wind if there is no research-project active.*

The better choice for a longer game is **"Transportation Specialization."** For a small galaxy, **"Hyperdrive Specialization"** can be useful because the benefit of that extra move is very nice in shorter games.

More research projects are explained later in this guide.

Rally Points

To move your constructed ships automatically to a set spot, you need a rally point. Click on the shipyard. In the lower-left window you will see the button "Rally Point." Click on it. On the right side there is a minimap that shows the currently selected shipyard. On the left are 4 sections:

- **Rally Points:** Set a rally point at a spot in space.
- **Colonies:** Set a colony as a rally point.
- **Shipyards:** Set a shipyard as a rally point.
- **Starbases:** Set a starbase as a rally point.

Moving ships to a rally point has two advantages: you don't need to click the ship manually, and sometimes you save some moves for your ship if the direction where you want to move is on the other side of the shipyard where the ship would be normally sent out.

To create a rally point in space, close this window and select the 4th section of the menu on the right, next to the minimap, called "Rally Points." Now you can see a button on the lower-right: "Create New Rally Point." Click in space where you want the new rally point and click on the button "Create New Rally Point" to set it there. This new rally point will now appear in the list on the menu. Now select the shipyard, click on "Rally Points" and select the rally point in the list.

You can also move rally points around. Click on one and you can see the buttons in the lower-left corner.

First Colony Ship Built

When the Colony Ship is built, you get a small window where you can decide how much population you want to load onto the ship. The more you load, the better your starting "Raw Production" on the new world will be. But notice that you weaken your other planet by removing people from it.

> **Expert tip:**
> Extreme Micro-Management: Sometimes, if you are building a ship, there is only a small amount left to get it finished - but it will need one full turn more. The "rest" of the ship-production will be wasted. To avoid this, go to the "Govern-screen" and move the manufacturing-slider more to "social-manufacturing". If you leave the "Govern-screen", check, if the remaining building time of the ship is "1". Find the best spot of the manufacturing slider while doing this multiple times. The same way it works with "Research". Don't forget to set it back in the next turn.

Since you have already colonized Mars, 50% of your colonists will come from Mars while the remaining will come from Earth. This is because any planet that is within six hexfields of a shipyard will automatically contribute population to a colony ship.

In this case, Earth has a lot more people on it than Mars, so it's more useful this time to just relocate colonists from Earth. To do so, unselect the button at Mars, and the colonists will only be loaded from Earth's pool. Since you want to build more Colony Ships, a good starting amount of people to move is 2. Later on, you can move more colonists onto a ship, or less if you are playing in a bigger galaxy where there are lots of habitable planets around.

The same works for Transports later in-game.

Build another Colony Ship directly after the first one. You will need another one because the AI races around aren't sleeping—they want the best colonies too! Rush a colony ship if you received some credits from an anomaly, but don't use all your credits up early since you'll need them later. But you can invest some for getting early planets. Also, never rush a ship that has only 1 turn left to finish. Even if you rush it now, it still needs one turn to move out of the shipyard.
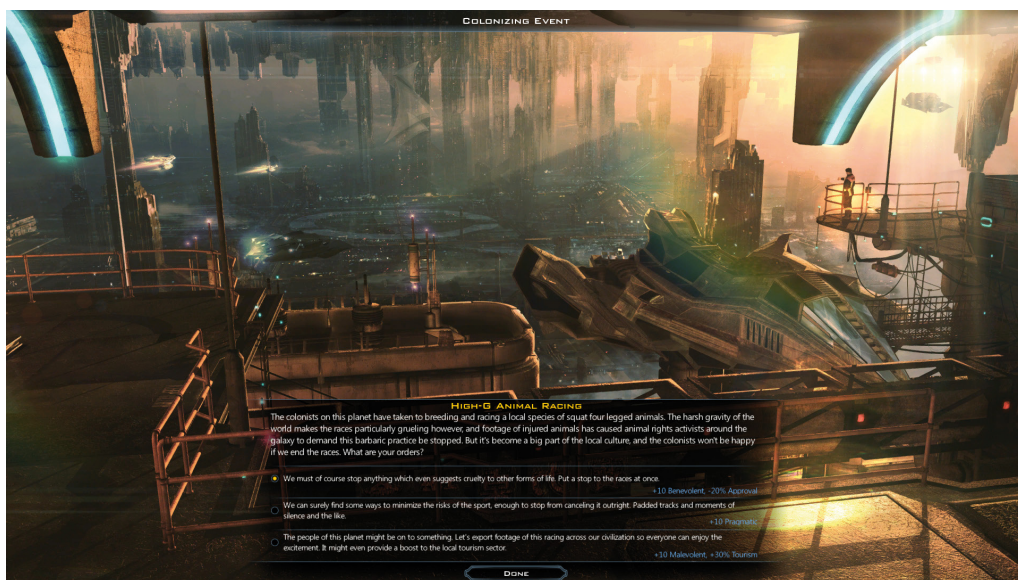
Planetary Traits

Some planets are special and have varied bonuses and losses. For example, a "Ghost World" provides 50% to research. An "Active Core" improves the manufacturing by 50%, but it reduces the growth on that planet by 25%. There are many more—you should always keep an eye on the planetary traits and decide the planet's specialization based on them. If possible, try to combine the Colonizing Event with these traits to improve the bonus.

First Colony beside Mars

To colonize a new planet, move your Colony Ship on it. After the question if you really want to colonize (of course!) and the option to change the name of the colony (you can do that later in the planetary govern screen, too) you'll see a short video. The Colony Ship will colonize the planet and vanish after the operation.

Now your first Colonizing Event appears. Here you can choose one out of three options. Every option gives an ideological score. For the different ideologies, see the next chapter in the guide. Your choice provides not only ideological points, but it may also weaken or strengthen the planet. Sometimes the choice may cost credits, too. There are lots of different Colonizing Events.

On a new planet you should consider what you want that planet to specialize in. It's always good to concentrate some type of building on a planet where they benefit each other. In addition to this you will get rare buildings that power up a single planet—and if that planet is specialized in Research, Net Income, Social Construction or Ship Construction, it's much more useful. Also, take a look at the planetary trait before you colonize it. If it already "+% research" for example, it's good to try to get more research out of the Colonizing Event. Some planets come with "+25% Research" and the event provides another 10%. If a planet has +25% Approval, it's nice to have but it doesn't affect the four main sections (Social Construction, Research, Net Income, Ship Construction) and you can decide freely what your civilization needs most. Don't forget to set the a colony to "Manufacturing Focus" initially since it needs to build up faster. This does have a negative impact on morale, but once the colony has some of the important manufacturing buildings placed, you can shift the focus again.

Expert tip:
Watch your planetary projects in the list on the right side of the galaxy view. After every turn the projects get further in completion. If they are close to be finished you should rush them, when the costs are below 50 credits. This way you can instantly start the next project on the planet. And you benefit already of the new building.

Ideology

There are three ideologies that further shape your race: the Benevolent options are mostly the "good guys," the Pragmatic are "expense vs. benefits," and the Malevolent "squeeze everything possible."
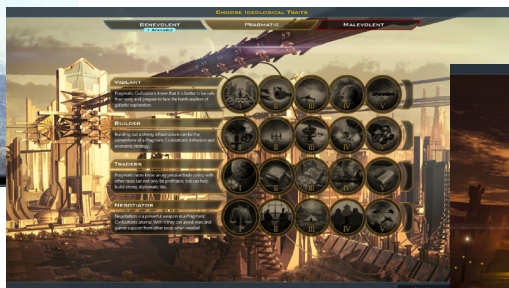
In each of the three ideologies there are four sections where you can further specialize. Before you make a choice, there are some things to consider. Remember that if you concentrate on one ideology, you will get to better benefits later on in the tree faster. On the other hand, every ideology has some nice benefits.

Two things are obviously useful at the start of a game:
- Pragmatic tree, section Builder: "Constructive" = provides you with three Constructors. Being able to build starbases early is pretty powerful.
- Benevolent Tree, section Outreach: "Pioneering" = provides you with one loaded Colony Ship with 5 population. You can grab a nice, fast colony that comes with free population!

Some players try to take the Pragmatic choice in the first Colonizing event. This way they'll get enough points for "Constructive." After that they will focus on Benevolent in order to unlock "Pioneering."
But doing it this way will cost you a high amount of ideology points. You'll have to consider that if you are splitting your points between two ideologies.

Ideology traits have a cost in points that increases as one unlocks various traits. The first trait unlocked in the game will cost 10 points. After that, each subsequent trait from the same ideology branch will cost an 10 additional points. So if you first unlock a Benevolent trait, it will cost 10 points; the next trait will cost 20 points. However, traits in other ideology branches will also have their costs increased by 5 points whenever a trait is unlocked in a different branch. Thus, if you unlock a Benevolent trait first for 10 points, to unlock a Pragmatic or Malevolent trait next will cost 15 points. As a further example, suppose you unlock a Benevolent trait, then a Pragmatic trait, and thirdly another Benevolent trait. The costs will be 10, 15 (plus 5 for one trait unlocked in a different branch), and 25 (20 points for the second trait unlocked in a branch and 5 for one trait unlocked in a different branch) respectively.

To unlock an ideology in the Ideology screen (select "Ideology" in the top menu), just doubleclick on the option that you want or click it once and select the button "Unlock" in the lower-right.
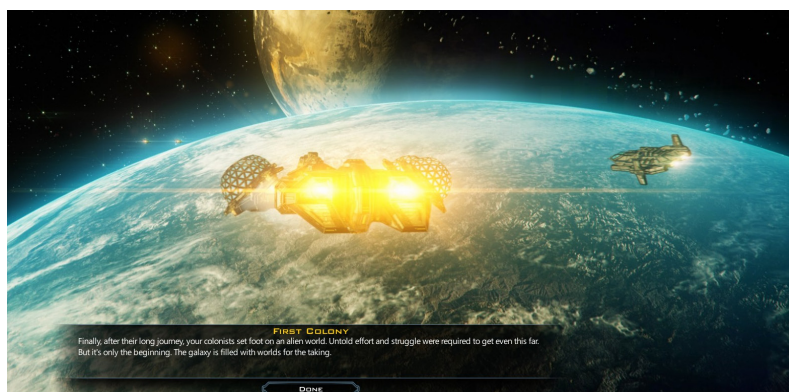
Later you can decide if you want to focus on one (useful in smaller galaxies) or try to get the best out of all three (better in larger galaxies). On larger maps it's useful to unlock the ideology-specific buildings for each one:

- **Benevolent**, section Prominence, you can unlock "Eminence," which gives you the building "Missionary Center."
- **Pragmatic**, section Vigilant, you can unlock "Prepared," which gives you the building **"Preparedness Center."**
- **Malevolent**, section Motivation, you can unlock "Intimidating," which gives you the building "Intimidation Center."

Each of these buildings provides 1 ideology point every 10 turns. On longer games that is very handy—you are able to get more choices even after you run out of Colonizing events.

There are more ideological buildings that are obtainable if you progress further in one ideology.

If you specialize in an ideology, the Malevolent section has some strong traits. "Motivation" improves your construction in a way no other ideology can. But remember: there is no best choice, every player gets to decide for themselves how they wants to play.

A good option is also on the Pragmatic tree in the Negotiator section: "Neutral." It prevents a faction from declaring war on you for 50 rounds. This can be very powerful if you are next to warmongers but aren't ready to meet them head-to-head in battle yet.

Read through the ideologies and choose what fits for you. Each one has some very strong benefits.

Starbases

A starbase can be built with a Constructor, which will requiree one administrator—you can see how many administrators you have above the top menu in your galaxy view.

Your starbase has access to all resources inside a radius of 5 hexfields. The hexa-line around your Constructor will display the starbase's range so you can position it optimally. In the screenshot example, you can see that the radius has two resources inside: Promethion in the lower-left and Thulium on the right side.

With starbases you can mine resources, asteroids or strengthen nearby planets and ships, widen your influence radius and your ship range.

To create a starbase, move a Constructor to the spot where you'd like to set the starbase. Then press the "Command" button in the lower-left menu and select "Construct Starbase." You can only build on a free hexfield.

There aren't just starbases for mining resources and relics. You can also build starbases that strengthen planets or areas. Some players will build starbases to increase their influence, others to gain access to a group of asteroids.

The following three pictures show other options besides mining. Those can be updated later if you have researched better improvements.

MILITARY RING

Dedicates starbase to protecting your civilization and its assets.

Construction Points	+1
Beam Attack	+1
Kinetic Attack	+1
Missile Attack	+1
Shield Strength	+1
Armor Rating	+1
Point Defense	+1

ECONOMIC RING

Dedicates starbase to building up the economy of your worlds.

Construction Points	+1
Raw Production	+5%

CULTURE RING

Dedicates starbase to helping spread your Influence thought the galaxy.

Construction Points	+1
Influence Growth	+1
Influence Growth	+10%

Later in the game you can upgrade your starbases with better weapons, better defenses and small fighters. Nearly every module will also improve your influence.

After the creation of your first starbase you will see a short video and be directed to the starbase view to decide its job. What you want to mine or research will determine what upgrades to apply.

The designs for the different types of starbases are varied. If you are near a resource that can be mined you'll need to build a "MINING RING" before you can access that resource. If you are near a Precursor Relic or Ascension Crystal you'll need a "XENO ARCHEOLOGY LAB." If you are near both, then feel free to build both. If you are near a planet, you can build an "Economy Starbase" to strengthen the planet. A starbase can't be "economy" and "mining" at the same time.

Your starbase has different options for upgrading. On the upper-right side you can see its current available improvements. The possible targets in the starbase radius appear on the left side.

In the top-left corner you can see the starbase-stats:

Owner: Whose starbase it is.

Type: What type of starbase it is.

Primary Sponsor: You can change the sponsor for a starbase. For that, click on the button on the lower-right.

Constructors on Route: For every upgrade after the first one you have to build additional Constructors. This field shows you how many Constructors are on the way to the starbase.

Stationed Constructors: Shows you how many constructor modules are left in the starbase to build more starbase modules.

STARBASE REPORT

Owner	Terran Alliance
Type	Generic
Primary Sponsor	Sol Shipyard 1
Constructors On Route	0
Stationed Constructors	1

STATS

6	8	5
10	10	10
5	3	20
1	200/200	

DEFENDING FLEET

Your starbase has an attack- and defense-system; the stats are in the two lines below. In the next two lines more stats are shown:

The starbase range: Normally 5 hexfields.

Sensor Power: How far does the starbase remove the fog of war.

Influence growth: How much influence does the starbase generate each turn.

Maintenance: How much the starbase will cost each turn.

Hitpoints: The currently HP of the starbase.

You can also put ships in the starbase to defend it—or let the starbase defend other ships.

In the lower-left corner you can destroy the starbase with the button "DECOMMISSION." Doing this won't give you your administrator point back, so consider carefully before destroying a starbase.

If you wish to upgrade your starbase you will need more constructor modules. With every Constructor that you build in the shipyard you normally get one constructor module. Later in-game you are able to put two constructor modules on one Constructor—more on that in the *"Ship Design"* section.

The starbase has a functionality that allows it to initiate the building of Constructors in a shipyard directly from the starbase. For that, just click the "Starbase Module" that you want and the starbase will automatically build a Constructor in the nearest shipyard AND will move that Constructor automatically to the starbase and build the module you chose.

You can also do this all manually by building a Constructor, moving it to the starbase and building the module.

With advanced techs you'll unlock more options for your starbases. At the start an important technology is "Orbital Manufacturing" because after that you are able to build "Mining Barracks" on the starbases. This doubles the mined resources from the starbase. You will need a Constructor again to upgrade the starbase this way.

Every resource you mine is added to your global stock above the top menu. Mouseover the symbols in your galaxy view to see how much is added there each turn.

Asteroids

A starbase and a planet can widen your influence radius. This is the colored circle around them. When this circle overlaps asteroids, click on them to build a mining base with the button at the lower-left for 500 credits. This strengthens the planet's "Raw Production" that the asteroid mine is assigned to by 1—assign all mines to the nearest planet where the "Raw Production" provides the greatest benefit. If the asteroids are too far away, the provided "Raw Production" will be decreased from 1.0 the more hexfields lie between, all the way to 0.1.

Be careful, your mining bases have no defenses and can be destroyed easily by pirates and other enemies. You should only build them in safe areas where no hostile ship can rush in and destroy them.
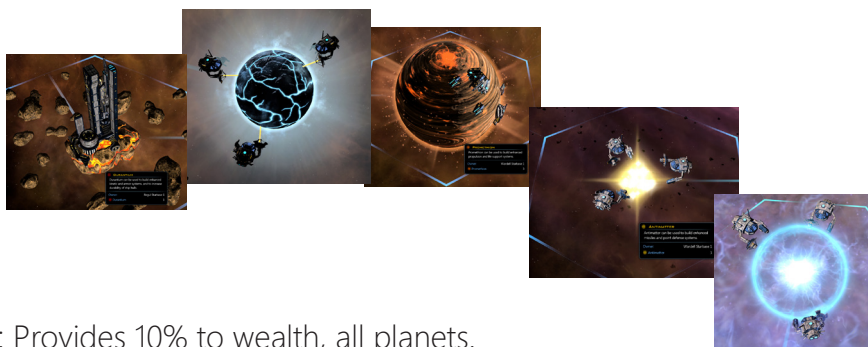
Resources and Relics in Space

There are lots of different resources and relics. Your starbase has access to all resources inside of a radius of 5 hexfields.

Note: The Pragmatic ideology has an improvement that raises this radius to 7 hexfields.

Resources:
- Durantium
- Thulium
- Promethion
- Antimatter
- Elerium

Relics:
- Economic Relic: Provides 10% to wealth, all planets.
- Research Relic: Provides 10% to research, all planets.
- Influence Relic: Provides 10% to influence, all planets, miningbases and starbases.
- Manufacturing Relic: Provides 10% to manufacturing, all planets.

Some of these resources are also on planets where they can be mined.

You will find uses for all resources during the game. Relics are no exception, since they provide a global bonus.

Because you don't have endless Administrators, you should try to get access to as many resources and relics with as few Constructors as possible. More Administrators can be obtained during the research of some technologies. The resources and what they are needed for are explained *later in this guide*.

Planetary Resources

Sometimes you'll find special resources on your planets, which block one tile but give a resource instead. The resource is worth a small amount of credits if you trade it to the AI provide an adjacency bonus to the surrounding tiles.
A *list of all resources* is contained in this guide later.
You can also destroy the resource to get the tile back.

Planetary Tile Bonuses

On most habitable planets you will find tiles with an icon inside. Try to use these bonuses to your advantage. Most tiles give a bonus to the tile itself and an adjacency bonus to the surrounding tiles. Sometimes this is useful, sometimes not. If you find a tile with +2 research for example, you should surround it with research buildings, even if the adjacency bonus of the tile is +1 wealth.

These types of tiles are perfect for a planetary unique building like Thulium Data Archive, Promethion Reserve or Durantium Refinery, if the bonus fits one of those buildings.

First Contact

Maybe you have already been contacted by aliens with a "Hello" screen. They speak incomprehensible rubbish if you have not yet researched the technology "Universal Translator." Thankfully, you can still answer them.

But to be able to trade with the AI, you will need to research this tech.

With this technology you are able to talk to the AI, do trades, improve your diplomacy and so on.

There are minor and major civilizations around (depending on your settings). Minor civilizations often only own a single planet that you can send freighters to. Major races can do the same things that you are able to do.

A Minor Race Has Contacted Us

Vuresef, Terrans. Tipot Kaxx's orisih beha rinin holares. Erasuto ki nakeduc menurit!
(You need to research Universal Translator)

Huh?

You fake smile and nod as if you understand, then proceed to close the Incoming Message.

Diplomacy

When the first AI contacts you, the Diplomacy button in the top menu will be activated. When the "Universal Translator" is researched, you can click on this button to see which races are around you so far—more will join later, depending on your own opponent settings.

Expert tip:
If you see some resources around and your constructor is ready for a starbase, try to place it in a way that it gets all resources at once AND is near asteroids, if there are some. This way you can mine the asteroids too, because the influence-radius of the starbase will soon overlap them.

On this screen you have the home planets of the civilizations as symbol for their race. The smaller planets represent minor civilizations, while the larger ones are major civilizations. In the upper-left corner you have a small overview about the global power of all civilizations.
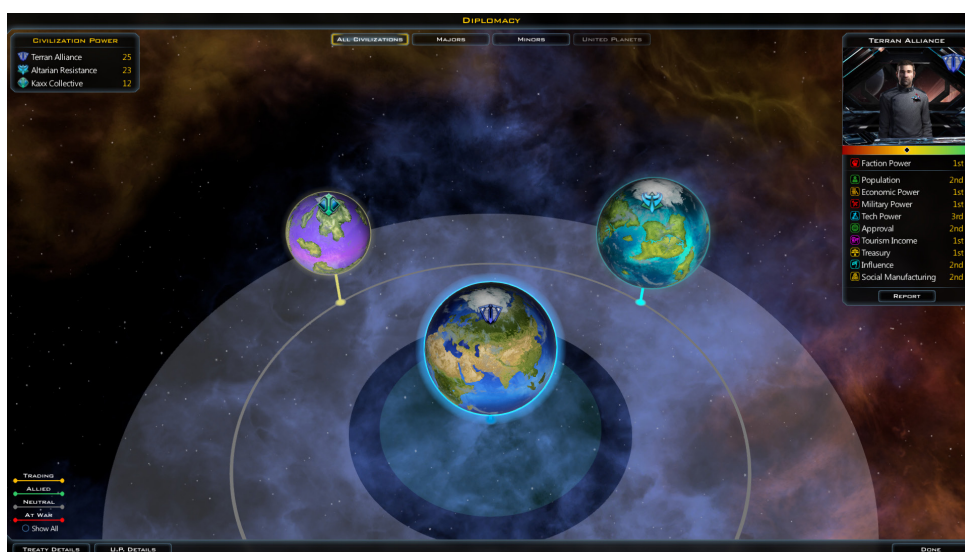
At the right side there is your screen, and below you can see where you stand in comparisation to the AI. When you click on a planet, the appropriate race will appear in the screen. The button "Report" gives you more information about the selected race.

If you want to keep peace as long as you can, don't move your ships in others' zone of influence, don't colonize planets in their territory and don't mine resources there. Shared borders with a civilization also will worsen your relationship with them. Mouseover the AI leader to see what the race likes and dislikes when they currently think about you.

In the lower-left corner you can also activate lines that show you the current state of friendship between the AI or if they are at war.

The narrow, colored line under the picture on the right side is important. It shows the relationship with the selected race. The arrows beside the black spot show the trend of your relationship. Red arrows to the left will lead into war, green arrows to the right will lead into peace. There are a maximum of three arrows possible that represent the speed at which the relationship is improving or decreasing.

The better the relationship, the better the trades will be. Only befriended races want to trade with you and will give much better deals than a race that is close to making war on you. Sometimes it's wise to wait for a trade until the relationship is really good. If it's really bad, a trade will be refused or the faction will only offer non-offense technology to you.

Doubleclick on a planet to communicate with the race. In the first line you can continue to the trade window. The second line speaks for itself. The third line leads to more options and the fourth line ends the contact.
If you click the third line, you will be directed to another chat window with four options:

- "We would like to assure you of our continuing friendship": Here you can tell this race that you want to strengthen the relationship. This sometimes adds +1 to the diplomacy effect. Danger: It angers the races who don't like that civilization and they will say "You proclaimed friendship with our enemy." This results in a worse relationship with this race.
- "Please remove your ships from our territory before there is an ‚incident'": This refers to the AI's ships in your zones of influence. The same will work in the other direction: If your ships are in their zone of influence, they maybe ask you to remove them.

- "We are in need of some financial aid and we would be very grateful for any help you can give": You will get credits from this race. Be warned, this should be used sparingly. If you ask too often, the relationship will suffer, and they'll usually refuse your begging.
- "We would like to offer you financial aid and hope that it will strength our relationship": For 50 turns you'll give a fixed amount (mouseover the line) to the race. This is useful if the race is at war with another race and you want to see that other race lose. It will also improve the relationship, of course.

If you click on the first line in the starting chat screen, you will be directed to the trading screen.

Trade - Dealing with the AI

In the trade screen you can see your items on the left and the AI's items on the right side. In the middle, under the portrait is the trade window. You are able to select technologies from the AI. Just click on them and they will move into the trade window. Now you need to offer something for the tech. If they are very happy with it (for example: A truly generous proposal), you offered too much and can balance the offer out with credits or more techs. If they don't like the offer, the trade is not possible and you have to give more or add some credits. Military techs are usually much more appreciated.

"This is fair" appears when the trade is equal on both sides. Some technologies are more expensive than others; this depends on the research that they require. Military techs will also be more expensive to trade because the AI is not sure that you won't direct the new weapons against them later.

Sometimes the AI offers you a trade—sometimes the trade is good for you, often bad because they just want an important technology cheap. Stay alert! You are able to change that trade, but usually you won't get the starting offer back again—mostly it's a take it or leave it.

On the left side are your trade resources, on the right side the AIs. First, you can trade plain credits, followed by treaties. That can be "Open Borders," which means that the AIs ships are allowed to fly through your influence zones. You can also declare war on another race in this screen, if you trade the treaty "Declare war on" and choose a race in a small separate window. Then you become immediately at war with this faction. Sometimes the AI will give you good things in return if you attack a race that's dangerous to them. Or they're looking to maneuver you into war and reap the benefits. Be careful!

Below you can trade resources, but be careful doing this if you think you may need them. After that you are able to trade technologies, followed by ships, starbases and colonies. Yes, you can sell Mars for some techs... But normally a planet is better than everything else; the only exception maybe if it's already in the zone of influence of that race.

You should always try to fill up the extra space in your trades with the AI with credits. To fill up the trade with credits, just click on "Credits" and the required amount will be calculated automatically. "Open Borders" is a powerful treaty that can be traded alone for credits also. It improves the relationship to the race, too.

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One thing makes trades more powerful: you can trade the specializations of the 3-star techs between your allied races. So, if you have researched "Transportation Specialization" and the AI has "Hyperdrive Specialization," you can get this specialization also!

A good piece of advice is, especially in important 3-star techs for hull improvements, to check what the AI has for trade. Just look at what they have and then close the trade again, start the research of one other specialization and trade the missing one later from the AI. This way you can get 2 or all 3 improvements.

Important note: Don't trade with them first—if you do, you can't choose your specialization anymore. First check what they have and afterwards you can research the tech they don't have. Later you can go back to the diplomacy screen and trade the other 1 or 2 techs with them. (An other explanation for confused people: Don't trade away specialization techs before you researched them, because if you do, you won't be able to research it, because you are allowed to research only one specialization. You can trade for the others after you researched the one they don't have.)

Don't forget to check the possible trades from time to time. The "Open Border" treaty will run out after 50 rounds, as will most other treaties.

Note: You are also able to contact races in the galaxy view when you are near a planet, ship or starbase belonging to that race. Just select the object and press the button "Speak to".

United Planets

All major civilizations will meet in a kind of senate gathering from time to time, called "United Planets." At the first meeting a "Chair" will be elected. All major civilizations will participate, even those you haven't found yet. On the right side of each picture you can see a vertical bar that indicates to the weight of your voice within the United Planets. The higher your bar is, the more civilizations will vote for you as "Chair." You can vote for yourself or for a race that you like or want to befriend. If you mouseover the pictures you will get some information about your relationship with those races.

"Defy U.P." means you show them all the middle finger and leave—that decreases your diplomatic relationship to all races. Click on "VOTE" to vote for the race you have selected.

Ship Battle

If you encounter pirates or are at war with a faction, you can attack ships. If you aren't at war with anyone and you attack a ship, a warning window will appear... because if you attack, you will be at war immediately.

Combat is played out as a series of attacks as ships attempt to target one another with their various weapons systems.

At the start of combat, each ship will target an enemy ship determined by the attacking ship's battle role. If there are multiple enemy ships of the preferred role, the ship will choose one of them at random.
The ship will only stop moving forward once it is even with the target ship, and will move further only if the target ship moves out of range.

Whenever a weapon is ready, the ship will fire on its primary target, or another nearby ship if its primary target is out of range. All weapons of that type on the attacking ship fire as one single attack. Each attack either hits or misses.

Each attack either hits or misses. Hits on a target with the appropriate defense (point defense for missiles, shields for beams, or armor for mass drivers) will do damage to that defense. Damage done to a ship's defense is displayed in orange on the battle log. Hits on a target with no remaining defense of the appropriate type will instead do full attack damage on the target's hit points. Spacecraft (ships, starbases, and shipyards) reduced to zero hit points are permanently destroyed.

Combat continues until all of the ships on one side are destroyed. There is no retreating.

Certain military starbase modules give powerful fleet-wide bonuses to any combat that takes place within their area of influence. Plan accordingly.

Damaged ships repair at a rate of 1 hitpoint each turn, whether they move during the turn or not. Ships that end their turn in orbit around a planet repair at a rate of 5 hitpoints each turn. Ships that end their turn in a shipyard repair at a rate of 4 hitpoints each turn. Ships that end their turn in a starbase repair at a rate of 6 hitpoints per turn.

The mix of ships in your fleet is incredibly important to success in battle. Equipping support ships with appropriate modules ensures battle roles are handled well so you don't have vulnerable carriers engaging point-blank with enemy destroyers, and similar tactics can multiply any force's capabilities. Read the section "*Battle Role*" in this guide for more information.

Your surviving ships gain experience and eventually level up, which provides some more hitpoints. It's useful to repair your ships, rather than waste them. They repair slowly over time, or you can research a "Hull Repair System."

Victory-screen

At any time during the game you can find out how close you are to any of the available victories by clicking the "VICTORY" button in the top menu.

Click on any of the victory conditions to find out what you will need to accomplish to win the game.

Select the "VICTORY OPTIONS" button to adjust or remove any of the victory conditions you've previously set.
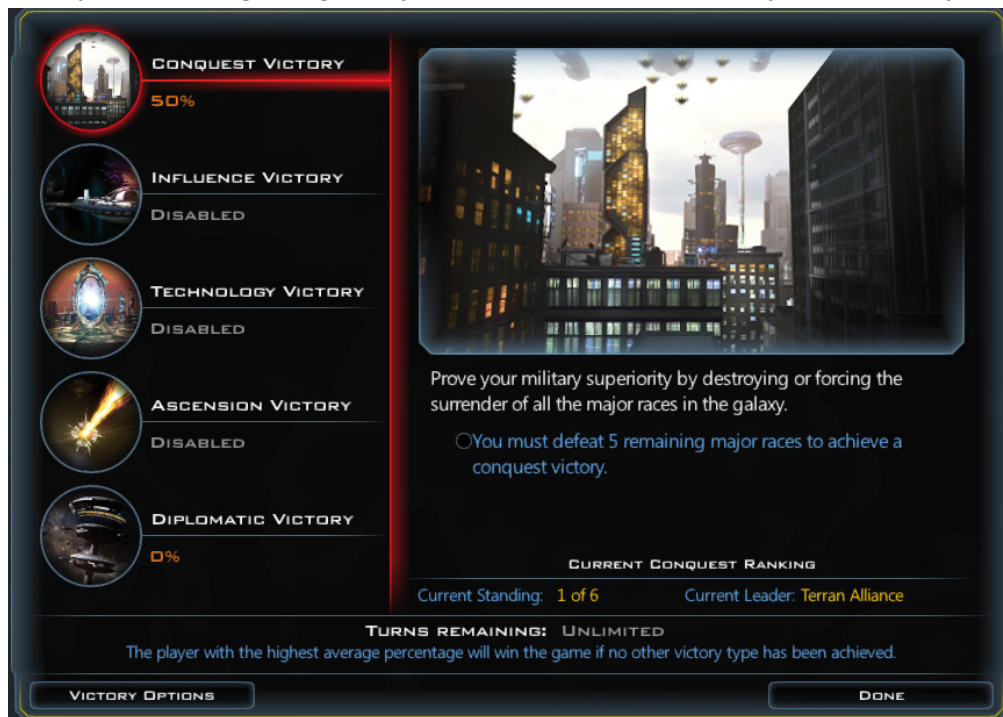
> **Expert tip:**
> Since your specialization-research has started you are already able to trade the other specialization-tech from the AI. You don't need to wait until yours is finished - but you have to wait now until its finished and not select something else in the research screen.

Notifications

In the galaxy view you can see notifications at the upper-left corner of the screen. This tells you everything that happened during the AI's move. For example, if a ship moved into your zone of influence without an "Open Border Treaty," or if a building on a planet was completed, or a ship built, or a research project finished. You can click on the notification to be directed to the object. If you find these notifications to not be helpful, you can remove them in the Options screen.
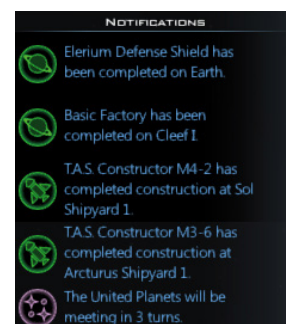
Influence

Your planets and starbases generate influence over the time. That's the cultural outreach of the game. It has nothing to do with better diplomacy.

If the influence radius overtakes asteroids, you can build mining bases on them. If the radius overlaps with starbases or planets of an AI race, the faction with the stronger influence growth will push the radius of the other faction back over time. This way, a planet or a starbase can become completely surrounded by an foreign zone of influence. The more influence your planet generates, the faster the radius will grow. Check the list of cultural buildings later in the guide for more information. Mouseover a hexfield in space to see which civilization has influence there.
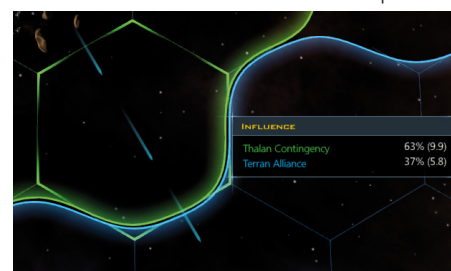
Tourism

To gain access to additional income through tourism you will need to research "Interstellar Tourism." After this you can see when you mouseover the income of a planet, that some tourism income is being generated. You can improve that income with tourism-related buildings like the "Port of Call."

Trade Routes

The AI will establish trade routes from their planets to yours. You can do that also, but if a trade route already exists between two planets you can't make another one. The longest trade routes are the most profitable.

Both parties benefit from a trade route, so even if the AI moves a Freighter to your planet, you get profit from that, too. To make a new trade route, build a Freighter in your shipyard. Once it's ready, you have to assign it a homeworld. That homeworld is temporary—if you want to change it, just move the Freighter to another planet and eject it again. The homeworld should be farthest away from the AI world you want to fly to. Sometimes it's good to move the Freighter to your world first and from there to the AI world. That establishes the trade route. Another way is to set your planet as shipyard sponsor and select the right one when the Freighter is built. That way you can fly directly to the AI world.

When your Freighter reaches the AI world for the first time, a short video appears and your first trade route is established. Now you never need to send a Freighter on that route again, and you'll get weekly income with it.

In the Govern screen, the Trade tab displays the current trade routes to your planets and what their profits are.

Above are your trade routes; below are the ones from the AI to your planets.

Under the minimap there is information on how many traderoutes can be established.

To get more you have to research more technologies in the Governance section.

Note: The value of a trade route grows over time. The older the route, the more valuable it becomes.

Shipyard - Improvement

If a new planet is farther than six hexfields away, it has to be added to a shipyard manually.

You can have a maximum of 5 planets sponsoring one shipyard. The amount of sponsored manufacturing decreases over a distance of six hexfields. There is a trait in the Pragmatic ideology that reduces the shipyard decay by 50%. There is also a civilization trait that reduces this decay by another 50%, which means you can move your shipyards where you like.

You can also build a shipyard on every planet and sponsor each shipyard with only 1 planet.
PRO: You can start building lots of ships simultanely.
CON: It takes much longer. And since you will upgrade your ship models later on faster than a ship can be built, it's better to build one new ship faster than waiting turns for an old model.

You should set every planet as sponsor of a shipyard, wherever that shipyard is. Otherwise your ship construction will go to waste.

Shipyard - Movement

If you select one of your shipyards, you can see in the lower-left menu the button "Unanchor." If you click on it, the shipyard will become movable.

Now you can move it to another spot. It can move 1 hexfield each turn. If you move it, it'll pause construction for this round.

You can move a shipyard around to get into the 6-hexfield range of another planet, or you can move it in the direction of another planet to decrease the construction penalty caused by the distance.

Sometimes it's also useful to move a shipyard closer to the frontline to get newly constructed ships there faster.

Once you have your shipyard positioned, click on "Anchor" again. Then you'll have to wait one turn until it resumes construction. If you forgot that you moved a shipyard, the b[...] the lower-right corner will remin[...] you when it reaches its destination.

Make use of *"Rally Points"* to direct new constructed ships automatically to where you need them.

Continuing Research

You should have researched "Interstellar Travel," its specialization "Transportation Specialization" and the "Universal Translator" by now. Other important technologies are (the order varies from game to game and depends on your game style, but it should give you a feel for what's important):

- **Colonization: "Planetary Improvement":** To get access to Xeno Farms.
- **Colonization: "Planetary Specialization":**
     A 3-star choice:
          - "Soil Enhancement": +1 Food on each planet
          - "Accelerated Growth": +10% growth on each planet
          - "Enhanced Production": +1 Raw Production on each planet
- **Engineering: "Ion Drive":** For faster ship drives.
- **Colonization:** "Xeno Industrialization": To get access to some important buildings.
- **Engineering:** "Orbital Manufacturing": To get access to the next size of ship hulls.
- **Engineering:** "Orbital Specialization":
     A 3-star choice:
          - "Skilled Ship Construction": +10% military manufacturing on all shipyards
          - "Improved Logistics": +5 to logistics (fleets can be 5 points larger)
          - "Storage Maximization": +10% Capacity (more mass available on the ship)
- **Warfare:** "Weapon Systems": To get access to the first weapons.
- **Warfare:** "Defense Systems": To get access to the first defense systems.
- **Governance:** "Xeno Commerce": To get access to tradeships and wealth buildings.
- **Governance:** "Commerce Specialization":
     A 3-star choice:
          - "Wealthy Population": +10% to Gross income
          - "Supportive Population": +4 to morale on all colonies
          - "Designated Trading Partner": +1 Trade license
     The best choice is "Supportive Population" normally, because with it you don't need to place other buildings for better morale anymore.
- **Warfare:** "Weapon Specialization":
     A 3-star choice:
          - "Targetting Specialization": +10% accuracy to all weapons
          - "Miniaturization Specialization": -10% mass to all weapons
          - "Production Specialization": -10% to construction cost to all weapons (refers to the time that weapons need to be constructed)
- **Engineering:** "Ion Optimization":
     A 3-star choice:
          - "High Output Drives": +10% to moves
          - "Drive Manufacturing": -10% to construction cost (refers to the time that drives need to be constructed)
          - "Drive Manufacturing": -20% Drive mass (you'll need less space on ships for the drives)

- **Engineering:** "Zero Gravity Construction": To get access to the next size of ship hulls.
- **Engineering:** "Zero Gravity Optimization":
    - A 3-star choice:
        - "Hull Reinforcement": +15% HP to all ships, including existing ones
        - "Shipyard Efficiency": -15% Manufacturing cost (refers to the time that ships need to be constructed)
        - "High Capacity Hulls": +20% Capacity (more mass available on the ship)
    - The best choice is "Hull Reinforcement" normally because more capacity also means longer production time. But some players swear by more capacity because their shipyards are pumping out ships so fast that the 20% doesn't really matter. Your choice!

- **Warfare:** "Defense Specialization":
    - A 3-star choice:
        - "Shield Specialization": -10% shield-cost
        - "Point Defense Specialization": -10% point defense cost
        - "Armor Specialization": -10% to armor mass
- **Colonization:** "Industrial Specialization":
    - A 3-star choice:
        - "Manufacturing Specialization": +10% to all manufacturing
        - "Research Specialization": +10% to research
        - "Industrial Specialization": -5% cost to manufacturing-buildings and research-buildings
- **Engineering:** "Advanced Construction"
- **Governance:** "Diplomatic Specialization":
    - A 3-star choice:
        - "Diplomatic Reasoning": +1 to diplomatic bonus, improves relationship to all races.
        - "Influential Voice": +10% Influence-growth for all starbases and colonies.
        - "Efficient Administrators": +4 Administrators and +10% on the amount of administrators.
    - The best choice is "Efficient Adminstrators" in a bigger map. In a smaller map it depends on how your relationships are and if you like to win through influence.

Every game is different, and sometimes events require you to adapt or change a tried-and-true research build. Maybe an AI attacks you before you have researched medium hulls. Maybe you need an alliance fast because an AI sits behind you and you have to split your forces. Some special technologies that could help you shift your focus are:

- **Interstellar Logistics / Fleet Logistics / Deep Space Logistics:** For larger fleets.
- **Beam/Missile/Kinetic weapons and Shield/Point Defense/Armor defenses:** For your ships.
- **Planetary Invasion:** To unlock the "Transport-Module" for invading enemy-planets.
- **Interstellar Alliances:** To form alliances with the AI.
- **Interstellar Survey:** For stronger sensors on ships and starbases.
- **Large Hull Construction:** Of course you want bigger ships!
- **Massive Hull Construction:** Bigger and bigger.
- **Hull Strengthening:** Unlocks Hull Repair Systems that repair your ships during fights.
- **Warp Field Theory / Hyperwarp Waves / Stellar Folding:** For faster and better drives.
- **Interstellar Tourism:** To activate tourism and get more income.
- **Extreme Colonization:** To colonize barren, aquatic and frozen worlds.
- **Atmospheric Cleansing:** To colonize toxic and radioactive worlds.
- **Carriers:** Active the "Carrier-Module", which is very handy for large and massive hulls. This tech mostly brings you to the next research-age, the "Age of Ascension", which unlocks a lot of strong techs.

There are lots more, but you get the point. The technology trees are huge and versatile—experiment to see what works best for you.
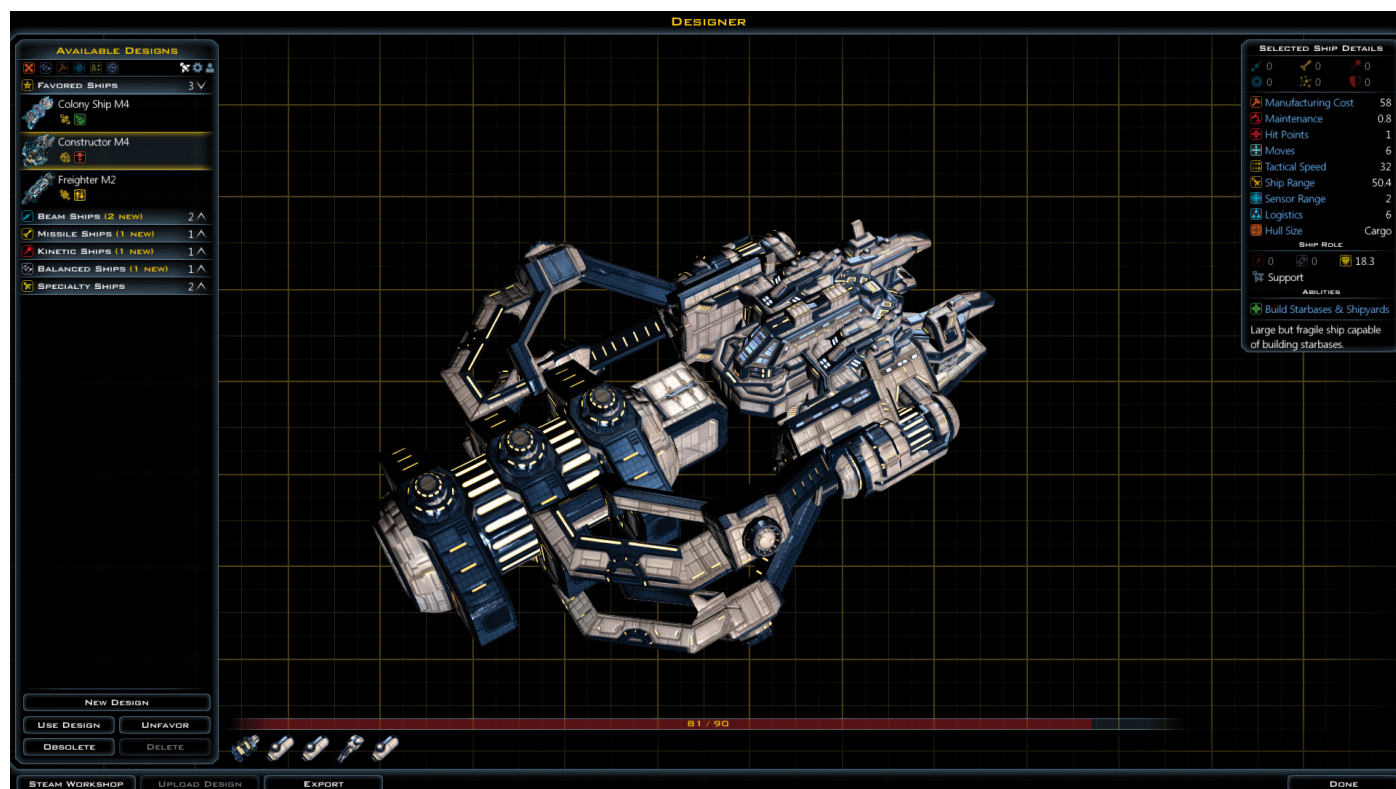
When you have finished some of your researches that improve your drives, it's time to create a new ship design. The newer technology is normally used automatically, but there is often something to improve.

Let's go to one of your shipyards and click in the lower-left corner on "Designer". Also you can click on "Designer" in the galaxy-view in the top-menu.

If you click on your Constructor, you can see in the lower middle 5 icons, which are the modules currently loaded on your ship. Above is a red line which shows in this example 89/90. That's the current mass / maximum mass.
With the menu at the lower-left you can control the designs:

- **New Design:** You start with nothing and design your own ship from the hull up.
  - **Use Design:** The selected design will be used. You can alter it, but it's mainly used to change the equipment.
  - **Unfavor:** Removes the ship from the "Favored Ships" list.
  - **Obsolete:** Hides this design temporarily.
  - **Delete:** Deletes the design.

Click on "Use Design" to continue.

On the left side there is a menu with the possible loadouts—everything that you have researched is there. You can change the design if you click on "Design Mode" in the upper-left corner. From there, you can change anything that you want. Click on "Equip" for the loadout again.
The line in the bottom-middle tells you what the current loadout is. The numbers indicate the mass, currently 89/90 in the above example. Below that there is a list of all mounted parts. On the right side you can see an overview of the ship's details and how they will appear in the game.
The first step is to remove all mounted parts—except for the Constructor Module—in the bottom line. To do that, just doubleclick on the parts in the line.

At the upper-left side you have 5 buttons, which all generate a pulldown menu:
- **Drives** = all speed/move-related things
- **Weapons** = everything you need to make your enemies cease to exist
- **Defenses** = everything you need to outlast the other guy
- **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
- **Support** = ship repair systems, more hitpoints systems

"**Drives**" has three submenus:
- Interstellar Drives = drives that increase your movement in the galaxy
- Sublight Drives = drives that increase the speed during a fight
- Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" with the "Hyperdrive Plus," you can easily see the difference: All variables change and the Plus version is faster.
- Drive Mass = how much space on the ship is needed
- Moves = how many additional base moves the ship gets with the drive
- Drive System Cost = how much time does the construction of the drive need
- Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

Click on the best drive once to add it on your cursor. Now move it to the ship and mount it where you like—aesthetically, it fits best on the back of the ship. You can also doubleclick it from the list, but the system just searches for the next free spot and mounts it there. If you do it this way, the drive could end up in front and the weapons in the back. This won't affect its performance, but it sure looks weird. Mount another drive on the ship to put 2 of the same drives in your list on the bottom line.

There is no need for a "Sublight Drive" because you don't need combat speed for this type of ship. The "Prototype Hyper Drive" is better than most of the normal drives, but it requires Promethion to build. If you end up mining a lot of it, use it for the prototype drive. Otherwise, just use the best normal drive available.

The next section is **"Weapons,"** but you don't need weapons on a Constructor. Same for **"Defense,"** the third section listed. The fourth section contains **"Modules":**
 • "Life Support": Increases the ship's range, or how far it can move away from your starbases or planets.
 • "Sensor": How many hexes of fog of war the ship clears around itself—how far it can "see."
 • "Colony Module": The module for a Colony Ship.
 • "Construction Module": The module for a Constructor. You have one mounted already on your ship.
 • "Cargo Module": The module for a Freighter.
 • "Enhanced Survey Module": The module a survey ship needs to gather anomalies.

There will be many more added to the game once you've researched better technologies.
You may need a "Life support module" on your Constructor if you are playing in a larger galaxy. In smaller maps you won't need that because your ship range is limited anyways.

The last section is called **"Support."** There is currently:
 • "Range": Increases the ship range of all ships in a fleet
 • "Hit Point Augment": Increases the HP of your ship
You don't need either of these for a Constructor.

If your ship is full, you can see how many moves it can make per turn in the upper-right corner. Notice it's more than it had before? A nice benefit from building and tweaking your ships yourself.
Remember that for when you have researched the next generation of drives, the "Ion Drive." Put as many drives as possible on the ship to make it faster.

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Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is. You will make lots of ship designs during a map and it's easier in the long run to keep this organized. A good name would be "Constructor --drive-- --amount--", so for this example it would be named "Constructor ION 4."

The "BATTLE ROLE" should be set as "SUPPORT". Use that for your ships that don't have weapons, they'll draw less notice that way. More on battle roles later in this guide. After saving you should be back in the Ship Designer again. Now you can see your new ship in the "Favored Ships" list. You can now "Unfavor" the old design. Do the same thing that you just did for the Colony Ship and the Freighter. For Freighters you should mount at least one life support module because this ship will need to fly deeper into space to planets far away.

> **Expert tip:**
>
> *Another good option is to create some kind of population-shuttle.*
>
> *As you already have learned, the population on a planet = Raw production. Raw Production is everything: Wealth, Research and Manufacturing. On new worlds you need more population faster than the Colony Ship can provide. So build a Colony Ship with 2 colony-modules on it, load it up at a planet where the maximum population is reached already and send it to the new colony. After that it can fly back and move the next settlers around to the next new planet you just have colonized. Only using it for already colonized worlds will not destroy it if you move it on the planet.*

Later, if you research techs that increase the hull capacity, you can put two Constructor modules on one Constructor. This way you can upgrade your starbases faster, since every upgrade needs one Constructor module.

Clicking "DONE" brings you back to the galaxy view. Now you have access to faster support ships in your shipyards. They will have a slightly higher build time because you put more things on them.

Resource "Durantium"

Durantium is needed for every planet. With one Durantium you can build a Durantium Refinery, which provides a straight bonus of 8 to manufacturing on that planet.

You should, if you can, place this building on every planet, starting with your home planet. Normally you should be able to find enough Durantium around.

It's also important to use the hexfield hubs on the planet. Place the Durantium Refinery where it benefits the surrounding buildings. Put this building at the top of the Manufacturing queue and set the focus of this planet to "Manufacturing" until it's finished. Once you have the Durantium Refinery, the social construction on the planet and the ship construction at the shipyard will be significantly boosted. Your main construction-planet or a planet near the frontline should also have a Durantium Refinery along with the Manufacturing Capital.

Durantium will be also needed for the "Prototype Durantium Driver."

Resource "Thulium"

Thulium is needed for your research-focused planets. With one Thulium you can build a Thulium Data Archive, which provides a straight bonus of 8 to research on that planet.

It's also important to use the hexfield hubs on the planet. Place the Thulium Data Archive where it benefits of the surrounding buildings. Once you have the Thulium Data Archive, the research on the planet will be significantly boosted.

It's a good idea to build special buildings like the Technological Capital on the same planet. This will level up the Thulium Data Archive with a straight +1 bonus each level, and the percental bonus raises the entire bonus. Thulium will be also needed for the "Prototype Survey Module" and the "Thulium Hull Reinforcement."

Resource "Elerium"

Elerium is mostly needed for beam weapons.

With one Elerium you can build an Elerium Defense Shield, which provides 75% to planetary resistance. It's good to combine it with the Hyperion Shrinker because its adjacency bonus is +3 to military buildings.

Elerium will be also needed for the "Prototype Elerium Beam."

Resource "Promethion"

Promethion is needed for your wealth-focused planets.
With one Promethion you can build a Promethion Reserve, which provides a straight bonus of 8 to wealth on that planet.

Try to get it in the middle of a tile hub and build wealth buildings around it. It's a good idea to build special buildings like the Colony Bank and the Financial Capital on the same planet. This will level up the Promethion Reserve with a straight +1 bonus each level, and the percental bonus raises the entire bonus.

Promethion will be also needed for the "Prototype Hyperdrive" and for the "Stasis Field Module."

Resource "Antimatter"

Antimatter can be used on every planet. With one Antimatter you can build an Antimatter Powerplant, which provides a adjacency bonus of +3 to all surrounding tiles. This is very powerful in combination with tile hubs.

The screenshot on the right side shows the Antimatter Powerplant is level 7. The building itself provides no bonus, but all of the surrounding buildings receive the +3 adjacency bonus.

Antimatter will be also needed for the "Prototype Antimatter Missile."

Planet Improvements

You can improve planets with a good usage of strong buildings. Surround them with normal buildings to get a good output. But on a new colony there are often some connected tiles with lots of gaps. The picture below shows a gap right beside the capital. For those gaps you can take advantage of planetary improvements. You can get the first one with the technology "Planetary Improvement - Planetary Soil Upgrade." You will get more later from other research projects.

In this example on the left, two factories and the "Planetary Soil Upgrade" will be built beside the capital. When they are finished, a Durantium Refinery can then be placed on the same spot. Many turns later, the planet looks like the picture below.

The next "Planetary Improvement" should be placed between the buildings. That will make it a perfect spot for an Antimatter

Powerplant, which can improve the Durantium Refinery and the Thulium Data Archive with +3.

"Planetary Soil Upgrade" is the first planetary improvemet that allows you to terraform one tile on each planet. The next ones are: **"Soil Engineering", "Terraforming Plant", "Habitat Improvement", "Resequencing Station", "Ultra Terraformer"** and **"Biospheres."** Every better version of planetary improvements can be assigned to one worse tile on the planet, meaning the last one can be set in the middle of the water while the first one has to be mostly on flat ground.

Buildings

First, some explanations:
"Raw Production" = Manufacturing, Research and Net Weekly Income.
"Population" = more Raw Production (like mining bases on asteroids).
"Gross Income" = The planet's income before subtraction of the planet's costs.
"Net Weekly Income" = The global income.

Straight Bonuses are like the "Durantium Refinery" on "Manufacturing" by +8.
Percentual Bonuses are like the "Basic Factory" on "Manufacturing" by +15%.
Straight and Percentual bonuses combined are quite powerful.

You have learned about some of the buildings already. Here are more, but this is by no means a complete list (the stats may vary):

Name	Planetary Bonus	Building Type	Notes
Basic Factory	+15% Manufacturing	Manufacturing	Upgradable
Research Laboratory	+15% Research	Research	Upgradable
Coordination Center	+20% Research	Research	Upgradable
Xeno Farm	+2 Food	Population	Upgradable
Colonial Hospital	+25% Growth	Population	Upgradable 1 each planet
Solar Power Plant	+25% Manufacturing	Manufacturing	Upgradable 1 each planet
Manufacturing Capital	+200% Manufacturing +25% Influence Growth	Manufacturing	1 each player
Hyperion Logistics System	-1 Logistics at the connected shipyard	Military	1 each player
Hyperion Supply System	+10% Ship Range at the connected shipyard	Military	1 each player
Hyperion Shipyard	+5 HP at the connected shipyard	Military	1 each player
Hyperion Shrinker	+10% Capacity at the connected shipyard	Military	1 each player
Hyperion Sensor System	+10% Sensor Range at the connected shipyard	Military	1 each player
Planetary Defense System	+10% Planetary Defense +10% Resistance	Military	1 each planet
Planetary Defense Dome	+50% Planetary Defense	Military	1 each planet
Orbital Defense Platform	+3 Assault Fighters in the planet's orbit	Military	1 each planet
Omega Defense System	+20% HP to ships in planet's orbit	Military	1 each player
Military Academy	+25% Resistance	Military	1 each planet
Consulate	+1 Influence Growth	Influence	Upgradable
Bureau of Labor	-	-	Able to set Raw Production freely 1 each planet
Market Center	+10% Gross Income	Wealth	Upgradable
Colonial Bank	+33% Gross Income	Wealth	1 each planet
Financial Capital	+100% Gross Income +25% Influence Growth	Wealth	1 each player

Name	Planetary Bonus	Building Type	Notes
Port of Call	+10% Tourism Income	Tourism	Upgradable 1 each planet
Embassy	+0.3 Diplomatic Bonus	Influence	Upgradable 1 each planet
Trade Post	+10% to all trade routes	Wealth	1 each planet
Trade Capital	+100% to all trade routes	Wealth	1 each player
Entertainment Center	+2 Morale	Approval	Upgradable
Amusement Park	+15% Morale	Approval	Upgradable 1 each planet
Entertainment Capital	+25% Morale +25% Influence Growth	Approval	1 each player
Promethion Reserve	+8 Wealth	Wealth	1 each planet Costs 1 Promethion
Thulium Data Archive	+8 Research	Research	1 each planet Costs 1 Thulium
Antimatter Powerplant	+3 to surrounding tiles	-	1 each planet Costs 1 Antimatter
Elerium Defense Shield	+75% Planetary Defense	Military	1 each planet Costs 1 Elerium
Promethion Pleasure Park	+6 Morale	Approval	1 each planet Costs 1 Promethion
Technological Capital	+100% Research +25% Influence Growth	Research	1 each player
Missionary Center	+1 Benevolent Ideology Point each 10 rounds	Influence	1 each planet
Elevation Foundation	+1 Benevolent Ideology Point each 5 rounds	Influence	1 each player
Temple of Enlightenment	+1 Benevolent Ideology Point each 5 rounds +33% Research	Research	1 each player
Preparedness Center	+1 Pragmatic Ideology Point each 10 rounds	Military	1 each planet
Intimidation Center	+1 Malevolent Ideology Point each 10 rounds	Approval	1 each planet
Citadel of Revenue	+1 Malevolent Ideology Point each 5 rounds +100% Gross Income	Wealth	1 each player

Other races often have unique buildings, as they have their own technology tree.

Planetary Projects

- **"Economic Stimulus"**: Gross Income +5% during project
- **"Research Project"**: Research +5% during project
- **"Cultural Festival"**: Influence +5% during project
- **"Military Subsidies"**: Military Manufacturing +1 during project
- **"Morale Allowance"**: Morale +1during project

There are others that become available later. These projects run continuously until you replace them with something else.

Ship Design - Small Military Ship

When you have finished research on "Orbital Manufacturing" you are able to build ships with a small hullsize. Before that the hullsize was tiny.

Let's go to one of your shipyards and click in the lower-left corner on "Designer". You can also click on "Designer" in the galaxy view in the top menu.

On the left side there is the building list that has the following headlines:
- **Favored ships:** Ships that you need often
- **Beam Ships:** Military ships with beams as weapons
- **Missile Ships:** Military ships with missiles as weapons
- **Kinetic Ships:** Military ships with kinetic as weapons
- **Balanced Ships:** Military ships with all three types of weapons
- **Speciality Ships:** Military support ships, carriers and support ships

The defenses on military ships are kind of random, and generally that's not great. Defenses are very important because if you get attacked with beams for example and you don't have shields against them, all other defense types are worthless to your ship.

Since you don't know which weapons your enemy will throw at you, it would be best to be prepared with ships that have all three defense modules mounted. The problem here is the small hull size: you can't mount many things.

Let's use an existing design and mount it with the weapons and defenses that are to your liking. For that, pick one of the small ships out of the list—just make sure that it has a small hull, which is always on top of the list if you have not researched better ones.

It doesn't matter if you pick the beam-ship or the kinetic-ship as a model, since you'll be removing every mounted part of the equipment anyway. It's just for the look. You are also able to change every part of your ship and come up with fully customized designs, but that is not part of this guide. You will find more information for that kind of work on the website and in the forum. Some players out there did already awesome work!

If you click on the ship, you can see in the lower middle some icons that show the components currently loaded on your ship. Above them is a red line that shows the current mass / maximum mass.

With the menu at the lower-left you can control the designs:
  • **New Design:** You will start with nothing and design your own ship from the hull up.
  • **Use Design:** The selected design will be used. You can change it, but it's mainly to change the equipment.
  • **Unfavor:** Removes the ship from the "Favored Ships" list.
  • **Obsolete:** Hides this design temporarily.
  • **Delete:** Deletes the design.

Click on "USE DESIGN" to continue. In this guide the "Defender" will be used from the "Missile-Ships"-section as an example.

On the left side there is a menu with all of the possible loadouts—everything that you have researched is there. You are able to change the design if you click on "Design Mode" in the upper-left corner. There you can change anything you'd like. Click on "Equip" for the loadout again.
On the right side you can see an overview of the ship's details and how they will appear in the game. Your first step is to remove all mounted parts in the bottom line. To do that, just doubleclick on the parts in the line.

At the upper-left side you have 5 buttons, each that generate a pulldown menu:
  • **Drives** = all speed/move-related things
  • **Weapons** = everything you need to make your enemies cease to exist
  • **Defenses** = everything you need to outlast the other guy
  • **Modules** = shiprange tools, sensors, carrier modules, weapon support modules, support modules
  • **Support** = ship repair systems, more hitpoints systems

"Drives" has three submenus:
  • Interstellar Drives = drives that increase your movement in the galaxy
  • Sublight Drives = drives that increase the speed during a fight
  • Interstellar Drive Augmentations = special drives and fleet-wide drive improvements

If you compare (mouseover them) the "Hyperdrive" with the "Hyperdrive Plus", you can easily see the difference: All variables change and the Plus version is faster.
  • Drive Mass = how much space on the ship is needed
  • Moves = how many additional base moves the ship gets with the drive
  • Drive System Cost = how much time the construction of the drive will need
  • Value = how much value will be added with that drive and therefore makes the ship more inviting for an enemy to attack

Click on the best drive once to add it to your cursor. Now, move it to the ship and mount it where you like—aesthetically, it fits best on the back. You can also doubleclick it from the list, but then the system just searches for the next free spot and mounts it there. If you do it this way, the drive could end up in front and the weapons in the back, for example. This won't affect its performance in battle, but it sure looks weird. Unless that's your style...

The "Prototype Hyper Drive" is better than most of the normal drives, but it requires the resource Promethion to build. If you're currently mining this resource, then mount this drive on your ship. If not, choose your next best option.

Your next step is to click on the **"Weapon"** symbol on the upper-left side. The weapons are divided in submenus:
  • Beam = beam weapons, medium range, medium mass, medium speed, good accuracy
  • Missile = missile weapons, long range, high mass, slow, medium accuracy
  • Kinetic = kinetic weapons, low range, less mass, fast, low accuracy

  • Enhanced Beam Weapons = beam weapons that require special resources to build
  • Enhanced Missile Weapons = missile weapons that require special resources to build
  • Enhanced Kinetic Weapons = kinetic weapons that require special resources to build

When you mouseover the weapons, you can see lots of differences:
  • Attack = the pure attack power
  • Range = the range that the enemy ship has to be inside to by hit by this weapon
  • Cooldown = fire rate of the weapon
  • Accuracy = will the weapon hit the target 80%, 90% or 100% of the time?
  • Weapon Mass = how much space is needed on the ship
  • Weapon Cost = how much time the construction of the weapon will need
  • Threat = how much threat will be added to the ship with that weapon, increasing the likelihood that an enemy will attack it first

Since you don't know which defenses your enemy will use, the best choice would be a mix of all weapons, but again the hull size is limiting. The prototype weapons are great if you have the resources available to build them.

In this example, we've mounted one beam and one kinetic weapon.

This ship won't have access to too many good weapons and technologies at this stage of the game, but some military ships are better than none once you've exhausted your need for Colony Ships and Constructors. Keep in mind, the AI counts your military ships, so if you only have a few, they may think that you are weak and are ripe for conquest.

If you have done this, your attack stats will appear in the upper-right corner. The bottom line shows you the current mass of the ship; there should be some space left for defenses. Every mounted part raises the construction cost of the ship, which means that the more you put on the ship, the longer it will take to build. The rush cost will also get more expensive the more parts you have.

You can build ships that don't utilize all of the hull space in order to produce them faster, but if you have space left over, like above, you should consider using it to strengthen the ship. It's always better to have one good ship than two really bad ones.

The third symbol in the upper-left menu is **"Defenses"**, which has the following submenus:
- Armor = defense against kinetic weapons
- Shields = defense against beam weapons
- Point defense = defense against missile weapons

When you compare the defenses with a mouseover, you see four possibilities:
- Mass = how much space is needed on the ship
- Cost = how much time the construction of the defense will need
- Rating/Strength = how much defense will be added if you mount this part
- Fortitude = how strongly defended the ship will look to an enemy, decreasing the likelihood that it will be attacked first

Choose two defense types—if possible—and mount them on your ship. If you're unsure which ones, a good rule of thumb is armor first, then shields. Your ship should be as full as possible now.

The fourth section contains **"Modules"**:
- "Life Support": Increases the ship's range, or how far it can move away from your starbases or planets.
- "Sensor": How many hexes of fog of war the ship clears around itself—how far it can "see."
- "Colony Module": The module for a Colony Ship.
- "Construction Module": The module for a Constructor.
- "Cargo Module": The module for a Freighter.
- "Enhanced Survey Module": The module for a survey ship that allows it to gather anomalies.

There will be more added to the game once you've researched more technologies. Since a small ship shouldn't by flying far away from your planets or starbases, you shouldn't need life support. The other modules need too much space for this size.

The last section is called **"Support."** The current options are:
- "Range": Increases the ship range of all ships in a fleet
- "Hit Point Augment": Increases the hitpoints (HP) of your ship

You shouldn't need any of these either. The HP sounds good, but more defenses are normally better than more hitpoints.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is. You will make lots of ship designs during a game and a bit of organization goes a long way.
A good name would be "Small --attacktypes-- --defensetypes--", so for this example it would be named "Small 3+2---12+8+24." You can also add those numbers in attack and defense and name it "Small 5-44." How you organize things is up to you, of course.

The "BATTLE ROLE" should be set as "Escort." More on battle roles on the next page. You are also able to change the ship description that appears in-game when you click on the ship.

Saving will bring you back to the ship designer again. Now you are able to see your new ship in the Favored Ships list. Click "DONE" to exit to the galaxy view.

Expert tip:
You can reload a Colony Ship on each planet. Just move it on the planet and eject it again for the small "Loading-window".
Also it's better to move Colony Ships on a planet first before you upgrade them to another shiptype - this way you don't loose the loaded population from the ship.

Ship Upgrading

When you research new techs and components for your ships, don't forget to upgrade your existing ships to take advantage of the latest technology. Say you built a "Fighter M1" twenty turns ago, and now you've researched better technology and have now made a new design for the "Fighter M2." You can upgrade your old M1's to the new model.

Expert tip:
Artifacts are sometimes very strong. At a very rare chance they complete your current planet project on the nearest planet or they finish the current research-project. You can exploit here a bit: Before you move your ship on the artifact, check that the nearest planet-project is one with a longer time. Also set your research for the moment to a tech which needs many turn. Maybe you are lucky.

But the AI can't do this, so if you want to play fair, don't do it.

To do that, click on the ship and select "UPGRADE" in the Command menu on the lower-left side. Now you will see a pulldown menu where you can select the possible upgrade options. Be careful, not everything is an upgrade. The computer just checks what's fitting for the hull design and gives you suggestions. As you can see, the upgrades are often very expensive. On top of that, the upgrading process takes a few turns and the ships can't move during the process, which makes them an easy target. Plan accordingly!

There are also some interesting cases where you can use upgrading to your advantage. It's possible to effectively transform one ship type to another using upgrades. For example, if you're moving a Constructor around and suddenly stumble over a new habitable planet, you can upgrade the Constructor to a Colony Ship. Sure, it has no population, but it's better than letting another faction snag the planet. You can also upgrade a Colony Ship into a Transport later in a game. Or a Freighter into a Constructor... starting to get the idea?

Every ship has a role to play in a battle. A fleet will never fly all ships next to each other in a line and attack the enemy. For that there are battle roles. You can choose a ship's battle role when saving a new design.

There are six options:
Support: Ships that support the fleet or have a special role in-game
Capital: The heart of the fleet with support modules and long-range weapons
Escort: Ships that protect Capital and Support ships
Assault: They will attack high-value and high-threat targets
Interceptor: They will attack enemy Support ships and high-value targets
Guardian: Ships that defend Support ships and high-value targets

With every component you mount on a ship, you'll raise or lower the "Value" / "Threat" / "Fortitude" of the target. All ship equipment has at least one of these attributes assigned to them. "Threat" is assigned to weapons (beams, kinetics, missiles), "Fortitude" is assigned to defenses (hull plating, shields, point defense) and "Value" is assigned to other equipment (drives, life support, modules). The hull size also influences what role a ship will have. A default role will be assigned when saving the design, but the role can be manually changed to any role you wish.

Target/Attack Priority:

Ships will begin combat with the highest priority enemy as their target. If their target is out of range, they will fire on any other enemy ships within range until their highest priority target ship gets close enough. You can see which enemy ship it's considering as their target by hovering over the ship icon in the lower part of the screen while in the battle viewer or by selecting the ship on the battle map.

Ships will fire on targets higher on their priority list. This could result in loss of focus fire when ships with different roles have different priority targets within range. A ship will also stop firing on an already damaged enemy in favor of its higher target priority coming into range, even if the previously damaged enemy is near destruction. For example, interceptors that have a guardian as their primary target will fire upon enemy interceptors while they pass each other, but will continue moving towards the guardians and eventually firing on them.

Defend priority:

Defend priority causes a ship to stay near an ally that it is protecting. It does not affect the ship's primary target but only whether or not it's willing to move forward towards its primary target. If the ally it is defending starts moving forward, so does the ship defending it.

Because of the defend priority, a guardian will not move forward and join the battle until its support ship starts to move forward. (Support ships remain at zero speed at the map edge until all ally interceptors, assault ships and capital ships have been eliminated). It will, however, attack any enemies that come into range.

An escort will move forward and attack enemies if it is defending a capital ship. An escort that is defending a support ship, however, will remain in the back out of combat, similar to the guardian as described above. The escort ship will only move forward once the support ship starts to do so.

Expert tip:
If you are watching a battle in the battle-viewer you will notice that all ships are moving on the screen, whatever battle role they have.
But if you select the ship and view it, you will see that its speed is zero, and the ship is not really moving. This causes a discrepancy between where the ships appear in the battle viewer versus where they really are on the battle map.

Tactical Speed:

Tactical speed determines how quickly a ship moves during combat.

You can view a ship's current speed by selecting the ship in the battle viewer. Most ships start out at a low speed when combat begins, about 1/4 maximum speed, and move towards the center of battle. Once any ship starts firing, all ships that are moving will increase their speed and advance towards their primary target as quickly as possible.

Support ships start in the furthest back starting position and will not advance forward until there are no ally attack ships (interceptors, assault ships, and capital ships) left in its fleet. As long as at least one of these ship types remain, the support ship will maintain a zero speed. Any ships defending the support ships will move around at low speed but will remain in the back with the support ships as well. As soon as there are no remaining ally attack ships, the support ships will begin moving forward to join the fight, along with any defending guardians and escorts that are there as well.

Ships' starting location:

The battle role determines the position in the fleet and the starting location in a fight. It begins at 1000, far in the back of the fleet, and ends at 1800, which is far in front of the fleet.

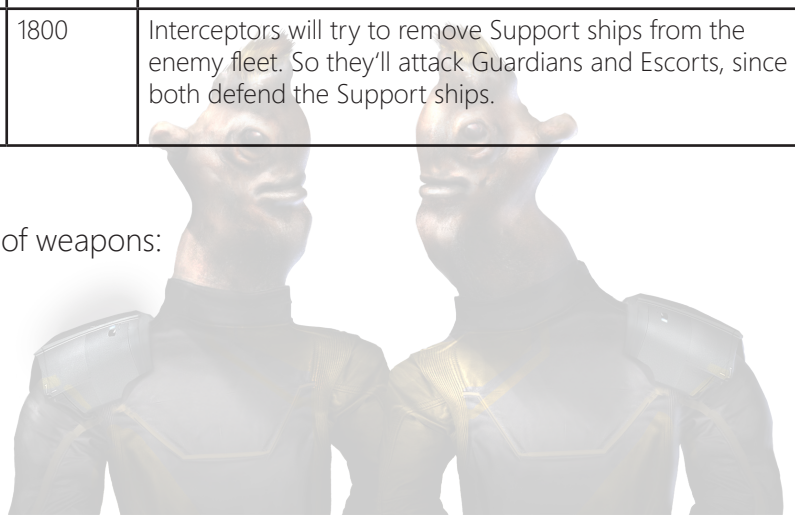| Battle Role	Target Priority	Defend Priority	Starting Location	Notes
Support	Will only attack if all other types are gone, then Interceptors first, then Assaults	--	1000	These ships should stay alive until the end of the fight. They are unarmed or they just have augmentations mounted that support the whole fleet.
Guardian	Will only attack if the defended ship attacks. Attacks Interceptors first, then Assaults, then Escorts	Defends Supports if available, then Capitals, then Escorts	1200	These ships protect the Supports. But they won't fight until all other targets are destroyed. If there is no Support in the fleet, they defend Capitals. If there are no Capitals available, they defend Escorts.
Capital	Escorts - Capitals - Assaults - Interceptors - Guardians - Supports	--	1400	Capitals should have less defense and lots of attack. They stay behind their fighters and shoot with ranged weapons, while supporting their fighters in the fleet. Capitals can also have support modules mounted because they stay nearly as long in the fight as supports.
Escort	Assaults - Escorts - Capital - Interceptors - Guardians - Supports	Defends Capitals and Supports	1600	Escorts defend your Supports and Capitals, but since they start more in front of the fleet they will take part of the battle in most cases.
Assault	Escorts - Capitals - Assaults - Interceptors - Guardians - Supports	--	1700	Assaults will attack Escorts and then Capitals. The pure battle ship.
Interceptor	Guardians - Escorts - Supports - Interceptors - Assaults - Capitals	--	1800	Interceptors will try to remove Support ships from the enemy fleet. So they'll attack Guardians and Escorts, since both defend the Support ships.

Weapon Range:

It's useful to compare the range and fire rate of weapons:
Missiles: 1400 and slow fire rate
Beam: 1000 and medium fire rate
Kinetic: 700 and fast fire rate

A Capital ship with kinetic weapons would not be the best choice because.you will start farther behind in the fight and will take time until it is in kinetic weapon range.

Same for Interceptors if they have missiles mounted. Since they are already close to the enemy at the beginning of the fight they need faster shooting weapons like kinetic and beams.

Strategy:
Having different types of ship roles can lead to some serious disadvantages. For example, if you have a fleet consisting of half Interceptors and half Support ships, the Interceptors will fly straight into the enemy fleet while your Support ships stay back out of range. This effectively means you have split your fleet into two forces, which will likely lead you to take heavy losses.

It's more effective to assemble a fleet where everything goes in hand-in-hand. Ships should be specialized for their job in a battle.
A good and easy start is to use just Capital and Escort ships. The Capital ship stays a bit behind and will take no damage until the last Escort is gone, while the Escorts soak up damage and fight in front. This leads to the following ship designs:
Capital: mostly missiles and some beams, support modules for the whole fleet, no defense.
Escort: less missiles, maybe some beams, some kinetic, but mostly defense.
Then you can add some **Assaults** and **Interceptors**, but keep in mind they will get destroyed faster. Make use of Carrier modules later in-game, since they contain drones that help protect those kinds of ships. **Supports** are good for carrying support modules for the whole fleet with **Guardians** to protect them.

Of course, there are plenty of combinations to try out!

Fleets / Logistics

If you move a ship onto another ship they will automatically combine into a fleet. When it doesn't work, you'll see a red symbol over the ships that are now flying behind each other.
When you select a ship, you'll have another line in the lower-left menu that says "Stacked Ships": 2.

There will also be a 2 if there is one ship and one fleet behind each other. Click on the button "Manage" and you'll be directed to a screen where you are able to "Manage stacked ships and fleets." You can now combine ships to a fleet while pressing CTRL and select the ships you want. Or select the fleet, "Disband" it and "Create" a new fleet. In the upper-right corner you can also see the current and maximum logistics.You can gain more logistics by researching technology upgrades. Getting as much as you can is important for ships with large hulls. The bigger the hull is, the more logistics you need. For example, a medium hull needs 5, a large hull 10 logistics. Click "DONE" to continue.

Watch the battle roles of the ships that you are combining into fleets. For example, if you combine an assault and a support, they will fight AFTER each other and get killed, fast. If you have some fighters and some transports, put the Transports in a separate fleet during fights. For protection, move them back in the fleet at the end of your turn and move them out in the next turn again. Make your assault fleet as strong as possible. You should always fight with a Support or Capital ship that has support modules for the whole fleet mounted, especially weapon and defense improvements and repairing systems. This way you always have a strike force if something big and unfriendly comes into view.

In the galaxy view you can also see the current and maximum logistics if you mouseover a fleet.

Ship Design - Static Sensor Ship

On starbases you can build better sensors that widen the radius where the fog of war is removed. There
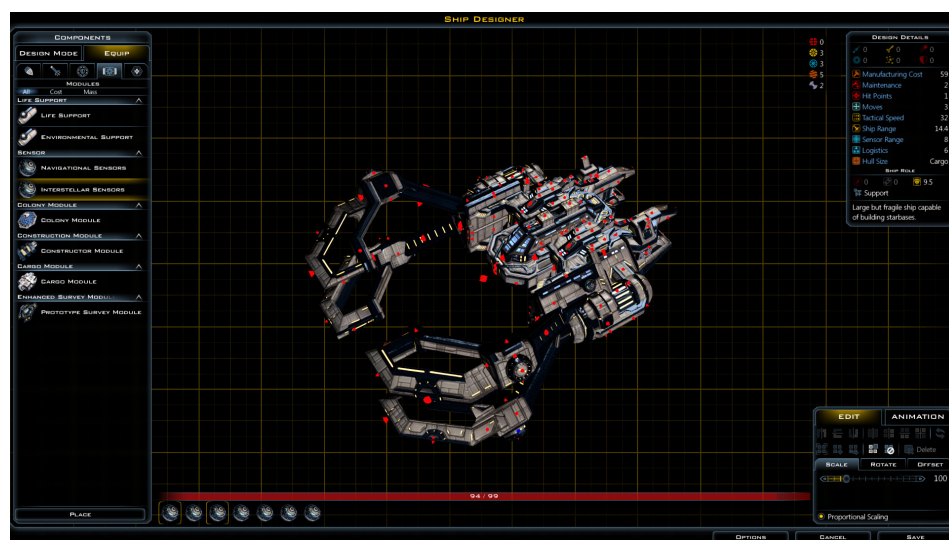
is an easy way to give your planets and shipyards a wider sensor range, too: a Sensor ship.

Open the "Designer," choose the Constructor and click on "Use Design." Now remove all mounted parts, including the Constructor module.

Click on the fourth section in the upper-left called "Modules" and load as many of your best sensors onto the ship. It looks very weird, but if you check the sensor range on the top-right side, it works well.

To make it a bit easier on the eyes, click with the right mousebutton next to the ship. Now the sensor that was loaded on your mouse is gone. The red dots on the ship, which are called design gizmos, are also gone.

Now click on the front arm-part of the ship and use the slider in the lower-right corner in the menu called "SCALE." Move that slider to 10. After that, click the next part of the ship-arm and do the same. Now only the body remains and it looks a bit better with just a few clicks.

Save it as "Sensor Ship" or whatever you like, move it where you want it and you won't get surprised by incoming enemies.

Ship Design - 2 Medium Military Ships

When you have researched "Zero Gravity Construction," you gain access to medium hulls, the next size after small hulls.

This guide will show you two different variants of the medium ship. First up is the battle role "Escort."

Go to the "Designer" and select a medium-hull design from the left side that you like. Click on "USE DESIGN" to continue. In this example, a Corvette will be used.

Remove all mounted parts of the ship in the lower-middle line so that the mass is 0.

In the section **"Drives,"** select the best normal drive that you have and mount 1 of it on the ship. Use the Prototype drive only if you have a healthy supply of Promethion.

Next up, take a look at your **"Weapons"** selection.

Mount 2 of the best beam weapons and 2 of the best kinetic weapons on your ship. No more than that since Escort ships aren't made to be big damage dealers. That's not their role in your fleet.

After that, it's time for **"Defenses"** in the third section.

This is the most important part of the Escort because it will come under fire in every battle.

Mount all 3 types of defenses on the ship until it's fully loaded.

You don't need "**Modules**" and "**Support**" equipment on a ship this size. On larger hulls it's useful to mount dodge systems and carrier modules in the endgame.

Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is.

A good name would be "Medium --battle role-- --attacktypes-- --defensetypes--", so for this example it would be named "Medium ESC 6+4---12+16+24." You can also add those numbers in attack and defense and name it "Medium ESC 10-52." It's your choice, of course.

The "BATTLE ROLE" is now "Escort." You are able to change the ship description now too if you so choose.

After saving you come to the ship designer again and can see your new ship in the "Favored Ships" list.

Now it's time to make the second variant of a medium-hullsize: a Capital ship.

Select another design now (to make it easier to see in the galaxy view later) and click on "USE DESIGN." In this example, a Frigate will be used.

Just like before, remove all mounted parts of the ship in the lower-middle line so that the mass is 0.

In the section **"Drives,"** select the best normal drive that you have and mount 2 of them on the ship. Use the Prototype drive only if you have a healthy supply of Promethion.

Now it's time for the **"Weapons"** in the next section. You can finally use your Prototype weapons because you'll be building a limited number of Capital ships. A good ratio for a fleet is one or two Capitals and double or triple that amount of Escorts.

Mount one "Prototype Antimatter Missile" if you have the resource Antimatter and one "Prototype Elerium Beam" if you have the resource Elerium on the ship. You don't need short-range kinetic weapons because the Capital ship will stay behind during battle. Maximize the mass of the ship with weapons.

You don't need **"Defenses"** for this type of ship.

In the **"Modules"** section are good support options for Capital or Support ships if you have the space. Some of the options that you have currently are:
  • Rapid Recharger: Increases the fire rate of beam weapons by 30%, but lowers the damage by 15%.
  • Missile Assister: Increases the fire rate of missile weapons for 25%.
  • Launch Assister: Increases the fire rate of missile weapons by 50%.
  • Rapid Reload: Increases the fire rate of kinetic weapons by 50%, but lowers the accuracy by 15%.

These are helpful if you concentrate on one weapon type on your ship. Since you don't have the highest tiers of technology yet and have two kind of weapons mounted, they might be less effective. If you have only missiles mounted and space left over, but not enough for a weapon, one of the modules might fit. Sensors are nice to have, but you can also build a sensor ship and move it near your fleet.

"Support" equipment is also good for Capitals and Supports. Here are some interesting ones:
  • Missile Guidance System: Increases the accuracy of all missile weapons in the fleet.
  • Missile Guidance Array: Increases the damage of all missile weapons in the fleet.
  • Targeting Array: Increases the accuracy of all weapons in the fleet.
  • Structural Enhancement Field: Slowly repairs all ships in the fleet during battle.

Space is the limiting factor here, but evasion modules and repair drones that support the whole fleet are great on a Capital ship. Click on "SAVE" to continue. You should save this ship with a name that makes it clear what version it is.

A good name would be "Medium --battle role-- --attacktypes-- --defensetypes--", so for this example it would be named "Medium CAP 25+24." You can also add those numbers in attack and name it "Medium CAP 49." It's your choice, of course.

The "BATTLE ROLE" should be set to "Capital."

You are also able to change the ship description at this time.

After saving you come to the ship designer again and you are able to see your new ship in the "Favored Ships" list.

> **Expert tip:**
> In a larger galaxy its useful to have a fast survey-ship. Also it's great to have a fast ship with high sensor range for more efficient exploration.
>
> You can try building a medium-size hull with the Survey-module on it, much speed and one weapon, but then the hull is mostly maxed out.
>
> Why not use 2 ships? Build a strong attack survey ship with high speed as "Escort" and a unarmed ship with sensors and also high speed as "Support". Then combine them into one fleet!

Now you can start producing good ships. Build one Capital, followed by two Escorts and so on. The Capitals will be constructed faster because of the lack of defenses.

Ship Design - Large Military Ship

Large ships have lots of mass to work with, but that's because they require lots more equipment to power and move them properly. After all, a single starting Ion drive can power a tiny ship with around 40 metric tons mass to 4 moves. To provide the same amount of moves to a large ship with around 260 metric tons, you need a much stronger, and therefore larger, Ion drive.

Logistics also becomes more important here. A large hull needs 10 logistical points, which makes them harder to put in fleets. Sure, the hitpoints are higher and you can mount more equipment, but until you have the logistics to spare, two good medium-hull ships are better than a weak large ship. You should start building large hulls when you have enough capacity and miniaturization specializations.

A good option is to make the large hull your Capital ship and build more medium hulls as Escorts, Assaults or Interceptors. The large hull will need more time for construction and meanwhile you can build some other ships for the fleet. The advantage of a large Capital is that you have more mass for support modules.

Ship Design - Huge Military Ship

It works the same way as the other hulls: enter the "Designer," pick a huge ship that is to your liking and click on "Use Design."

You've probably researched better technology than the ship in this guide by now, but you will get the point on how to squeeze the maximum out of the ship. It will be a Capital because a huge hull will need a long time to be built. Use the other battle roles for medium- and large-hull ships.

In this guide the "Avatar" will be used as an example. Remove all components on your ship until the mass is 0. Then add as many **drives** as you wish or need to have the same speed as the other ships that will join the fleet around this Capital.

Before you mount weapons, you should check the **"Support"** section. You should have a "Structural Enhancement Field" available, which slowly repairs all ships in battle. Or perhaps you have better tech like "Repair drones" already. Put the best option on the ship now. Also mount other fleet-wide boosts on your design.

Then move on to **"Modules."** It's useful to give a huge Capital some sensors so that the view around the fleet is larger—you have the space for it. Then you should add the weapon augmentations that provide fleet-wide bonuses. Since the Capital will stay behind and survive until the rest of the fleet is destroyed, it strengthens all weapons of all other ships. Fleetwide dodge modules and movement improvements are also welcome.

Another important thing is the **"Carrier module."** A Carrier module has some small hullsize ships on board. They will fight in every battle until all of them are destroyed. Then the Carrier module reproduces the ships for the next fight. That's really powerful. The normal Carrier module carries 2 Assault or Guardian fighters. Later, there is one with 2 Interceptor fighters. And in the endgame, you can research one with 3 Assault fighters. You should place at least one Carrier module on your Capital. They need a lot of space but are great.

Since you don't need defenses on a Capital, you can fill up the rest with long range **weapons**. In the end you'll get a very nice ship that supports the fleet's attack and defense, repairs the whole fleet, has nasty fighters on board and attacks all the time with long-range weapons. Save it as "Capital" of course and give it an awesome name!

Alliances

There are different alliances you can offer the AI. They are all in the trade screen in the section "Treaties." Most treaties will last 50 rounds. In some cases you will also get a treaty offer from the AI.

Some treaties need a good relationship with the race. For instance, "Alliance" needs 9, which is close to maximum. Mouse over the treaty to see the current relationship level. You can also make a "Non-Aggression Pact", where both sides agree not to declare war on each other for 50 rounds. A "Research Treaty" provides you and the other race a 25% research bonus.

If you are stronger in military, the AI will pay very well for a non-aggression pact or an alliance. If you are the weaker party, you sometimes have to pay a premium.

Peace

During a war the AI sometimes asks for peace. Usually they do this if they are also at war with another race or you are close to beating them.
You are also able to ask for peace. Open a trade with the faction and offer your treaty "Peace" and something else—maybe the AI will be accepting. Most of the time it's expensive and the AI will only be satisfied if you throw a planet into the deal. You'll have to decide how much peace is worth to you.

Culture Flip Planets

It's possible for you or the AI to culture flip planets. For this, you need a stronger influence zone than the AI. You don't have to be at war with them. A culture flip is a peaceful action and no one will be angry about it—except you if the AI does it to one of your planets.

If the planet is overlapped or consumed by a foreign zone of influence, the people on the planet get disatisfied over the time. When the colony rebellion is at 100%, they will join the foreign civilization and flip the planet to the other player.

The rebellion percentage depends on the comparisation of your culture to theirs locally. Generally, a rebellion will start when the ratio is 2:1. The more, the better! You can hasten this by building a culture starbase nearby and culture buildings on close planets.

A mouseover on the planet will tell you the current state of the unhappy people and a red unhappy face appears over the planet icon.

There are also planets that are immune to culture flipping. The Malevolent ideology Malevolent also has this ability. The more resistance a planet has, the harder it is to culture flip.

Planetary Defense & Resistance

You will need population to defend your planets. On the planetary screen you can see your "Planetary Defense." That is the percentage that will be taken from the population and become your defenders against an invasion. These defenders will get bonuses from the "Resistance" show on the planetary screen.

There are several technologies that you can research to improve planetary defense and resistance. You can also build special buildings on the planet's surface. Later in-game you can research technologies that allow you to place buildings that launch some ships into orbit for defense.

The AI will normally put defending fleets combined with garrisons first on their main planets, then on the surrounding planets and so on. That's a good strategy to copy. You also can build large sensors and be prepared for when an enemy comes. Some players like to have a kind of sensored frontline where all starbases, shipyards and planets on the frontline have a big sensor range with modules or ships. That way you won't get surprised.

Invading Enemy Planets

To declare war on an AI, you can use the Diplomacy screen. Or you just attack a ship or invade a colony

that the AI owns. An aggressive tactic is to move your fleets to important sections of the AI's zone and attack when you are ready. They will see your military build-up and be concerned for sure. It's kind of an exploit though because the AI won't do that. They always declare war on you and some rounds later they come knocking at the door.

In a time of war, you need to try to invade the colonies of the AI to widen your empire and to weaken the enemy.

For an invasion you will need Transports. You can only build Transports if you have researched the technology "Planetary Invasion." They'll be built in a shipyard like any other ship. When the Transport is ready, there will be a small window containing a slider that asks you to load people from the planet on the Transport. Yes, normal people will be armed and fight for you! Just remember that the planet has to be within 6 hexfields of a shipyard to load the Transport.
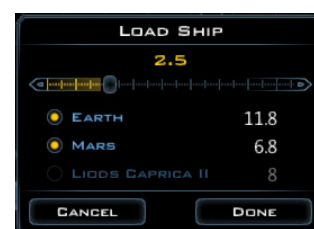
To invade a planet, you have to remove the enemy ships in orbit first. You should also destroy the shipyard to prevent more enemy ships from being built.

On the screenshot you can see this planet owned by the Krynn is defended by 9 ships. In the lower-left corner you can see more details about the planet and its defending fleet. If you zoom in on the planet, you will even see the ships flying around it!

When you select your fleet that awaits to attack the defenders, you will receive a fairly accurate "Battle Prediction." In this example, it says "Victory Certain," meaning it's safe for your forces to attack.

Your surviving ships will gain experience after every fight, and sometimes they will level up, which provides some more hitpoints as a reward. It's useful not to waste ships. They repair over time very slowly, or you can research a "Hull Repair System" for them.

When the orbit is clear of enemies, the invasion is ready to start. Below you can see the "Invade" screen, which in this example shows the Terran Alliance against the Krynn Syndicate. The Terrans invade with a force of 2.4. They have researched an invasion tech that provides Soldiering +30%, and they have an "Invader power" of 3.1. Their casualties will be low during the invasion.

The Krynn defend with a force of 9.9, but not everyone will fight against the invasion because of the 30% resistance on the planet. Their "Defending score" in the end is only 2.9.

The Terrans will use the **"Conventional Warfare"** because it's safe. If the defenders were stronger, the invaders could use **"Planetary Bombardment,"** which does damage to the planet and can destroy buildings. The invaded planet gets -50% approval for the next 50 turns. **"Information Warfare"** reduces the defense and resistance by 25% and causes low damage to the planet. **"Biological Warfare"** reduces the defense by 50%; the same works for **"Tidal Disruption."** The **"Core Detonation"** reduces the defense and resistance for 50%, but some tiles could be completely destroyed and unusable.

For every invasion tactic besides "Conventional Warfare," you have to pay a certain amount of credits. Note: Some civilizations or planets are immune to certain invasion tactics.

When the planet is successfully invaded, one Transport is consumed, no matter how many people were onboard it. The more people that were on the Transport, the more there will be on the invaded planet, minus those that perished during the invasion.
Now you are able to improve the planet to your liking. Add it to a shipyard or build a new one. Don't forget to deactivate auto upgrading in the planetary govern screen.

If you invade a planet where, for example, there is a Durantium Refinery already, the Durantium will be removed from your stockpile. The same goes for all buildings that require resources to be built
.
When the last planet of a civilization is invaded and their last Colony Ship is destroyed, the civilization will be removed from the current game. If there are some ships without a homeworld remaining, they will be converted into pirates.

Hyperion Buildings

There are some special buildings in the game that are called Hyperion. The most important one is the Hyperion Shrinker. It increases the hull capacity of all new ships built at the shipyard that the planet sponsors.

As shown in the screenshot to the right, you can build the Hyperion Shrinker next to an Antimatter Powerplant and some military buildings that provide adjacency bonuses to the Hyperion Shrinker. At each level the building receives +5% Capacity, meaning your ships can get +5% more capacity. It works the same way with the other Hyperion buildings to provide more range, better sensors and so on.

Use a planet where you have a good hub for it and start building ships with more capacity at the connected shipyard. Since you can only do this once, try to choose a strong planet at the frontline and place your manufacturing capital there, too.

Bureau of Labor

This is another special building. It's heaven for those players who enjoy micro-management. It removes the 3 focus buttons on your planetary screen and adds the adjustment wheel to the Govern tab.

With it, you can set the wheel for this planet, separate from all other worlds in your empire. To do this, deactivate the button in the lower middle called "Use Civilization Production Levels."
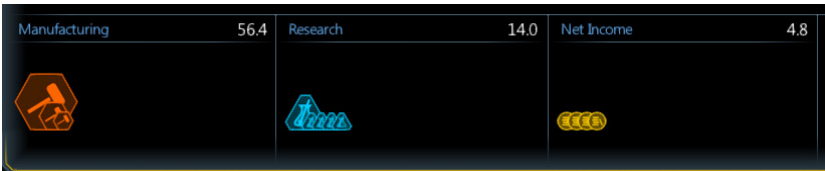
Normally, the planetary focus leaves a small percent on the other two remaining parts. With the Bureau of Labor you can set them to zero, while the other receives the full 100%.

This is handy if you like to squeeze the maximum out of a colony for one specialization: Research, Wealth or Manufacturing. This way, the colony will always give the best output for that specialization, no matter what you are changing globally.

Galactic Events

Galactic events are random events that can occur during a game. The player can choose the frequency of galactic events during the creation of a new game. They offer a bonus and/or penalty to all players. Unlike the Colonizing events and Mega events, these events do not feature an ideological choice.

Example "Golden Age":
The entire galaxy has entered a new age of prosperity. Businesses are thriving, the standard of living across all civilizations increases at an incredible rate, and tax income everywhere is rolling in. The galaxy's economic experts state: "This is the new normal. Nothing could possibly go wrong!"
Effect: +20% Economy to all factions

Mega Events

Mega events are a type of optional random event. The player can choose the frequency of Mega events during the creation of a new game.

Mega events always come with an ideological choice. This way you are able to raise your ideological points even after the Colonizing events end.

An example you can see on the picture.

Expansions & DLCs

DLC "Mega Events"

This DLC (Downloadable Content) will add more Mega events to your game. It also contains several ship designs and ship parts.
Event Examples:
- **Dread Lords Return:** A dormant Dread Lord colony awakens. Stop them before they become too powerful and wipe out all life in the galaxy.
- **Peacekeepers:** A large force of time-travelling robots appear and declare that they have been sent back to stop the conflicts that endanger the future.
- **Space Monsters:** Dangerous space-faring creatures, the distant relatives to the Living ships of the Dread Lords, begin to appear in the galaxy again. They will continue to spread until exterminated.
- **The Artifact:** A mysterious precursor Artifact appears and starts boosting the power of a previously weak race. Their power begins to grow each turn. The only way to stop them from becoming gods is to kill them first.

More info and/or order here:
www.galciv3.com/store#dlc

DLC "Precursor Worlds"

This DLC contains 12 new Precursor planets that have unique traits. They are stronger than normal planetary traits, and the planets have mostly a high class. For these worlds several new Colonizing events are added.

You can also now find Precursor Anomalies around. These are strongly defended (you may need around 3-6 small ships), but they will reward you with a big bonus, like credits, research points, logistic bonuses, resources and more.

Don't attack those anomalies with your survey ship alone! It will get destroyed!

More info and/or order here: *www.galciv3.com/store#dlc*

DLC "Lost Treasures"
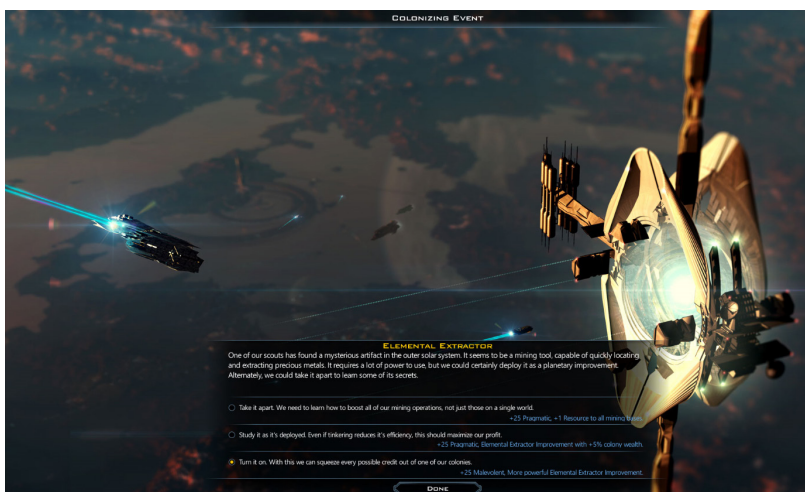
Includes new Colonizing events, new galaxy-unique Planetary Improvements and new ship components.

Discover dozens of new and powerful ship components like the Ancient Singularity Cannon, Subspace Splinter, and the Hyper Gate Core. Your Ideology Choice may affect how these new components work on your ship.

The AI uses these new ship components also, of course, when they colonize with one of the new events. More info and/or order here: *www.galciv3.com/store#dlc*

DLC "Mech Parts"

Contains the ability to create giant mechs. It comes with dozens of new ship parts with a robot theme, including frames, beams, hooks, heads and more, also with two new color styles. More info and/or order here: *www.galciv3.com/store#dlc*
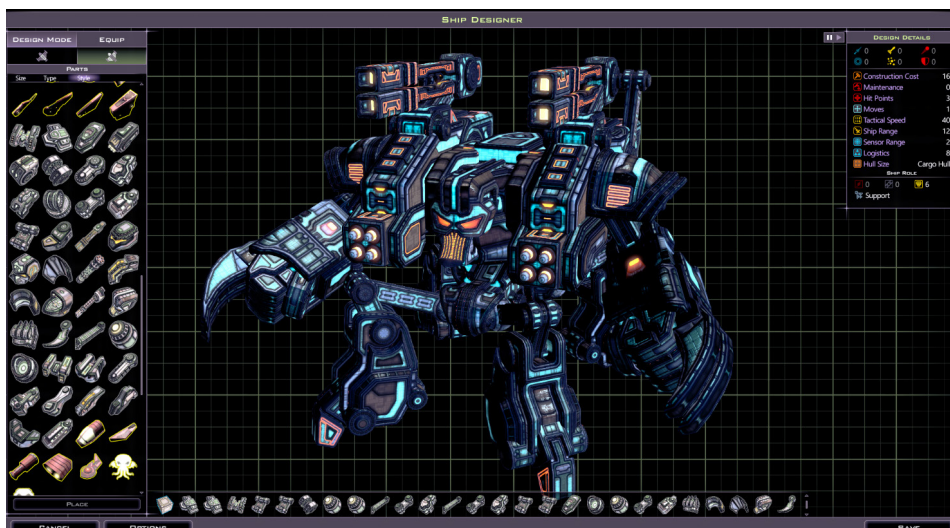
Free DLC "Builders Kit"

Contains hundreds of new parts for unique ship designs. If you like to design your own factions with unique ships, this is your DLC.
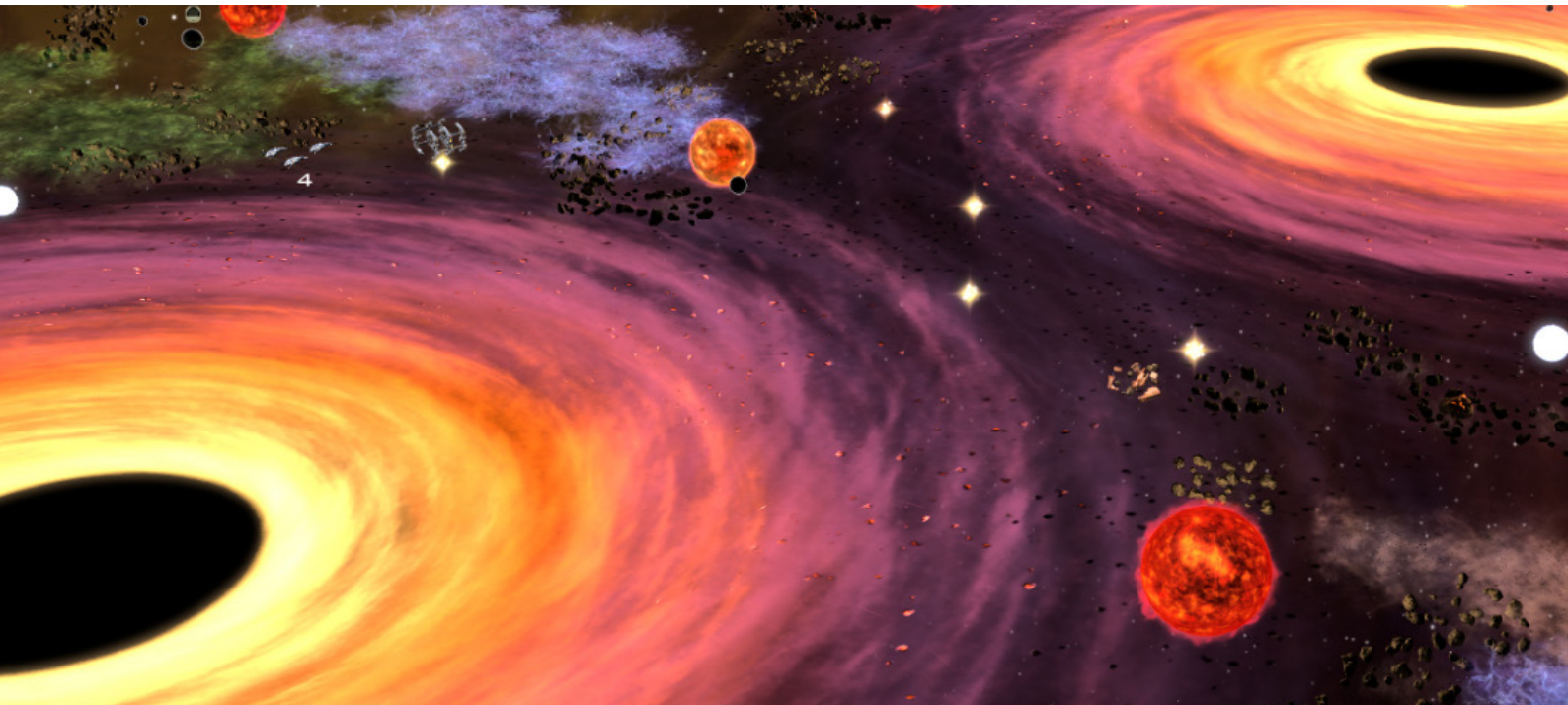
More info and/or get it here:
www.galciv3.com/store#dlc

Free DLC "Map Pack"

The "Map Pack" DLC contains a map editor, 8 maps primarily for multiplayer and a Milky Way scenario map, starting from Earth.
More info and/or get it here: *www.galciv3.com/store#dlc*

Note:
All campaigns, also the campaigns of the DLCs, will run with the
"Base Game" and with newer versions like "Crusade" or "Intrigue".
But it's best to run the campaigns with the "Base Game v.2.33", because Crusade and Intrigue are newer and the new gameplay mechanics don't fit perfectly in the previous released campaigns.

You can activate the "Base Game v.2.33" in steam
when you do a right mouseclick on the game and select properties there.
Go to the tab "Betas" and select from the small menu "galciv3classic v.2.33 Release".

It will take some download-time until you are ready to go.
Undo this if you want to play the newer versions again.

DLC "Revenge of the Snathi"

Contains a new faction, the Snathi, as a major race (you may already know them as a minor civilization). It also contains a new campaign about the Snathi trying to conquer the galaxy in the name of the Dread Lords. With the DLC comes new ships, parts and a unique Snathi tech tree.
It also includes an additional race ability called "Scavenger." This ability gives the race a chance to salvage an enemy ship that was destroyed in battle.
Help the Snathi break out of their prison and begin their revenge!
More info and/or order here:
www.galciv3.com/store#dlc
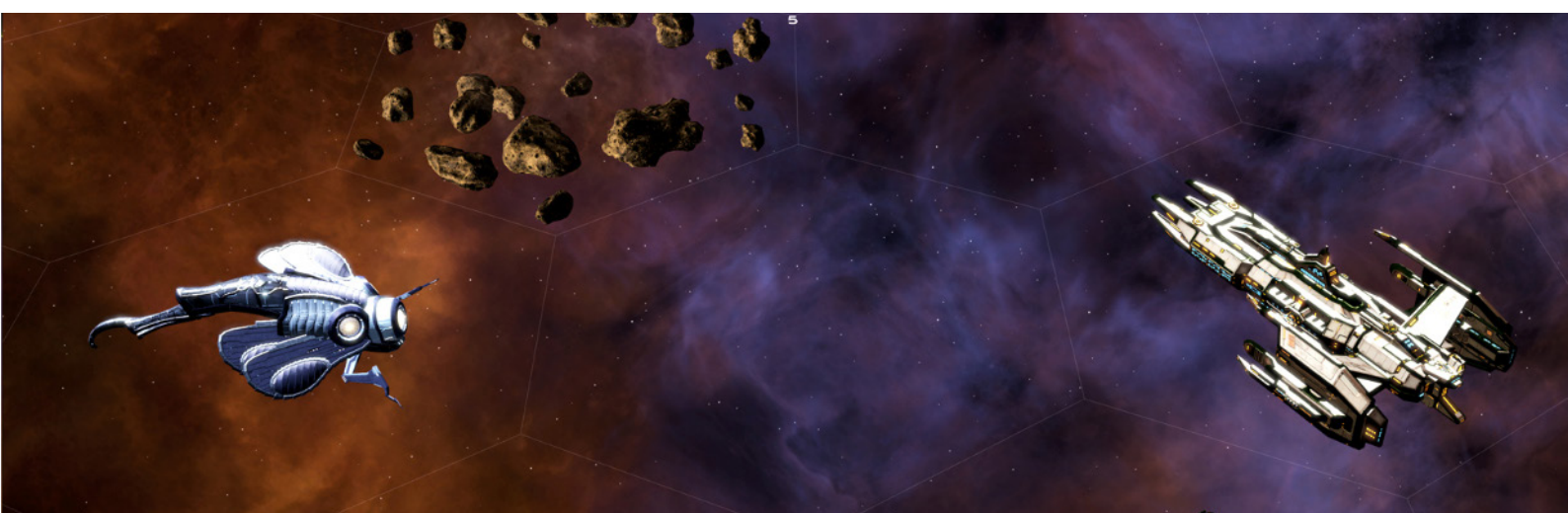
DLC "Altarian Prophecy"

Contains a new campaign: Lead the newly founded Terran Alliance in its first encounter with the Altarian Confederation. You must forge an alliance and unite with them in order to combat the terrifying threats of the Drengin Empire and the Dominion of the Korx. But, beware—just as victory seems within your grasp, an even deadlier threat emerges from the shadows...
Also contains new ship styles, and even some old shipstyles from Galactic Civilization II.
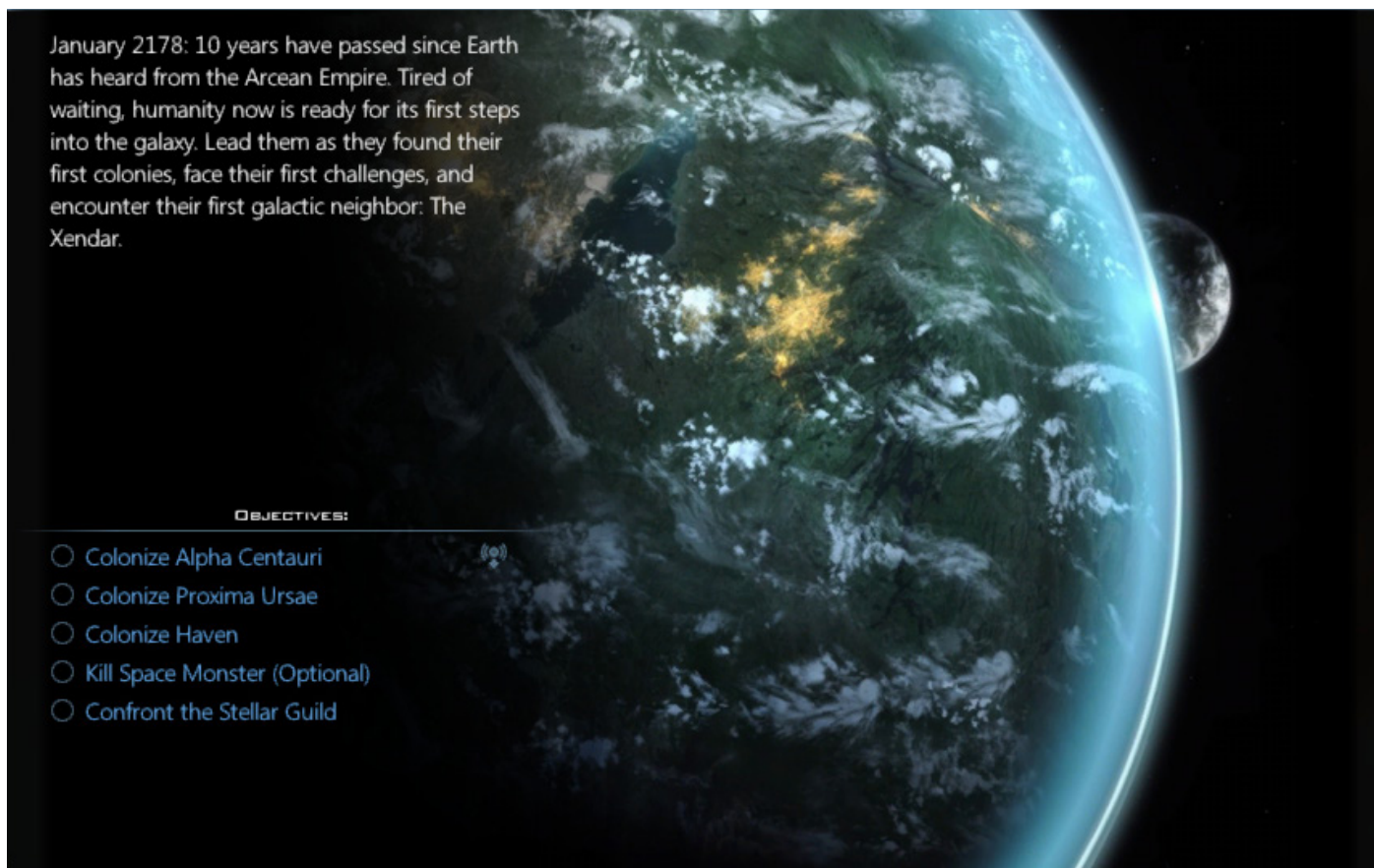More info and/or order here:
*www.galciv3.com/store#dlc*

DLC "Rise of the Terrans"

Contains a new campaign: the prequel story. Learn how the Terran Alliance was founded and what challenges humanity faced as they fought to form it. Encounter the Stellar Guild and the deadly Xendar Menace.

January 2178: 10 years have passed since Earth has heard from the Arcean Empire. Tired of waiting, humanity now is ready for its first steps into the galaxy. Lead them as they found their first colonies, face their first challenges, and encounter their first galactic neighbor: The Xendar.

Objectives:
○ Colonize Alpha Centauri
○ Colonize Proxima Ursae
○ Colonize Haven
○ Kill Space Monster (Optional)
○ Confront the Stellar Guild

You can also play as a new faction: enjoy the benefits of a new trait that boosts experience gained from ship battles with the United Earth faction, led by new leader Secretary General Mathews.
More info and/or order here: *www.galciv3.com/store#dlc*
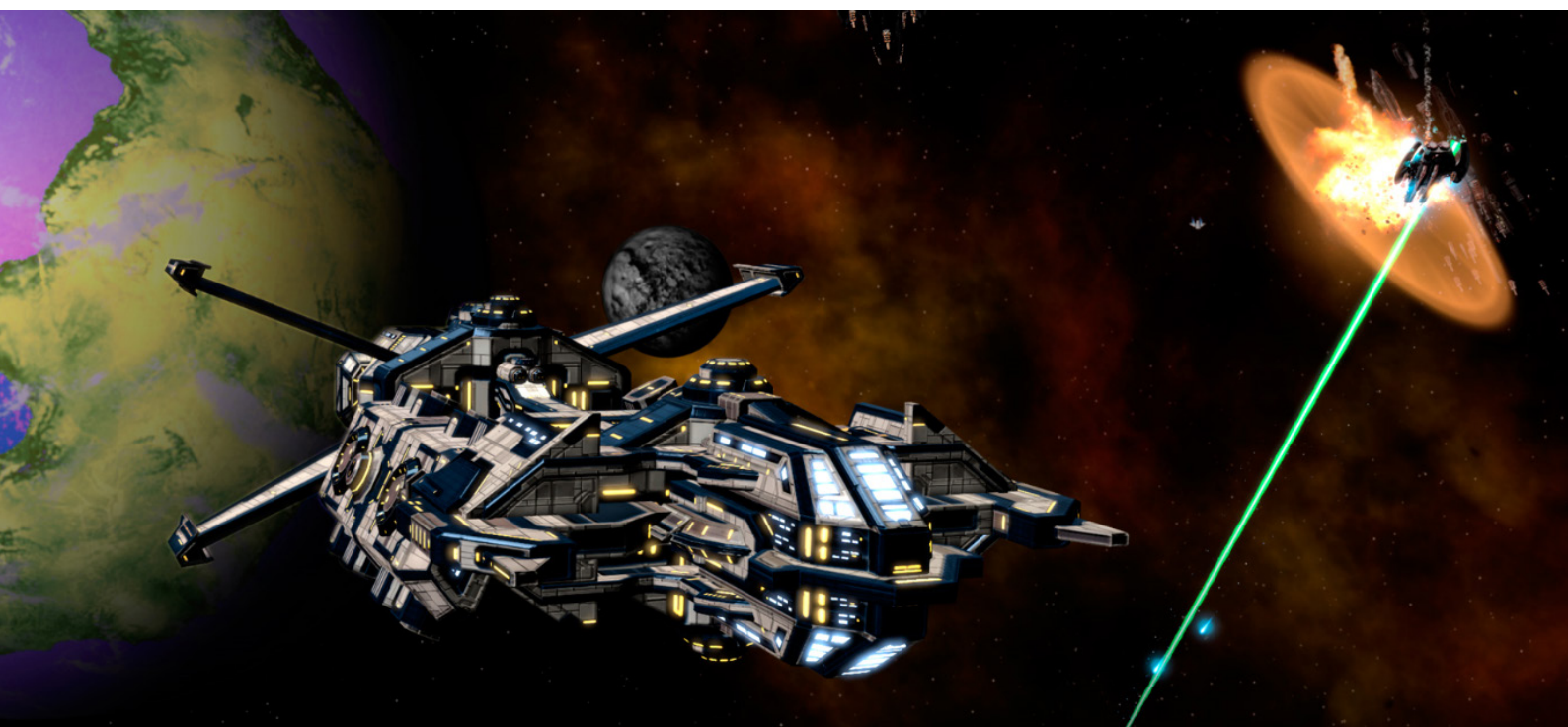
DLC EXPANSION - Mercenaries

"Mercenaries" adds the Galactic Bazaar to the game. There you can hire strong ships that can do several jobs for you. These hero units come with unique ships and abilities that not only can boost the effectiveness of your fleet, but your entire empire. It also contains the factions Arceans and Torians, lots of ship designs, parts and a new campaign about the Torians and the Drengin.

You will find the bazaar in the galaxy view, within 15 hexfields of your starting colony. At the Galactic Bazaar you can hire special individual ships for credits.

Ships with a high sensor range are very helpful at the start of a new game. Also, some mercenaries come with survey modules. Alas, cou can't hire all of them because they require special resources. If one faction hires a mercenary it can't be taken hired by someone else or re-activated if destroyed.
You can also unlock better mercenaries with large hulls, fast moves or special abilities.
More info and/or oder here:
www.galciv3.com/mercenaries

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DLC EXPANSION - Crusade

Crusade raises the game to a completely new level. The core game is the same, but there are so many improvements and additional features that this expansion is totally worth it.

Shape the course of your civilization's destiny with talented individuals called **citizens**. Choose from over a dozen unique roles—admiral, engineer, celebrity, pioneer, and more—to help your civilizations flourish. Keep your citizen on their homeworld or send them off through dangerous interstellar travel in order to help the colonies on new worlds you've conquered.

You will get a completely new **invasion system**, where the normal populations don't have to fight for you anymore. The revamped invasion system in Crusade allows a citizen to be trained as a soldier in order to invade worlds. Strategic and challenging, invasions will require careful planning as you train your legions and determine which tile to attack first. Be careful not to forget to defend your own worlds from your enemies, too!

Smaller civilizations can keep up with their larger counterparts by training their citizens in the art of **espionage**. Spies can steal technologies, circulate rumors to create civil unrest, sabotage enemy worlds, or even go so far as to assassinate enemy citizens to keep their edge above the competition.

Create a custom faction complete with leader, ideology, and abilities with the **Civilization Builder**. You can also customize your own galactic navy and create unique conversation dialogue for your faction to use when it comes into contact with friends and enemies. The civilization builder is integrated into Steam Workshop so that you can upload your creation for other users to enjoy!

New Races and Civilizations are also added. Meet the members of the Terran Resistance, lurk deep within the bowels of the living rock of asteroids as the new Onyx Hive faction, or look down on other primitive races as the cybernetic space amoebas, the Slyne.

Build your own custom starbases, and stay on your toes and be ready to make important choices during new galactic and United Planet events. Enjoy a sleek new UI and explore the reworked tech tree system, which is now more accessible for modders. More info and/or order here: *www.galciv3.com/crusade*

DLC EXPANSION - Intrigue

Choose your government, establish commonwealths, and lead your people through major crises. Politics are here on a galactic scale in Galactic Civilizations III: Intrigue!

Choose how best to rule your galaxy by establishing a government, buy and sell rare resources using the new **Galactic Market**, put your colonies on the path to independence with a commonwealth, and more! Intrigue answers the big questions about governing an entire civilization across hundreds of planets and an enormous galaxy.

Choose your form of government: Rule with a gentle touch—or, with an iron fist! **Tax** the people in your empire and balance income and morale. Choose from 20 available government styles and set your civilization on a path to greatness. Each style of governing has advantages and disadvantages. You can rule democratically, but you'll need to make sure to keep the favor of your people so you don't lose the next election. You can also adopt an Owner Aristocracy to enslave your working class, or choose an Interstellar Plutocracy and allow your corporations to rule, and then the opinions of your people don't matter! Of course, there's the potential for civil unrest...

Special events can pop up and throw a wrench into your plans for your civilization. These events, called **"Crises,"** are navigated through a series of choices that you make. You might have to quell a group of violent revolutionaries, or rally your forces against a massive space creature lurking at the fringes of your empire. How you decide to handle each situation will affect what events, options, opportunities, and rewards become available to you.

Put your colonies on a path to self-sufficiency! As your empire grows, worlds on the outskirts will want to become independent. These subject-states will do as they're told without you having to lift a finger. By granting these worlds a status of **commonwealth**, they will be converted into an ally with a favorable disposition and will be inclined to implement your requests on the galactic scene, as well as provide a substantial stipend back to your home civilization.

There's always a good deal at the **updated Galactic Bazaar**! Mercenaries aren't the only thing available here anymore. You'll be able to purchase (and sell!) additional resources now—but, how steep the price gets depends entirely on how much is (or isn't) available.

Keep up with current events using the **Galactic News Network**. In space, there is no biased reporting—that's because we've hired a robot to handle it! Check the news to monitor who's allying with who, who's declared war on each other, and many other activities that are going on across the galaxy. Keeping up with current events and galactic happenings is the best way to stay one step ahead of your opponents.

Explore exciting new content and be prepared for anything! Your choices determine your path and what rewards and penalties you'll have to deal with, so choose wisely.

More info and/or order here:
www.galciv3.com/intrigue

Multiplayer

Multiplayer only works if mods are not enabled. Galactic Civilizations III adds multiplayer options to your conquest of the galaxy. Space is more fun when playing with/against your closest friends! To get things started, select the "MULTIPLAYER" option from the main screen.

The list of "AVAILABLE GAMES" will appear. Choose an option from this list and click "JOIN GAME," or you click "NEW GAME" to start a fresh session. To return to a saved multiplayer game click "RESTORE SESSION." Choose from the list of saved games, and you will be placed in the lobby. Click the "REFRESH" button for refreshing the list of available multiplayer sessions.
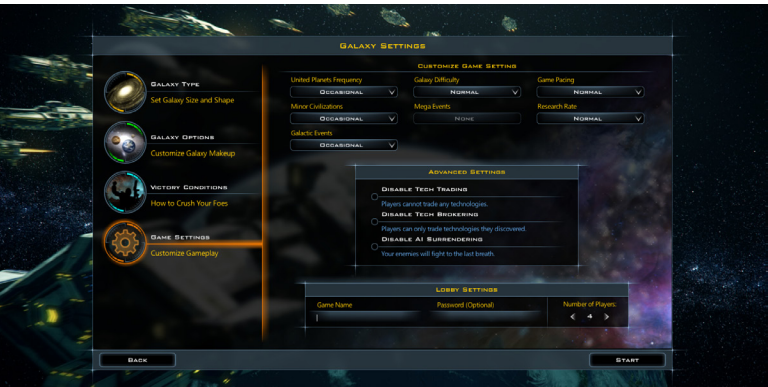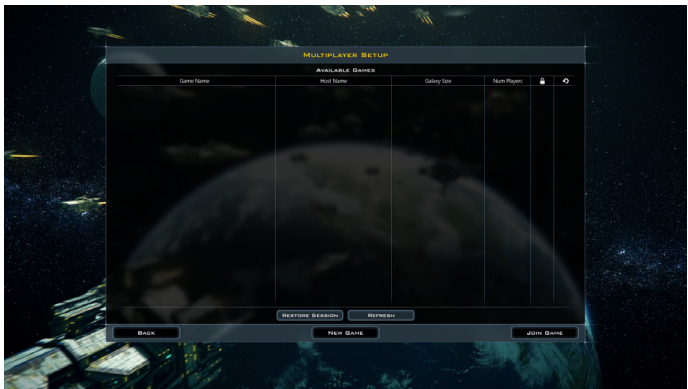
When starting a new game, the "GAME OPTIONS" screen offers the same options as it does in the Sandbox Mode of your game version.

Set up your galaxy as you wish. While the section on "OPPONENTS" is not available here, you will be able to choose your opponents once in the lobby.

Click the "START" button to enter the "PLAYER LOBBY." A game must have at least two human players (but not necessarily Terrans) and as few or as many computer players as you like.

You may chat with available players in the lobby. Simply type and your message will appear at the bottom of the CHAT box on the left. Press ENTER on your keyboard to send your message.

The available races are located on the right side of the lobby. To the right, the "READY?" button asks if you are good to go. When you are ready, click the button to move from the list of "PENDING HUMAN PLAYERS" to the list of "READY HUMAN PLAYERS." Once all players are ready, click the "START" button to begin. If you wish, you can add AI players to your game. In the "AVAILABLE AI PLAYERS" list, click the "ADD" button to bring another computer opponent to the "ADDED AI PLAYERS" list.

As a newcomer to a pre-existing game you can see a list of "UNCLAIMED AI PLAYERS" or "UNCLAIMED HUMAN PLAYERS." Click the "CLAIM?" button to the right of any unclaimed player to take that civilization over from an AI, or to fill in the shoes of a previously departed human player. Pitiful humans who leave a game prematurely can be converted to a far superior AI player by clicking the "CONVERT" button. Once everyone is ready, click the "START" button.

Once you've joined a multiplayer game, you will take consecutive turns with your opponents. You can see whose turn it is in the upper-left corner of the screen. You can also chat in-game with the other players by pressing the T key on your keyboard. Remember to press T each time you want to chat, as any moves you make in-game will pull the focus of your game away from the chat box!

Galactic Timeline

There is a interactive timeline on our website, click here to visit it and dive deep in the universe of galactic civilizations: *www.galciv3.com/databanks/timeline*

Small Outtake

Billions of years ago

The four Mithrilar guard the crystal Telenanth, the original source of all cosmic energy. Where the Mithrilar came from is unknown.

A fifth Mithrilar from a dimension that is far into the future, known as Draginol, enters this dimension with the goal of preventing some unnamed catastrophe.

Draginol creates the Precursors, who come to be known as the Arnor.

Draginol, with the help of the Precursors, attempts to gain control of the Telenanth. The attempt shatters the Telenanth, destroying three of the five Mithrilar and splitting the Precursors into two factions. Draginol is not heard from again.

Millions of years ago

The Precursors fight amongst themselves while also battling against other powerful beings that were created as a result of the Telenanth being shattered.

The Iconian servant race, brought to sentience by the Arnor, nears a technological singularity with the help of the Precursors.

The Iconians are suddenly decimated by their own servant race of machines, called the Yor, upon the Yor achieving sentience.
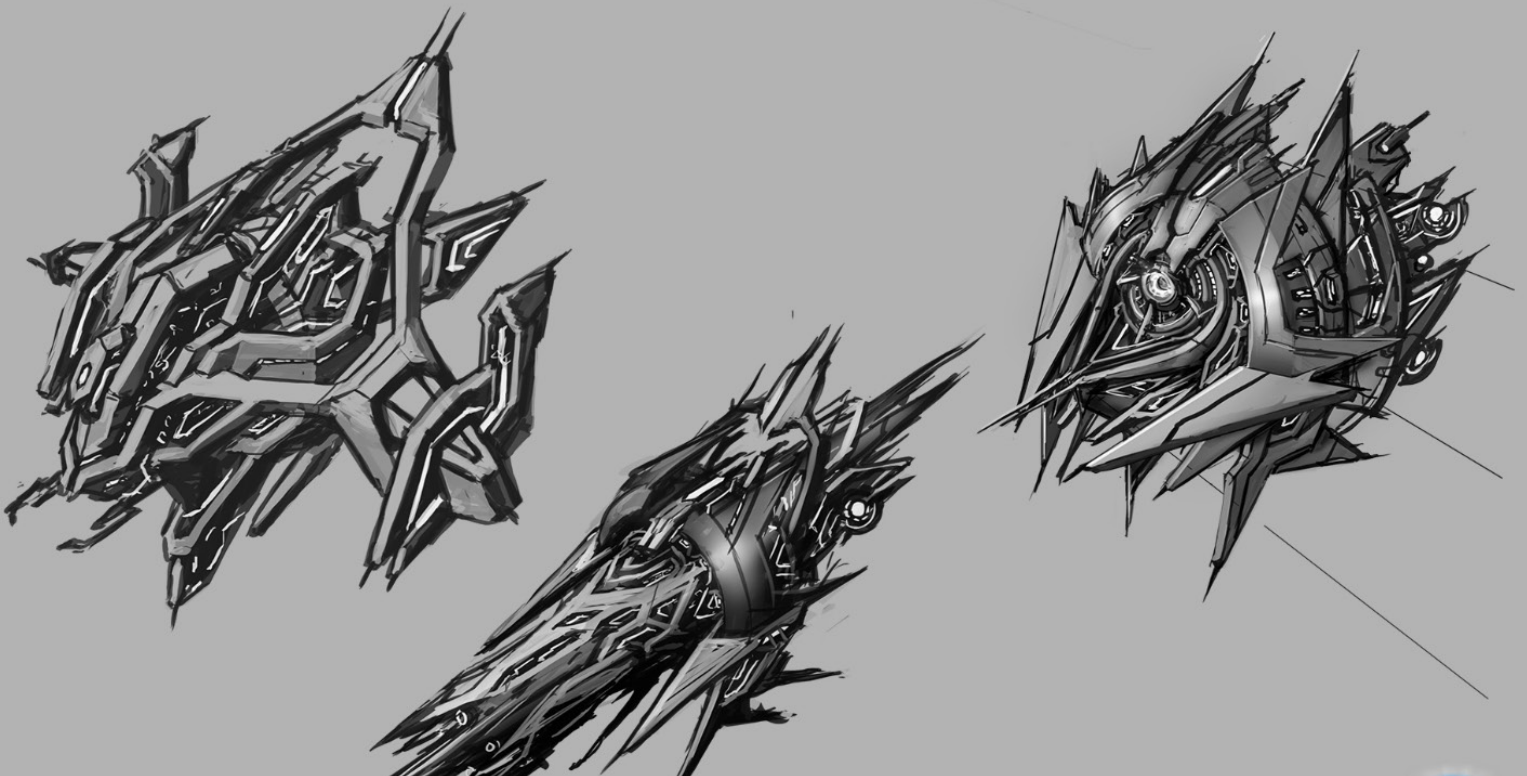
# Game Story

Ancient Spacefarers

Before humans evolved, there were the Drengin.

Hundreds of thousands of years ago, before the species homo sapiens walked the earth, two advanced civilizations flew among the stars. The malevolent Drengin Empire and the honorable Arcean Empire both began to discover other alien races, including each other, as their robotic probes crawled through the galaxy at sublight speeds. Pooling their knowledge, the two great races invented a city-sized device called a stargate. These stargates allowed ships to travel great distances between them far faster than the conventional propulsion their probes used. The Drengin and Arceans each constructed one of these massive devices and were able, for a time, to trade with one another.

The Drengin squandered their opportunity for mutual benefit through trade by attempting to invade Arcea through the stargate. The Arceans, who are not that unlike the Drengin in warrior aptitude, were well-prepared for the Drengin attempt. They allowed the initial invasion fleet through. Then they deactivated their own stargate – trapping the Drengin fleet thousands of light years away from their home world. The Arceans proceeded to crush the Drengin invasion fleet and never again opened their stargate to the Drengin.

Isolated from one another, the two civilizations turned their attentions to finding other races to interact with. The Arceans came into contact with the Altarians, a race of beings quite unlike themselves but advanced enough to follow the probe's instructions to construct their own stargate. Once completed, the Arcean and Altarian races commenced peaceful trade.

Meanwhile, Drengin probes had come into contact with a pre-industrial civilization that called themselves the Toria. Having learned from their experience with the Arceans, the Drengin were not about to help the Toria construct a stargate. Instead, the Drengin built a stargate and then sent it on an unmanned 70,000-year sublight voyage to Toria. The Drengin, while cruel beyond human imagination, are also a patient species. Once the stargate had arrived, a Drengin invasion fleet quickly conquered Toria and enslaved its inhabitants.
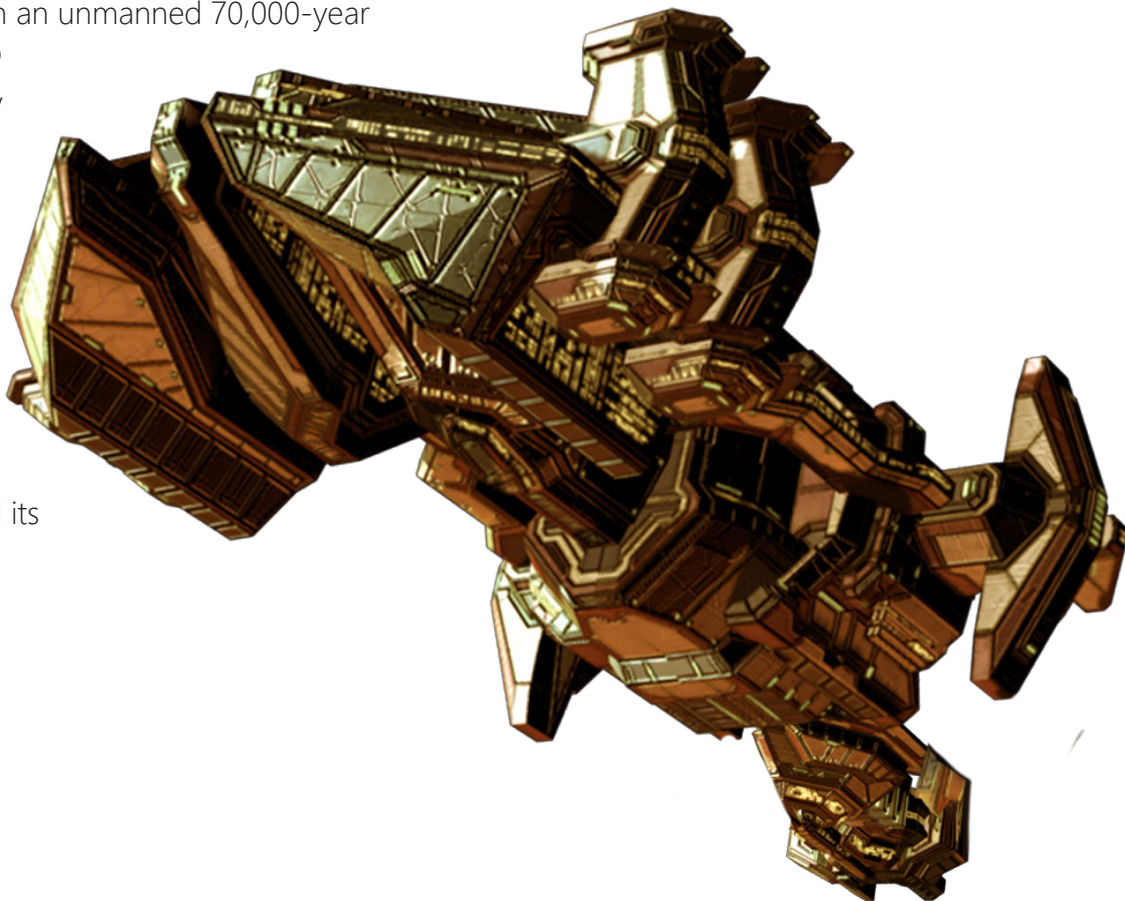
Discovery of the Yor

During this period of slow reaching out across the void, the Drengin and Arceans first encountered the Yor. This synthetic race had been created eons previously by the Iconian race, now thought to be extinct. Not being biologically alive, the Yor explored the galaxy in huge ships flown by a single occupant.

The Yor had inherited their civilization from the Iconians, which they had risen up against and exterminated on the Iconian home world. The Iconians were the oldest of the "younger" sentient races in the galaxy, and had their own limited form of space travel. They had been servants of the Precursor civilization called the Arnor. When a rogue faction of Arnor later called the Dread Lords split off and began a Precursor civil war, the Dread Lords gave the Yor sentience and malevolence in retaliation for the Iconians' loyalty toward the true Arnor.

After the Precursors disappeared, the Yor gradually explored their area of the galaxy. Lacking the technology to create stargates, the Yor spent many hundreds of thousands of years searching in vain for other alien races.

In time, the Yor observed the subjugation of the Torians by the Drengin. Their cold mental circuitry approved of the brutal tactics and wholesale slaughter of filthy organic lifeforms. The surveillance also led the Yor to the knowledge of how to build their own stargates.

While stargates offered a significant upgrade from sublight travel, the immense structures are astronomically expensive to build and require placement both at the point of origin and the destination. Expanding into new parts of the galaxy via stargate took literally ages, since a stargate had to first be sent through normal space to the target star system.

While the science behind the stargates was well-understood by those who constructed them, Arceans, Yor, and Drengin alike remained unsuccessful in using the theories behind them to construct a stardrive that would allow individual ships to fold space and travel to a particular location.

While the great races looked outward for more opportunities for expansion, the Torians learned at great cost how much effort it took for the Drengin to maintain their forces. The Torians leveraged this advantage to wage a guerilla campaign over hundreds of generations that eventually forced the Drengin to abandon the planet. The Drengin had long exhausted any innate value in controlling Toria. Having no concept of honor or even pride, the Drengin merely determined the planet was no longer worth the effort and left.
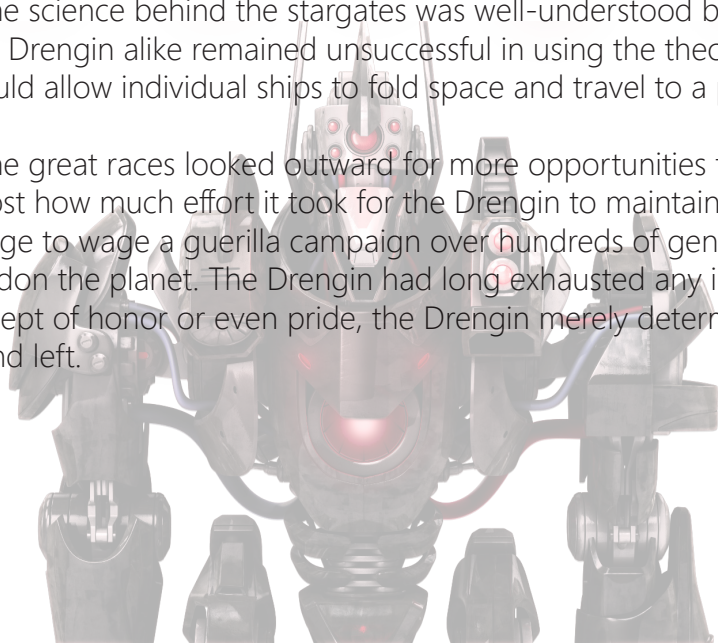
The Humans arrive

The year 2117 saw an Arcean probe arrive at Earth. Humanity had established a relatively united, prosperous planet benefitting from a wealth of energy provided by advanced fusion power. The Arceans saw the value in the humans' exceptional ability for generating power and quickly transferred the plans for a stargate to them.

The Arcean stargate plan didn't include a way to easily turn off the stargate, however. In essence, once turned on, the Humans would not be able to turn it off without great effort. Whether the Arceans were planning to conquer Earth as the Drengin had done to the Torians or not remains unknown, because the stargate was never built.

Having studied the plans in detail, the humans saw that the stargate confirmed many of their theories on how the universe worked. The humans also concluded that the stargates were rather impractical and that it would make more sense to simply create a stardrive that would allow ships to travel through folded space (hyperspace) directly. This became the hyperdrive project.

The concept of hyperdrive was simple enough for anyone with an understanding of the theories behind the stargates, but its requirement of immense amounts of energy had stumped the Arceans, Drengin, and Yor for millenia. The advanced fusion power that the Humans had mastered on their own solved that challenge.

Research firms across the planet quickly concluded that a propulsion system could be developed using the theories from the stargate that would enable individual ships to travel on their own. Those same individual ships would also be able to travel much faster than they could through a stargate. A ship going through a stargate would take months, even years, to go relatively short distances. With the new hyperdrive system, that time would be halved with improvements possible for even greater relative speeds.

Within a few years, humanity had a working hyperdrive prototype. In one of the most generous and costly mistakes in history, the humans did not secure the secrets behind fusion power or hyperdrive. Politicians and activists considered nearly unlimited energy to be a basic human right. Fusion power had nearly eliminated poverty and a whole range of other tragedies. With energy being free, food production, manufacturing, and Transportation became far less expensive. It was decided that the hyperdrive technology (and the fusion power behind it) should be shared with the Arceans. Drengin spies on Arcea quickly stole this information, which in turn allowed it to leak out to the Torians, Altarians, and Yor.

The race of 2178

Humans were shocked when hyperdrive did not create a galactic utopia but rather a galactic race for expansion. Each civilization severed communication with one another and shut down their stargates and began building Colony Ships as fast as they could to claim worlds made newly reachable via hyperdrive tech. Unfortunately for the humans, the aliens had long since mapped out the galaxy – they knew where the best planets were. Earth was hamstrung by the need to blindly search for habitable worlds at the same time it built its Colony Ships. In 2178, the first ship full of the pioneers, prefabricated dwellings, and terraforming equipment needed to spread humanity left the solar system.

The colonization race wasn't the only race taking place during this period. The technological balance in the galaxy had remained stable for hundreds of thousands of years. Contact with the humans changed everything. Humans provided the technology for immense amounts of energy along with the concept of massive, instantaneous communication linking its entire planetary population to one another. Other civilizations had long been united, and communication technology had not advanced as quickly as it had on Earth. These two factors kicked off a galactic technological race.

Earth was at a disadvantage on colonization, but maintained an advantage in technology. The Humans could be ruthless when necessary, and demonstrated their own brand of cunning by quickly catching up to the older races.
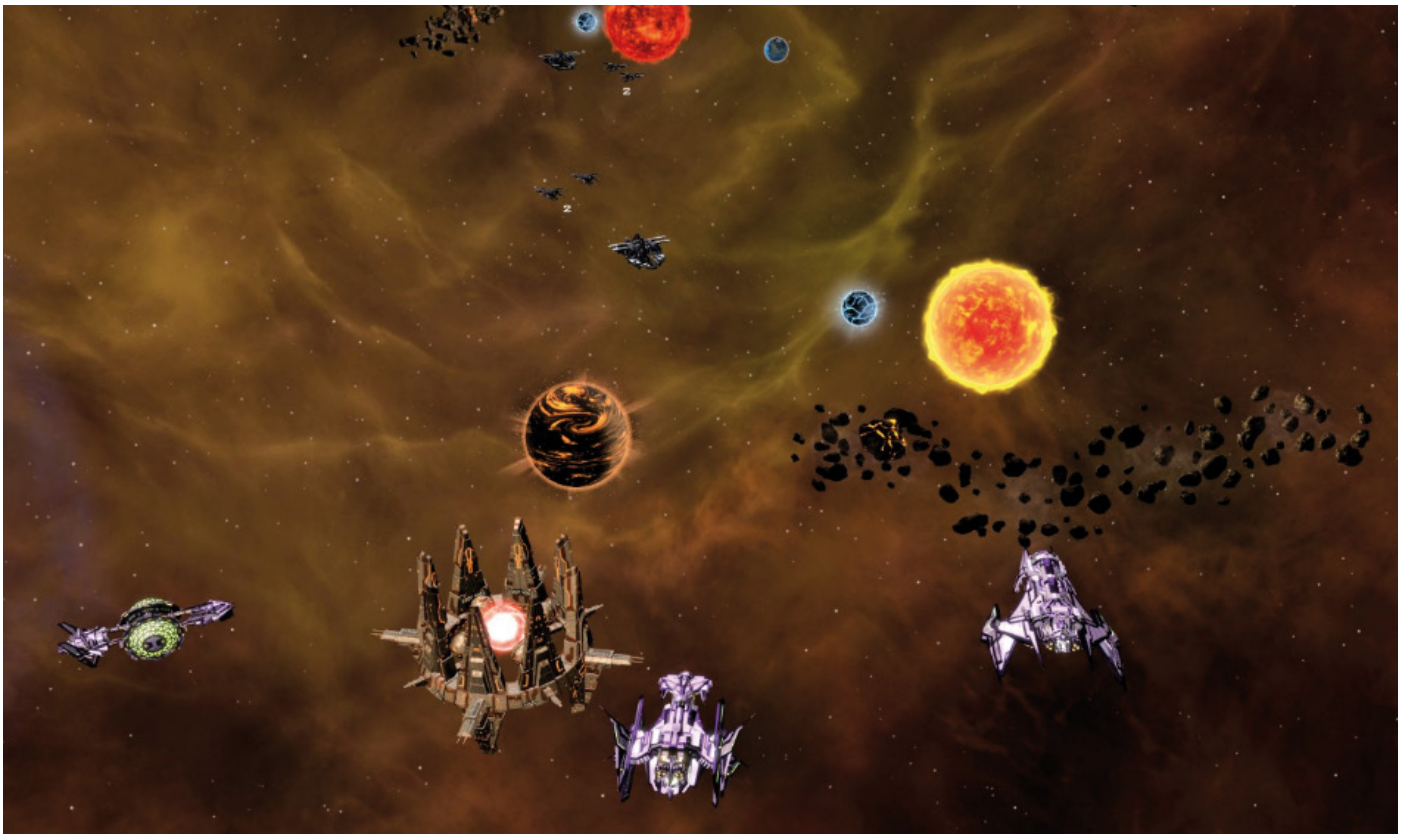
The Altarian Prophecy

When humans came into contact with the Altarians, it was quite a shock. The Altarians and humans looked nearly identical, and DNA tests showed that they were essentially the same species with only a few hundred thousand years of genetic drift. The spiritually inclined Altarian civilization was shaken to its core when their high priest read a 100,000-year-old prophecy: One day, the Altarians would meet their cousins and that would lead them to the knowledge of how the Altarians had come to be. It also hinted that the Altarians were the result of the interference of a powerful being called a Mithrilar—but that the humans evolved naturally. According to the prophecy, this Mithrilar had also created the Precursors in his own image.

Humans and Altarians easily built a trusting and friendly diplomatic relationship on their common traits and values. This friendship served both races well as more and more races began churning out their own fleets of hyperdrive-equipped ships. Over the next few decades, several more spacefaring civilizations began to make contact with one of the original six (Human, Drengin, Arcean, Altarian, Torian and Yor) races.

The long-lived Korx were among the first of this second wave of civilizations to gain access to hyperdrive. They had previously traveled through their part of the galaxy in sleeper pods to conduct trade. The Korx's longevity motivated them to conduct trade missions that would normally take many lifetimes of other races.

Armed with hyperdrive, the Korx began invading Altarian colony worlds. The Altarians and humans worked together to drive the Korx off these planets, but the Korx actions did not make sense – unless someone was paying the mercenary Korx to further some unknown agenda. Following the trail of intrigue behind the Korx attacks, the humans and Altarians learned that a civilization known as the Drath were responsible. The original inhabitants of Altaria, the Drath were forced to leave their home world by the rise of the humanoid Altarians . The Drath claim that they lacked space travel capabilities at the time, and were instead transported to a distant world by the last of the mythical demigods known as the Mithrilar.

The Drath and their Korx allies were driven back. Realizing that the humans and Altarians together were too powerful when working together, they agreed to an armistice and were added to the covenant that bound the major civilizations together into peaceful coexistence, which now counted eight member factions.

The Xendars Incident

The Milky Way galaxy is a large place, but there are nonetheless very few habitable worlds within it. As empty habitable worlds for colonization became fewer and farther between, the military-minded Drengin became more restless for conquest. The Drengin determined that the Terran Alliance of Earth and its colonies were the best candidate for conquest.

The Drengin assumed, wrongly, that because the humans were presenting themselves as the benevolent diplomats of the eight major civilizations that they were cowardly and weak. This mistake would have tragic consequences.

In 2215, the Drengin discovered an incredibly malevolent pre-spaceflight species called the Xendar. The Xendar had recently fought a world war to unite their planet under the rule of a tyrant. Throughout their history, the bloodthirsty Xendar had focused much of their cunning on inventing new ways to kill things.

The Drengin found kindred spirits in the Xendar, and the feeling was mutual. The Drengin quickly upgraded the technology of the Xendar and helped them construct hyperdrive-enabled fleets.

The goal was for the Xendar to soften up the humans sufficiently for the Drengin to move in for the kill. The Xendar, for their part, would gain access to several human colonies that were near the Xendar home world.

The end result was the annihilation of the Xendar race. The humans responded to the unprovoked attack with bloodthirsty vengeance that startled even the Drengin. Humans used their diplomatic skills in a way that the Drengin found frightening—they represented their genocide of the Xendar as a war of self-defense.

The humans displayed a military cunning to match for Drengin and quickly determined that the Xendar would have to be utterly defeated for any lasting peace. The Drengin soon realized that the humans would be a problem.
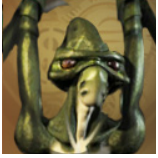
The Thalan

The destruction of the Xendar coincided with the arrival of a mysterious new power known as the Thalan. The insectoid Thalan claimed to be from a dimension in the near future, giving them technology considerably more advanced than the other major galactic civilizations. The Thalan claim to have arrived to stop the human "crusade."
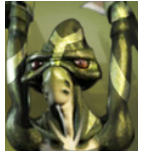
Diplomatic efforts have proved futile to date, as the Thalan merely say that their time will come after the "Precursor War" is complete and the "Dark Mithrilar" returns from the pocketverse. No one understands what they mean.

The Drengin Menace

The Xendar incident demonstrated the humans' significant military capability, and their willingness to use that capability in a far more ruthless fashion than the Drengin thought possible.

In the wake of the human genocide of the Xendar, the Drengin tyrant Lord Kona viewed the humans as frauds who hid their propensity for (and, more worryingly, proficiency with) violence behind the facade of benevolence they presented in galactic affairs. The Drengin determined that humans must be destroyed.

The Drengin Empire had made good use of hyperdrive by carving out an immense interstellar empire. During their expansion, they came across evidence of an unknown but impossibly advanced civilization known as the Precursors. The Precursors had apparently once inhabited—and possibly terraformed—most of the inhabitable worlds in the galaxy, but had long since disappeared.

By 2220, the Drengin viewed the humans as the real threat because of their ability to build coalitions among disparate alien species. The Drengin did not possess the ability to cooperate with sub-Drengin species, but this human weakness had become a strength in the hyperdrive era. The time to strike was coming, but they would need to be able to defeat their old enemies, the ancient warrior-race Arcean Empire, as well. The humans had befriended the Arceans, which made them unlikely to stand by and allow the Drengin to exterminate the humans and their Altarian allies.

Dread Lords

The Precursor race referred to as the "Dread Lords" (a term coined by the Iconians for the terrible act of giving the mechanical Yor sentience and an enduring hate for all organic life to go with it) had been trapped in a pocket universe following their defeat in the Precursor civil war at the hands of the Arnor.

The Drengin lust for power that drove them to collect Precursor artifacts inadvertently freed the Dread Lords, who quickly went about conquering all before them.

What might have been a disaster for the Drengin turned out to be an immense opportunity. The Drengin made a secret alliance with the Yor; both abandoned colonies and retreated before the Dread Lord fleets, leaving their populations to the mercy of the Dread Lords. By contrast, the Terran Alliance organized the remainder of the galaxy's major civilizations into a coalition to fight the Dread Lords.

After a bitter five-year war, the coalition was able to defeat the Dread Lords. However, the Drengin/Yor military had been untouched during this conflict and quickly struck out at the weakened coalition members.

The Terran Alliance, caught completely by surprise, was forced to split its forces in two. The first force, led by Colonel DL Bradley, was assigned to find a way to protect Earth from the approaching Drengin fleet. The second fleet was commanded by Colonel Jena Casey.

Colonel Bradley's fleet was able to recover two key Precursor artifacts. The first was designed to imprison a planet, making it impossible for anything to get in or out. The second was the device that had trapped the Dread Lords in the pocket universe.

With the Drengin fleet in hot pursuit, the remnants of Colonel Bradley's fleet made it to Earth and used the Precursor device to put an impenetrable force field around the planet, preventing it from being invaded. As the Drengin fleet closed in for the kill, Bradley activated the second Precursor device and the first fleet disappeared from sight.

Meanwhile, Colonel Casey's fleet was desperately trying to defend the colonies of the Terran Alliance. They enjoyed something of a respite due to the Drengin fighting amongst themselves.

The Drengin and their elite warriors, the Korath, had an ideological difference on what to do with the defeated. The Drengin believed in slavery; the Korath simply wanted the "filth" wiped out. To that end, the Korath exterminated the Korx and most of the Torians and Arceans. The Drengin, horrified at the loss of potential slave profit from the war, turned on the Korath. The Korath were ultimately defeated by the much larger Drengin force, but at a great cost.

Colonel Casey's second fleet had been greatly enhanced by the return of a deep space fleet, task force Odyssey. With these increased forces they managed to keep the Yor at bay. However, the second fleet discovered that the Dread Lords, while weakened, were pulling the strings of the Korath and the Yor.

To end the Dread Lord menace once and for all, Colonel Casey found an unexpected ally in the form of the last Arnorian, Tandis. Tandis had been helping the newly discovered Iconians resist both the Dread Lords and the Drengin forces. Using the industrial capacity of the Iconians and the military planning of the second fleet, Tandis was able to help them construct a Terror Star, a weapon of immense power that could destroy an entire star system.

The Terror Star was able to wipe out the last stronghold of the Dread Lords and their power began to fade. Tandis the Arnor departed for places unknown, leaving the second fleet with a Terror Star and plans to take their fight to the Drengin.

Unfortunately, the Terror Star is soon destroyed by the Thalan, who have an unnatural distrust of humans. The plans to make new Terror Stars also disappeared, leaving the galaxy in the firm grip of the now-uncontested Drengin Empire and their allies, the Yor.

10 YEARS HAVE PASSED

The Drengin Empire reigns supreme.

The Arcean home world has been sterilized by massive Drengin orbital bombardment. The Korx are gone. The Drath have disappeared from their world. The Torians are enslaved once again. Altaria resists, but its colonies have all been destroyed. Earth has been imprisoned behind an impenetrable force field for 10 years. Nothing has gone in or out in that time, not even communications; it remains surrounded by a massive Drengin invasion fleet. The Terran first fleet is gone, trapped in the pocket universe.

The zealots known as the Krynn have taken their zealotry into the world of commerce in the form of the Krynn Corporation. A vast criminal underground has arisen across the galaxy that even the Drengin have been unable to crush..

Colonel Jena Casey with Taskforce Odyssey and the Second Fleet have fought a slowly losing battle where each Terran colony has been conquered and enslaved by the Drengin Empire in turn. As a result, the second fleet has split between the Patriots and the Mutineers. The Patriots follow the chain of command and Colonel Casey. The Mutineers, bitter against the Thalan for destroying the Terror Star, have adopted savage methods to survive in the name of vengeance against the enemies of Earth.
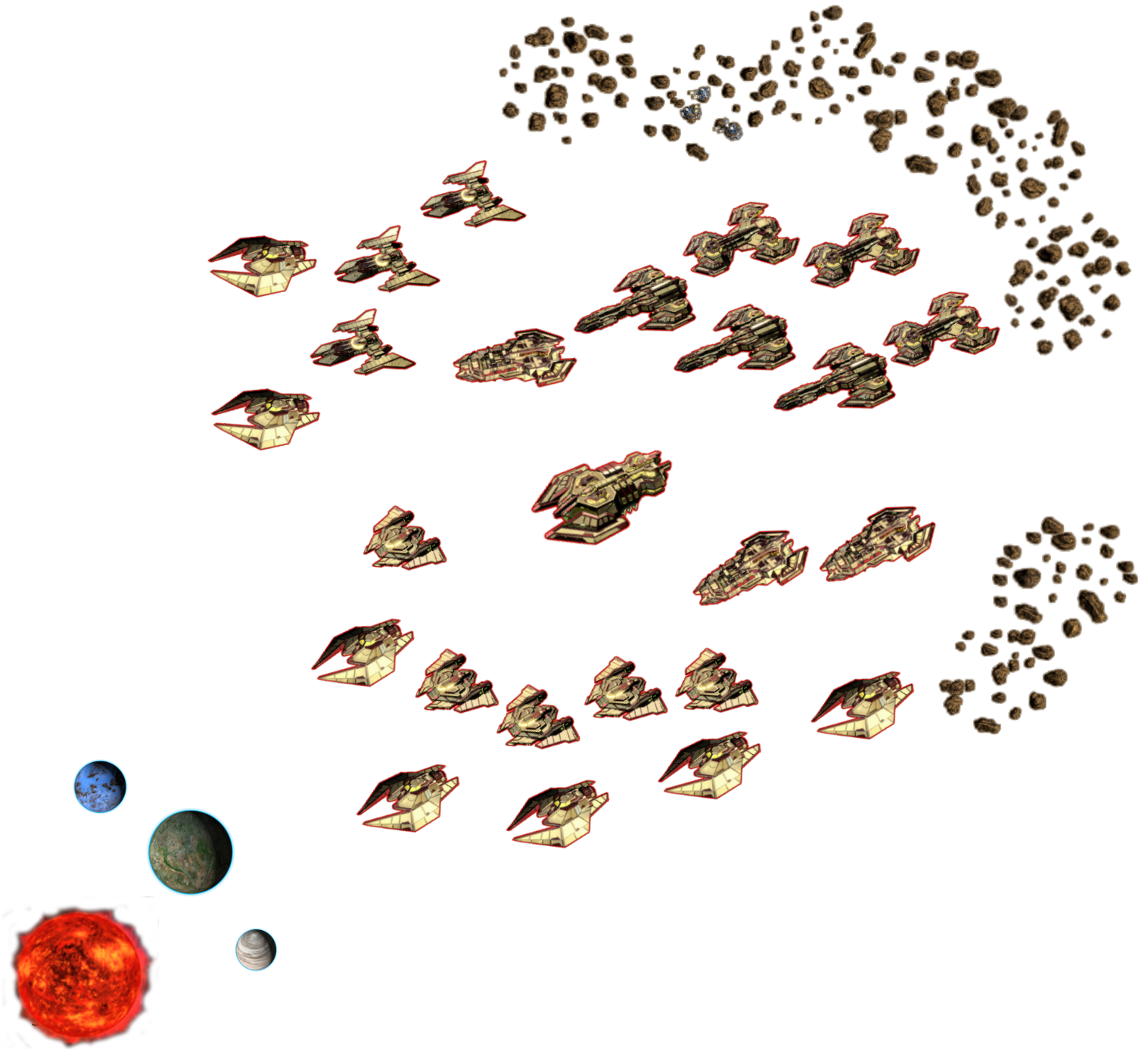
Races and Civilizations

Terran Alliance

Earth achieved a political breakthrough in the early 22nd century. Humanity was united in its larger goals while individual nation states continued to thrive and celebrate their own idiosyncrasies.

When Earth was visited by an Arcean probe in 2117, the event was celebrated around the world. Its arrival transformed humanity's outlook on the universe and sent mankind's technology leaping forward. Instantaneous communication through subspace transmissions was only one of dozens of advances that came in waves in the wake of first contact.

The Arceans also provided plans to build a stargate that would allow Earth and Arcea to trade with one another. The expense of the project created considerable consternation between the various member states of United Earth. The Russian Federation suspected that the Arceans merely wanted to invade Earth. They pointed out that once activated, the stargate would be virtually impossible to disable without causing catastrophic damage to the solar system.

However, the stargate plans gave scientists a better understanding of how folding space worked. This new knowledge, combined with Earth's native fusion-power expertise, led to the development of hyperdrive. This radical new propulsion technology, which even the advanced Arceans lacked, allowed individual ships to travel anywhere in the galaxy in relatively short amounts of time.

In gratitude to the Arceans for providing the plans to the stargate, the humans shared the new hyperdrive technology with them. This token of goodwill eventually resulted in the death of billions as the technology quickly spread to the other major galactic civilizations, which led to the Dread Lord war and the triumph of the evil Drengin Empire.

The average male human height in 2200 was measured to be 1.9 meters tall (roughly 6 feet, 3 inches) and the average female over 1.7 meters (approximately 5'7"). The average human lifespan is unknown – the integration of nanotechnology into human biology in the late 21st century increased the human lifespan to an unknown level.

Humans are considered the diplomats of the galaxy. Their first efforts after establishing contact with the major galactic civilizations was the formation of the United Planets, an organization designed to adjudicate disputes and oversee a set of rules for the colonization of new worlds.

Current Status

The Terran Alliance led the coalition that defeated the Dread Lords. However, the Drengin Empire and the Yor—who had stayed out of the war—used that time to build up their military might and attacked the weakened coalition members.

The Terran Alliance saw its colonies taken by the Yor and Drengin. They are now left with just Earth, protected behind an impenetrable shield but surrounded by a Drengin armada.

Drengin Empire

The Drengin Empire is a ruthless, militaristic species bent on the total conquest of the galaxy. They stand over 9 feet tall, with mouths full of razor-sharp teeth. The Empire fought a civil war in 2226 with its own sub-species, the Korath, where the Drengin were ironically the relatively benevolent party in that power struggle.

The Drengin believe that all non-Drengin species should be enslaved. For thousands of years their primary target had been the Arcean Empire, which they first encountered hundreds of thousands of years ago. Together they invented the stargates, which the Drengin promptly used in a failed attempt to invade the Arcean home world. That aborted attack resulted in burning enmity between the two and the end of any cooperation.

The Drengin are capable warriors. Unfortunately, their maliciousness does not interfere with their cleverness. They are cold and calculating in their cruelty. They have advanced technologies in areas that are, frankly, unspeakable.

The Drengin's failure to have already conquered and enslaved the entire galaxy is amazing given their ruthlessness, ambition, and brutal efficiency. They had invented death furnaces to incinerate slaves for energy while human beings were trying to take out the Neanderthals in Western Europe. They had already enslaved the Torians through brutal interstellar invasion via a stargate that had to be auto-piloted across a sea of stars over tens of thousands of years – all while humans were walking past fields of wild wheat, unaware of the transformative food source, and moving their hunter/gatherer tribes to the next herd.

The only thing that kept the Drengin from the humans' doorstep was the Empire's lack of convenient interstellar travel. The Drengin invasion of Toria was a one-time thing, an effort that took thousands of generations to accomplish. Even then, it ultimately proved to be not worth the effort. What the Drengin needed was a convenient way to invade and conquer planets. The humans solved that problem with the invention of hyperdrive.

Thanks to hyperdrive, humans could visit this vile species in person (and vice versa) instead of merely trading obscene communications. At the time, Earth thought that the Drengin had moved beyond violence and war like any advanced civilization. A delegation of peace activists was sent to Drengi to negotiate a goodwill treaty in 2176. The humans haven't heard back from them, but it is safe to assume the Drengin thought they were delicious.

Current Status

After the Dread Lord war of 2225, the Drengin were able to accomplish their greatest ambition – total domination of the galaxy. Their old foes, the Arceans, have been bombed back to the Stone Age. Their former slaves, the Torians, are now harvested as luxury meals for wealthy Drengin elites. The humans have seen all their colonies ravaged, save for Earth, which is protected behind an impenetrable force field. The future looks bright for the Drengin Empire.

Yor Singularity

The Yor are an artificial species originally constructed by the Iconians. The Yor are not evil; they simply lack any conscience at all. Make no mistake, however —they are sentient.

Before achieving sentience, the Yor served as the workers and warriors of the Iconians, who aided the Precursors in their attempt to rid the galaxy of some truly horrible dangers. Eventually, the Precursors turned on each other and the Iconians sided with the group called the Arnor in the ensuing civil war. The Arnor's enemies, given the name "Dread Lords" by the Iconians, increased the Yor's intelligence and autonomy in retaliation. This allowed the synthetic beings to achieve a form of technological singularity and quickly exterminate the Iconians on their home world.

The Yor detest organic life. Their long-term mission is to exterminate all organic life where they find it. They maintain an uneasy alliance with the Drengin Empire, but there is no love lost between them.

As long as the Yor believed they were the only sentient life in the universe, they would probably have been content to stay on their world. However, in time they became aware that there were other civilizations and that the Precursors—both the Arnor and the Dread Lords —were long gone. This realization caused the Yor to send out probes to seek out and spy on these civilizations.

The Yor discovered hyperdrive technology through this immense espionage program, and their sudden arrival on the scene in 2178 helped spark the great race to colonize as many worlds as possible.

Since they were last seen, the Yor have begun to evolve from being a collection of individual sentient beings into a single super-organism. Thus they are now referred to as the Yor Singularity rather than their old moniker of the Yor Collective.

The Yor, being inorganic, have immense advantages in colonizing that other races do not have. They are unaffected by the kinds of hostile environments that would make many planets uninhabitable by their foes.

Impossibly strong and infinitely patient, the Yor have no pity, no mercy, and no second thoughts. They will happily make alliances, trade, and establish diplomatic relations with the filthy organic civilizations, but one should never mistake a relationship with the Yor as resembling a friendship of any kind. All alliances with the Yor are ones of convenience.

Current Status

The Yor are working on something big. With the Dread Lord war over, they rule the known galaxy along with the Drengin Empire. Whatever plans they have are known only to them.

Altarian Resistance

Altarians are a noble and ethical species. Outsiders consider them haughty because of the Altarian belief that their world played an important role in the Precursor wars. It doesn't help that Altarians also flaunt their unique, native ability to manipulate cosmic energy.

Physically, Altarians look like humans—which caused a great deal of consternation when they first came into contact with Earth and the Terran Alliance. This commonality is the source of a great deal of mystery and legend, much of which revolves around the myth of a being of immense power (called a "Mithrilar") that supposedly lived on Altaria at the dawn of life on that world. His presence altered the natural evolution which resulted in the evolution of the humanoid Altarian.

The rich and vivid history of Altaria far eclipses Earth's own. The planet is a rich source of mysterious cosmic energy, which the Precursors spent thousands of years battling for control over. The Precursors eventually abandoned the planet, leaving the Altarians to build their own society.

Altaria was originally home to several different species. Multiple sentient species exist today, but the first and oldest—the Drath—is now extinct on Altaria. Their tragic story is told elsewhere.

Altaria's first contact with an alien species in the modern era was with Arcea. The Arceans transmitted plans to build a stargate and together, over a century, the Altarians constructed it and reaped the benefits of the resulting trade and commerce.

For reasons unknown, Altaria is uninhabitable for other species over long periods of time, even if they stay in environment suits. As a result, Altaria has not been the target of invasion by other interstellar species.

Current Status

As a leading member of the coalition in the Dread Lord wars, the Altarians suffered greatly from the joint Drengin Empire and Yor surprise attack. No Altarian colonies survive, and Altaria itself has remained independent only by threatening to use various Precursor doomsday weapons upon any who would invade. The Altarians are now isolated on their home world, with a Yor containment fleet blockading their solar system.

Thalan Contingency

The Thalan are a large insectoid race that claim to come from the near future. In that future, humans have destroyed most of the life in the galaxy and so damaged the fabric of space that the universe itself is beginning to collapse upon itself. The Thalan claim to have come back in time to stop the human "crusade." Naturally, no one believes them.

So why are the Thalan really here? Their home world, Thal, has no buildings more than a few decades old. Their population is extremely small and their technology seems advanced even by the standards of 2242. Speculation is that their home world must be on another planet and that Thal is simply a decoy.

The Thalan did not take part in the Dread Lord war. Their only act during the entire conflict was to destroy the human-made Terror Star and destroy the plans to create additional ones. They are extremely hostile toward anything that appears to have been made by the Precursors.

Unlike other civilizations, Thalan colonies tend to grow very slowly. This is in part because their population is so low, and because they don't seem to have the capability to make many of the basics of colonization that other races rely on as cheap infrastructure for their fledgling worlds. As a result, they are forced to prefabricate immensely powerful but complex things. Once a Thalan colony gets established, however, their advanced technology assures that its output is second to none.

Culturally, little is known of the Thalan. They are remarkably alien to every major civilization in the galaxy, from the noble Altarians to the bloodthirsty Drengin.

Current Status

Unknown.

Iconian Refuge

The Iconians were the first naturally evolved species to gain sentience. It is believed that the Precursors elevated the Iconians to sentience and may have modified their biology to do so. For thousands of years, the Iconians aided the Precursors in their efforts across the galaxy.

The Iconians began to develop machines to aid them in their own endeavors as their technology grew, which resulted in the creation of the Yor. When the Precursor civil war began, the Iconians sided with the Arnor. Their enemies—branded by the Iconians as "Dread Lords," a moniker that has stuck ever since—enhanced the Yor into full sentience as retaliation, and encouraged the synthetic beings an uprising against the Iconians. The Yor took advantage of their newfound power to begin a war to exterminate all Iconians.

The genocide of the Iconians on their home world meant that only those housed on Precursor outposts survived. They eventually founded a new home world on which to live a quiet, peaceful existence.

In the early 23rd century, a Terran exploration ship from the Odyssey Task Force made contact with the Iconians. Upon learning that their old enemy, the Yor, now possessed the capability of reaching them with the proliferation of hyperdrive propulsion, the Iconians gratefully accepted the knowledge of hyperdrive technology and began to re-arm.

The Iconians, more so than any other race, have a fascination with technology. Some speculate that the only reason they are not the leading race in the galaxy is that their adopted home world is so poor in resources. Equipped with hyperdrive and with the ability to inhabit many different types of planets, the Iconians have rapidly expanded into the sectors near their second home.

Current Status

The Iconians were an associate member of the Coalition during the Dread Lord wars. They were relatively weak at the outbreak of the conflict and have successfully kept the location of their home world a secret from all except the Terran Alliance.

Krynn Syndicate

The Krynn have a rich and textured history. Not a single race at all, the Krynn are an organization of many different minor civilizations through a religious movement. After the defeat of the Korx during the Dread Lord wars, the remaining Korx and their allies joined the Krynn. This in turn changed the Krynn, and has brought the criminal elements of the society once again into ascendancy.

No one really knows what an individual Krynn looks like, as the "confrontation suits" they tend to wear when dealing with outsiders mask their physical attributes. Their arrival on the galactic scene in the early 23rd century went largely unnoticed until after the Dread Lord wars, where the chaos and lawlessness in the galaxy created an opportunity for criminal underworld organizations to flourish.

The internal struggle between the religious and criminal classes of the Krynn homeworld has simmered (and occasionally boiled over) for the entirety of recorded history, with the rest of the population oscillating between the two extremes.

Current Status

With the breakdown of the United Planets and hundreds of colonies in disarray, the Syndicate has infiltrated its way across the galaxy. Their invisible hands have as much or more power than the leader of any empire, depending on who you ask.

Iridium Corporation

The Iridium Corporation is the apex business organization of a society dedicated to the principles of the free market. Not greedy, materialistic, or cruel, the people of Iridia simply believe that free and open access to markets lead to the perfect society.

Although nominally a private enterprise, the Iridium Corporation so thoroughly dominates the Iridium market that it's indistinguishable from a government body to many outside observers. Because it gained this position over centuries of open business activities, few Iridiums see an issue with it—their definition of a free market includes no prohibitions against monopolistic power. Some voices occasionally advocate for reform and restrictions on the Iridium Corporation's powers, but as these almost always originate from the Iridium Corporation's competitors, and reek of market interference, they rarely find purchase within the rest of Iridium culture. An apex corporation also allows the Iridium people to seamlessly do business with alien races, the single entity able to use its weight to negotiate more favorable treaties and alliances that can benefit the entire Iridium market.

Iridium people are generally happy with their lot in life, their culture having long valued the role of the worker. More cynical observers might say that any Iridiums unhappy with their life simply aren't heard from, coming from the un- and underemployed classes routinely ignored by the Iridium media. Another quirk of Iridium culture is their curiously low birthrate. As the costs involved in raising a child are born solely by its parents, and culture dictates that all children are discharged without debts to their parents upon reaching the age of majority, there are few market benefits to having a child. Even support during the parents' non-working retirement years is limited to token gifts—anything more would be taboo in Iridium culture.

The Iridium Corporation is currently led by High Arbiter Harondin Gaul. Gaul is somewhat unusual amongst Iridiums in that he has a well-developed sense of generosity. Although all Iridiums perceive the value of gifts and favors as a business mechanism, Gaul has elevated this practice to new heights, often doing favors for others who can provide him no perceivable benefit. Gaul remains unwilling to explain this anomalous behavior, though his recent election victory for an unprecedented third 33-year term perhaps provides a hint as to his motivations.

The discovery of hyperdrive (via a sublight trader that made contact with a Terran drone vessel) has sparked an upheaval in the Iridium marketplace, as the economy retools itself to begin exploiting the limitless expanse of the stars. This calls to mind earlier eras when business-states used wooden ships to exploit the resources of Iridia. Although great fortunes were made, this was also a time of much misery and suffering amongst the Iridium people, and some internal observers worry that the new rush to the stars will cause the same internal stress and tension.

Perhaps more concerning is the external threats facing the Iridium Corporation. Iridia has largely had a peaceful history, its people having long disdained the destructive potential of war. This tendency may leave them blind to the intentions of their galactic neighbors, who may not view their interactions through the same lens of peaceful cooperation.

Current Status

A newcomer to the galactic stage, the Iridium Corporation has made no friends or enemies yet. Desiring only wealth and prosperity, its success or failure will depend largely on how well it adapts to the unpredictable and often hostile neighborhood it now finds itself in.

Arcean Empire

The Arcean Empire is one of the oldest civilizations in the known galaxy. Their industrial civilization thrived long before humans evolved on Earth. The twelve-foot-tall Arceans are epic warriors. Prior to the Dread Lord war of 2225, they had put their warrior talents into carving out a significant interstellar empire.

The Arceans helped humans reach the stars in the form of the stargate technology an automated probe shared with Earth in 2117. The advances in theory that stargates gave human scientists allowed mankind to leapfrog the Arceans and develop hyperdrive technology, which revolutionized interstellar travel for the entire galaxy—after the humans naively shared it from Arcea to Drengi, anyway.

The new era of warfare brought on by the spread of hyperdrive visited a series of bloody wars on the Arceans, which suited the militaristic race just fine. Unfortunately for Arcea, the Drengin Empire held back its navies during the Dread Lord war and used their fresh troops to pounce on the weakened Arceans after the Dread Lord menace was finally defeated. The weary and weakened Arcean forces were swiftly defeated, and the Drengin used the opportunity to crush their old foes with massive orbital bombardments.

Current Status

Despite the Drengin's best efforts, the Arceans are not extinct. With their major power centers in rubble and many worlds' worth of Arceans slaughtered by the bloodthirsty Drengin, however, the Arceans are not a major force in galactic affairs as of 2242.

Torian Confederation

The Torians had achieved a preindustrial society at a time when Humans were evolving on Earth. The gentle, peaceful species had created a delicate balance between themselves and their environment.

Unfortunately, a probe from the Drengin Empire discovered Toria and its inhabitants.
As a consequence, the Drengin constructed a stargate and had it towed by an automated ship the 20 light-years between Drengi and Toria. Once the stargate arrived, it created a relatively fast way for the Drengin to send forces to the Torian homeworld.

The Torians were a people full of wonder and trust. Noble as they are, those instincts led them to being brutally enslaved by the Drengin Empire.

However, the Torians are nothing if not resilient. They studied in the school of pain and grief, and learned how strike back at their conquerors. Eventually, the Torians were able to drive the Drengin from their world with a gradual campaign of sabotage and resistance that made conquest too costly for the Drengin to maintain. The stargates that connected the two planets together required immense resources to run, and the Drengin eventually concluded that maintaining control of Toria was too expensive—after tens of thousands of years of brutal repression.

The Torians were incredibly lucky to have gotten the Drengin Empire off their world when they did. A few hundred years later, the galactic powers were equipped with hyperdrive that made the old stargates instantly obsolete. The Torians would never have been able to liberate themselves against a hyperdrive-equipped Drengin Empire.

The history of Toria is, at this point, largely the story of the horrific Drengin occupation. Toria, once a beautiful planet, lay in ruins even after hundreds of years of independence. The Torians retained an immense bitterness against the Drengin Empire and would skirmish against them any chance they got. The cold, calculating Drengin lack such passions and would leave the Torians be if it were in the Drengin's best interests, just as they did when ending the initial occupation. The Torians, by contrast, tended to go out of their way to antagonize the Drengin.

The Torians are largely an aquatic race. Toria is mostly covered in water, and they prefer watery worlds. Their ships tended to carry a great deal of water on board, which proved a benefit in interstellar relations —they always had water to trade with other spacefaring civilizations who are far from home. The Torians were able to travel further from their home planets than other galactic civilizations because of this.

Once a kind and gentle people, the Torians' experiences with the Drengin have colored their view of alien civilizations. They are not above ruthless military tactics when needed, especially if the Drengin are involved or if their target is working with the Drengin in some way.

Current Status

After the Dread Lord war, the Drengin Empire reconquered Toria and laid the surface to waste. Torians are now farmed for their meat by the Drengin.

Technical Support

- **Link for Trouble Shooting and FAQ:**
  https://forums.galciv3.com/486732/galactic-civilizations-iii-support-faq
- **Link for Support Ticket:** http://esupport.stardock.com/index.php?/Tickets/Submit
- **Link to Forums:** https://forums.galciv3.com
- **Link to Website:** https://www.galciv3.com
- **Link to Wiki:** https://galciv3.gamepedia.com/Official_Galactic_Civilizations_III_Wiki

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