

GALAXY

Player Manual - Version 3.0.0: Galactic Age

GALAXY is a turn-based 4X strategy game played on a hex-ruled star map. Version 3.0 unifies the existing exploration, worlds, fleets, technology, diplomacy, society and crisis systems around strategic eras, victory paths and a late-game command layer.

Strategic Eras

The campaign advances through Survey Age, Expansion Age, Rivalry Age, Galactic Age and Ascendancy. Era progress follows the campaign horizon and can accelerate as the player develops a large interstellar civilization.

Victory Paths

Choose Exploration, Scientific Ascendancy, Galactic Federation, Military Supremacy, Economic Dominance or Survival from GALACTIC AGE. Progress is displayed as a percentage. Once the Galactic Age is reached, completing the selected path ends the campaign with that victory condition.

Standing Fleet Orders

FLEETS can receive persistent orders: Explore, Patrol, Defend, Intercept, Repair, Blockade or Reserve. Idle fleets with a standing order seek an appropriate target automatically at the start of a turn. Set NONE to return a fleet to direct command.

Task Forces

GALACTIC AGE can form a Task Force from two or more co-located, unassigned fleets. A Task Force keeps its member fleet identities while presenting combined strategic power and a shared mission concept.

War Objectives

Conflicts can be labeled Border War, Punitive Expedition, Liberation, Conquest, Regime Change, Defensive War or Total War. These objectives record the strategic purpose of a conflict alongside the existing diplomacy system.

Strategic Supply

Fleet support is classified as CORE SUPPLY, EXTENDED SUPPLY or UNSUPPLIED according to distance from friendly colonies and orbital bases. Starbase levels expand support range, while the Interstellar Gate megaproject extends it further. Unsupplied fleets lose readiness and may accumulate transit wear.

Space, Economy and Ascendancy

Galactic Terrain

Star systems can occupy Open Space, Nebulae, Asteroid Fields, Ion Storms, Pulsar regions, Ancient Ruins, Wormholes or Dark Space. Nebulae, Ion Storms and Dark Space can add travel time; Wormholes can reduce it. Asteroid, Pulsar and Ruin systems can improve minerals, energy or science output.

Map Overlays

TERRAIN highlights unusual space. STRATEGIC SUPPLY shows the reach of the player support network. Existing Political, Fleet, Colonies, Exploration, Movement, Trade, Threat, Territory, Stability, Trade Risk, Population, Economy and Diplomatic overlays remain available.

Galactic Economy

ECONOMY summarizes strategic stockpiles, trade routes, estimated fleet/colony maintenance, crisis costs and the strategic balance. Set a broad priority: Balanced, Growth, Industry, Science, Trade or Military. The priority provides a modest empire-level bonus each turn without replacing colony development.

Megaprojects

Late-game civilizations can undertake Dyson Swarm, Galactic Sensor Array, Terraforming Network, Deep-Space Shipyard or Interstellar Gate projects. Projects consume large mineral, energy and science reserves, require multiple turns, and provide persistent civilization-scale benefits when completed.

Unified Command Sidebar

COMMAND opens a right-side contextual inspector. It reports the current era and victory progress plus selected-system terrain, owner, population, orbital infrastructure, planets, friendly fleets, readiness, territory, trade risk and threat. Galaxy View, Sector View and System View provide strategic zoom presets.

Command Reference

AREA	PRIMARY USE
MAP	Select systems, inspect overlays and issue direct movement orders.
WORLDS	Develop planets, districts, population and terraforming.
FLEETS	Fleet composition, missions, stance, supply and standing automation.
RESEARCH	Engineering allocation, doctrines and custom ship designs.
ECONOMY	Empire priority, stockpiles and megaproject construction.
GALACTIC AGE	Era, victory progress, task forces and war objectives.
DIPLOMACY	Relations, intelligence operations and Galactic Council.
CIVILIZATION	Government, factions, leaders, crises and stability.
NEXT ACTION	Prioritized command queue for unresolved strategic issues.
COMMAND	Unified contextual inspector and strategic zoom presets.

Save Compatibility

Version 3.0 retains the GALAXY version-2 save schema for backward compatibility. Existing v2.x surveys are migrated on load. Galactic terrain is derived deterministically from the original survey seed; new era, victory, automation, task-force, supply, economy and megaproject fields receive safe defaults.

Core Rules

The established hex map, colony development, resource economy, research, diplomacy, combat, occupation, society and crisis systems remain in place. Galactic Age adds command structure and endgame direction rather than discarding prior mechanics.