

GALAXY

Player Manual - Version 3.0.1: Galactic Age

GALAXY is a turn-based 4X strategy game played on a hex-ruled star map. Version 3.0 unifies exploration, worlds, fleets, technology, diplomacy, society and crisis systems around strategic eras, victory paths and a late-game command layer. Version 3.0.1 is a maintenance release correcting Galactic Terrain overlay rendering without changing gameplay rules.

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.

Standing Fleet Orders

FLEETS can receive persistent orders: Explore, Patrol, Defend, Intercept, Repair, Blockade or Reserve. Set NONE to return a fleet to direct command.

Task Forces

GALACTIC AGE can form a Task Force from co-located unassigned fleets. A Task Force keeps 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.

Strategic Supply

Fleet support is classified as CORE SUPPLY, EXTENDED SUPPLY or UNSUPPLIED according to distance from friendly colonies and orbital bases. Unsupplied fleets lose readiness and may accumulate transit wear.

Galactic Terrain

Star systems can occupy Open Space, Nebulae, Asteroid Fields, Ion Storms, Pulsar regions, Ancient Ruins, Wormholes or Dark Space. Terrain can affect travel time and strategic resource production.

Map Overlays

TERRAIN highlights unusual space. STRATEGIC SUPPLY shows the reach of the player support network. In v3.0.1 terrain glyphs are shown only in TERRAIN mode, use a small fixed screen size, and are clipped to the chart viewport.

Galactic Economy

ECONOMY summarizes stockpiles, trade routes, maintenance, crisis costs and strategic balance. Set Balanced, Growth, Industry, Science, Trade or Military priority.

Megaprojects

Late-game civilizations can undertake Dyson Swarm, Galactic Sensor Array, Terraforming Network, Deep-Space Shipyard or Interstellar Gate projects.

Unified Command Sidebar

COMMAND opens a right-side contextual inspector. Galaxy View, Sector View and System View provide strategic zoom presets.

Command Reference

AREA	PRIMARY USE
MAP	Select systems, overlays and 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.

Version 3.0.1 Maintenance Note

The v3.0.0 terrain-symbol scaling defect is corrected. This patch changes presentation only; existing v2.x and v3.0.0 save files remain compatible.