

GALAXY

Player Manual - Version 3.0.2: 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 3.0.2 is a maintenance release that keeps the map camera stable while navigating the interface.

Camera Stability - v3.0.2

Switching MAP, EMPIRE, WORLDS, FLEETS, ECONOMY, RESEARCH, DIPLOMACY, CIVILIZATION, notifications, overlays, or other normal management controls preserves the current map pan and zoom. Minor layout and canvas-size changes redraw the chart without automatically fitting or recentering it.

Intentional Navigation

FIT, CENTER, Galaxy/Sector/System view presets, double-click centering, explicit Locate/Center controls, NEXT ACTION when it targets a location, and location-bearing notifications may intentionally move the camera.

Strategic Eras

The campaign advances through Survey Age, Expansion Age, Rivalry Age, Galactic Age and Ascendancy.

Victory Paths

Choose Exploration, Scientific Ascendancy, Galactic Federation, Military Supremacy, Economic Dominance or Survival from GALACTIC AGE.

Standing Fleet Orders

FLEETS can receive persistent Explore, Patrol, Defend, Intercept, Repair, Blockade or Reserve orders.

Task Forces

GALACTIC AGE can group co-located fleets into Task Forces while preserving individual fleet identities.

Strategic Supply

Fleet support is classified as CORE SUPPLY, EXTENDED SUPPLY or UNSUPPLIED. Unsupplied fleets lose readiness and may accumulate transit wear.

Galactic Terrain

Systems can occupy Open Space, Nebulae, Asteroid Fields, Ion Storms, Pulsar regions, Ancient Ruins, Wormholes or Dark Space.

Galactic Economy

ECONOMY summarizes stockpiles, trade, maintenance, crisis costs and strategic priorities, and manages megaprojects.

Save Compatibility

Existing GALAXY v2.x, v3.0.0 and v3.0.1 save files remain compatible with v3.0.2.

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 automation.
RESEARCH	Engineering, doctrines and custom ship designs.
ECONOMY	Empire priority, stockpiles and megaprojects.
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; location-bearing actions intentionally locate their target.

Version 3.0.2 Maintenance Note

Automatic camera fitting on ResizeObserver events has been removed. Resizing the chart only resizes and redraws the canvas; it does not alter the player's current map ox/oy/zoom. This patch changes presentation and navigation behavior only.