Game Instructions

\*\*\* Anything in highlight I think might be changed later \*\*\*

Interface

The interface is comprised of two halves, the galaxy screen, upper halve, and the card screen, the lower halve. The card screen is where you will see all of you cards. The first layer of cards will be you galaxies or systems. If you click on a card it will bring you to the planets in that solar system. Clicking on the + by the name will bring up the information on that card. To deselect a planet click on the GREEN BUTTON, and to deselect a system click anywhere but the card. On the bottom right corner of the draw screen you will see the current information of you civilization.

The galaxy screen is where you will see other players planets. If you click on the opposing colors tiny square, you will be able to see the planets in there solar systems. Note, if there are currently no planets in the field you will be GIVEN A ERROR.

Phases

The game has a total of three phases

1. Draw phase

In this phase you will get a random card. This card can be three different things. 1) a Solar system, these allow you to hold planets. 2) a planet, this is where your population and resources are. 3) a random event, these will cause changes in population such as a meteor strike or a plague. All new planets and systems will be visible in the card screen

1. Build Phase

In this phase you will train unit to go into battle. NOTE: you can only do this in the build phase! To do this simply click on a solar system to access the planet you want to assign troops from. Then at the top of the planet click the button add soldiers. Then adjust the slider for however many troops you would like to train. NOTE: training units costs resources so train wisely.

1. Fight Phase

In this phase you will be able to put your military to the test and fight the other player! NOTE: You can only fight other planets in the fight phase. To fight an enemy planet you first have to click on the system you want to attack in the galaxy screen. Then on the planet you want to attack click on the Fight button at the top of the card. Then adjust the slider picking how many troops you want to send in to the fight. After you either win or lose information will pop up telling you the results of the battle. NOTE: If a planet doesn’t have a fight button on it that means that they have no army.