Game Instructions

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

\*\*\*Comments for things that might need to be changed\*\*\*

Interface

The interface is comprised of two halves the map screen, the upper halve, and the card screen, the lower halve. The card screen is where you see all of your cards. The first layer of cards will be your solar systems (i.e. card sets). 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, and clicking on the + will bring the card’s picture back up. To deselect a solar system click on the GREEN BUTTON. On the bottom right corner of the draw screen you will see the current information of you civilization.

The map screen is where you see other player’s planets. If you click on the opposing player’s colored star, you will be able to see the planets in that solar system. Note: if there are currently no planets in the field you will not be able to access the solar system.

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 soldiers 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. In this phase, you can also increase the rate at which the population of your planet increases. It is done by going to the same place you do to train soldiers and clicking on the “Pop. Growth” button.

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 map 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; you will also get a reward of resources if the battle is won! NOTE: If a planet doesn’t have a fight button on it that means that they have no army.