



# Galactic Conquests **Player Manual**

Dream. Build. Dominate.

## Game Context

The game is set in the *Centaurus A* galaxy roughly 14 million light years away from our own Milky Way galaxy. There are 23 inhabitable systems in the galaxy which 3 Factions (Viltt, Doloe and Qalz) are fighting for control over. A network of hyper-space links connect these systems (indicated by the dashed lines in figure 1 in Appendix A).

## Starting out

At the commencement of the game, the player selects a ship to pilot. You are then sent to a random starting system. Game play involves jumping between systems and interacting with factions through interacting with their systems. The ship can be upgraded, repaired and loaded with missiles in the hangars of neutral and friendly systems in exchange for Galactic Credits (game's currency). You have a reputation amongst each faction, which initially starts off as neutral.

## Missions

At systems owned by friendly and neutral factions you can request a mission. The mission will require you to navigate to another target system (highlighted green in the hyper-jump screen) through making a series of jumps through systems. If you visit a system controlled by an unfriendly faction, you have a choice of either bribing the faction or removing (fighting) the faction's forces in the system in order to use the hyper-jump link. After reaching the target system, you will then have to remove (through fighting) the system's faction's forces. Once you've taken control of the target system, you then hand control of the system over to the mission giving faction in exchange of a reward (galactic credits). You increase your reputation with the faction who you did the mission for, but damage your reputation with the faction you attacked.

## Game Aim

The aim of the game is firstly, to become a Faction Leader. When visiting a system owned by a faction with whom you have a perfect reputation (100), they will ask you to lead them. Gain reputation by doing missions for the faction you wish to lead. The second aim is to win the game by becoming the Ruler of the Galaxy through helping your Faction take control of all systems in the galaxy. When you are a Faction Leader and you take control of a system from another faction, you automatically transfer control of the system to your own faction.

The game is over (you lose) if you let your ship get destroyed in battle. The option to replay a lost is given after losing a battle. However, if you foolishly enter a battle with minimal hull health, you are unlikely to ever be able to win and will have to restart the game from the beginning. A stalemate can also be reached through helping a faction take control of the galaxy without being their leader.

## Ship Battles

In order to gain control in a system a ship battle must be won through staying alive and destroying all enemy ships in the system. (See Figure 2 in Appendix A). The spaceship is controlling using the keyboard:

Accelerate Forward: <b>W, UP-ARROW</b>	Rotate Ship Left: <b>LEFT-ARROW</b>
Accelerate Backwards: <b>S, DOWN-ARROW</b>	Rotate Ship Right: <b>RIGHT-ARROW</b>
Side Thruster Left: <b>A</b>	Side Thruster Right: <b>D</b>
Fire Laser: <b>SPACEBAR</b>	Launch Missile: <b>ENTER/RETURN</b>

Appendix A

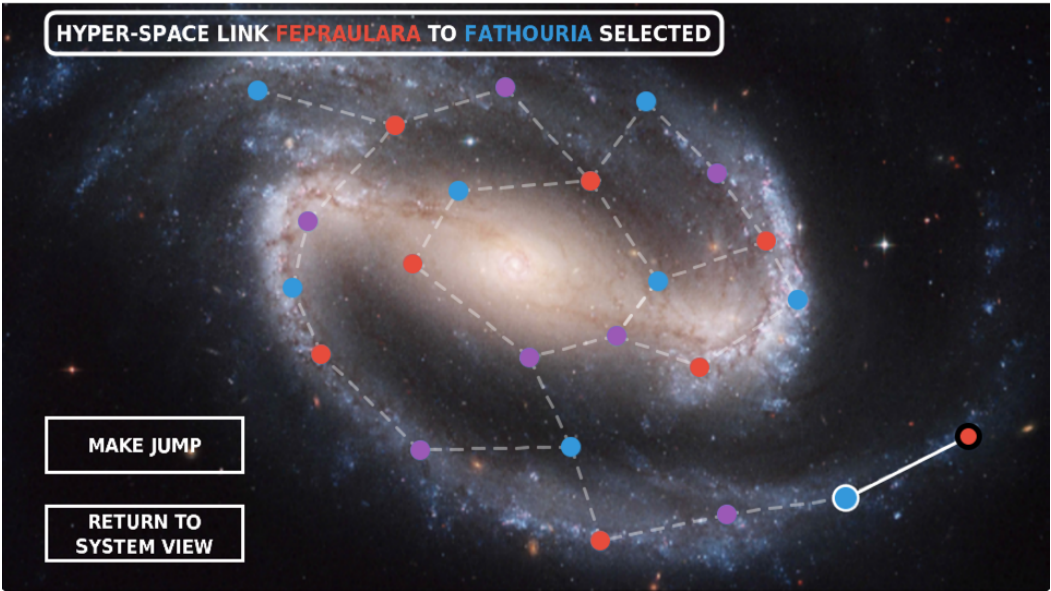


Figure 1: Screenshot from the Hyper-Jump Screen.

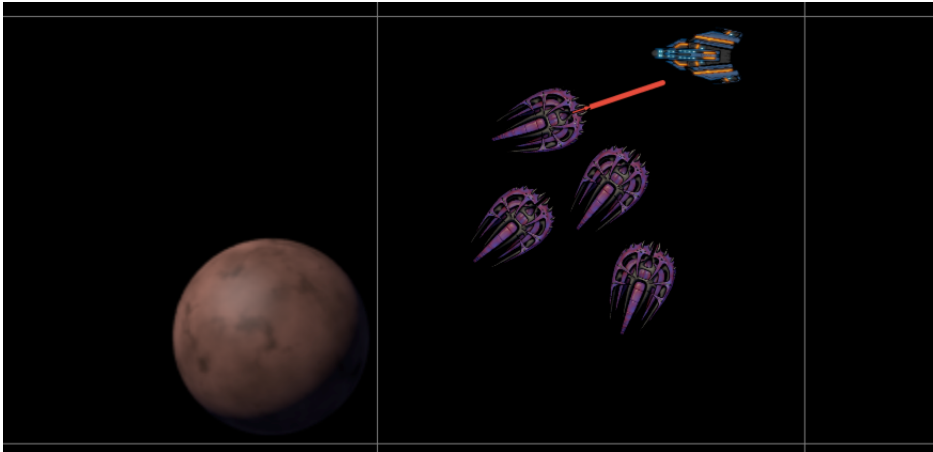


Figure 2: Screenshot from the Fight Screen.