

# Stargate: Galaxy

---

## User Guide

**Peter Mitchell  
Andrew Krix  
Karlos White  
Phil Lavender  
Kane Stone**

**11/6/2011**

## New Game

When the user opens Stargate: Galaxy they begin on the main menu. From the main menu the user may start a new game, continue a game, view the credits, or quit the program.



*Main Menu*

If the user elects to begin a new game and there is no game currently saved by the program then the game will begin and the user will be at Earth aboard the Prometheus, the player begins with 0 experience and the galaxy is populated by enemy forces.

If the user selects continue game and there is a game currently saved then the user will appear at Earth with their current ship an experience level, along with the state of the galaxy as they left it



*The players first ship – "Prometheus"*

## First Flight

When the user wishes to move there are a number of ways to do this.

- 1) The user can left click on a point in space. The ship will then move towards this point
- 2) The user can right click on a game object such as a ship or planet, the user can then select what to do from a drop down list such as move to and orbit

In order for the ship to begin moving the user must allocate some of the ships power reserves to the engines using the power management system in the bottom left of the user interface. The user can assign power to a system by clicking and dragging the small button next to the appropriate system

The user can move to a different system in the game by bringing up the map using the M key and then selecting a system to travel to using the mouse.



*The Map Screen*

Once the user has travelled to a different system they may encounter enemy ships within the system. In order to initiate combat with the enemy ships the player must right click on the ship and then select attack from the drop down menu. Once this is done the players ship will automatically move to engage the enemy ship.



*Combat in progress*

## Additional Actions

If the user has cleared a system of enemy forces or there were no forces in the system to begin with then they may capture the planet by staying near it for a short period of time

At any point during the game the user may attempt to call upon allied forces to assist them in combat, this is done by pressing the call allies button on the interface. Allied forces are not guaranteed to respond to a call for aid.



*Allies forces responding to a call for assistance*

At any point during the game the user may open the in game menu by pressing the escape button. The in game menu will always have options for the user to return to the game or quit to the main menu. If the user is at Earth they will have the additional options of saving or loading a game and if they have other ships changing the ship they are currently piloting. If the user is at the Asgard Trade planet then the trade menu will also appear.



*Earth Menu*



*Trade Menu*



*In Game Menu*

During the game the user will also be able to manage the power that is being used in their systems. The user may adjust the power given to each of the three systems using the power management panel modifying the levels given to each system. Later in the game the user may also gain access to more weapons which they can use on their ship, the user may see which they currently have by pressing W on the keyboard, this will open the weapons pane. The weapons deal different damage to enemy ships based on the weapon type



*User interface with weapons tab and nearby objects tab open*

The player may also open up a pane which shows all nearby objects by using the S key. The player can then interact with these objects the same way as they would if they could see the object in the game area.

## Keyboard Controls

Control	Action
Escape	Opens the in game pause menu
1	Opens weapon panel
2	Opens object list panel
3	Shows help buttons for Call Allies and Purging ship of replicators
4	Opens the player information panel
5	Opens the map for hyperspace