# Galaxy Empires

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Overview

The action-packed 4-player strategy game that lets the player decide how to conquer the galaxy

- Players control alien factions battling for control over their home galaxy

- As they progress through the game, players expand their empire by conquering new territories, battling with their opponents, and negotiating trades.
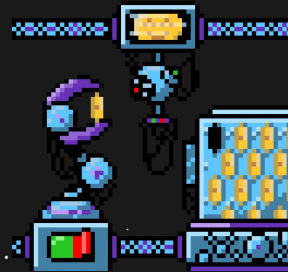
Gameplay Loop
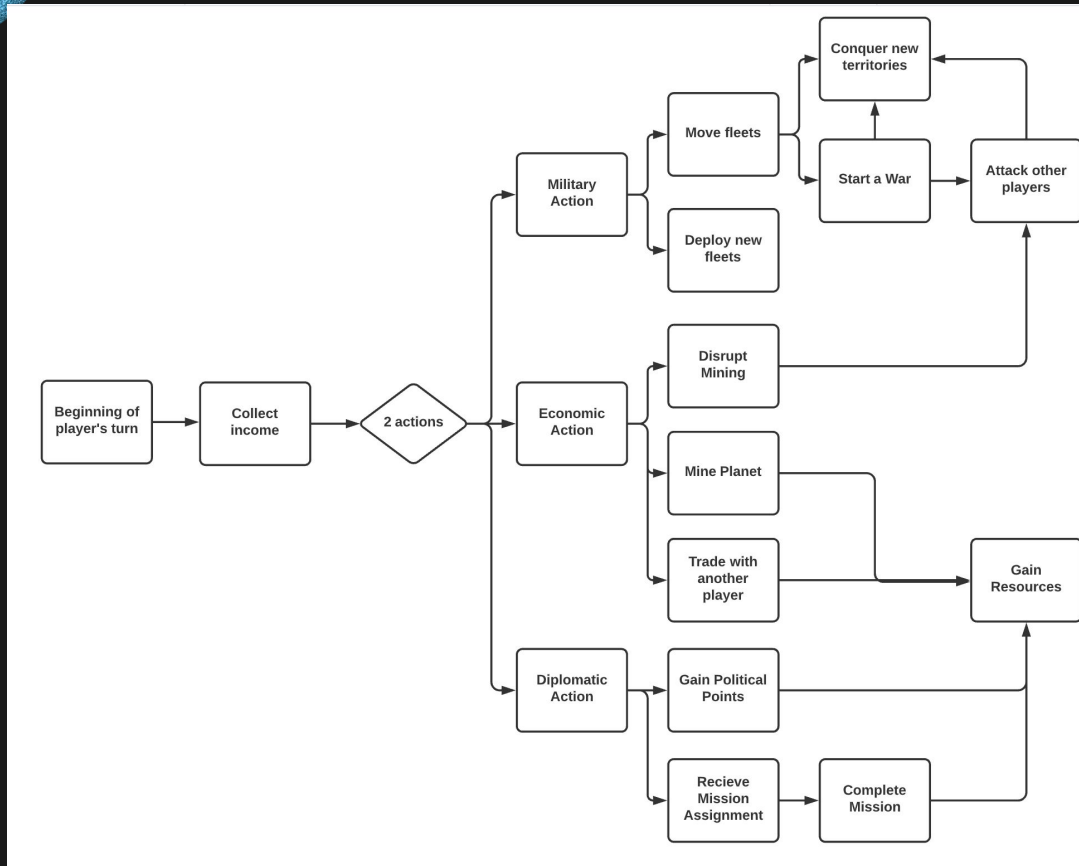
Win Conditions

Survival

- Capture opponent's capital territories to eliminate them from the game
- The last player with an operational capital owns the galaxy

Domination

- Hold 10 territories at once to win by domination over the galaxy
- There are 19 territories in the galaxy that are yours for the taking

Bounty

- Accumulate $7,000 to hire the Legion of the Damned
- They will coordinate an assassination of all remaining opponents

Appeal to Strategy Gamers

- Multiple routes to success allows a variety of strategies to be successful

- Different factions each have not very powerful abilities, meaning players are encouraged to play in different ways leads to variety in gameplay, and you may need to anticipate different things for each opponent

- Limited actions in your turn forces players to prioritize certain things

- Having multiple win conditions and different abilities means players will come back to the game to try playing it with different factions/pursuing different win conditions

Iterations: Board

- Key Changes

  - Decreased size

  - Simplify movement and player understanding of map

  - Individual tiles -> groups of tiles in a territory

  - Different kinds of territories with different rewards for controlling them

  - Moved from an even distribution of Planets across the map to a cluster of 3 in the center of the map to encourage trades, combat, and uneven resources

Original Board
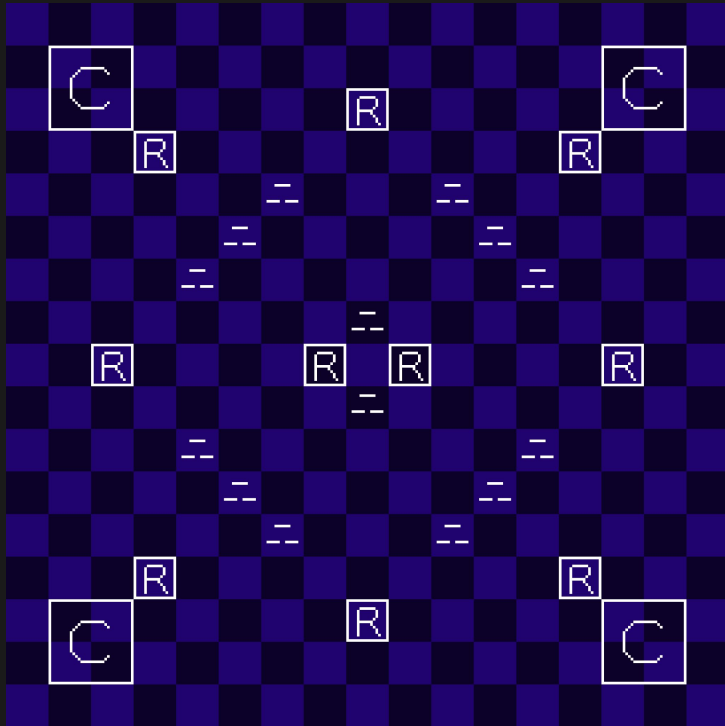
- Very big
- Combination of board size and fleet movement speed made movement very slow
  - Made it take very long to do anything - claim territory, control planets, start a war, etc
- Even distribution of resource points/planets over a large area meant there wasn't much reason to interact with other players for any reason
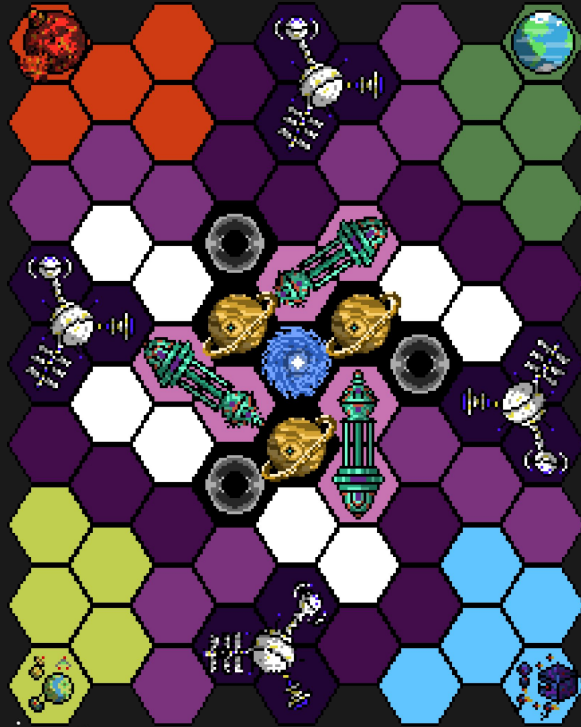
Intermediate Board

- Experimenting with territories of varying sizes and shapes
- Cluster of planets in the center of the galaxy to encourage players to interact
- Flaws:
  - Size
  - Central territory was far too valuable and easy to claim

Final Board

- Smaller size to make movement less of an issue
- Different kinds of territories
  - Capitals
  - Political Centers (pink)
  - Space Stations (dark purple)
  - Neutral (white)
  - Frontier (purple)
- Black holes and Planets in the center
- Wormhole in the center allows travel between political centers

Balance

- Most of the game balance is aimed at promoting multiple viable strategies

- All strategies are unique, have interesting gameplay and players can play how the want (not tied to a single strategy)

- Create scenarios where there is risk and reward and require players to primarily think in terms of opportunity cost/expected value for all actions

- Cash is king and balanced around # of fleets, political points act as a cooldown mechanism from too much trade/war/interaction, and movement is limited requiring map control strategy

- Iterative playtests caused me to think in terms of fleets, a lot of tweaks to income per turn and how income is generated were made upon the way

- Action/income centered and balanced around the idea of fleets as that is what primarily bolsters your empire and what every player wants

Iterations: Rules

- Initial issues:
  - Prices of resources too high and income too low, meant players had to skip turns because they couldn't afford to do any meaningful actions
  - Everything (trades, combat, truce) depended on troop movement, and players could only move one troop per turn making the game slow
  - Political cards were required to perform some of the core parts of the game, like starting a war, meaning players could get stuck waiting to draw the right card before being able to do the action they wanted
  - Win condition (eliminate all opponents) would take too long to reach
- Solutions:
  - Adjusted prices and income amounts
  - Gave players 2 actions per turn to do a combination of Military, Economic, and Diplomatic actions so they could do more each turn
  - Removed political cards, replaced their uses with things like war costing political points
  - Added several win conditions - Survival, Domination, and Bounty

Iterations: Mechanics

- Summary: Give the player the opportunity to do everything the game offers each turn, but a limited amount of everything

- Removing Political cards - dynamically overlaps with political points and mission cards & unnecessarily increase game complexity.

- Introducing Actions - a new resource that make the game more strategic by limiting player's moves.

- Differentiating certain territories and assigning them special values - Create incentives for players to expand and engage more actively

- Simplified combat to a quick series of one-on-one battles between involved fleets where players chaotically roll die

Questions?