

.USER GUIDE

GALAXY WARS



.GALAXY WARS "HOW TO"

INTERNET CONNECTION

Galaxy Wars requires a broadband Internet connection to be installed. Before continuing make sure that your PC is connected to the internet.

WARNING

After installation, you may need to restart your PC to ensure proper functions of the game.

AUTOMATIC INSTALLATION

- 1) Insert the CD into the CD / DVD-ROM drive of your PC.
- 2) Go to Start menu and from the search bar type D:\setup (where D: refers to your CD / DVD-ROM. If your CD / DVD-ROM drive isn't D, enter the appropriate drive letter) and press enter .
- 3) Follow the instructions on the screen, all the packages required for the installation of the game will be downloaded and installed on your PC.

MANUAL INSTALLATION

In the case where the automatic procedure fails, within the game disc find the folder "Resources".

- 1) Find the folder XNA Package, inside it find the file xnafx40_redist, run it and follow the instructions on the screen. Once the installation is complete go to the next step.
- 2) Find the folder F # Package , within find the file FSharpRedist2.0, run it and follow the instructions on the screen. Once the installation is complete go to the next step.
- 3) Go to Start menu and then to the search bar and type D:\setup (where D: refers to your CD / DVD-ROM. If your CD / DVD-ROM drive isn't D, enter the appropriate drive letter) and press enter. Follow the instructions on the screen. This step starts the process of downloading of the latest version of the game.
- 4) Congratulations, you have successfully installed Galaxy Wars. Double click the icon on your desktop to start the game.

REMOVING THE GAME

Access to Start > Control Panel > Programs and Features. From the list, locate and select Galaxy Wars and then click the **Uninstall** button.

ACCOUNT REGISTRATION AND ACTIVATION

Galaxy Wars is a game designed for online multiplayer gaming, which is why you need to visit the website and create a new user profile that can identify you uniquely in the game, on the site and on the forum dedicated to Galaxy Wars. Also from the website you can register your copy of the game so you can access to all the multiplayer experience!

Go to www.galaxywarsthegame.com and press the **Play Now! button**. Follow the instructions to create a new game profile and at the time of registration, enter the 16-digit key that you have received after purchasing the game. This way you can access the entire gaming experience.

FIRST START OF THE GAME

Once you have registered your copy, start the game and in the authentication screen enter the credentials for the profile you just created and press the Play! button. Remember that for this first authentication you need to be connected to the Internet so that the game server can verify your profile.

FROM THE SECOND START

From now on, your credentials will be automatically saved and every time you launch the game you will automatically logged in with your profile. You can play without an internet connection but only in single player mode.

TO ACCESS WITH NEW CREDENTIALS OR FROM ANOTHER PC

If you want to access with new credentials, simply press the Exit and Log Out button from the main menu of the game.

.THE GAME

Galaxy Wars is a real-time strategy game which combines elements from the risk board game with those from more modern computer games.

The objectives of each game vary depending on the game mode you are playing, but the game is centered around conquering star systems and holding planets to produce new ships and upgrades for your army.

.MAIN MENU

The main menu is organized in 8 categories:

TUTORIAL: learn to play Galaxy Wars in 4 missions.

QUICK PLAY: allows you to set up a skirmish game on a random map.

SINGLE PLAYER: allows you to play a skirmish game versus the computer.

MULTIPLAYER: allows you to join or create multiplayer matches against players all over the world!



SETTINGS: customize video and sound settings, key bindings and others.

CREDITS: discover who created Galaxy Wars.

QUIT AND LOG OUT: allows you to exit and disconnect your current user.

QUIT: exit the game.

.SINGLE PLAYER MENU

TUTORIAL: 4 useful tutorials about Galaxy Wars controls and mechanics.

SKIRMISH: In a **skirmish game** you can choose the map, the game mode (normal, invasion, shroud of secrecy), the game time and the team size.

In the **invasion mode** you have to resist against waves of reinforcements the AI receives periodically. In the **shroud of secrecy** outside your territories all informations about your enemies are hidden in the fog of war.

All game modes can be in **normal** mode, where you have to conquer the entire map to win or in **timed** mode, to score more points than the opponent team.

QUICK LOAD and **LOAD:** allows you to load previous saved games.



.INTERFACE

The game's interface offers many useful info:

1. Players tab: shows attack, defense, production and research for each player (for further information go to the Planet Management section). Besides, you can see that next to each player's name is displayed a small number representing his team. Note that, if there are 4 or less players, you will see just one of these tabs.

2. Planet tab: contains special weapon buttons and, if a planet is selected, shows the size of the fleet stationed in that planet

3. Production bar: shows the size of the fleet in the selected planet and the production status for the next ship, once the bar is full a new ship is added to the total.

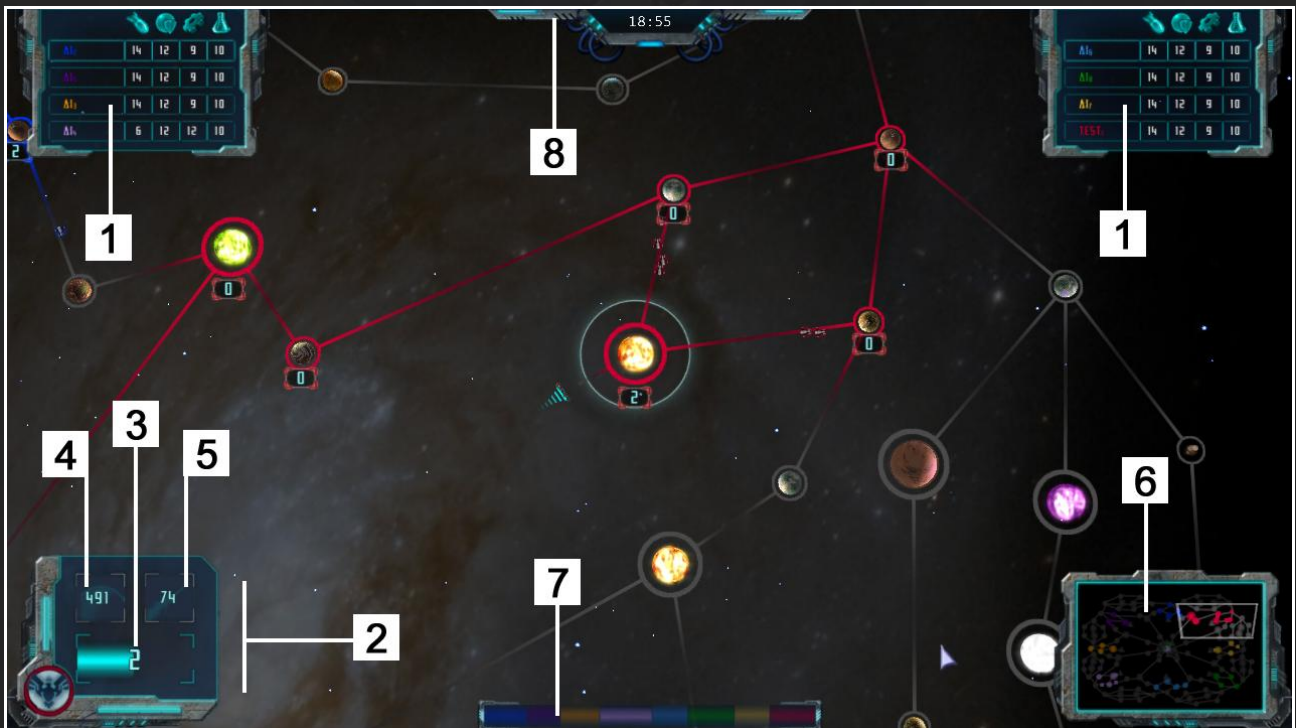
4. Primary special weapon.

5. Secondary special weapon.

6. Minimap: shows an overview of the entire map; grey dots represent neutral planets.

7. Power bar: shows the proportion of military power of each player.

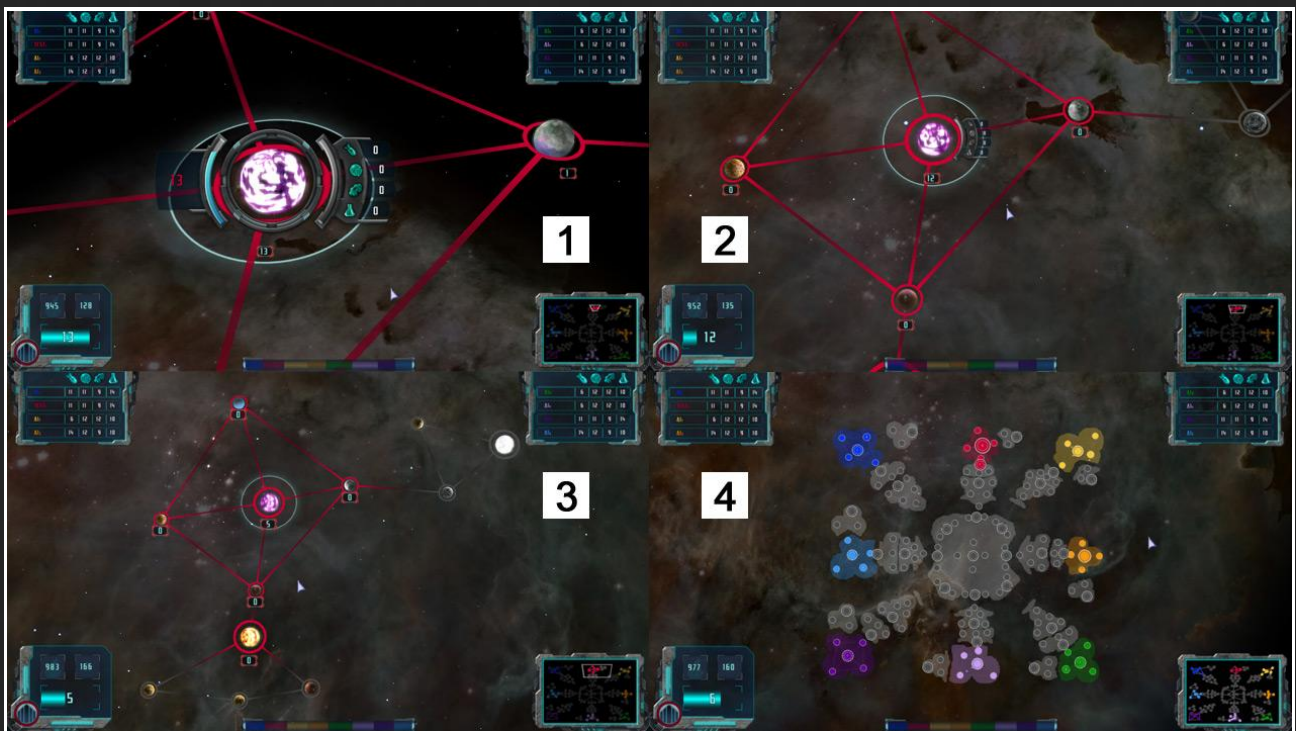
8. Timer: shows the time limit of the game; if the match time was set to infinite this tab will not be displayed.



.GAME CONTROLS

Galaxy wars features 4 different views of the map: you can change the **zoom level** with the mouse wheel:

- The first zoom level is a 3d close-up that allows to upgrade stars.
- The second and the third levels show a 3d view of the map and this is the view most of the game is played with.
- The fourth view shows a 2d representation of the whole map where the political situation of the map is displayed, with systems colored according to the respective owner color.

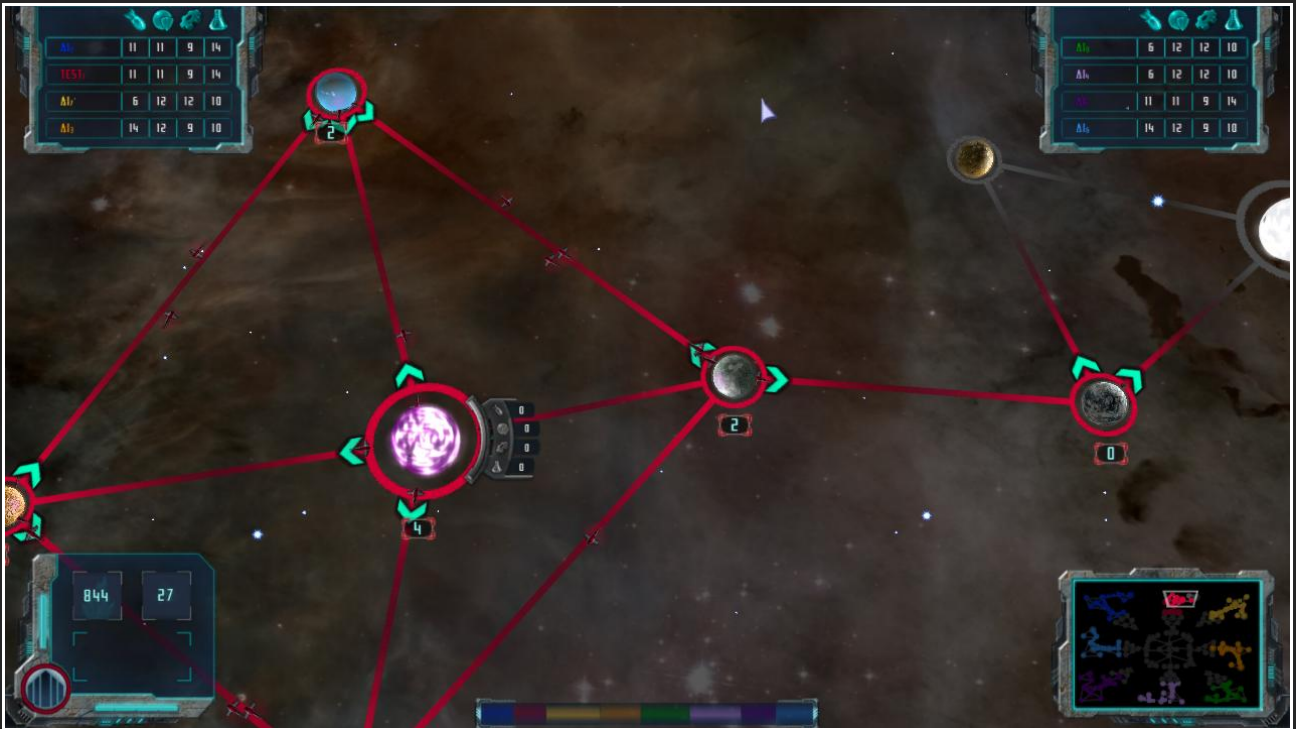


You can **move** around the map placing the mouse pointer near the display edges or clicking on the minimap to center the view on that portion of the map.

You can **select planets** by left clicking on them. You can select multiple planets by dragging the mouse creating a selection rectangle, just like you do in windows to select multiple icons. You can add more planets to the current selection by holding down left ctrl and clicking on them.

You can issue a **movement order to a single ship** by selecting one of your planets and right clicking on the desired destination. In this way the ship will travel along the shortest path to that destination and will engage any enemy forces it encounters. Note that, if a battle along the path lasts too long, the fleet will stop as soon as the battle is over to allow you to reorganize it.

You can issue a **movement order to the whole fleet** stationed in orbit by selecting one of your planets, holding left ctrl and right clicking on the destination. You can send part of the fleet to the designated destination by selecting one of your planets and then holding the right mouse button on the destination. A counter will appear on the destination, just release the button as soon as the desired amount is reached.



When you have few planets it is easy for you to send your new ships to reinforce the frontline manually. But as soon as your empire grows, you will find very difficult to send all your reinforcements to the frontline because on large maps the number of planets you own might be very high.

Auto routes are an effective way to reinforce your forward planets allowing you to concentrate on more important matters.

To set up an auto route select one or more of your planets, hold down left shift and right click on the destination. You will see that light blue arrows will appear next to each planet. These arrows point to the current auto route path.

You can set multiple auto route directions on one of your planets. In this case the reinforcements are equally split among all auto routes.

You can **delete an auto route path** by holding down left shift and then right clicking on the next planet along that path. If you want to clear all auto routes on that planet hold down left shift and then right click outside the planet.

While an auto route is active, all the planets along that auto route path will periodically send ships to the designated target. A player who can manage auto routes effectively can bring fresh reinforcements on its frontline with maximum efficiency.

.PLANET MANAGEMENT

Planets are divided into three categories: stars, planets and warp gates. **Stars** are the most important category of planets since they are the only kind of planets where you can research upgrades. Besides, they produce ships at a very high rate.

However **planets** are not less important than stars, because even if they produce ships at a very low rate, they can boost the production of all the stars in your system.

Finally **warp gates** are special objects which cannot be conquered but you can travel between them at a higher speed.



When the game starts you normally own a star (and so your opponents and allies) and all the other planets are neutral. A neutral planet is a particular planet displayed in grey which has no owner. When you move a fleet on a neutral planet you will conquer it but you will lose one ship. Warp gates are an exception, because they cannot be conquered and they do not have an owner, so if you travel between two warp gates you will lose no ships.

It is very useful to conquer all the planets in a star system for two reasons: each of them boosts your star production and owning an entire system enhances the upgrades you have researched so far on its stars.

If you zoom in on a star a **star panel** will appear. This panel shows the fleet size guarding that star (the same number you normally can see next to any other planet) and two bars: the left one is the same production bar you can normally see in the planet tab, the right one is the upgrade bar. When you research an upgrade the ship production will stop on that star and the upgrade bar starts filling. As soon as it is filled, the upgrade level will increase (in the right part of the planet) as well as the general upgrade level for that kind of upgrade in the player tab.



Upgrades are divided into four categories:

- **ATTACK** represents the power of your fleet weaponry and it is used when you attack an enemy planet.
- **DEFENSE** represents the power of your fleet defenses, such as shields, orbital defenses and so on. It is used when a fleet is defending a planet from an enemy attack.
- **PRODUCTION** represents the size of your industrial facilities and it affects the production rate (the speed at which your ships are built) and the upgrade speed.
- **RESEARCH** represents your technological advance and affects the super weapons energy recharge rate, the speed of your fleets and the upgrade speed.

Each star can research multiple upgrade types, each one can be upgraded three times. *Remember that the effectiveness of an upgrade on the same star is exponential.* This means that a level 2 upgrade on a star is more powerful than two level 1 upgrades on different stars.

To start an upgrade you just have to click on the corresponding icon in the star panel (which appears at the highest zoom level), which will then light up. You can also use the hotkeys bound to each of the upgrades: F1 for attack, F2 for defense, F3 for production and F4 for research. This can be accomplished even if you are not in the star panel.

.COMBAT

Combat is a crucial aspect of Galaxy Wars since your objective is to capture and hold as many star systems as you can, or to wipe out your enemies. Combat works according to the following rules:

When a fleet reach an enemy planet it starts fighting the fleet stationed in orbit. The attacker rolls a die whose maximum score is the current amount of attack power the player has. The defender rolls a die whose maximum score is the current amount of defense power. The player with the highest score hits the enemy. The player will lose an amount of ships equal to the 20% of the minimum between the size of your fleet and the defending one (at least 1). The actual die score is affected by the size of the fleet and it is proportional to the ratio between the fleet of the player who is rolling the die and the opponent one. This means that larger fleets are more effective than smaller ones. Combat is also an effective way to disrupt the enemy production since an attacked planet cannot produce new ships.

.special weapons

Another effective tool to use during combat is special weapons. Special weapons are devastating devices or tactics different for each faction in the game (Gen'yx, Zaiten and Kenos). There are two different kinds of special weapons: active and passive: active special weapons require a target to be selected, while passive special weapons do not require any target.

To fire an active special weapon select one of your planet, then click on the special weapon icon in the planet tab and then on a neighbor enemy planet. Remember that, to use an active special weapon you need at least one ship stationed on that planet, and after it is fired the fleet size is decreased by 1.

To enable active special weapons you just have to click on the special weapon icon in the planet tab.

Once a special weapon is fired a cooldown is displayed over the icon indicating that you have to wait to use that weapon again.

The special weapons available for each faction are listed below:

Gen'yx

- **MAC CANNON** (active): The MAC Cannon is a devastating weapon mounted on the orbital station of an empire planet. It fires a devastating blast at warp speed which destroys the 50% of the enemy fleet stationed on the target. For this reason it is more effective against large fleets.

- **STEALTH FIELD** (passive): The Empire ships are equipped with stealth fields which make them invisible to enemy scanners. When active all the fleets of the empire will be hidden to the enemy players and you will receive an attack bonus proportional to your research score.

Zaiten

- **SUPER DEFENSE** (passive): The republic can fortify the perimeter of its planets giving the defending fleet a defense bonus proportional to your research score.
- **PROPAGANDA** (passive): The republican officers broadcast a propaganda message which makes the enemy ships defect from their faction. All the enemy planets along the republic border starts sending ships to your planets.

Kenos

- **WARP VORTEX** (active): The consortium space stations are equipped with special rounds which can disrupt the warp routes and force the enemy ships to converge on the targeted planet from its neighbors.
- **WARP FREEZE** (passive): All the planets along the consortium border will fire special rounds to their enemy neighbors which disrupt the engines of the targeted ships. All ships hit by warp freeze cannot move (even those which are inbound to the hit planet) and they will not deal any damage to any attacker while the effect is active.

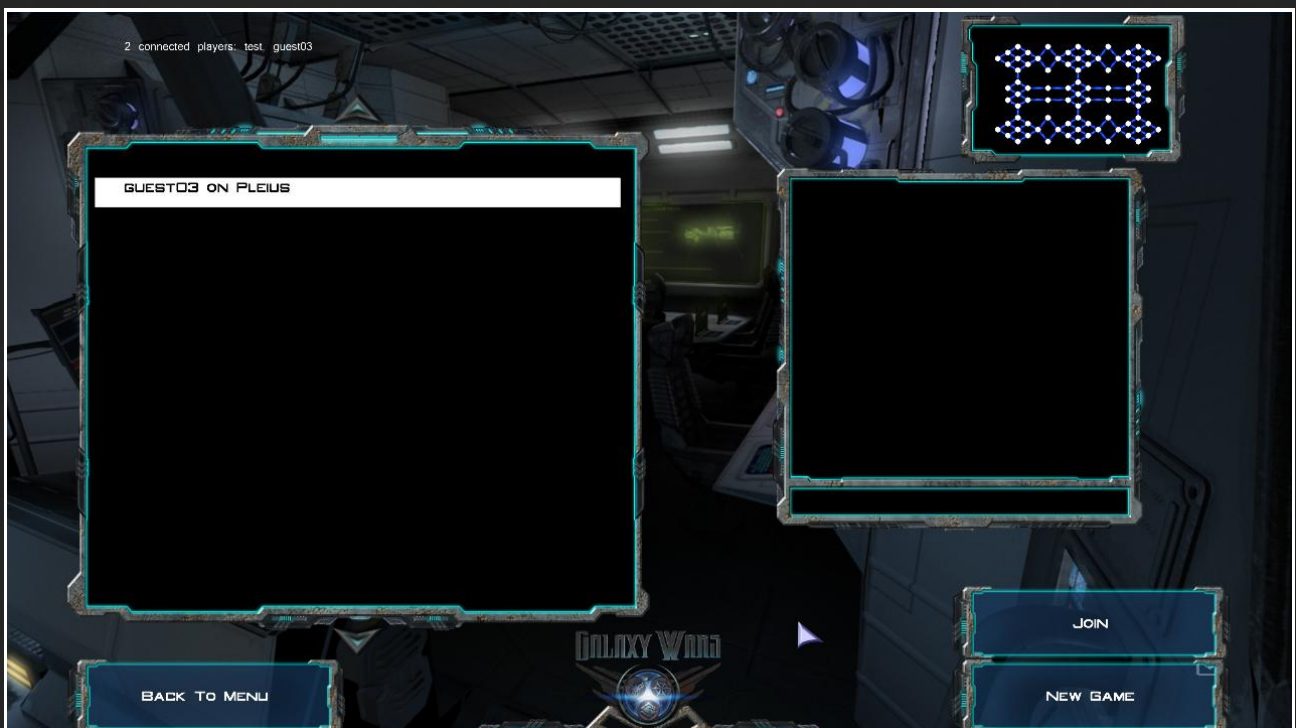
MULTIPLAYER

In order to start a multiplayer game you must be connected to your online account. Select **MULTIPLAYER** from the main menu and you will be automatically logged in the multiplayer lobby.

The lobby shows a list of created multiplayer games in the left tab. The game name is made of the player's name and the chosen map. You can see a preview of the map in the upper right corner, as well as the maximum number of players allowed in the game, the duration of the match and the game mode.

The **NEW GAME** button allows you to set up a game, where you can choose the map, the game mode and to enter a password if you want your game to be private to play with friends only. Further the menu is structured as follow:

- ai num: the number of AI players allowed in the game.
- human num: the number of human players allowed in the game.
- ai diff: the difficulty of ai players.
- game time: The duration of the match, choose “inf” if you want the match to be standard (i.e. no time limit).
- team size: The size of the teams. This can be “TEAMS” (free teams), where you can play with unbalanced teams such as 1v3, 2v4 and so on. “ffa” (free for all) where no alliances are allowed. Finally a number which is the fixed size of the teams: in this way the host cannot start the game until the teams are balanced.
- password: Your game password if you want it to be private.



When you press **Start** you will be sent in the **game lobby**, where you can chat with other players and set up the players's properties, such as the team and the factions (the teams are changeable only by the host while the factions by each player).

During a game you can **chat** with other players or team players. If the game is a team match the “Enter” key will open the team chat, while ALT + Enter will open the global chat. If the game is a FFA the Enter key will open the global chat.

During a team match you might need to give up planets to one of your ally. You can **give up a planet** when no ships are in orbit on it pressing “n”. When you do this the planet will become neutral.

.COMMAND LIST

MOUSE

Left mouse button (LMB): Selects the planets
Right-click (RMB): send troops / launch special weapons
Mouse wheel: zoom in or out
Mouse wheel (click and drag): move the camera

KEYBOARD

Move view up: W
Move view to the right: A
Move view down: S
Move view to the left: D

Move pointer up: ARROW
Move pointer to the right: RIGHT ARROW
Move pointer down: DOWN ARROW
Move pointer to the left: LEFT ARROW

Zoom in: Page Up
Zoom out: Page Down

Select: SPACE
Deselect: BACKSPACE

Select star: Z

Show scores: TAB

Ship Launch Modifier: CTRL + hold down LMB

Set an auto-route: Shift + left click RMB

Drop allied planet (only if has 0 ships): N

Primary special weapon: Q
Secondary special Weapon: E

Show planet under attack: X
Show Allies: F