
PC
GALACTIC 2
INHERITORS
ONLY ONE WILL PREVAIL!
AI
ARGONAUTS INTERACTIVE
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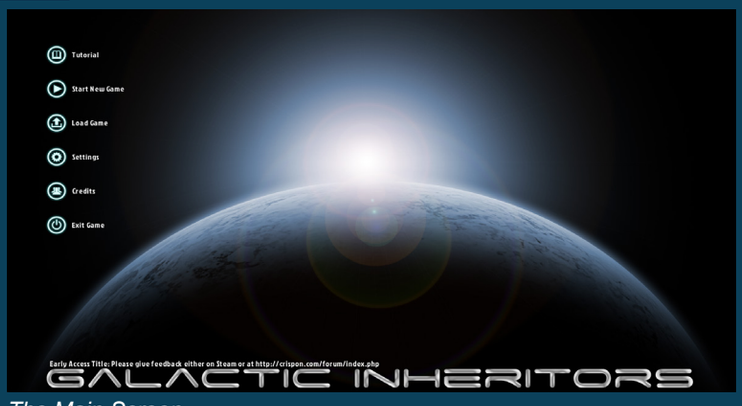
GAMES

GALACTIC INHERITORS MUICK START GUIDE

INTRODUCTION

Galactic Inheritors is known as a space 4X game. 4X is a genre of game where you eXplore, eXpand, eXploit and eXterminate. Space supplies the setting. To put it in a nutshell you go out into space meet lots of interesting aliens and then you kill them.

STARTING A GAME



The Main Screen



The Race Selection Details Window

There are two key choices when you start a game. Your Race and Map size. Each race has slightly different sets of bonuses and penalties leading to a slightly different game with each race. The map size influences the length of game. Once you have picked a race and a map size it is time to get going.



The situation at start of Turn 1



The situation at start of Turn 1

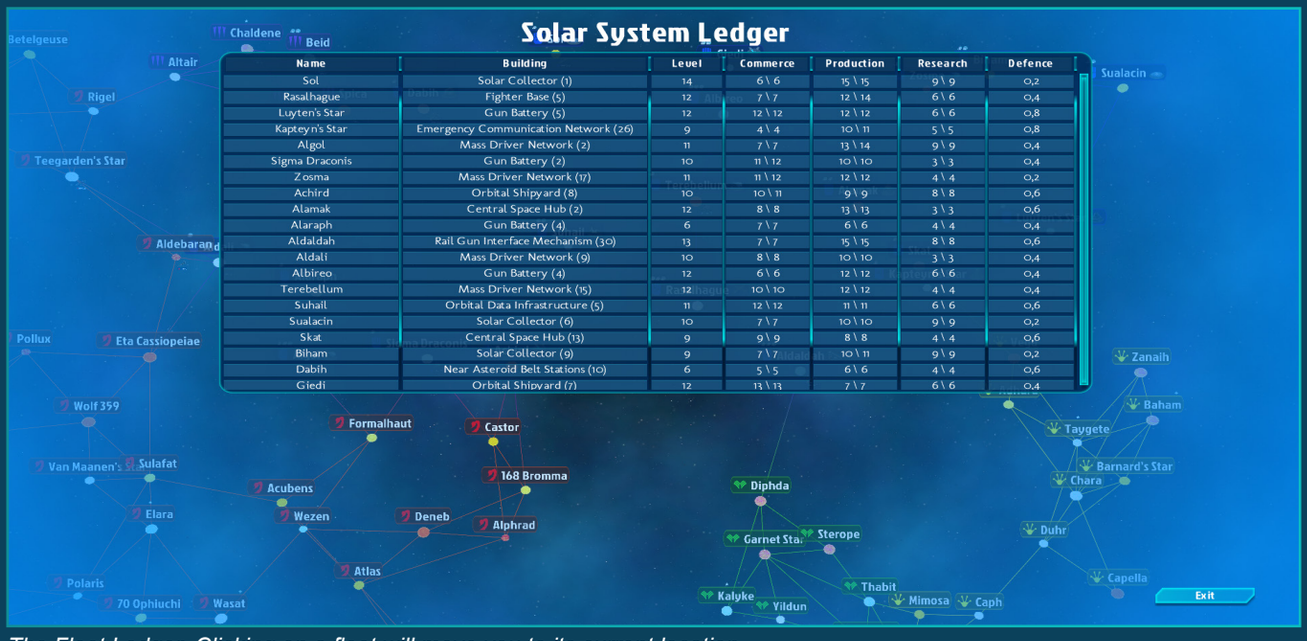
GAME START

The game opens with you sitting with a single solar system and an exploration ship. Along the bottom of the screen are various menus. If the menu has information or interactions then there will be a red exclamation mark. At game start there are three menus that require your attention and we will look at each of them in turn.



The Main Order Bar

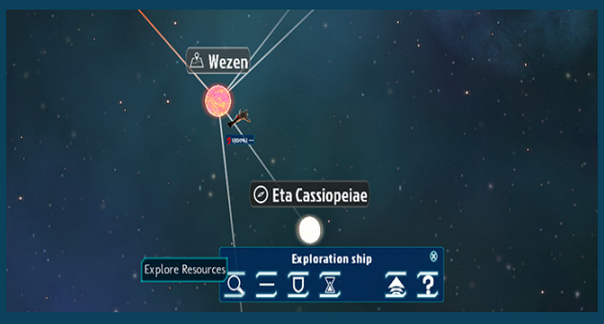
FLEET LEDGER AND SHIPS



The Fleet Ledger. Clicking on a fleet will move you to its current location

This screen shows all your fleets and their current orders, if a fleet has no order then you will be notified to come and look at this screen. If you click on a fleet in the list here you will be taken to the fleet that needs orders.

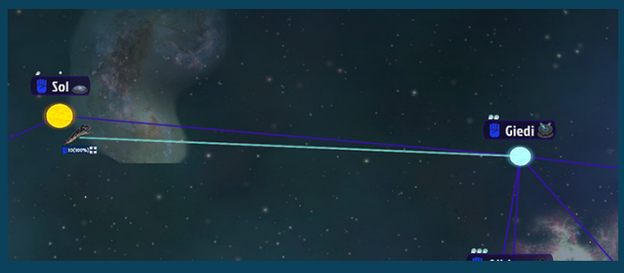


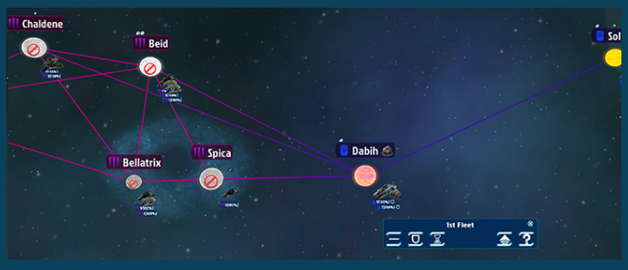


Select the exploration ship and then issue a move order to a neighbouring solar system. You will also see that a box appears with orders. These orders are context sensitive and will change according to situation. You always get two defensive orders (the difference between the two is how likely the fleet commander is to retreat from combat) the selection of one of these will give a fleet an order and ensure it won't appear in the ledger.

To issue a move order to a fleet simply select the fleet and then right click on a valid solar system. The fleet will then be issued a move order. It will then execute the order only after the turn has ended, which means that if you change your mind you will have until that point to change it, once the end turn button is pressed then you must go with your instructions.

Solar systems that you cannot move to are clearly marked on the map. There are several reasons why you will not be able to move to another solar system, at game start the two most common reasons are you have not explored a route to the solar system or the system is too far from any of your settled planets. As you (and your enemies) start to expand and colonise solar systems you will find your paths blocked by enemy solar systems. While at peace you are not able to move into enemy solar systems. This creates a strategic opportunity, part of the early game is a race to colonise as many solar systems as possible, smart colonisation can allow you to block your neighbours access to sections of the galaxy giving you a free run at it.







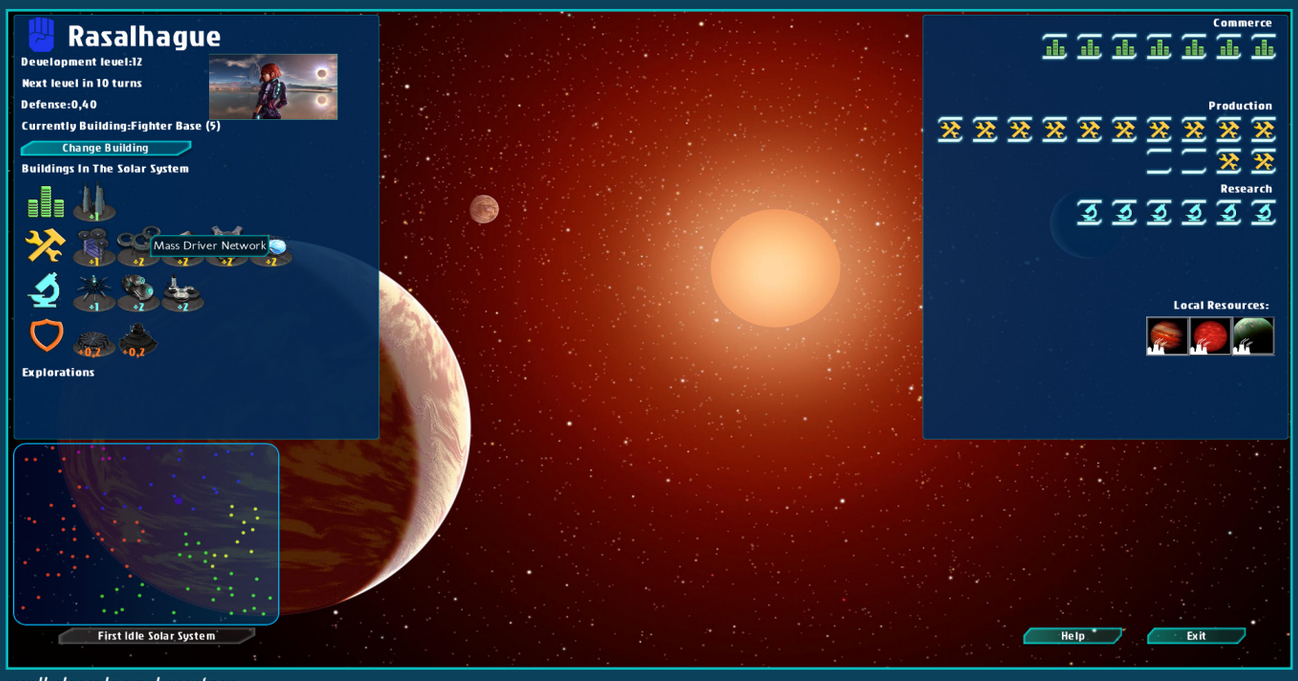


SOLAR SYSTEMS AND BUILDINGS

The solar system menu show all your settled star systems, the other important piece of information is what the solar system is currently building. The exclamation mark will appear if you have a solar system that is not building anything. Clicking on a solar system entry will take you to this solar system.

In the solar system view we see all the information about your solar system, although the thing that has brought us here is to build something. So selecting the building menu and then build a colony ship, which we will need pretty soon.

The other thing to note is the output values of the solar system. There are two values, maximum and current. Buildings can boost the maximum output but not the current output. Current output is driven by the size of the solar system.



well developed system

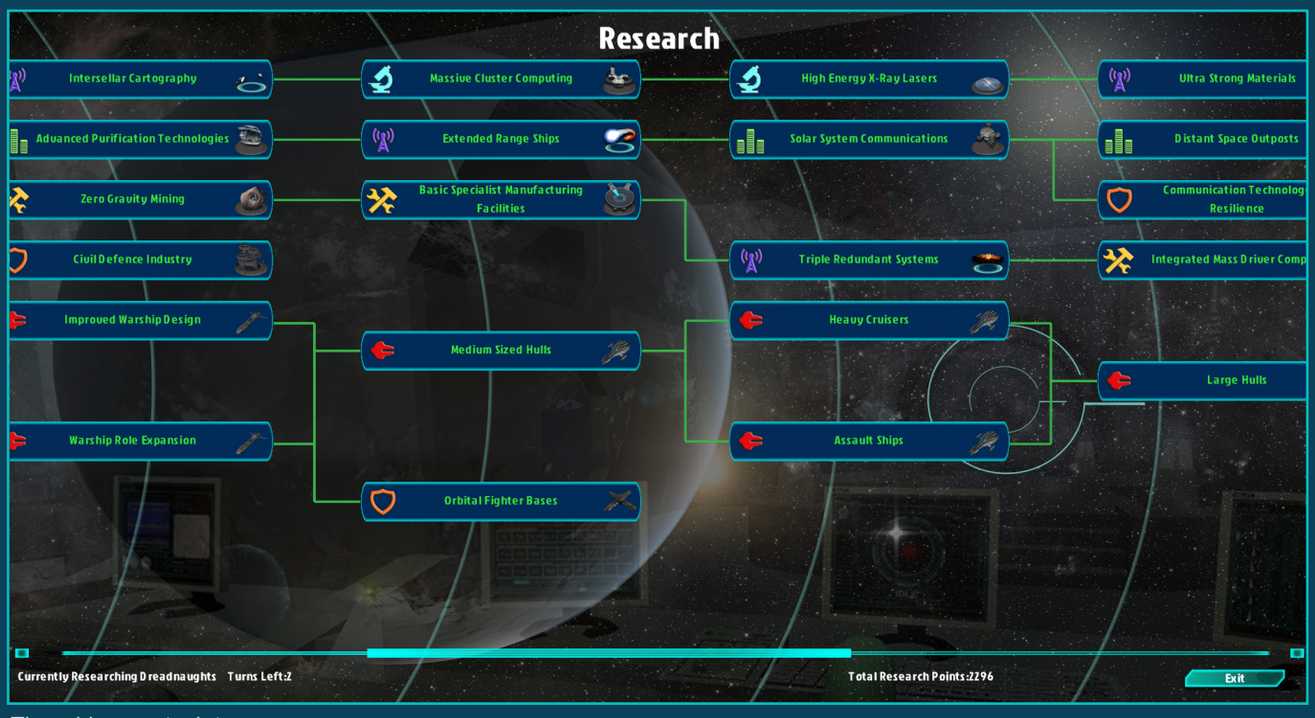
As the solar system grows you will need to construct building to allow it to harness the potential of this growth. So when you start to look at constructing buildings you should look at which building your solar system needs the most.



The different buildings that can be created on a system

TECHNOLOGY

This is the final screen that requires attention in the first turn. The game will not let you advance a turn if you can research technology and have not. The technology system has a tree structure so there are only a finite amount of technologies you can research at any given time.



The mid-game tech tree

As you research technologies you unlock the ability to research more, the lines in the technology tree show you which ones you need to research. All technologies are useful and there are no technologies that prevent you researching another. So you can choose whichever technology you like.

ENDING THE TURN

One you have taken care of everything it is time to press the end turn button. The end turn phase will show you the execution of any fleet orders you have given and also any alien movements that neighbour your solar systems.

JUMP DRIVES

Getting from A to B in Galactic Inheritors is done via Jump Drives, fleets will always be at a solar system. Ships can only jump exactly one solar system in distance. If you instruct a fleet to move further than an adjacent solar system then it will take several turns to do this. The fleet will choose a valid path and move there.

The map shows you which solar systems are connected to which ones in the jump network. This creates a form of terrain in the galactic map. As already mentioned it is possible to cut off alien expansion by careful colonisation, but there are also systems that are more defensible than others.



A big Galaxy with many jump links

These choke points are where multiple enemy solar systems are connected to a single one of yours. In this scenario you can put all your defending fleets into a single solar system while the enemy is force to split theirs between several potential targets. This makes it a very strong position to defend and you should keep an eye out for these as you explore the galaxy.

EXPLORING

Assuming you have given your exploration ship a move order it should have arrived at one of your neighbouring solar systems. When you select the exploration ship you will see that a new order has become available, exploration. Select this and during the next end turn phase the exploration ship will explore the solar system. Exploring a solar system will reveal various pieces of information about it. Including the starting economic potential of the solar system.



Explore an unknown system



Explore resources on a recently discovered system

Exploration gives you two benefits, the first is it will reveal the connections in the jump network this allows you to start to see how the solar systems connect together. Keeping an eye out for useful solar systems that allow you to either cut off the enemy or get yourself a nice defensible choke point. Secondly exploration is also a prerequisite for colonisation. You need to know what to send before you can consider colonising a solar system.

SOLAR SYSTEM RESOURCES

There are also special additional resources that the solar system has that you can reveal by exploring the solar system again with your exploration ship (if you look a new option has appeared in the ship menu). These can give you empire wide boosts but most are boosts for the solar system. A local solar system resource if exploited will increase both the current and potential output values of an economic value of the solar system.



An uncolonized system with some local resources

To exploit the resource you need to have colonised the solar system and have an exploration ship at the solar system. Give the order to exploit, and then the exploration ship will be consumed so I would not recommend doing this straight away with your sole exploration ship.



Resources bring bonus to production, research or commerce



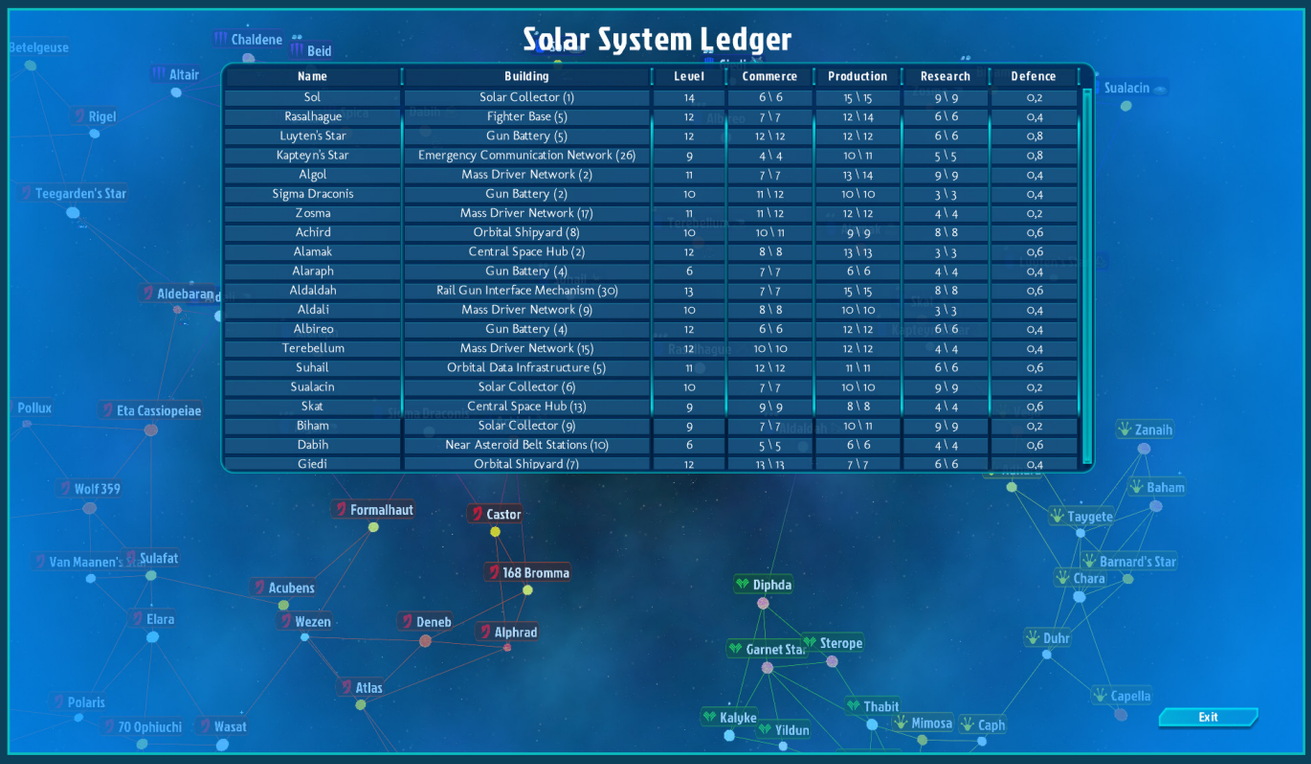
COLONISATION

Sooner or later your first colonisation ship will appear. To colonise, it needs to start its turn in a solar system that has been explored. Then you issue a colonisation order and during the end turn phase the colonisation ship will disappear and a new world will become part of your empire.

When you build a colony ship your solar system will stop growing, it will also remove a level from the solar system once complete (reducing the current economic output of the solar system). Thus there is a restriction that a solar system needs to have grown to at least level 2 before a colony ship can be constructed. When you go to choose something to build for a new colonised solar system you will notice that the colony ship option is not available for precisely this reason.

SOLAR SYSTEM OUTPUTS

Solar Systems have three types of outputs, Research, Production and Commerce. Research is obviously used for researching new technologies. Each technology costs a certain number of points and each turn your total amount of research your solar systems generate are put towards your current research project.



The system ledger gives the list of all the system you have colonized

Production is used to build things at the solar system, each item you build at a solar system requires a certain number of production points and the local solar system output is put towards this. The net result of this means that the more current production points a solar system has the faster it build things.



Choose what to build from the menu list

Commerce is used to buy things for your empire, these are pooled from all solar systems and the most important thing these are used for is to build and maintain your navy (more on this next).

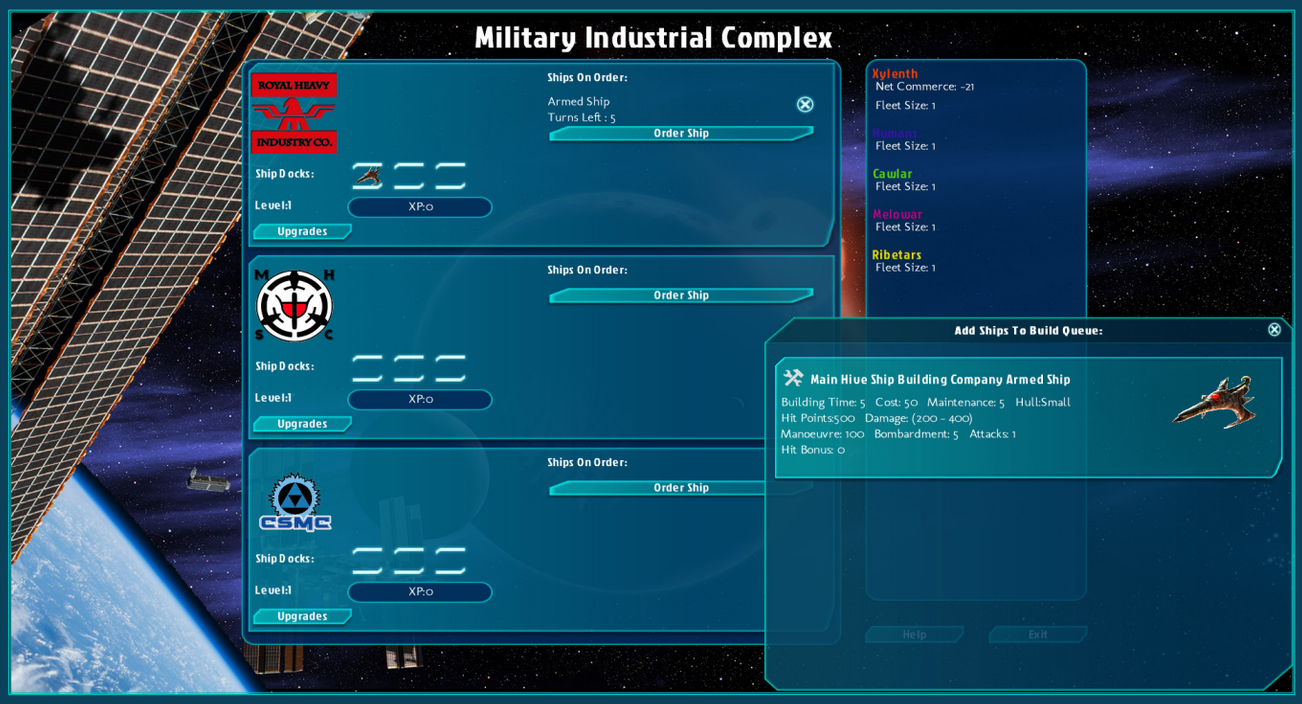
Note that if you are spending too much of you commerce, then research points will be converted into commerce points, reducing your research rate.

THE MILITARY INDUSTRIAL COMPLEX

This is a dangerous galaxy and sooner or later you will feel the need to build a fleet to protect your citizens from the alien menace and maybe even evict them from solar systems that are clearly yours. Fleets are build and maintained via commerce and instead of being build by local solar systems are build by the companies that form your Military Industrial Complex.







Each shipyard can produce each type of ships

When building war ships you choose a ship type and a company.



Research will unlock you ship type and also make older hulls obsolete. As companies build more ships they will start to accumulate experience which will then allow them to make improvements to the current designs. Allowing you to tailor the companies to give you better ships.







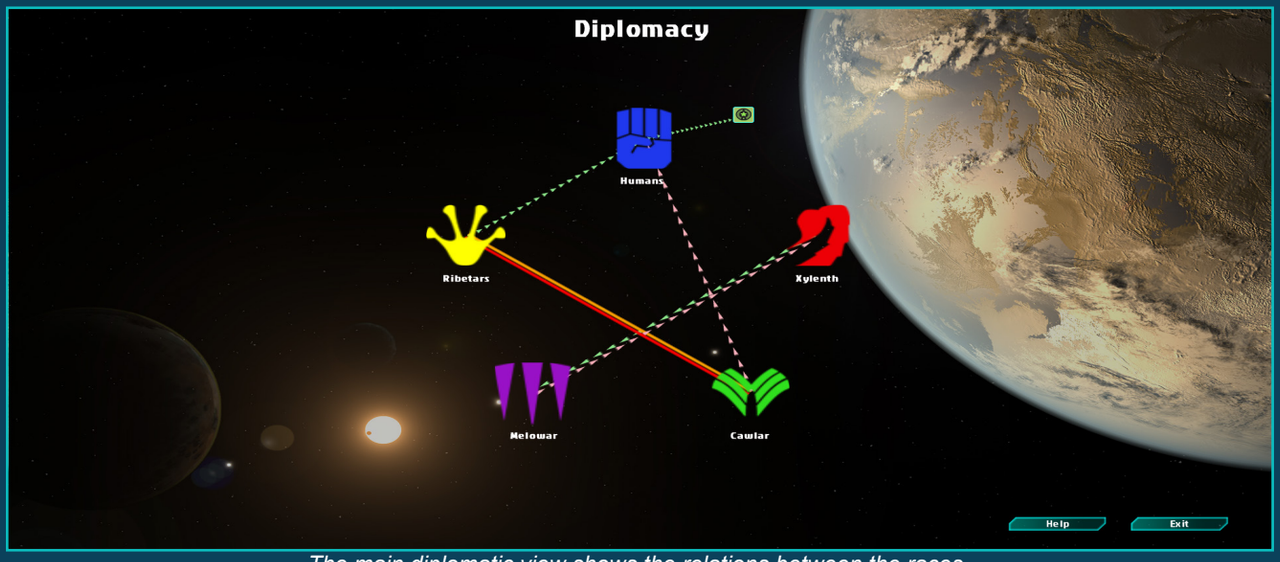


Each company can specialize in different weapons upgrades

Each company has only so much dock space so can only build a finite amount of ships at any given time. To focus on one company or spread the work around several companies is up to you. Focusing will maximise the amount of experience you gain but will also mean you will be limited in the amount of output for these quality ships

DIPLOMACY AND MEDIA

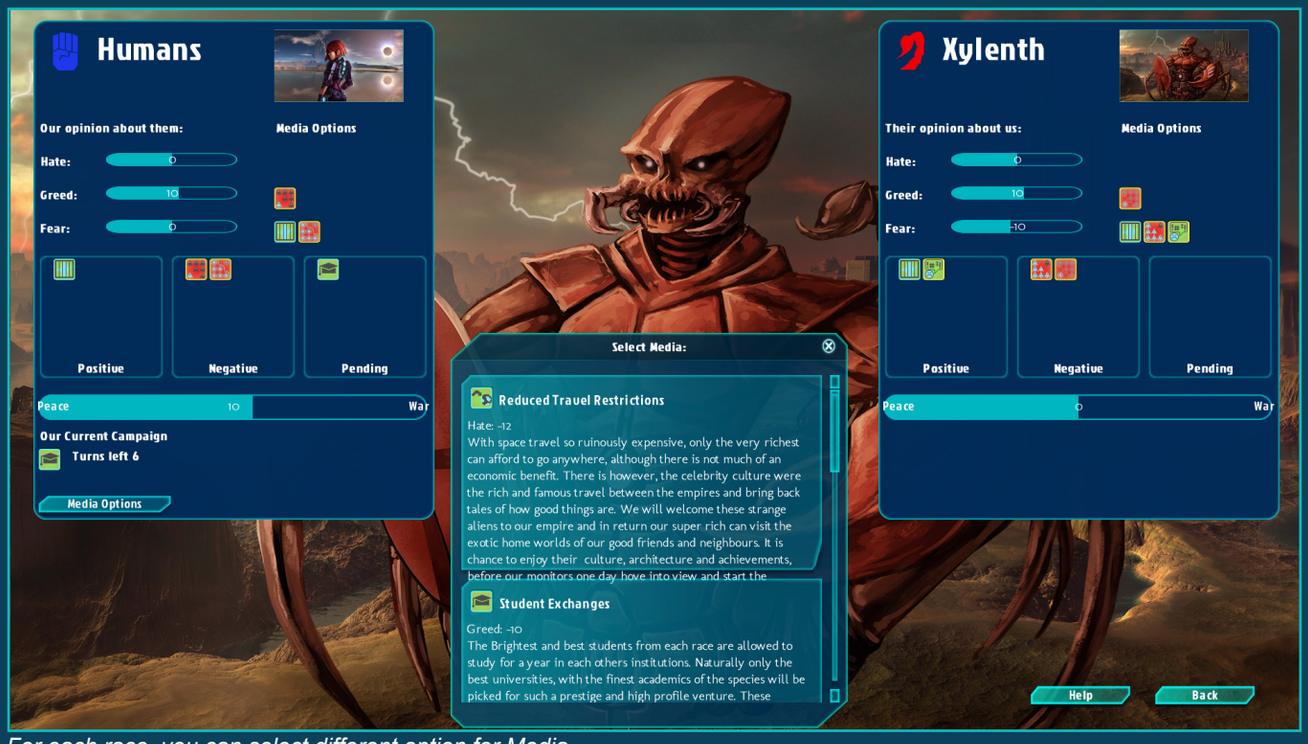
The Media system provides the means for you to influence your populace. In this first place it be used persuade your citizens to give more. This could be for example to encourage them pay more tax, or encourage greater innovation. To do this you click on your species and a number of
internal media campaign options will appear. When a campaign is complete you will receive a bonus for a number of turns. Eventually your fickle populace will forget about why you exhorted them to such sacrifice in the first place and it will be up to you decide if you should remind them or not.



The main diplomatic view shows the relations between the races

Eventually you will end up with a border with some of the local aliens. The universe of Galactic Inheritors is one dominated by fear and suspicion, so forget about the idea of being friends with them. However, you can influence how your citizens and to a certain extend their citizens as well via your media. They key thing here is you cannot simply declare a war against someone right off the bat, first you must win public support for the war.

This done via media you have two basic stances to either positive or negative. Negative media is used to bring you to the point of getting to war. The process is that you select a narrative that paints your neighbour in a bad light. As the story gains traction your people it will eventually shape your populaces perception of the race. Each story plays on a certain emotion, either hate, greed or fear. Each race responds differently to different emotions. To get to war you need to ramp up the tension so picking the emotions that your race responds to will allow you to get to war quicker.



For each race, you can select different option for Media

Positive media is a bit more complicated, you can use this to offer tension reducing campaigns. However, unlike negative stories the other side also need to agree to them first. However if you some negative stories in place then before you can pursue a positive narrative your first have to sell to your populace that these negative stories are no longer true. This slows down the advance to war this gives both sides additional security on their border.

There is also a final media option that most useful when you are at war. Here you can use the power of the media to exhort your navy to greater degrees of heroism this can give you fleet an edge in close run fights.

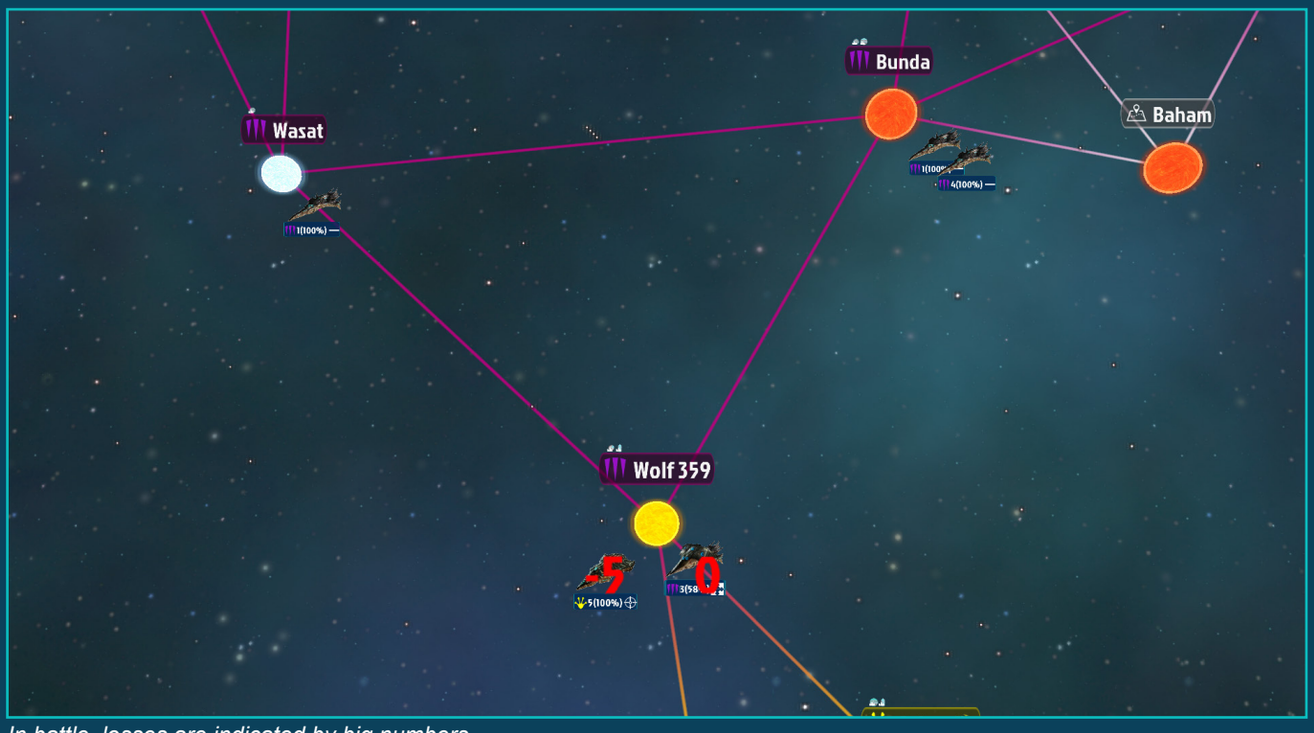


WAR AND CONQUEST

With a fleet built and the people prepared it is time to go to war. Declaring war first gives you a key advantage. You may not be able to ordinarily move into enemy territory but if you have declared war you can issue the move orders into enemy territory as their order's will be executed after the war is declared.

Once you arrive at an enemy solar system you goal is to turn it into one of your solar system. This is a three step process, destroy the enemy fleets, bombard the solar system to remove enemy aliens and then settle it yourself with a colony ship of your own. As a side note as a defensive strategy the presence of a fleet (even a small one) will buy a solar system additional time for you to summon a fleet to defeat the enemy fleets.

Combat itself is an automated process, you send your fleets into battle and then you hope they win. You do have some options here. The most obvious one is you build up the fleet, and especially if you build a bigger one than your enemy, your choices here will influence the outcome. Then you have an option to leave the system before combat happens. For combat to occur both sides fleets have to start the turn in the same solar system. You can inspect the enemy fleet before choosing to engage or not. The final option you have is through issuing orders (for both attackers and defenders) this influences the chances of the fleet commander choosing to withdraw from combat. IF the odds looks close choose a less aggressive stance and then, should ill luck hit your fleet, your commander will withdraw before things get too bad.



In battle, losses are indicated by big numbers

Assuming all has gone your way then it is time to destroy the enemy settlers. Here specialists bombardment ships are useful as they will speed up the process. The bombard time will take longer the more developed the solar system. There are also various defensive building that can be constructed that will allow the population to resist the bombardment longer. However, providing you are not disturbed, you will eventually finish off the enemy and leave the solar system ready for a fresh group of your colonists. This is done in the normal way. One thing to note is that if you keep a fleet around a solar system you will prevent hostile powers for colonising the planet, but you cannot stop a neutral party sneaking in and colonising the planet.

EMPIRE MANAGEMENT

Surplus commerce is invested into your empire to improve how things are done. There are 12 different bonuses available to buy, some will enhance your existing race bonuses, others provide mitigation to your penalties while others provide you with a chance to match the other's races basic bonuses.



The Melowars did them all!

Each bonuses is uniformly positive so there no trade off, but they do get increasingly expensive over time. Although your empire also expands generating more commerce you also need to use more of your commerce to expand your fleet. Thus there is a strategic choice to be made with which bonus to choose.

EXPEDITIONS AND TECH VICTORY

Large scale projects, the expeditions, are similar to the wonders of the civilisation series. There are two types, general expeditions and those that win you the technology victory. In the case of expeditions, only one of each per game can be built and if one species builds one, then none of the others can do so with that same one. Tech Victory buildings can only be built once per species, so you can build them even if your neighbours have already. If you build them all then you will win the game.