GALACTIC CIVILIZATIONS III

USER MANUAL

V1.03

I. Contents

II. Welcome!

Galactic Civilizations III is a 4X space strategy game set in the Milky Way (our galaxy) during the 23rd century. Humans and aliens compete against each other for domination of our galaxy.

In the game you:

- Explore the galaxy
- Expand a Galactic Civilization
- Exploit interstellar resources
- Exterminate those that get in your way

These are the classic 4X's. You begin with only your home planet and must research new technologies, explore the unknown, and colonize new worlds. As you meet new races, you will engage in diplomatic intrigue and may start or be drawn into wars of both survival and expansion.

There are many paths to victory. Expand your Influence and Culture through the galaxy to assimilate the hearts and minds of the other races. Form Alliances through Diplomacy, Treaties, and Trade, to bring lasting peace to the galaxy. Research the deepest Technological mysteries, expanding your civilization's knowledge until you transcend mortality itself. Or simply bring the galaxy to heel through Conquest and Domination, annihilating any who will not submit. Each path has its own challenges and consequences, providing varied and meaningful choices throughout the game.

The gameplay of Galactic Civilizations has evolved over the years, but we at Stardock have always prided ourselves on making conquest only one of several entertaining routes to victory. You can succeed without ever firing a shot through any combination of shrewd diplomacy, ever-expanding cultural influence, or technological mastery.

A Note about this Manual

This manual covers many of the basics for playing Galactic Civilizations III, but it is by no means a comprehensive guide. For more information, see:

GalCiv3 Forums: forums.galciv3.com
GalCiv3 Wiki: galciv3.gamepedia.com

System Requirements

Minimum
OS: 64-bit Windows 8.1 / 8 / 7
Processor: 1.8 GHz Intel Core 2 Duo / AMD K10 Dual-Core
Memory: 4 GB RAM
Graphics: 512 MB DirectX 10.1 Video Card (AMD Radeon HD5x00 Series / Nvidia GeForce 500 Series / Intel HD 4000 or later)
DirectX: Version 10
Network: Broadband Internet connection
Hard Drive: 12GB available space
Sound Card: DirectX Compatible Sound Card

Recommended
Processor: 2.3 GHz Intel Core i5 Processor or Equivalent
Memory: 6 GB RAM
Graphics: 1 GB DirectX 10.1 Video Card
Hard Drive: 15 GB available space

Installing the Game

You may purchase the game through Stardock.com, Steam, or any number of other sites, but the game is installed via Steam. Open your Steam application on your desktop, find Galactic Civilizations III, and click the Install button.

If you have multiple installations available, you will be prompted as to your preference, and Steam will handle the rest.

The Steam version of GC3 will update automatically when Steam is launched.

Starting a New Game

When you are ready to play the game, double-click on the Galactic Civilizations III icon or the Play button in Steam. The introductory cinematic will then play, and after you will be presented with gameplay options.

Note: Press any key to skip the introductory cinematic.

- **NEW GAME**: Start a new game in "sand box" mode.
- **QUICK START**: Launch right into the game with settings that mirror your last game played.
- **TUTORIAL**: Play the tutorial if you're new to Galactic Civilizations III and learn the basics of the game.
- **CAMPAIGN**: Play the story-driven game mode.
- **MULTIPLAYER**: Start a new game in sand box mode that others can participate in.
- **HALL OF FAME**: See who the top players are in their respective categories.
- **LOAD GAME**: Load a previously saved game.
- **OPTIONS**: To change the game settings.
- **EXIT**: End the game and return to desktop.

III.Getting Started in "Sandbox" Mode

So you've started a new game of GalCiv3, and you chose NEW GAME from the GAMEPLAY OPTIONS screen. Now what? This section will walk you through and explain your options.

What is Sandbox mode? If you're new to gaming, Sandbox mode is a reference to being able to freely play the game without any pre-set story or campaign to drive you. If you're new to Galactic Civilizations III, we recommend that you begin playing the Tutorial.

Step 1: Choose or Create your Race

The CHOOSE CIVILIZATION screen is your first set of choices for what sort of game you'd like to play.

This screen allows you to choose your race by clicking on the thumbnail picture of one of the eight preset races. You can read specifics for each of these races in the main window. To the right of the race's image is its name, the name of its homeworld, the name of its leader, and the logo that will represent it in the game. Beneath that is the race's default abilities, its racial traits and the bonuses those traits offer.

You can also create your own species by clicking the CREATE CUSTOM RACE button on the main screen. This will take you to the CUSTOMIZE CIVILIZATION screen.

CUSTOMIZE YOUR CIVILIZATION

Use the CUSTOMIZE CIVILIZATION screen to create and save your own race. You can then play as this race or play against them, and even export your race for others to use.

The first option to customize your race is the LEADER section. Here you can choose from a gallery of images for your race, background and leader's portrait, or you can upload graphics of your own creation.

- CUSTOMIZE FOREGROUND: The foreground is a still picture or video of your leader, and your leader can be anything or anyone you choose it to be.
  - PICTURE: Click this link to change the still picture
  - VIDEO: Click this link to change the video of your leader
- CUSTOMIZE BACKGROUND: The background provides a nice backdrop for your fearless (or fearful) leader. It can be a still or a video, but it will only show up if your foreground has transparency.
  - PICTURE: Click this link to change the still picture
  - VIDEO: Click this link to change the video of your leader
- EDIT: Click this link to edit the LEADER NAME, LEADER PORTRAIT and SIMPLE DESCRIPTION of your leader.

Note: How do you add your own images and video to the game? Place images in your Documents\My Games\GalCiv3\Factions folder. Place your images in the appropriate folder. Leader FG's should be 1920 x 1080. Portraits and logos should be 128 x 128.

Now you can choose to customize the RACE OVERVIEW section. This section allows you to enter your race's name, the callsign for your ships, your homeworld name and a simple description of the race, as well as choose your racial logo and beginning star system.

In the TRAITS & ABILITIES section, you can customize RACIAL TRAITS and RACIAL ABILITIES.

- RACIAL TRAITS: You begin with five available points to spend within this list. Any trait you choose can apply a bonus or a penalty, depending on how you want to design your race and leaving you with more or fewer points to spend.
- RACIAL ABILITIES: You can choose any two abilities. These come with

no built-in downside and can be quite powerful.

The APPEARANCE section offers an assortment of options to customize the "look" of your race, such as ship style, ship colors and textures, as well as race colors and themes that are used in the interface.

Finally, the PERSONALITY section will let you select your tech tree and, in those games where you choose to play against your custom race, modify how this race will behave when being controlled by the game's Artificial Intelligence (AI). This includes ideology, character traits and goal priorities.

When you are finished creating your custom race, click the SAVE RACE button in the lower-right corner of the screen. You will return to the CHOOSE RACE screen, where you can now choose your custom race and click the NEXT button to continue.

Step 2: Choose your Galaxy Type

When you start a new game you will need to set up the galaxy in terms of size, how you can win, and who the other races will be.

The GALAXY TYPE section is where you can choose the size and shape of your galaxy. By using options in the GALAXY SIZE drop-down menu you can choose one of the following sizes: Tiny, Small, Medium, Large, Huge, Gigantic, Immense, Excessive, or Insane. The TYPE drop-down controls how far apart different stars are from one another and whether they're in groups or spread out evenly. Your options include Spiral, Loose Clusters, Tight Clusters, or Scattered.

Note: Larger galaxies will require more RAM/resources to play.

Step 3: Choose a Star System

The GALAXY OPTIONS section allows you to fully customize the contents of your galaxy.

STAR SYSTEMS determine how frequently stars and planets will be generated on the map. Your options are as follows:

- STAR FREQUENCY: How often you will find stars, which may or may not lead to more habitable planets.
- PLANET FREQUENCY: "Planet" refers to all worlds in the galaxy, both habitable and uninhabitable. This control will allow you to choose the overall frequency of planets in your galaxy.
- HABITABLE PLANET FREQUENCY: These are planets you can colonize, and can be valuable resources. Careful though, if you set them to be very frequent, you may spend all of your time and resources trying to colonize and not having time for anything else!

- **EXTREME PLANET FREQUENCY**: These are planets that are colonizable but require special techs to do so.

RESOURCES include the various types of bonuses and advancements that can be discovered, and each of these include their own drop-down menus that will set how often they appear. Your options are:

- **ASTEROID FREQUENCY**: Asteroids often contain strategic resources like Durantium that you can mine. They also impede movement.
- **NEBULAE**: Interstellar terrain that have global effects on ships as they travel through space, and also contain Elerium, a rare strategic resource.
- **BLACK HOLE FREQUENCY**: Black holes are scary, but for those undaunted by them you can mine the resulting Antimatter as a strategic resource.
- **RESOURCE FREQUENCY**: Each Resource allows you to build special, powerful components on prototype ships. Resources are:
  - Durantium
  - Elerium
  - Antimatter
  - Promethion
  - Thulium
- **PRECURSOR RELIC FREQUENCY**: These are ancient artifacts that when studied provide civilization-wide bonuses.
- **ASCENSION CRYSTAL FREQUENCY**: These are a special type of precursor artifact that when studied can unlock the secrets of ascending to a higher plane.

ANOMALIES are discoverables that can provide small random bonuses, and can be adjusted via the drop-down menu. Your options include:

- **ANOMALY FREQUENCY**: Anomalies are artifacts and other unknown items that when surveyed unlock special rewards, such as ships, money, bonuses and techs.

STEP 4: CHOOSE YOUR VICTORY CONDITIONS

The VICTORY CONDITIONS section lists the variety of ways you can achieve success in your game. Choose as many paths to ultimate victory as you wish. Keep all of your options open, or narrow your focus to take advantage of your race's greatest strengths.

For more information, see PATHS TO VICTORY on page 26.

Step 5: Customize the Game Settings

The GAME SETTINGS section displays overarching settings that affect your game.

In the CUSTOMIZE GAME SETTING section, your options include:

- GALAXY DIFFICULTY: The overall difficulty of the map, which includes pirates and all the races. However, you can override this individually per race by making other adjustments in your game options or in the way you set up your game.
- GAME PACING: Makes the game play faster or slower by modifying things like production
- RESEARCH RATE: Make researching cheaper or more expensive.
- PIRATES: Adjust this to determine how many (if any) pirate bases will exist on your map.
- UNITED PLANETS FREQUENCY: This setting lets you determine how often the United Planets (the galactic government) meets.
- GALACTIC EVENTS: Galactic Events are game-changing incidents that can alter the way your empire grows.
- MINOR RACES: Determines how many minor races will be in the galaxy. Minor races are civilizations that cannot expand into the galaxy, but can be valuable trade partners or allies.

In the ADVANCED SETTINGS section, your options include:

- DISABLE TECH TRADING: Enable this option to remove the feature for trading technologies with other races.

STEP 6: CHOOSING OPPONENTS

Any pre-set race is available for you to play against, along with any saved custom races. Choose as many opponents as you want. You can then set the difficulty of each race's AI for a more customized experience.

Once you've completed your setup, click the START button. You will see the main game screen.

The Main Game Screen

The main screen can be broken down into a few primary components:

1. The GAME MENU BAR at the top left of the screen
2. The STAR MAP, the main viewing area for your gameplay
3. The CURRENTLY SELECTED appears at the lower-left of the screen anytime you select an object that is under your command
4. The QUICK RESOURCE COUNTERS tells you how many resources you command
5. The MINI-MAP, includes a view of the targeted area along with other relevant data
6. The RESOURCE DETAILS, shows useful information about your civilization at a glance
7. The TURN BUTTON, indicates remaining actions that can be taken prior to your next turn

Controlling the map with the Mouse

You can interact with the map through the keyboard and mouse. The mouse is used in the following way:

- LEFT-BUTTON click: Selects the current mouse target. Grab and move to slide the viewing screen around.
- RIGHT-BUTTON click: Directs the currently selected object to that location (if applicable).
- MIDDLE-BUTTON hold: Controls the game camera by rotating the map. If the mouse has a mouse-wheel, the user can use it to zoom in and out of the map or scroll the mini-map display.

Game Options

Selecting the MENU button in the upper left corner (or press the Esc key on your keyboard) displays the following options in the middle of the screen:

- RESUME: Resumes the current game
- SAVE GAME: Saves the current game
- LOAD GAME: Loads a previous game
- OPTIONS: Opens the options screen
- MAIN MENU: Returns to the main menu
- EXIT: Exits to the desktop

There are four tabs within the OPTIONS screen: GRAPHICS, SOUND, INTERFACE, and GAMEPLAY.

Graphics Options

- DISPLAY RESOLUTION: Sets the display resolution.
- FULLSCREEN: Enables full screen mode. Uncheck to play the game in a window.
- UI SIZE: Sets the size of the user interface.
- V SYNC: Enables vertical sync. Vertical sync synchronizes the frame rate of the game with the monitor refresh rate to prevent screen tearing.
- BRIGHTNESS: Sets the black level of the game display.

- CONTRAST: Sets the white level of the game display.
- PARTICLES: Enables the display of particles in-game. Particles are used to render more complex visual effects.
- TRAILS: Enables the display of engine trails in-game.
- PERFORMANCES PRESETS: Adjusts available graphic options to the chosen level.
- ANTI-ALIASING: Sets the amount of anti-aliasing applied to the display.
- ENABLE GEL UI: Gel UI is a process that makes text easier to read. Enabled by default, disable to improve performance.
- ENABLE BLOOM: Bloom is an effect used to reproduce an imaging artifact of real-world cameras.
- ENABLE LEAN MAPS: Lean maps enhance high resolution graphics, but take more memory. Disable to improve performance.

Sound Options

- **Enable SFX**: Turns on interface and in-game sound effects.
- **Enable Music**: Turns on music during the game.
- **SFX Volume**: Adjusts the volume of the game's sound effects.
- **UI Volume**: Adjusts the volume of the interface sound effects.
- **Music Volume**: Adjusts the volume of the game's music.
- **Speaker Configuration**: Sets the output for game sounds.

Interface Options

- **Skip Intro**: Bypasses the opening cinematic.
- **Draw Grid**: Displays hex grid lines on the star map.
- **Hide Grid Outside Influence**: Conceals hex grid lines in areas outside of your control.
- **Camera Snap Back**: With this enabled, your viewing angle will always revert to the default when you release the middle mouse button.
- **Zoom To Cursor**: Centers on your mouse cursor when zooming in/out.
- **Show Auto Pilot Line**: Displays a course line for ships with an autopilot destination.
- **Edge Scroll Speed**: Determines the scrolling speed when you hold the cursor against the edge of the screen.
- **Edge Scroll Delay**: If Edge Scroll is enabled, this option sets how long the mouse will delay before the screen will start to pan when you edge scroll.
- **Camera Scroll Speed**: This option sets how fast the edge scrolling will move.
- **Clip Cursor**: Setting this option will keep your cursor in the window. This is especially useful if you have Edge Scroll enabled.
- **Enable Tool Tips**: Enables tool tips that display additional information if you hover the cursor over certain areas.
- **Screenshot Format**: Sets the file format for saved in-game screenshots.
- **Collect Gameplay Data**: Allows the game to send your scores to the Metaverse. You can view Metaverse statistics at www.galciv3.com/metaverse.
- **Auto Start Battle Viewer**: Automatically starts the battle in the Battle Viewer three seconds before the first shot is fired.
- **Disable Influence Tooltip**: Disables the influence tooltip which appears if you hover your mouse over the main map for one second.

Gameplay Options

- **QUICK MOVE**: Enables the use of quick moves.
- **ENABLE MODS**: Enables the use of third-party programs that alter UI settings.
- **AUTO SAVE**: Enables the game to automatically save.
- **TURNS BEFORE AUTO SAVE**: Adjusts the number of turns before the game automatically saves.
- **SHOW ALL SHIP DESIGN**: This will allow

you to see all ship designs of the same style as the race you are playing. For example, if you are playing a custom race that uses the Terran ship designs, this option will allow you to see all Terran ships as well as those you designed.

Input

You will find a button labeled **INPUT** in the bottom center of the **OPTIONS** screen. Click this link to see a current list of keyboard shortcuts.

Note: Some keyboard shortcuts are listed below, but they are subject to change as the game is updated and expanded.

Shortcut Key(s)	Description
W or Up arrow	Move camera up or "north" on the screen
A or Left arrow	Move camera left or "west" on the screen
S or Down arrow	Move camera down or "south" on the screen
D or Right arrow	Move camera right or "east" on the screen
Z	Hide HQs and buildings. Helps to figure out where resources are if you're doing an underground nuke
Default Camera View 2	3
Default Camera View 3	4
Default Camera View 4	5
Default Camera View O	1
Done	Enter
Minimap Reset Zoom	/
Minimap Zoom In	;
Minimap Zoom Out	'
Next Notification	Tab
No	N
Request New Turn	Enter
Scroll Camera Down	Down Arrow
Scroll Camera Left	Left Arrow
Scroll Camera Right	Right Arrow
Scroll Camera Up	Up Arrow
Show Distance	Ctrl
Toggle Grid	G
Toggle Text Chat Entry	T

Game Menu Bar

	Victory	Govern	Technology	Ideology	Diplomacy	Designer

Victory

This screen gives you feedback on how close you are to winning for any of the victory conditions you have set for your current game.

Govern

A handy repository of information, this button contains several tabs on different aspects of your empire.

- ECONOMY: Allocate your production spending and balance your space budget.
- COLONIES: Provides an at-a-glance reference for all colonized worlds.
- COMMANDS: Give orders to your shipyards.
- TRADE: View and manage your trade routes with other civilizations.
- STATS & GRAPHS: Chart your development through the course of your game, and compare your progress with your rivals.

Technology

This button is dedicated to all things Research: your available technology projects, descriptions of what benefits and unlocks they provide, what you're currently researching, and the complete tech tree for your perusal.

Ideology

Through the course of the game, random events will present you with choices to shape the ideology of your civilization. Based on your choices, you will be awarded points in one of three categories: Benevolent, Pragmatic, or Malevolent. These points can be spent on Ideological Traits in this tab. For more information, see Ideology on page 41.

Diplomacy

Keep track of alliances, relationships and wars between races. Establish treaties with your allies or participate in galactic politics through the governing body of the United Planets. For more information, see Diplomacy on page 39.

Designer

Play ship architect here. Improve existing ship designs or build your own from scratch. As you unlock better technology, your improved components will be available to attach to your ships here. For more information, see the chapter on Ships on page 31.

Star Map

Most of the game will be played on the star map. It is represented by a large grid of hexagonal tiles occupied by stars, planets, ships, or even empty space etc.

CURRENTLY SELECTED OBJECT

Click an object on the star map to see more detailed information about that object.
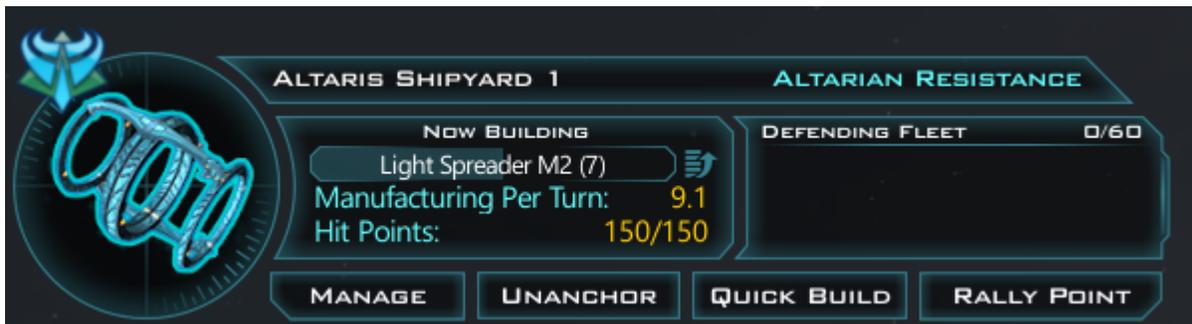
QUICK RESOURCE COUNTERS

Wondering what turn it is or how much your civilization has in its galactic piggy bank? The QUICK RESOURCE COUNTERS found at the top right of the game screen provide quick access to said information.

MINI MAP

Various information is displayed under the mini map's three tabs:

GALAXY TAB

Your galactic radar screen. Boils the information from the star map down into bold colors and symbols for ease of viewing. Scroll around the map to move your view of the galaxy quickly.

GRAPHS TAB

A simplified version of the information from the STATS & GRAPHS menu.

POWER TAB

Want to know how you're ranked in relation to your rivals? Power rankings are determined by population, military might, research strength and influence. Get a quick view of how you match up.

Resource Details

Organizes the various resources of your civilization into Colonies, Ships, Starbases and Rally Points. You also receive Notifications here regarding ship production, infrastructure completion or galactic events.

Turn Button

The Turn button is context sensitive, meaning that it will change based on what you can still do prior to the next turn. If you have unassigned research goals, the button will say Research. If you have ships with spare movement points, then the button will say Idle Ship. Done with everything you can do for this turn? The button will say Turn. Surely you can take just one more?

IV. Getting Started with Multiplayer

Galactic Civilizations III adds multiplayer options to your conquest of the galaxy. Space is more fun when playing with/against your closest friends! To get things started, select the Multiplayer option from the main screen.

The list of Available Games will appear.

Choose an option from this list and click Join Game, or you click New Game to start a fresh session.

To return to a saved multiplayer game click Restore Session. Choose from the list of saved games, and you will be placed in the lobby.

Note: Smaller map sizes are more easily completed in one session.

Click the Refresh button for a list of current multiplayer sessions available to you.

When starting a new game, the Game Options screen offers the same options as it does in Getting Starting in "Sandbox" Mode on page 8. Set up your galaxy as you wish. While the section on Opponents is not available here, you will be able to choose your opponents once in the lobby. Click the Start button to enter the Player Lobby.

The Player Lobby

A game must have at least two human players (but not necessarily Terrans) and as few or as many computer players as you like.

Human Players

You may chat with available players in the lobby. Simply type and your message will appear at the bottom of the CHAT box on the left.
Click ENTER on your keyboard to send your message.

The available races are located on the right side of the lobby. To the right, the READY? button asks if you are good to go. When you are ready, click the button to move from the list of PENDING HUMAN PLAYERS to the list of READY HUMAN PLAYERS. Once all players are on the READY HUMAN PLAYERS list, click the START button to begin.

AI Players

If you wish, you can add AI players to your game. In the AVAILABLE AI PLAYERS list, click the ADD button to bring another computer opponent to the ADDED AI PLAYERS list.

When you have all of the AI and human players you wish, click the START button. Good luck, your whole civilization is counting on you!

Unclaimed Players

As a newcomer to a pre-existing game you can see a list of UNCLAIMED AI PLAYERS or UNCLAIMED HUMAN PLAYERS. Click the CLAIM? button to the right of any unclaimed player to take that civilization over from an AI, or to fill in the shoes of a previously departed human player. Pitiful humans who leave a game prematurely can be converted to a far superior AI player by clicking the CONVERT button.

Once everyone is ready, click the START button.

Playing in Multiplayer

Once you've joined a multiplayer game, you will take consecutive turns with your opponents. You can see whose turn it is in the upper-left corner of the screen.

In-Game Chat

You can also chat in-game with the other players by pressing the **T** key on your keyboard. Remember to press **T** each time you want to chat, as any moves you make in-game will pull the focus of your game away from the chat box!

V. Managing your Colonies

The colony screen is the primary way you interact with worlds under your control. Colonies are the lifeblood of an empire (or federation, or alliance, etc.). They manufacture ships, generate population and credits, and spread your influence through the galaxy.

Planet Surface

The majority of the colony screen is taken up by the map of the planet's surface. This map is overlaid with a hexagonal tile grid. Each tile represents an area where an improvement can be built. Gain access to more improvements or more tiles on the planet's surface through research projects in the tech tree.

Planet Class and Usable Tiles

A planet's class determines the number of usable tiles on its surface. Green outlined tiles allow for the construction of any available improvement, while other colored tiles require specific technology to be converted to general use.

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Planet Features

Some tiles have special features that give bonuses to improvements built on them. Mouse over the icons found in these tiles to see what the bonuses are, and you can plan your improvements accordingly.

Improvements and Projects List

On the right side of the screen is the PROJECTS list. It's a tabbed list that contains all of the improvements, projects and ships that a planet can create. Any item you select from this list will be added to the MANUFACTURING QUEUE. From there, you can track how long it will take to complete the item, reorder your queue, or cancel anything you no longer need.

Double-clicking on an item in the production list will automatically place it on an available tile. For a more precise option, click on a specific tile, select an item from the production queue, then press the BUILD button beneath the production list. If you need a particular production item up and running quickly, you can click the BUY button underneath the manufacturing queue. The cost for the item will be taken directly from your treasury, but you will bypass the queue and have your item immediately. You can only rush purchase one item per planet per turn.

Note: When you build something on a tile next to a tile that already has something on it, you may earn an "adjacency bonus." Pay special attention to any numbers that show up when you begin placing your buildings.

Planetary Yields

Below the planet surface map is a listing of the primary outputs for the colony: manufacturing points, research points and net income. If you mouse over one of these headings, you will see a detailed breakdown of everything contributing to that total.

Manufacturing	7.0	Research	10.1	Net Income	7.0	Influence	10	Approval	68%
						Planet Class	10	Planetary Defense	0%
						Population	10	Resistance	54.5%
						Food	10	Civilization Capital	
						Maintenance	0		

Productivity and Economy

The heart of your galactic empire are your colonies. Presumably you know where people come from (if not, that's a separate manual) but where does raw production come from? The raw productivity of a colony on each of your worlds is derived primarily from its population

Planetary production

The citizens of your worlds need something to do, some of them will work at factories, others research centers, markets, or any number of more specialized jobs. This combined effort is what determines a planets production.

Raw Production

A planets Raw Production is based on primarily on its population. For example, if a planet has six billion people it will start with roughly six production.

Focusing production

By adjusting the production wheel, in the govern screen, you can focus the productive efforts of your people toward either Manufacturing, Research, or Wealth. For example if you were to assign all six billion of your people to do Research, you would receive six Research points per turn. If you focus all your efforts in Research and Manufacturing, you will eventually run out of money (Wealth) and your economy will suffer.

Adjust Planet Production

When managing your colonies you can click the button in the lower-left called Govern Planet. The Govern Planet screen will appear. This screen includes the Production Wheel and Social/Military spending slider you would find if you clicked the Govern button on the main screen menu bar. Here, however, you can adjust spending and production for just this planet.

Using the Production Wheel, adjust your production between Manufacturing, Research and Wealth. Percentages below the wheel let you know just how much your adjustments are affecting each option.
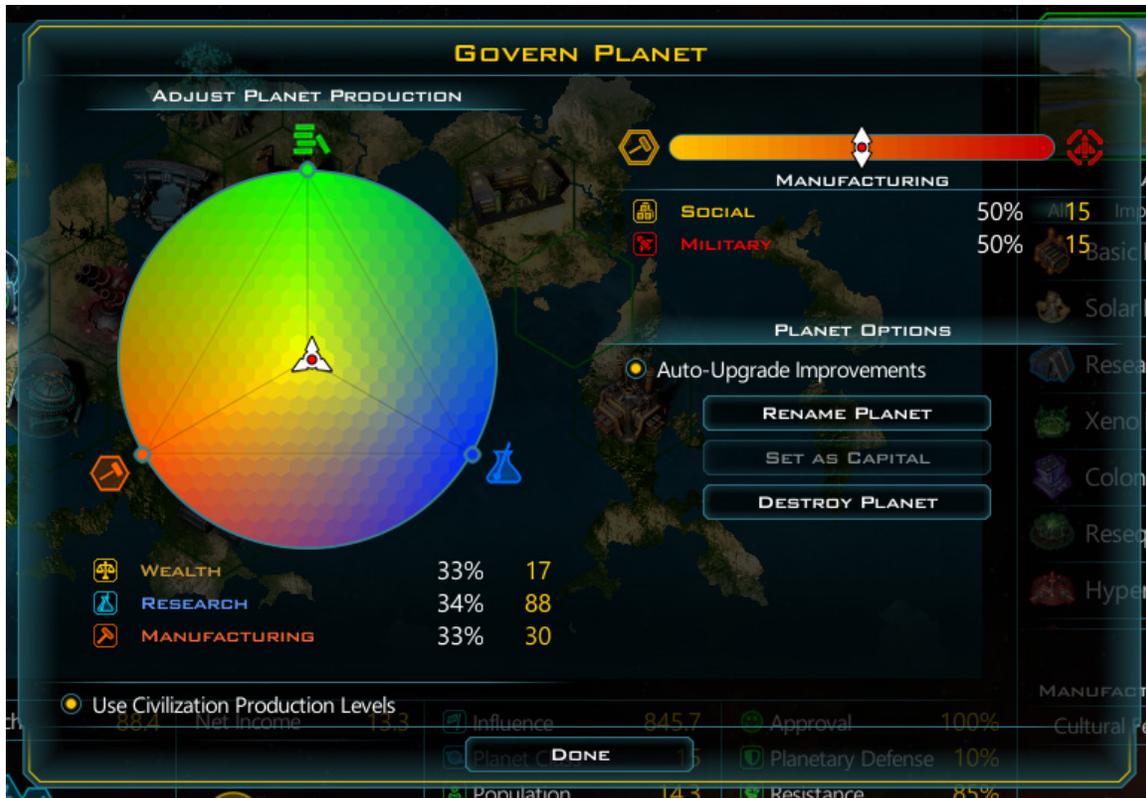
Social/Military Slider

This slider determines how much of your manufacturing you wish to use on your planet – which is "social" manufacturing, and how much you wish to send to your shipyard – which is "military" manufacturing.

Planet Options

Choose to rename your planet, set the planet as the capital of your civilization (if it isn't already) or destroy the planet.

Note: Why on Earth…er…in heaven's name would you destroy a planet? You would only do this in the most extreme circumstances so other races can't take it.

Population size

The amount of people on a world can also affect production; smaller colonies are more efficient early on, and a new colony with a small population is more productive out of necessity. For example, a planet of 2.5 may produce as much as four production points. As the population grows this advantage diminishes, and at around 10 a planet's population will reach parity, with 10-15 population producing roughly 10 raw production points. As the planet grows in population and becomes over crowded it becomes less efficient as workers start to get in the way of each other and infrastructure can no longer support them. If a planet becomes too crowded it can actually produces less production than its population. You can easily combat this

by packing up the trouble-makers on Colony Ships or transports and sending them to colonize, or conquer new worlds.

Boosting productivity with Improvements

Assorted improvements can be built on your worlds that will help you focus your production more efficiently, such as Factories, Research Labs, and Markets. Each improvement will help your people be more productive in a specialized way. For example a Research Lab may give a 25% bonus to Research; this means that any portion of you population focusing on Research will be 25% more productive in their specialization.

Example

A planet with 10 production, may be splitting that primarily between Manufacturing and Research, five points to Manufacturing, and five points to Research. If the planet had four Research Labs, giving +25% to research (totaling +100%) this planet would produce 10 research points. The unmodified manufacturing would still remain its raw value of five points.

Other Production Modifiers

There are many other factors that can affect the productivity of your worlds, from racial and ideological traits, to technologies and galactic events. You can keep track of what is affecting you production by mousing over the assorted Planetary Yields on your planet screen, Manufacturing, Research and Wealth, and this will give you a detailed breakdown of how the production being allocated to each field is being augmented or penalized.

Approval and Production

The approval rating of a world can also affect the production of its citizens. Happy citizens are more productive, and unfortunately an unhappy population can actually reduce the productivity of a world substantially. To keep your population happy you can make sure the approval rating is high by building entertainment centers and other morale boosting improvements. You can also boost morale though technologies, culture traits, and starbase modules.

VI. Ships

Galactic Civilizations III comes with over 200 pre-made ships designs. Each race has a unique architecture for the vessels that will explore the galaxy, establish trade routes, protect your holdings, or go to war. While you start with only a handful of designs, as you research new technologies, different ship hulls and options will become available to you.

Shipyards

You begin with one shipyard located near your homeworld. You can choose to build more as a colony improvement on other planets that you settle.

When you wish to command your ship yard to build a particular ship, select that ship from the AVAILABLE SHIPS list on the left, and it will appear in the MANUFACTURING QUEUE on the bottom-right. You can queue several ships to be built if you prefer, and move a particular ship up or down the list so it is created sooner or later, depending on your needs.

The number to the right of the ship to be built indicates how many turns it will take to build that ship. You can purchase a ship if you have the funds and wish to rush its production – money really can buy happiness!
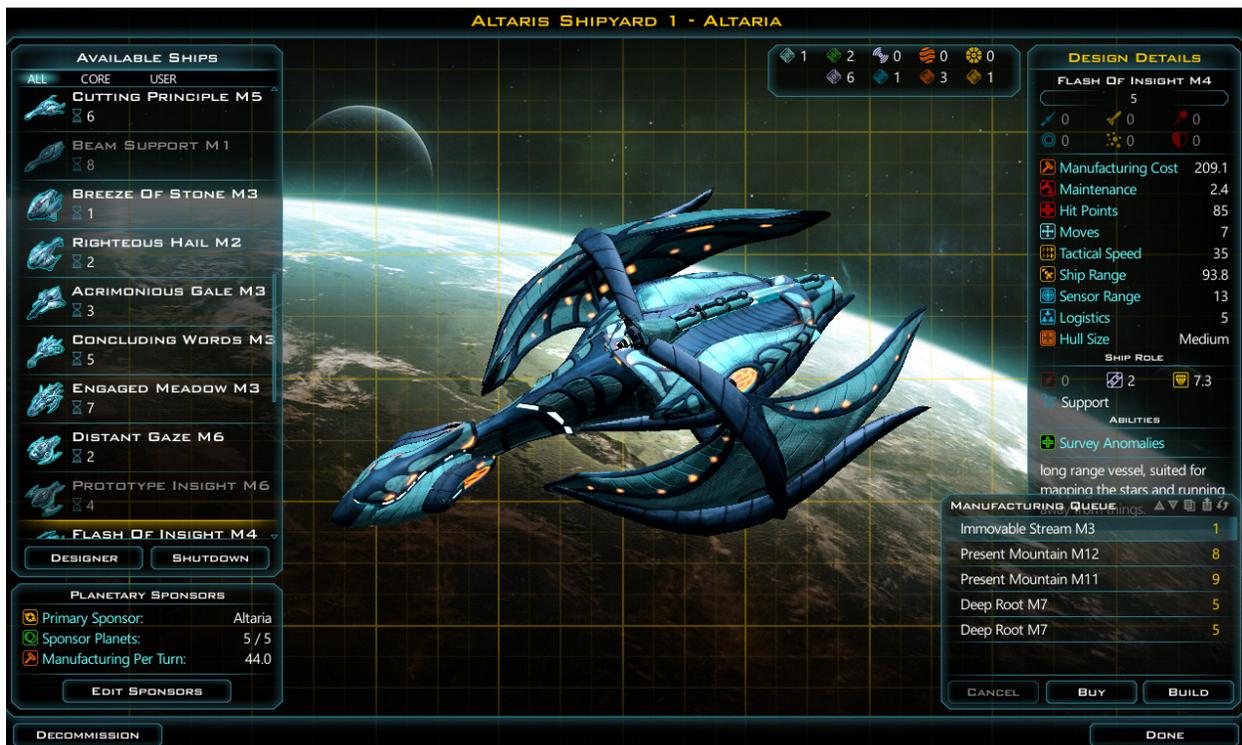
Shipyard Sponsors

Increase the rate of your manufacturing of ships by adding sponsors. Do this by clicking the Edit Sponsors button. Any of your planets from any solar system can be set as a shipyard sponsor, but the farther they are from your shipyard the less good their sponsorship will do.

The Ship Designer

For those who prefer a more hands-on approach, Galactic Civilizations III boasts a robust Ship Designer that will allow you to create almost anything you desire. Craft a ship straight out of your favorite movies or shows, or design something straight out of your own imagination.

To enter the Ship Designer, click the Designer button on the Menu Bar near the top of the screen. The Designer menu will open.

If you wish to build a ship from scratch, click the NEW DESIGN button in the lower-left corner of the screen. The SHIP DESIGNER will open.

Design Mode

Follow this basic process to take your design from napkin art to fully formed star ship!

Hulls

When designing a ship you begin with the ship's hull. Available hulls are restricted based on research, but will eventually span the range from tiny fighters to massive dreadnaughts. Hulls and parts are based off the racial design aesthetic you chose when you started the game.

Parts

Once you've chosen the base hull you can add parts. What is this ship's purpose? Is it a space miner? An invasion transport? A planetary defender or a shipping lane marauder? Just because a hull is initially designated for one use does not mean you can't repurpose it for something else.

Double-click a part you wish to add. Numerous red "hard points" will appear on the hull. You can now place the part anywhere you wish. You can rotate, resize, or even animate any given part. If you place a part on one side of the ship, by default the ship designer will add it to the other side to maintain symmetry. If you do not want symmetry, you may disable this option in the EDIT window in the lower-left corner.

Warning: Players have been known to spend many hours in the ship designer. Please be sure to remember to stop to eat, sleep, and shower. Really, your family will thank you for it.

Equip

This subset of menus contains all of the functional components you can attach to your ships to define their characteristics. It is broken down into five main tabs, as described below.

Drives

Drives are your ships' engines. All of the available engines that you can place on your ships to make them move faster will be listed here.

Weapons

If you want your ships to hold their own in a fight, they will need to be suitably equipped. This tab lists all available weapon components with a sub menu for each specific weapon type: beam, projectile, or missile.

Defenses

Enemy ships have weapons too, so you'll need to defend yourself against them. Find all available defense components here with a sub menu for each specific defense type: shields, armor, and point defense.

Modules

Modules are utility components that allow you to customize your ships for specific tasks. Colonizers, constructors, surveyors, as well as range and sensor modules, can be found here.

Support

Support components provide personal or fleet-based bonuses to your ships, like hull reinforcement or command (fleet boosting) components. This tab lists all available support components.

Edit

Placing parts and components on your ship's available hard points isn't the only way to customize the look of your ships. If you click on an individual component, the EDIT screen will pop up on the bottom right corner of the SHIP DESIGNER window. Rotate the part along any axis, change its size, stretch its shape, or alter its position. Experiment until you find a look that you are happy with, or change everything back to the way it was with the RESET TO DEFAULT SETTINGS button.

Animation

Add some motion to your ships! Click on the ANIMATION tab to start experimenting with active ship components.

Options

Control how much design freedom you have through the OPTIONS MENU. Alter your snap scaling, rotation or offset, opt into cosmetic parts from other racial styles, or if you be bold, click on the SHOW DESIGN GIZMOS button.

Save your Design

When you are satisfied with your ship design, save it for future use. Make a name for the design template, along with a brief description so that you will know what the function of this ship will be. You can modify your designs anytime you choose.
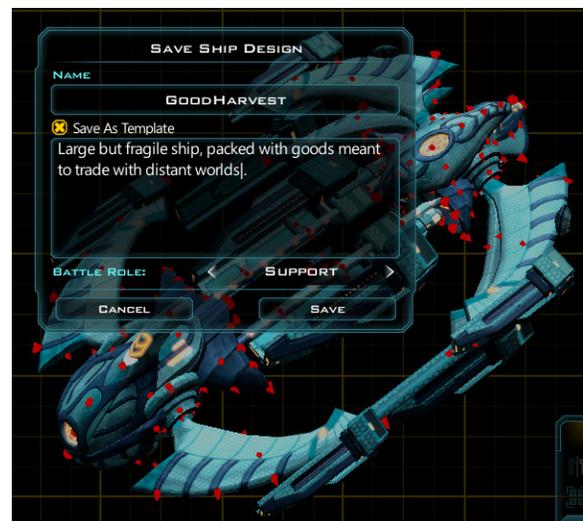
VII. Starbases

To mine resources, study precursor relics or capture ascension crystals, you must build a starbase that includes that includes them within its Zone of Control (ZOC). It is possible to access more than one special resource with a single starbase.

Building your Starbase

To build a starbase, start by building and launching a constructor vessel from one of your shipyards. Follow these steps to build a starbase:

1. Send your constructor near the resource, relic or crystal you wish to obtain and "park" it so that the item falls within the ZOC indicated by the colored hexagon around the constructor.
2. Select the constructor, then choose MANAGE from the menu in the lower-left corner of the screen and click BUILD STARBASE.

Your new starbase will be built. You will be immediately required to upgrade your starbase. What you want to mine or research will determine what upgrades to apply. If you are near a resource that can be mined, such as Durantium or Elerium, you must build a MINING RING or you won't be able to access that resource. If you

Note: You can't build a starbase in a nebula, black hole or other galactic anomaly.

are near a precursor relic or ascension crystal you must build a Xᴇɴᴏ Aʀᴄʜᴇᴏʟᴏɢʏ Lᴀʙ. If you are near both then you have a strategic decision to make, don't you? (For those who want it all, check the section below.)

Uᴘɢʀᴀᴅɪɴɢ ʏᴏᴜʀ Sᴛᴀʀʙᴀsᴇ

To upgrade your starbase you will require an additional constructor's worth of materials. Build another constructor and right click the starbase to send it to its target. A menu will present your available upgrade options, and you can add another feature. With enough constructors, you can eventually develop a starbase with full mining, researching, cultural and military capabilities.

The designs for the different types of starbases are varied.

VIII. DIPLOMACY

Diplomacy is the fine art of working with the other major races and minor factions throughout the galaxy. Your diplomatic actions will foster or hinder your relations with the galactic neighborhood.

You can access the DIPLOMACY screen at any time by clicking the DIPLOMACY button in the MENU BAR at the top-left of the main screen.

Diplomacy in Galactic Civilizations III, much like in real life, is a complicated endeavor. While you can research technologies that increase your race's diplomatic advantage, ultimately trial and error may be required to learn the fears and desires of the other races.

The main DIPLOMACY screen will show you a display of all encountered races in the galaxy, with your race at the center (naturally) of the circle.

The Trade Screen

To begin using your diplomatic skills, left-click on the world of the race you wish to deal with, and click the Speak To button to begin a dialogue (though without Universal Translators, you may find the assorted clicks and hisses to be less than useful).

In the Trade Screen, a list of your available offers will appear on the left side of the screen, along with a list of potential requests on the right side. Left-click any item to add it to the proposal at the bottom of the screen. For items like credits, clicking will bring up a slider to determine how many of the item you wish to offer. The default selection will be the minimum amount necessary to secure the deal.

As you add offers from your side and requests from theirs, the dialogue box at the bottom of the screen will change to indicate how your counterpart feels about the developing deal. Once they indicate that the proposal meets their standards, click the Accept button to finalize the exchange.

IX. Ideology

Ideology is one of the defining traits of an empire, determining whether they are Benevolent, Pragmatic, or Malevolent.

At any time you can take a look at the IDEOLOGY TREES (shown here) by clicking the IDEOLOGY button in the MENU BAR on the top-left portion of the main screen.

Unlocking Ideological Traits

Ideological traits are unlocked using points earned through colonization events, by building colony improvements, and through other decisions made throughout the game.

When you make a choice for a particular event you will earn points for a specific ideology. Each ideology's points can only be spent in that ideology's trait tree.

Traits can be mixed and matched to create a unique ideological blend. In fact, focusing on a single type of ideology (absolute pragmatism, for instance) will rapidly increase the point cost of every unlock. Even a tyrannical galactic scourge can benefit from a periodic act of benevolence.

X. Paths to Victory

Now that you know how to play the game, it's time to learn how to *win*.

Conquest Victory

Conquest is, quite simply, winning through sheer force and military might. It tends to be the most straightforward way to win. Conquer, destroy, or subjugate all of the other races in the galaxy to secure your ultimate triumph.

Influence Victory

Influence victories are achieved through the appeal of your culture. Gain control of 76% of the galaxy, and hold that control for 10 turns without being at war with any other race. The silly wars between the other races mean nothing as long as they are all buying your stuff.

While in a state of war, it is possible to achieve an influence victory by culturally taking over the final planet of the race you are at war with.

Diplomatic Victory

Want to be loved and admired? Then try diplomacy! Use your charisma and charm to form alliances with friends you wish to carry to victory, while mercilessly crushing any who refuse to join your club. Once you have secured lasting peace, declare yourself the most awesome race. Ever. Of all time.

Ascension Victory

By capturing and holding ancient relics called Ascension Crystals, you can attain victory by ascending to a higher form of life, giving yourself godlike powers and dominion over mere mortals. To achieve this condition, you must control of a majority of the Ascension Crystals in the galaxy and hold them to accumulate enough aura points. Harness the Ascension Crystals through starbases equipped with the Xeno Archeology Lab.

Technology Victory

For some, using ancient crystals is just another form of cheating. Because science. You can win through research by developing your own godlike nature with the following technologies: Beyond Mortality, Precursor Understanding and Cultural Affinity. After that, merely complete construction on an Ascension Gate (which requires its own specialized research and improvements) to transcend your need for instruction manuals entirely!

Turn Limit

You can also play until you reach a pre-set turn limit (based on map size). At that point the game will end, and the race with the highest score will win.

Victory Status

At any time during the game you can see how close you are to any of the available victories by clicking the Victory button in the menu bar to show the Victory Status screen.

Click on any of the victory conditions to find out what you still need to accomplish to win the game. Click the Victory Options button to adjust or remove any of the victory conditions you've previously set.

XI. The Formalities

This section contains the game credits, legal mumbo-jumbo, and information about getting help.

Technical Support

When you experience trouble is Galactic Civilization III, be sure to read this first: Troubleshooting.

Open a support ticket	Stardock Support
Troubleshooting	Galactic Civilizations III Knowledge Base
	All Stardock Games Knowledgebase
Forums	http://forums.galciv3.com/
Website	http://www.galciv3.com/
Wiki	http://galciv3.gamepedia.com/

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Producer	Derek Paxton
Assistant Producer	Raymond Bartos
Lead Developer	Nathan Hanish
Lead Graphics Developer	Jesse Brindle
Developer	Alan Batsford
Developer	Cari Begle
Developer	Jonathan Bowen
Developer	Colin Clark
Developer	Bara Kathawa
Developer	Charles Lentz
Developer	Sarah Trombley
Developer	Brad Wardell
Art Lead	Akil Dawkins
Artist	Paul Boyer
Artist	Joel Durham
Artist	Stefan Gersdorf
Artist	Fred Howard
Artist	Derek Lewis
Artist	Brandon Watson
Cinematics	Mark Bremerkamp

Cinematics..Jason Embury
Cinematics... Fred Howard
Cinematics.. Kevin Manning
Cinematics..Chaminda Nissanka
Additional Art..Nikki Gambrell
Additional Art ....Jue "Leo" Li
Additional Art .... Key Fedewa
Additional Art .... Giorgio Grecu
Additional Art ....Christian Hecker
Additional Art ....Hannes Katherl
Writing ....Chris Bucholz
Writing .... Paul Boyer
Writing .... Brad Wardell
Manual Writer.. Kira Wilson
Additional Design By ....Jon Shafer
Music/SFX Lead ....Michael Curran
Music ....Mason Fisher
Music .... Geoff Knorr
Marketing/PR .... Adam Biessener
Marketing/PR .... Nicole Gambrell
Marketing/PR ....Chris Kowal
Marketing/PR ....Kathleen Lane
Marketing/PR .... Robert McElroy
Marketing/PR ....Jillian Santos
Marketing/PR .... Stephanie Schopp
Marketing/PR .... Spencer Scott
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IT/Tech .... Matt Bertsch
IT/Tech .... Kris Kwilas
IT/Tech ....Adrian Luff
Metaverse Engineers ....Tod Cunningham
Metaverse Engineers ....David Hui
Metaverse Engineers ....Lou Leskoviansky
Metaverse Engineers ....Matt Lucas
Metaverse Engineers ....Adrian Luff
Metaverse Engineers ....Joshua McLean
Metaverse Engineers ....Pat Ford
Metaverse Engineers .... Matt Smith
Metaverse Engineers .... Tim Smith
Biz ....Brian Clair
Biz ....Emily Ellis Fraley
Biz .... Kristin Hatcher
Biz ....Kim Kolaz
Biz .... Angela Marshall

Quality Assurance/Support ....Brad Ather
Quality Assurance/Support ....Sean Drohan
Quality Assurance/Support ....Nathan Fowler
Quality Assurance/Support .... Bilal Hussein
Quality Assurance/Support .... Ken Janeczko
Quality Assurance/Support .... Tom Kestler
Quality Assurance/Support ....Aaron Klenke
Quality Assurance/Support ....Angela Oakman
Quality Assurance/Support ....Jeff Sanders
Quality Assurance/Support ....Jamus Sumner
Team Dog and Morale Officer .... Maggie Boyer

Special thanks to the Galactic Civilizations III Elite Founders. See all their names in-game!

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XII. Appendix A: List of In-Game Icons

There are many different icons in the game. This is your quick reference guide, so when you see an odd little symbol you know what it's for.

Ability Icons

Symbol	Name
	Ability: Brutal
	Ability: Clever
	Ability: Content
	Ability: Courageous
	Ability: Craven:
	Ability: Economic
	Ability: Fast
	Ability: Militant
	Ability: Organized
	Ability: Productive
	Ability: Resilient
	Ability: Trader
	Ability: Unlikeable

Alert Icons

Symbol	Name
	Alert: Achievement
	Alert: Agreement Cancelled
	Alert: Agreement Expired

Symbol	Name
	Alert: Ascension Crystal
	Alert: Ascension Victory
	Alert: Event
	Alert: Improvement
	Alert: Ship
	Alert: Starbase
	Alert: Tech Victory
	Alert: Transport
	Alert: Trespass
	Alert: UP
	Alert: War
	Alert: War End

Extreme Planet Icons

Symbol	Name
	Extreme Barren
	Extreme Frozen
	Extreme Heavy
	Extreme Radioactive
	Extreme Toxic
	Extreme Unstable
	Extreme Water

General Icons

Symbol	Name
	Active Core
	Adaptable

Symbol	Name
	Adjacency Arrows
	Adjacency Minus
	Adjacency Neutral
	Adjacency Plus
	Adventure Ability
	Alliance
	Ancient
	Antimatter
	Approval
	Approval Relic
	Approval: Content
	Approval: Happy
	Approval: Sad
	Benevolent
	Blue Mass
	Bonus
	Bountiful World
	Breadbasket World
	Building Improvement
	Building Ship
	Builds Starport
	Capacity
	Capital
	Civilization Capital Stat
	Colonizable Planet
	Colonize Planet
	Component

Symbol	Name
	Cyan Mass
	Dead Planet
	Defended
	Desert World
−	Diplomacy Minus
+	Diplomacy Plus
↔	Distance
	Durantium
	Elerium
	Embargo
	Engineers
	Entrepreneur
	Escort Fighters
	Exploitation Treaty
	Fantastic Planet
	Fighters Cap
	Fortitude
	Galactic Capital
	Gas World
	Ghost World
	Good Planet
	Great Planet
	Green Mass
	Growth Priority
	Hit Points
	Hull Size
	Hulls

Symbol	Name
	Improvement
	Infertile
	Influence Ability
	Influence Growth
	Influence Priority
	Intuitive
	Invade Planets
	Knowledgeable
<<	Left Arrow Double
<	Left Arrow Single
<<<	Left Arrow triple
↓	Level Down
↑	Level Up
	Likeable
	Low Gravity
	Malevolent
	Military Manufacturing
	Military Priority
	Mining
	Module
	Moves
	Non-Aggression Pact
	Oceanic
	Oceanic Planet
	Open Border
	Orange Mass
	Paranoid
	Patriotic

Symbol	Name
	Peaceful
	Perfect Planet
	Pragmatic
	Primary Sponsor
	Prolific
	Promethion
	Rally Point
	Rally point (Alt)
	Rebelling
	Red Mass
	Resistance
	Right Arrow Double
	Right Arrow Single
	Right Arrow Triple
	Scenic World
	Sensor Range
	Sentient Machines
	Serene World
	Shielded World
	Ship Logistics
	Ship Range
	Ship Strength
	Ship Threat
	Ship Value
	Ships
	Ships Defending
	Shrouded World
	Slave Brokering

Symbol	Name
	Soldiering
	Sponsors
	Star Faring
	Support Module
	Synthetic
	Tactical Speed
	Tech Priority
	Thin Atmosphere
	Threat
	Thulium
	Tidally Locked
	Tough Ability
	Trade
	Treaties
	Twin Moons
	United Planets Tax
	Unrelenting
	Unwavering
	Up Arrow
	Upgrade
	Value
	Wealth Priority
	Wealthy
	Wobble
	Yellow Mass
	Zealot

Status Icons

Symbol	Name
	Stat Economic Power
	Stat Faction Power
	Stat Military Power
	Stat: Agile
	Stat: Armor Damage
	Stat: Armor Rating
	Stat: Ascension Crystal
	Stat: Ascension Points
	Stat: Beam Accuracy
	Stat: Beam Attack
	Stat: Beam Cooldown
	Stat: Beam Range
	Stat: Build
	Stat: Colony Maintenance
	Stat: Credits
	Stat: Culture Relic
	Stat: Dense
	Stat: Economic Relic
	Stat: Farmer
	Stat: Fertile
	Stat: Food
	Stat: Generic
	Stat: Growth
	Stat: Handy
	Stat: Influence
	Stat: Kinetic Accuracy

Symbol	Name
	Stat: Kinetic Attack
	Stat: Kinetic Cooldown
	Stat: Kinetic Range
	Stat: Leases
	Stat: Manufacturing
	Stat: Manufacturing
	Stat: Manufacturing Cost
	Stat: Manufacturing Relic
	Stat: Military
	Stat: Missile Accuracy
	Stat: Missile Attack
	Stat: Missile Cooldown
	Stat: Missile Range
	Stat: Net Weekly
	Stat: Observant
	Stat: Planet Class
	Stat: Point Damage
	Stat: Point Defense
	Stat: Popular
	Stat: Population
	Stat: Population Cap
	Stat: Production Spending
	Stat: Research Relic
	Stat: Research Spending
	Stat: Saving
	Stat: Sharp Eye
	Stat: Shield Damage

Symbol	Name
	Stat: Shield Strength
	Stat: Ship Maintenance
	Stat: Ships Defending
	Stat: Social
	Stat: Social Manufacturing
	Stat: Special
	Stat: Starbase Maintenance
	Stat: Temp
	Stat: Total Manufacturing
	Stat: Total Research
	Stat: Tourism Revenue
	Stat: Trade Revenue
	Stat: Treaty Obligations
	Stat: Treaty Revenue
	Stat: United Planets

Trait Icons

Symbol	Name
	Trait: Aggressive
	Trait: Cruel
	Trait: Cultural
	Trait: Diplomatic
	Trait: Expansionist
	Trait: Greedy
	Trait: Opportunistic
	Trait: Scientific
	Trait: Spiritual
	Trait: Trader
	Trait: Xenophobic

Tech Icons

Symbol	Name
	Armor
	Beam Weapons
	Civil
	Colonization
	Defense
	Defense (Alt)
	Drives
	Engineering
	Engineering (Alt)
	Invasion
	Kinetic
	Marines
	Missile
	Planetary Defense
	Point Defense
	Sensors
	Shields
	Starbase

Symbol	Name
	Starport
	Support
	Target
	Weapons