The cover art for the Galactic Civilizations III User Manual depicts a vast cosmic scene. A large, dark planet with a bright ring of light around its equator dominates the lower half. A bright, vertical beam of light descends from the top center, illuminating the scene. On the left, a large, golden, multi-tiered space station or planetoid floats. On the right, a sleek, silver, disc-shaped spaceship is visible. The background is filled with numerous smaller ships, debris, and a large, dark planet in the upper left corner. The title "GALACTIC CIVILIZATIONS III" is prominently displayed in the center, with "III" in a large, stylized font.

# GALACTIC CIVILIZATIONS III

— USER MANUAL —



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## II. WELCOME!

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

- Explores the galaxy
- Expands a Galactic Civilization
- Exploits interstellar resources
- Exterminates those that get in their way

These are the classic 4X's. You begin with only your home planet and must research new technologies, explore the galaxy, and colonize new worlds. All the while you engage in diplomatic intrigue with other races and will likely be drawn into (or start) wars of both survival and expansion.

Victory can be attained through many paths. Expanding your Influence and Culture through the galaxy, absorbing and assimilating those who border your civilization. Through Diplomacy, Treaties, and Trade, forming bonds that will bring peace to the galaxy forever. Though Technology, expanding your civilization's knowledge to the point where your race is so beyond those around you that they are not even worth the effort it would take to wipe them out. Or simply through Conquest and Domination, crushing all those who get in your way. Each of these paths has its own set of exploits and challenges, allowing you to make simple but 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 conquer the galaxy without ever firing a shot through a combination of shrewd diplomacy and ever-expanding cultural influence.

## A NOTE ABOUT THIS MANUAL

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

GalCiv3 Forums: [forums.galciv3.com](http://forums.galciv3.com)

GalCiv3 Wiki: [galciv3.gamepedia.com](http://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: 3 GB 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: 5 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.

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**Note:** Press any key to skip the introductory cinematic.

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- **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.

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**Note:** The Campaign will be unlocked on launch day – May 14.

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## III. GETTING STARTING 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 gaming or 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.

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

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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 will have two points to spend within this list, which means 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 will win, and who your enemies 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 set your size as one of the following options: 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.

## STEP 3: CHOOSE A STAR SYSTEM










The **GALAXY OPTIONS** section allows you to fully customize the contents to be found in your game.

**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:** Are 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 not too frightened by them you can mine the resulting Anti-matter as a strategic resource.
- **RESOURCE FREQUENCY:** Each Resource allows you to build special, powerful components for your space ships. Resources are:
  -  Durantium
  -  Elerium
  -  Anti-matter
  -  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 much like resources that can provide random bonuses, and can also be set 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 25.

## 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 more expensive or cheaper. If you want to be able to get techs faster you have that option.
- **PIRATES:** Adjust this to determine how many pirate bases will exist on your map. You can also choose to have no pirates in the game.
- **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 have not expanded out into the galaxy, but you can trade with them and make them your 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, and if you've saved a race they will show up in the list and you will be able to play against them too. 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**, which is the main viewing area for your gameplay
3. The **CURRENTLY SELECTED**, which appears at the lower-left of the screen anytime you select an object that is under your command
4. The **QUICK RESOURCE COUNTERS** that tell you how many resources you command
5. The **MINI-MAP**, which includes details other than the mini-map
6. The **RESOURCE DETAILS**, which includes lots of useful information about your civilization
7. The **TURN BUTTON**, which is interactive and will tell you what actions you need to take prior to your next turn



## CONTROLLING THE MAP WITH THE MOUSE

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

- **LEFT-BUTTON** click: Selects the object that the mouse is currently over.
- **RIGHT-BUTTON** click: Sends the currently selected object to that location as its destination (if applicable).
- **MIDDLE-BUTTON** click: Controls the game camera. By holding down the middle mouse button you can rotate the map. If the mouse has mouse-wheel, the user can zoom in and out of the map in this way. The middle mouse button also enables you to scroll on a zoomed-in mini-map display.





The left button on the mouse can also enable you to grab the screen and slide it around which can make navigating around the map much easier.

## GAME OPTIONS

When you select the **MENU** button in the upper left corner (or press the **Esc** key on your keyboard) they see the following options in the middle of the screen:

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

Along the top are tabs that divide the **OPTIONS** screen into four categories: **GRAPHICS**, **SOUND**, **INTERFACE**, and **GAMEPLAY**.

### GRAPHICS OPTIONS

- **DISPLAY RESOLUTION**: Sets the resolution for the game display.
- **FULLSCREEN**: Enables full screen mode. If you wish to play the game in a window, uncheck the checkbox.
- **UI SIZE**: Sets the size of your user interface.
- **V SYNC**: Enables the vertical sync. Vertical sync allows you to synchronize the frame rate of the game with the monitor refresh rate for better stability.
- **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. A “particle” is a graphic object used to simulate certain kinds of “fuzzy” phenomena, which are otherwise very hard to reproduce with conventional rendering techniques.
- **TRAILS**: Enables the display of engine trails in-game.
- **PERFORMANCE PRESETS**: If you have a low-end computer try using the low setting here, as it will disable some of the more computer-intensive video options. If you have a high-end system you can set this to high.
- **ANTI-ALIASING**: Sets the amount of anti-aliasing applied to the graphics.
- **ENABLE GEL UI**: Gel UI is a process that makes text easier to read. This is on by default, but if you are concerned about performance you can turn this off.
- **ENABLE BLOOM**: Bloom is an effect used to reproduce an imaging artifact of real-world cameras.
- **ENABLE LEAN MAPS**: Lean maps make the high resolution graphics look better, but takes more memory. If you are concerned about your system’s performance you can turn this off.



## 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 which source game sounds will heard by.

## INTERFACE OPTIONS

- **SKIP INTRO:** Enables the play to skip the opening cinematic.
- **DRAW GRID:** Enables dark blue lines that divide the galaxy into parsecs.
- **HIDE GRID OUTSIDE INFLUENCE:** Enables you to disable the grid 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:** If you are zooming in and out with the mouse wheel, this option will put your focus wherever your mouse cursor is.
- **SHOW AUTO PILOT LINE:** When your ships are automatically moving along a course, this option will show the path that they take.
- **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 allows you to set how long the mouse will delay before the screen will start to pan when you edge scroll.
- **CAMERA SCROLL SPEED:** This option allows you to set 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 form of file to which your in-game screenshots will save.
- **COLLECT GAMEPLAY DATA:** This will allow the game to send your scores to the Metaverse. View the Metaverse statistics on [www.galciv3.com/metaverse](http://www.galciv3.com/metaverse).
- **AUTO START BATTLE VIEWER:** This will automatically start the battle in the Battle Viewer three seconds before the first shot is fired.
- **DISABLE INFLUENCE TOOLTIP:** If you hover your mouse over the main map for one second the Influence tooltip will appear. Clicking this option will allow you to disable that.

## 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.*

---

## GAME MENU BAR

### 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 of the planets you have colonized. Compare their stats and check all of their manufacturing queues at the same time.
- **COMMANDS:** Give orders to your shipyards to build or upgrade.
- **TRADE:** Manage your trade routes between other civilizations. See what types of routes you control, where they begin and where they're going, and most importantly how much income they're providing.
- **STATS & GRAPHS:** Chart (literally!) 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 they give you and other technologies they will unlock, what you're currently researching, and the complete tech tree for you to peruse at any time.

### IDEOLOGY

Through the course of the game, random events will present you with choices to shape the ideology of your civilization. Points will be awarded into one of three categories based on your choices: Benevolent, Pragmatic, or Malevolent. Those points can then be spent on Ideological Traits that can all be found on this tab.



## **DIPLOMACY**

From this button you can keep track of which races are allied or warring, neutral or trading. Establish mutual treaties with your allies or participate in galactic politics through the governing body of the U.P., or the United Planets.

## **DESIGNER**

You can play ship architect with this button. Build off of established ship designs or build your own from the hull up. As you unlock better technology through your empire's research, faster engines, stronger defenses and advanced weaponry will all be made available as modules you can attach to your ships.

## **STAR MAP**

Most of each game will be experienced on the star map. It is represented as a large grid of hexagonal tiles often occupied by stars, planets, ships, etc. As a rule a tile can only contain one object, however you will be able to stack ships owned by the same race.

## **CURRENTLY SELECTED OBJECT**

Click on an object on the star map to see more detailed information about that object. Colonized planets, starbases, ships and fleets all have plenty of data that can be observed.

## **QUICK RESOURCE COUNTERS**

If you need to know how much money is currently in your civilization's coffers or what turn the game is on, the Quick Resource Counters found at the top right of the game screen provide a useful, at-a-glance visual.

## **MINI MAP**

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

### **GALAXY TAB**

Call it the game's radar screen. Everything that the star map displays in beautiful, star-splattered colors and graphics, will be shown in bold colors and symbols. Scroll around the map to move your view of the galaxy quickly.

### **GRAPHS TAB**

A simplified version of the info that can be found in Stats & Graphs in an easy-access location.

### **POWER TAB**

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





## RESOURCE DETAILS

This area of the main screen organizes the various resources of your civilization and organizes them by Colonies, Ships, Starbases and Rally Points. The last one (the exclamation point in the circle) is for Notifications. That tab will identify any ships coming at you or if a war breaks out.

## TURN BUTTON

The **TURN** button is context sensitive, meaning that it will change based on what needs to be done in the game before you can move on to the next turn. If you need to research a new tech, the button will say **RESEARCH**. If you have a ship that needs to be commanded, then the button will say **IDLE SHIP**. Done with everything you want to do for this turn? Time to move on to the next one! The button will say **TURN**.



## IV. GETTING STARTED WITH MULTIPLAYER



Invite your friends to play a game. Once you've launched the game, from the main screen choose **MULTIPLAYER**.

The list of **AVAILABLE GAMES** will appear.



You may choose an option from this list and click **JOIN GAME**, or you may click **NEW GAME** to set up a new session.

If you were previously in a multiplayer game that you saved you can click **RESTORE SESSION**. Choose a game from the list of saved games, and you will be placed in the lobby.

Click the **REFRESH** button to see if new multiplayer sessions are available to you.



If you are starting a new game, the **GAME OPTIONS** screen appears for you to set up the type of game you wish to play, just as it does in **GETTING STARTING IN "SANDBOX" MODE** on page 7. Set up your galaxy as you wish. The section on **OPPONENTS** is not available; you will choose your opponents in the lobby. Click the **START** button to enter the **PLAYER LOBBY**.



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

## THE PLAYER LOBBY

The game must have at least two opponents, and here – much like the bar in Star Wars – you can find allies and enemies.

### 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.

On the right side of the lobby your choice of race is available. To the right of it, the button asks “**READY?**” If you are ready to play, click the button and it will move you from the list of **PENDING HUMAN PLAYERS** to the list of **READY HUMAN PLAYERS**. Once all of your opponents have added themselves to the **READY HUMAN PLAYERS** list, you can click the **START** button.

### AI PLAYERS

If you wish, you can add AI players to your game. In the **AVAILABLE AI PLAYERS** list, simply click the **ADD** button. The race will move to the **ADDED AI PLAYERS** list.

When you have added all of the AI and human players you wish, click the **START** button. Good luck, your entire race is counting on you!

### UNCLAIMED PLAYERS



An unclaimed AI player is an AI player added to any game.

An unclaimed human player is a player that was in a multiplayer game, but who had to exit the game and is no longer playing.

As the newcomer to the game you will see a list of **UNCLAIMED AI PLAYERS** or **UNCLAIMED HUMAN PLAYERS**. Click the **CLAIM?** button to the right of any AI player to take that available player over from the AI. An

unclaimed human player can be converted to an AI player by clicking the **CONVERT** button.

Once everyone is ready, click the **START** button.



## PLAYING IN MULTIPLAYER

The game will load for you and your fellow players.

Once you've joined a multiplayer game, you will take 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 player by pressing the letter **T** on your keyboard. Remember to press **T**, as the moved you are making with put the focus of your system on parts of the map other than the chat box!



## V. MANAGING YOUR COLONIES

The colony screen is the primary way you will interact with the worlds you control. Colonies are the lifeblood of an empire. They manufacture ships, generate population and credits, expand your influence through the galaxy... all kinds of fun stuff that a budding master of the universe needs.

### 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 grid of tiles. Each tile represents an area on the map that you can construct valuable projects on. You can gain access to more of the planet's surface for building through various research projects in the tech tree.



### PLANET CLASS AND USABLE TILES

A planet's class is determined by the number of usable tiles on its surface. Usable tiles will be filled in with a full color version of the planet surface, as well as have a green outline around their grid coordinates. If a tile is green, you may build any type available improvement on it.

## PLANET FEATURES



Some tiles will have features that give bonuses to improvements built on them. Mouse over the icons found in the bottom corner of the tile to see what bonuses you'll get, then plan your build projects accordingly.



## PRODUCTION LIST



On the right side of the screen is the production 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 many turns the item will take to complete, rearrange the items in your queue, or cancel items in the queue.

But how do you build items, you say? A couple of different ways. Double-clicking on an item in the production list will automatically place it on an available tile. Or you can click on the item in the production queue, then on a specific tile you'd like to build on, 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.

**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

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





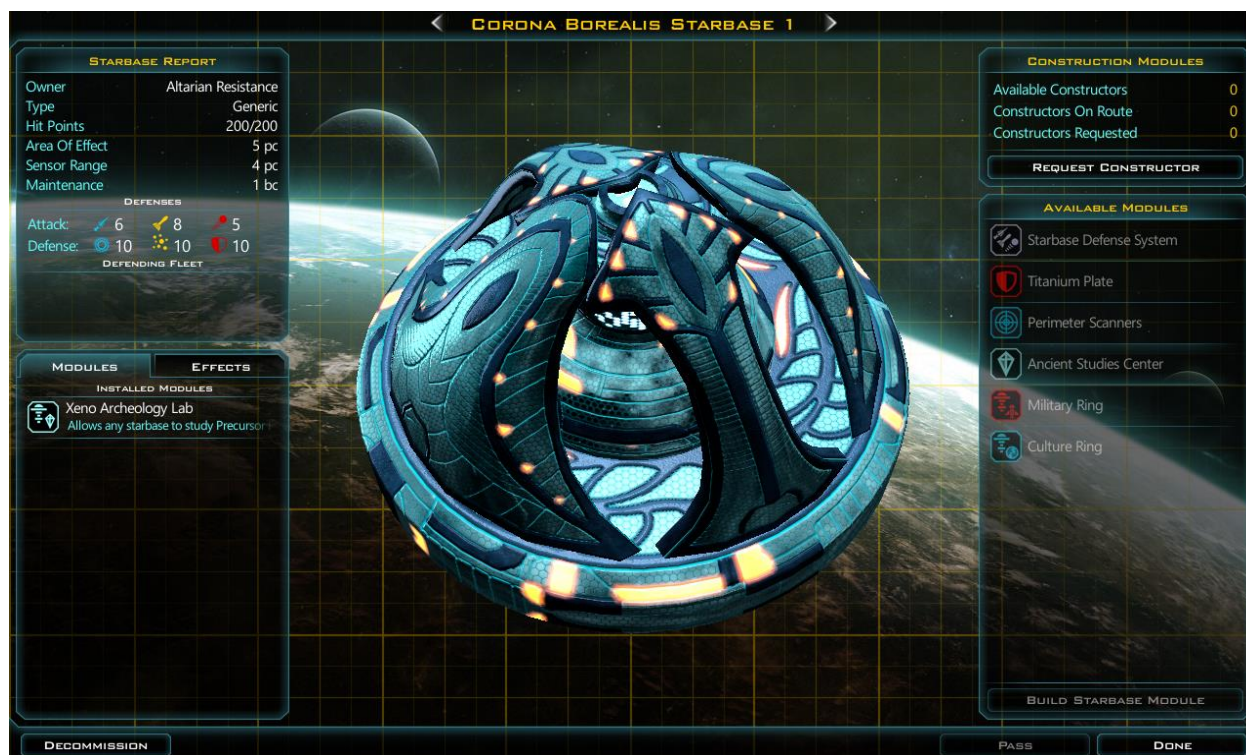
## VI. STARBASES

To mine resources, study precursor relics or capture ascension crystals, you must build a starbase that includes that item in the starbases Zone of Control (ZOC). It is possible to attain more than one item and more than one item-type with a single starbase.

### BUILDING YOUR STARBASE

Starbases usually begin as Constructor vessels launched from one of your shipyards. Follow these steps to build a starbase:

1. Send your constructor to the resource, relic or crystal you wish to obtain and “park” it so the ZOC – indicated by the colored hexagon around the constructor – contains the item.
2. With your constructor selected, choose **MANAGE** from the currently selected item in the lower-left corner of the screen.
3. Choose **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

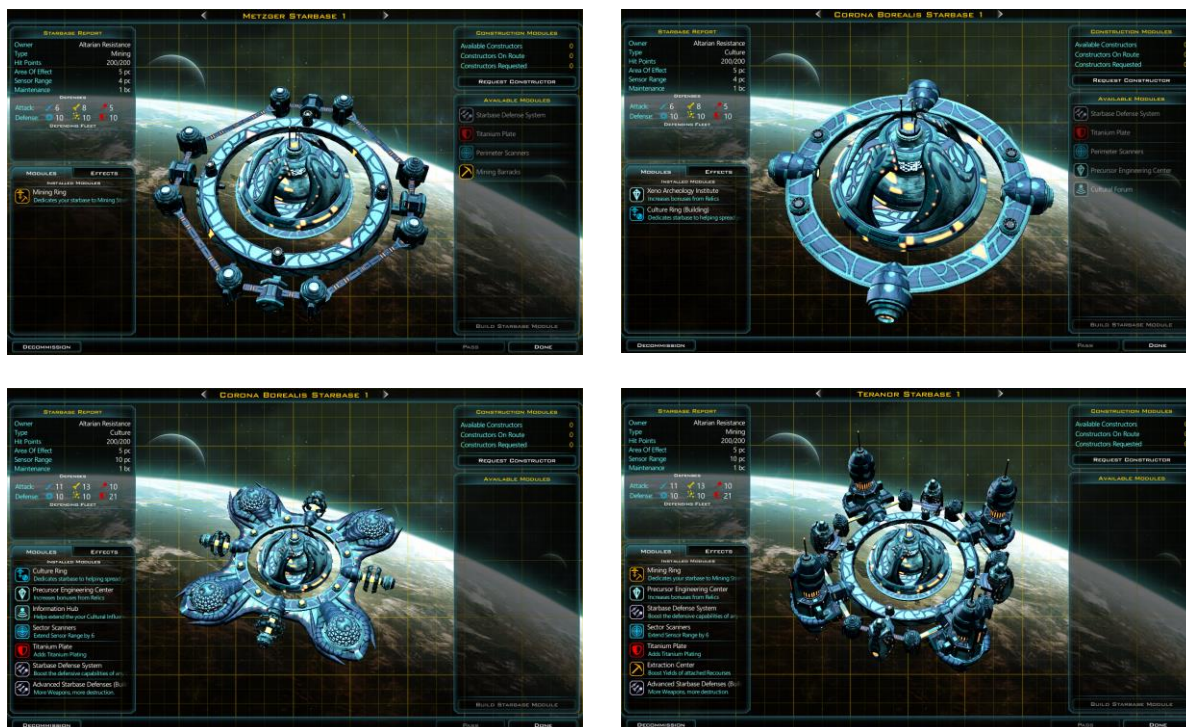
won't be able to access that resource. If you are near a precursor relic or ascension crystal you must build a **XENO ARCHEOLOGY LAB**. If you are near both then you have a strategic decision to make, don't you?

**Note:** You can't build a starbase in a nebula.

## UPGRADING YOUR STARBASE

If you wish to upgrade your starbase you will require additional materials to do so. The way you get those materials is by sending another constructor unit to your starbase. Send it right to the starbase similar to the way you colonize a planet. The game will ask you to upgrade your starbase, and you can add another feature.

The designs for the different types of starbases are varied.







## VII. PATHS TO VICTORY

By now you've learned plenty about how to play the game. But how do you *win* the game?

### CONQUEST VICTORY

Conquest is, naturally, winning purely through the force of your military might. It tends to be the most straightforward way to win. Conquer, destroy, or force all of the other races in the galaxy to surrender to you.

### 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. However, you cannot achieve an influence victory if you're at war with any other race. Other races may be at war with each other without interfering.

It's also possible to achieve an influence victory by flipping the final planet of a race you are at war with, though this is a rare occurrence.

### DIPLOMATIC VICTORY

Did it seem like the popular kids always won? Now it's your turn! Use diplomacy to form permanent alliances with all of the remaining major races in the galaxy. Bring about lasting peace and 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 your enemies. To do this, you must control of the majority of ascension crystals in the galaxy and hold them for a set number of turns. You must accumulate aura points. These can be gathered with starbases that have been upgraded with the Xeno Archeology Lab.

### TECHNOLOGY VICTORY

For some, the only path to true power is to have cooler stuff than everybody else! You can win through research and unlock the following technologies: Beyond Mortality, Precursor Understanding and Cultural Affinity. You must also complete construction on an Ascension Gate, which requires its own specialized research and improvements.

## TURN LIMIT

You can also play until you reach a pre-set a turn limit for when your game will end, and when this limit is reached the race with the highest score will win! There is a pre-set default turn limit per map size.

## VICTORY STATUS

At any time during the game you can find out how close you are to any of the available victories by clicking the **VICTORY** button in the menu bar. The **VICTORY STATUS** screen will appear.



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.



## VIII. THE FORMALITIES

In this section you will find the game credits, legal mumbo-jumbo, and information about getting help.

### TECHNICAL SUPPORT

When you experience trouble in Galactic Civilization III, be sure to read this first: [Troubleshooting](#).

Open a support ticket	<a href="#">Stardock Support</a>
Troubleshooting	<a href="#">Galactic Civilizations III Knowledge Base</a> <a href="#">All Stardock Games Knowledgebase</a>
Forums	<a href="http://forums.galciv3.com/">http://forums.galciv3.com/</a>
Website	<a href="http://www.galciv3.com/">http://www.galciv3.com/</a>
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## IX. 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