

GALAXY

INTRODUCTION

GALAXY is a game of interstellar exploration and conflict in the far future. From one to twenty players compete against each other and the computer in a struggle for control of up to forty star systems. Each solar system has one habitable, and perhaps occupied planet, called a 'world'. Each player starts with approximately 100 space worthy ships. The game proceeds in game turns, each of which represents one year.

NOTE!: The TI99/4A version of the program will play a little differently than the other versions of the program. See the TI99/4A section.

HOW TO WIN

To win in a solitaire game you must conquer the entire galaxy before the end of the game.

If two or more players are competing, the winner is the player who controls the most worlds at the game's end.

PROGRAM STARTUP

When the program begins, the computer will ask you a series of self-explanatory questions (number of players, number of stars, etc.). After this preliminary setup, a map of the galaxy will be displayed. Each division on the map represents a distance of one light-year. The locations of the stars are randomly assigned in each game, so every game is different. If the players so desire, the computer can be directed to generate a new galaxy. This process can be repeated until all the players are satisfied. It should be pointed out that the players on the fringes of the galaxy will start the game with more ships than those near the center, so there is little advantage in one star distribution over another.

NOTE: it may require as long as five to seven minutes for your computer to set up a very large game.

It is recommended that the players make a rough sketch of the galaxy for future reference.

INDUSTRY AND SHIP SETUP

After the star map has been approved, the computer will assign industrial capacity to each world. Each player's home world will receive 10 industry. The neutral worlds will receive a random number of industry from zero on up. The predominance of neutral worlds will have less than 5 industry.

The computer next assigns ships to the player's worlds. Each player can expect to receive approximately 100 ships, but those players close to opponents' worlds and/or far from neutral worlds can expect to receive more. In addition, a player with a very advantageous position in the galaxy can expect to receive considerably less than 100 ships.

Ships are assigned randomly to neutral worlds; some may have none, but others may have 20 or more. The number of ships assigned to a neutral world is partly dependent on the industrial capacity of that world.

The number of ships a neutral world has will not be known until the world is visited (attacked). The amount of industry will not be known until it is conquered.

When the computer completes this phase, the game begins.

TURN SEQUENCE

1. Display Previous Turn's Results. (Not applicable on TI99/4A.)

2. Fleet Orders

Players will take turns in entering fleet orders, but the order of play is determined by the computer. There is no particular advantage to going first (or last).

Orders for sending out ships (as fleets) are in three parts:

- 1) The identifying symbol of the world the ships are coming from.
- 2) The identifying symbol of the world the ships are going to.
- 3) The number of ships being sent.

During entry of 1) and 2) above, the keyboard is 'live', i.e. it is not necessary to hit 'ENTER' after keying the world's identifying symbol. When keying in the number of ships, terminate the order by hitting 'ENTER'.

The identifying symbols for the worlds are the letters A through Z, plus some additional characters if there are more than 26 worlds in the game. Note that on games with over 26 worlds the 'SHIFT' key must be employed along with the correct planet symbol in order to key in that planet.

Your fleet orders will be invisible as you key them in. This is done to maintain secrecy (the other players cannot see what you are doing). It is wise to keep a written record of your orders.

Once a fleet has been sent out, its orders cannot be retracted, and it will not be heard from again until it reaches its destination. A fleet will never encounter another fleet--it will only encounter the world it is sent to.

3. Builds

After all players have entered their fleet orders, the computer will take over and will build one ship on each occupied world for each industry at that world. IMPORTANT: Neutral worlds will not build additional ships unless that option was selected in the initial game setup.

4. Movement

All fleets are moved automatically by the computer. In the first turn of movement (one turn=one year), a fleet will move a distance of two light-years, and in each subsequent year it will move three light-years. The distance between worlds is measured as true distance, for example, if World B is five light-years south and three light-years east of world S, the distance between them is 5.83 light-years, as calculated by the Pythagorean theorem. If the distance is two light-years or less, the fleet will arrive at the destination on the same turn as it was ordered. If the distance is more than two but no more than five light-years, the fleet will arrive on the following turn.

Included in the game box (beneath the plastic tray) is a log pad players may wish to use to help plan their game. Each row of the pad is intended to keep track of all ships sent from one planet (such as A) to one other planet (such as B). The traveling time (in game turns) can be recorded in the third column from the left. The columns to the right of the 'TIME' column can be used to note the number of ships sent and the turns the ships are to arrive at the planet. See the examples below.

FROM	TO	TIME	NUMBER OF SHIPS SENT/TURN ARRIVING											
A	B	3	20	3	12	5	8	6						

5. Combat

When a fleet arrives at its destination, one of three things can happen:

- 1) If the world is controlled by the owner of the fleet, the world's defensive ships are reinforced by the ships in the fleet.
- 2) If the world has no defensive ships, the owner of the fleet automatically takes over the world.
- 3) If the world is controlled by another player or is neutral, and if there are ships on station at the world, combat occurs.

Each combat situation is a fight to the finish; no prisoners are taken. First, the defender fires. Each defensive ship gets one shot. Any surviving attackers fire on the defenders. All surviving defenders then fire on the attackers. This process is repeated until only one side survives, the survivor getting (or retaining) control of the world.

In each combat action a random 'gunnery factor' is assigned to each side. The percentage of hits will depend on the gunnery factor and the relative sizes of the forces involved.

The defender has an advantage only in that he shoots first.

Separate fleets attack separately, even if they arrive at the same world on the same turn.

After completion of all combat, the turn (year) is over.

TI99/4A

While the same basic game, the TI99/4A program works a little differently than the other computer versions of the game.

In the TI99/4A version the neutral (computer controlled) worlds can launch fleets to attack the players' planets. At the start of the game the computer will prompt you with: 'CAN I ATTACK?'. If you want the computer to attack players' worlds press the 'Y' key, if not press the 'N' key.

If you answered yes to the above prompt you will then be asked to enter a number from 0 to 1. This number is used by the computer to determine how often the neutral worlds will attack. Enter any number between 0 and 1, (i.e. 0.1, 0.6, 0.45, etc.).

The following list is used to enter all commands during the game.

- L LAUNCH SHIPS. This command allows the player to enter Fleet Orders (see section 2, TURN SEQUENCE). This command is used to move ships from world to world and launch attacks.
- R RESET TIME. Changes the length of the game.
- I INSPECT PLANET. Allows the player to inspect worlds and determine who controls the world. If you are inspecting a friendly world you will be shown the world's industry and the number of ships currently at the planet.
- C CALCULATE TRANSIT TIME. This option calls on the computer to calculate time and distance between any two worlds.
- N NO FURTHER ORDERS. Ends the turn for the player currently entering commands.
- Q QUIT. Permits the current player to drop out of the game.
- E END GAME. Ends the game for everyone.
- S SAVE GAME. Saves the game to cassette tape (or disk if that version is loaded into the computer).
- H HELP. Displays the above command list.

POLITICS AND DIPLOMACY

In games involving three or more players, wheeling and dealing can become an important factor. Players are free to make whatever deals, pacts and promises that they wish. They are also free to lie, back-stab and conduct vendettas. Let your conscience be your guide.

ETIQUETTE

Although the keys that are struck are not echoed on the screen, cheating may be possible by watching the user's fingers as he keys in his orders. This type of espionage is strictly forbidden, and other players should maintain a respectful distance while the current player is entering his fleet orders.

Players should formulate their fleet orders in advance rather than preparing them while they are at the keyboard. This speeds up the game considerably. Spending a long time contemplating one's move is considered bad form and is unworthy of a starship commander. A sketch of the star map is helpful in preparing orders when away from the screen.

MULTI-PLAYER SCENARIOS

Games of any length up to 100 years, any size up to 40 worlds, and any number of participants up to 20 players may be undertaken at the whim of the players. Below are some suggested setups that have been found to be quite playable.

Two-player game: 20 worlds; 20 turns; neutrals not ordered to build; 2 hours playing time.

Three- or four-player game: 15 worlds; 10 turns; neutrals not ordered to build; 2 hour playing time.

Campaign game (any number of players): 40 worlds; 100 turns; neutrals ordered to build; 10 hours playing time; the last survivor wins.

SOLITAIRE SCENARIOS

GALAXY is quite challenging as a solitaire game. Below is a table of solitaire games which span the range of easy to almost impossible.

WORLDS	NEUTRALS BUILD?	TURNS	PLAYING TIME
10	NO	10	15 MINUTES
20	NO	13	30 MINUTES
30	NO	15	45 MINUTES
40	NO	17	60 MINUTES
5	YES	20	15 MINUTES
10	YES	35	45 MINUTES
20	YES	40	60 MINUTES
30	YES	45	90 MINUTES
40	YES	50	120 MINUTES

QUESTIONS ON PLAY

The clarity of these rules has been verified by Software Testers of Universal Microcomputer Programmers (STUMP) and deemed 'complete' in all facets of instruction. Please reread them in areas that seem unclear at first reading. Questions on play can be answered by the factory only upon receipt of a self-addressed envelope bearing first-class postage.

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