



GALACTIC CIVILIZATIONS

The Unofficial Terran Strategy Guide

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This guide was assembled by players of the game, relying on their experience and comments from other players on the GalCiv Forum, and other fansites. We hope we got things right – and if you find errors – or would like to contribute a new section – please post that info to the forum (www.galciv.com/forum, or to ralegh@rosesolutions.com). We’ve tried to attribute all material but sometimes failed. If you see something that is yours and isn’t attributed, let us know.

Stardock isn’t responsible for this manual and please don’t blame them for any errors or omissions. (And heh – what do you expect for free?)

To preserve the user-contributed nature of this manual, we haven’t indulged in extensive editing. (Well, that’s the excuse, anyway.) Please bear in mind that for some of our contributors “English” is an arcane and difficult language, and that our contributors come from all sorts of age, sex, and racial backgrounds. We have tried to clarify meaning where we thought it was confusing, so please don’t castigate our contributors for any errors that may have been made in the editing process. We can however, assure you that attempted contributions from Arcean infiltrators have been weeded out. If you are a highly trained user of English, and our grammar (etc) offends, you will be very welcome to edit the next version... (The phrase “put up or shut up” comes to mind.)

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Topic 1 – Starting Conditions

1.1 Ability / Political Party picks

The bonus pack allows you to pick 10 points of bonus ability points, dividable among many areas (q.v. manual). You can use this to compensate for whatever you feel is lacking in your game. This topic is very well described in the manual (q.v.). Here are some examples (a through e are from Ralegh).

(a) Won on small and medium at Crippling

Eco +70 (including Federalists)

PQ+5

Diplomacy +10 (or Loy+10, or Inlu+10, or Mor+10)

I love having the best economy!

(b) Style change: Military Supremo - won on huge at Crippling

Hitpoints+50 (War Party)

Repair +40

Weapons +50

Defense +20

The combination of repair and hitpoints is awesomely powerful.

(c) (Back to my style) - won on gigantic at Crippling,

Eco +30 (including Federalists)

PQ+5

Speed+1

Need some speed for the larger maps - sacrifice some eco.

(d) Lets try the diplomatic style game - won on medium at Masochistic

Moral +20 (Populists)

Diplomacy +80 (including 20 from Populists)

Weapons +30

Eco +10

Trading is great fun - but hard to win with this at Masochistic unless you keep the minor civs alive.

(e) My current settings (won against all map sizes at Masochistic)

Moral +20 (Populists)

Diplomacy +40 (including 20 from Populists)

Weapons +30

Speed+1

Note that all my preferences have disappeared - no eco, no PQ. Everything here was a compensation for a previous failure...

(f) Speed / Military freak

Speed +2

Hitpoints + 30

Econ + 10
Population Growth +10

(g) Trade Good freak
Diplomacy +20
Social Production +50

General comments:

Speed ability is very significant. Try a game with +2 speed, you will get many planets in the initial rush than you did previously. Not so important in the late game, but who cares? By the time this option is irrelevant, the game is won or lost.

Diplomacy is very important for 'Trading tech for cash strategy' (see Topic 4). You can max out Diplomacy and alleviate the need for Diplomatic Translators. Or get both for an even larger bonus. This bonus is not as helpful at Painful and above difficulty.

Economy is important if you are always short of cash. Military options (+attack, + defense) are good to keep the AI off your back (q.v. ships section, below)

1.2 AI Intelligence levels

GalCiv may be the only 4X which has different AI code for each different 'race' and where the AI only cheats at Genius or Incredible levels. The AI intelligence level is really a lever to determine how bright you want the AI to behave. If you set it to Genius, you better be an expert! In general if the game is too hard, decrease the level and increase it if it is too easy.

From Frogboy (Brad Wardell, the creator of GalCiv and CEO of Stardock):

The intelligence ratings do two things:

- 1) They determine how much money they get from colonies.
So in `pColony->CalcTaxesCollected()` at the end it gets:
`ulTaxes = ulTaxes * (40 + ulIntelligence);`
So at intelligence = 60 (intelligent) it's getting the same from a colony as you. At Genius it's getting a bit more. And at incredible, all bets are off. [it gets 40% more according to the intelligence levels] [At fool it gets only 44% of your income.]
- 2) It determines whether the AI is going to:
 - a) Do a thorough analysis on what players are doing
 - b) Which AI scripts are available to use, and
 - c) Determines whether the AI is going to do anything about it.

Example:

An AI with intelligence 60 will be able to check out its sensor areas and see if you are building up for an attack, fortifying starbases, trying to culturally dominate it, etc. It will then have to roll to see if it is going to do anything about it. I.e. "Do I recognize this as a threat or am I too dumb to see this?". If it rolls that it is going to recognize the threat then it has to roll whether it's going to actually do anything about it. And if it is going to do something about it then it rolls to see if it will tell the human player about it (if it's a human player that is the

threat). If the AI FAILS the roll, the human player gets a message from the AI letting it know it's on to what it's doing. Otherwise it quietly lowers relations and prepares for a war. If you play on say Genius, and build up star bases and ships in a sector you're planning to attack you'll notice ships from other sectors quietly coming in to fortify. Fighters shadowing your transports. Etc. But on lower intelligence levels, none of this happens.

Additionally, players have noted the following:

- 1) Diplomacy is much easier at lower levels, and you will get more money out of the AI from trades.
- 2) At higher levels the AI is much more aggressive with expansion and fleets.
- 3) Starbases are better utilized at higher AI levels. "It looks like intelligent is the magic level for really wanting to utilize starbase modules. I see a lot of fairly useless pure defense bases at lower levels, but at intelligent, a resource base will get decked out in time." (Gerakken)
- 4) The AI is better at production and Tech at higher levels, possibly due to trade
- 5) The AI economy is not penalized at higher levels (as previously mentioned). Further, and Genius and Incredible levels, the AI get bonuses, such as +20PQ, +25%HP etc etc...

1.2.1 Does the AI cheat?

Much discussion has been broached on this topic. The AI does know where all the yellow stars are, and where all the resources are, at the start of the game. Additionally, there are special production / economy bonuses that apply to AIs at the highest levels, and they are much less willing to give money for trading. Aside from that, there has not been a verified, documented instance of the AI 'cheating'. The same sensor / economy / military calculations apply to both the human and the player.

1.3 Map Size

The size of the map creates very different play experiences. All the map sizes are challenging, but for different reasons. Generally tiny maps are more of a tactical level whereas gigantic maps are more strategic.

Tiny/Small – every planet matters and the initial rush is critical. Individual ships are much more important and your economy has to be carefully balanced. Here a good start will make or break most players.

Medium/Large – There are many planets and resources to go around. A large military is easily obtained and maintained. Expect fairly large fleet actions here. The initial rush is so important, but a good start is less so. Generally you will be able to grab a few resources, which will prove very helpful as the game progresses.

Huge/Gigantic – Management becomes a large concern as you could end up with hundreds of planets. Good economic skills are more stressed, as is the ability to macro manage, and see things in the 'big picture'. Use of Governors more important. Generally the game is more strategic with many resources and good planets available. A speed bonus is also very helpful here.

1.3.1 Inhabitable Planet Abundance

There are three settings for this which has to do with how many PQ > 15 planets there are in the game. In general, "rare" means planets will be less abundant than "normal", and "abundant" will be more abundant than

“normal”. The game dynamics shift depending on how many planets there are. A game with a medium sized map and rare planets is more like playing on a small map with a normal abundance of $PQ > 15$ planets. The effects of more abundant planets are:

More planets per system, therefore each system is worth more in terms of total production and military value.

More ships, because you'll have a larger economy.

Starbases are potentially more useful, since the amount of planets / sector increases.

Topic 2 – Global Strategies

As described in the manual, there are many paths to victory: Military, Cultural, or Technological. Underlying and interweaving these aspects are Diplomacy and Economics.

2.1 General Strategies

2.1.1 “Tech Whoring”

Try to research techs the AI don't research, and trade them for other techs. Trade techs for other techs, money or ships (in that order). Can also be a military production empire, building and selling ships. Key to this game type is money – getting theirs away from them. Can lead to any later strategy (military, cultural or tech).

2.1.2 The Quick Rush

Build transports and send them off. While they travel (they are soooo slow), research Phasers, build starfighters, and send them off. They'll get there about the same time! As the defenses get a little more serious, get Battle Cruisers to do the attacking, but keep going. Once the baddies have frigates, you'll need them too to remain competitive - but on some maps the game won't last that long! NB: You are here to take planets, not kill enemy ships - avoid their fleet

2.1.3 The Frigate Rush

Get frigates first, and use them before the baddies catch up. Don't be scared just because they learned Battleship tech - it takes quite a while to build one in the early game, and you may be able to wipe them out before any get off the ground. At best, you'll get the planet with the battleship nearly completed - I love it when that happens. NB: You are here to take planets, not kill enemy ships - avoid their fleet. Once the AI's planets are taken, the fleet is a moot issue.

2.1.4 The Battleship Rush

Like the frigate rush, but using a capital ship. Note that combat transports have great defense and much better capacity.

2.1.5 Culture Bombing

Outlined in section 3, below, and in Staffa's whole game strategy.

2.2 Examples

Just one in this version of this document, but we might add more in later releases.

2.2.1 Staffa's Whole Game Strategy

Picks: +20 pop growth +2 speed

Political Party: Populist (20 morale, 20 diplomacy)

Map Size: Gigantic universe, abundant good planets, tight clusters

AI Intelligence: 3 civs (Drengin, Alterian, Arcean) incredible, pure good. the stupid civs (Yor, Torian), I made geniuses pure evil.

FIRST PHASE

I hit control N a lot (restart the game for a specific starting position) - the start I'm looking for is a bunch of big clusters near me and a 20 quality planet.

At the start of the game, I don't care that much about pop growth; it's all about getting my super fast colony ships out as quickly as possible. So I raise my tax rate very high, about 55-60 percent and max out my industry capacity to 100%. I then drop 100% of my resources into military and build a colony ship on my home planet (if it's a 20pq, should say 2 turns (ie. 3 turns). After my first colony ship (Cship) I move about 200million people and drop it on a near by high quality system.

I then drop my preexisting colony ship on the highest quality planet it can get to in the same turn (remember I took speed 2, so it has 4 speed, and can reach 5 spaces away if you select the actual star as a target). I have it (the second colony) build a scout (should also take 2 turns (ie. 3). Also build a 2nd scout on my other colony after the first one is built. The reason for scouts is mostly to find resources around my area, the computer sees them for free, I don't and they are very important. After the 2nd scout is built I switch it to a CShip.

After the second CShip, I build two different types: one that has 180-200 million population, and the other has 20-30 million. The 180-200 from my Earth I start skipping over nearby stars and drop them on stars as far away as they can reach (thus extending my range for the next generation) and the 20-30 million colonies that are built from the colonies that were seeded by an earth colony are used to fill in the gaps. I will also throw some of them on long distance voyages too, as there tends to be more far away then near by (expanding area of a circle and such).

On the 20-30 million planets I tend to build a scout and then have it start building a constructor. Though if it's really close to a contested area I will have it build cships and half its pop again. I will even 'PURCHASE' A cship on the front line of a very contested sector, but otherwise I do not purchase cships.

With this setting I have literally grabbed over half of a gigantic galaxy before being blocked by the computer, it can also be as little as a quarter, but even a quarter is probably way more then most people get and plenty for this to work.

SECOND PHASE

Now after the land grab, I am technologically way behind. I do give research about 15% about when my funds drop to +200 or get Communications, Universal Translator and Diplomacy and then Trade fairly quickly. After I research Trade, I build about 5 freighters fast (has to be fast because the next phase cripples my ability to build anything for awhile)

Generally 1 of the incredible computers will be stuck in some corner bogged down with the hostile computers and I can ignore him. The other 2 incredible I send about 3 freighters to each ASAP. This makes them LIKE me, and they can kill me easily now if they wanted too. When you get Random Planet Events, make sure you

take most of the good morality picks (I take some of the ones that increase PQ and take the middle ground on the ones that effect morale, as -33% to morale makes a planet worthless. The rest I take the "good" choice. And if I'm having a bad day, I take some of the 'good' choices for the PQ ones as well.

Even then, my tech graph is PUNY, but the minor races rarely have diplomacy and trade and I can get a few things in trade. I then work for the fastest trade good that the computer hasn't built, the diplomacy one is the best to have(though I hate trading it to a major civ, but u can trade it to a minor or a weaker major) but any will do. Once you have researched the tech for the trade good, BUY IT. This will probably put you WAY in the red, but who cares, you own half the galaxy and you will come out in a few turns you will be caught up in tech as you trade the trade good for all the non military techs (don't bother with military as the computer is a real pain in the ass about trading them) You should get a few more trade goods available to buy, and guess what, you buy them again. As I tend to be way behind in tech by this time, I tend to just put all my econ into making money for about a year and buy lots of trade goods and eventually wonders (focusing on influence/morality/econ and growth rate).

THIRD STAGE

After about 6 turns of this, you should be caught up in tech not counting the high end military stuff and some civ will probably have dreadnoughts by now (incredible level civs tech very fast). After this phase, I turn to a 30 military-40 social 30 research phase and those 30million planets that are building constructors should be getting close to done. With them I start grabbing resources. After my initial grab, I build up the influence ones and start building production increasing starbases in my better sectors.

The other systems are still building colony ships and filling some holes left over in my core sectors that I skipped as well as 2-5th planets of the same system that I don't colonize while doing my initial expansion.

Social projects tend to be soil/entertainment/habitat fusion/manufacturing center and basically research and morale items.

By now I am also researching dreadnoughts myself its way to expensive to try trading for. Once I have it, I put my best 10 or so planets into building dreadnoughts and I make them build a shipyard as well. I use the dreadnoughts for 2 reasons. If I don't have a military the computer will make awful annoying demands of me, and I use them to take over minors.

You are running out of places to put constructors, you have 10-20 dreadnoughts sitting around and you enter a new phase.

FOURTH PHASE

This phase is about dropping colony ships in enemy sectors and building cultural starbases in the neighboring sectors that are uninhabited(this is important, putting a cultural starbase in an enemies sector will result in either you giving him the starbase, or your 10 dreadnoughts trying to fend off his 100 dreadnoughts).

I try to start with the hostile genius players who I can out strip them technologically very easily by trading with the majors and now doing my own research. With my massive tech lead and the trade goods that I bought that they never had anything worth trading for I trade them for something else. I look for an influence resource they

are sitting on

with a starbase and guess what if you have enough tech and trade goods, they will trade their starbase.

Now those colonies you dropped in the computers territory with those big cultural starbases (I tend to go for cultural maximizing tech etc) will begin to do their work. After a few conversions, as these are tight clusters, the entire empire will become 'doomed' to eventual conversion, it can take awhile, but it will be an inevitable and peaceful transition, that last planet can sometimes take a very long time(it must get some bonus, but not enough).

I then move on to the next computer, and btw, this is a timed event using experience, and it's a big galaxy. When I say I move on to the next computer, what I really mean is that I actually started the constructors/colony ships on their way many many turns ago and they are just arriving to be set up about when the previous empire is doomed to eventual conversion.

Repeat, going up the scale from weakest to strongest. As time goes by, you should get more and more dreadnoughts, which will keep the stronger empires you are converting from declaring war and you will gain more influence resources to build up, making the conversion even easier. In my last game, I had 10 and the largest empire lost about 20 star systems in 5 months, that's 4 stars systems per turn.

When a star system converts, there are some issues computer cheats on morality or something, because I get systems with 22billion people on them on a 16 quality planet and my morale is nil. This requires some fast buying/offloading of pop to prevent it from going to the I-league. I like offloading unhappy pop from captured planets into combat transporters and using my little dreadnought fleet to take capture the minors. Who says I don't fight!

By the time you reduce the computers to 1-2 planets in a very distance sector (not too close or you will win via military conquest if you culturally take over their last system. You go for tech victory while maxing your PQ and growth rate(IE, morale) by the time I normally get to final frontier I have about 5 trillion pop.

Topic 3 – Detailed Strategies

3.1 Military Strategies

3.1.1 Ships

Name	Hit Points	Attack	Defense	Speed	Cost	Maintenance	Range	Sensor Range	Ability	Tech Requirement	Weapon
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Lightweight Fighters

Best used as the cleanup boy, have a few ready when the battleships have cleared the enemy battleships away, and then use fighters to chase down the transports, constructors, etc etc. If you need someone to kamikaze an enemy position, these boys are great bang for the credit. Super at clearing up trade ships, too.

Star Fighter	10	3	1	3	50	1	2	3		Phasers	Laser
Good place to start - gets significantly more help from early ATT bonuses than something like the BattleAxe. Note the speed and range compare favorably to other early vessels - a great early workhorse. NB: As discussed under Attack, deterrence is important, and this ship is your early deterrer.											

Corvette	12	3	2	3	50	1	2	3		Corvette Tech	Photon
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Changing up from star fighter is a no-brainer - same costs for a better ship.

Phoenix	20	12	1	2	200	6	2	4		Cloaking	Laser
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A mid game fighter with an awesome attack rating: by the time this baby comes off the production line, attack bonuses of 150% are common, giving this little gem an attack of 30!

Defensive Ships

Note that these vessels get the special 'defense is twice attack bonus' discussed under Defense below.

Defender	25	1	3	0	55	1	0	3		Deflectors	Phasor
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The only thing in this ship's favor is the low maintenance, which allows you to stack a few of them cost effectively. Completely outclassed by the BattleAxe.

BattleAxe	30	2	5	0	120	3	0	3		Shields	Phasor
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A great defender - put one of these in the orbit of every planet to prevent sneak attacks.

General Purpose Vessels

Good attack, good defense - all in one ship!

Battle Cruiser	20	5	3	2	150	5	2	3		Turbo Phasers	Laser
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Fabulous against Defenders, the Battle Cruiser rules space until BattleAxes take over the defense. At that point, these are junk, so invest with caution.

Frigate	45	5	4	2	200	10	2	3		Interstellar Tactics	Photon
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A little pricey for what it is, but this is the early battleship - capable to take the fight to the enemy. Many great players use the 'frigate rush' - save up for frigates, and then attack! (Note: the description says "three times as many hitpoints" which is not true.)

Battle Hammer	40	6	5	0	280	8	1	3		Def Phasers	Photon
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Better combat than a frigate with cheaper maintenance! But given the lower range, much slower speed, and that it costs 40% more to build, not a ship I use much.

Capital Ships											
Battleship	50	9	4	0	400	12	0	3		Battleship	Photon
	Great ship, but slow and short range										
Dreadnought	50	12	8	1	500	18	0	3		Dreadnaught Tech	Photon
	Much better than the battleship.										
Ranger	60	12	9	3	800	20	1	5	Survey	Ranger Tech	Photon
	Now this is the first REALLY good ship - range and speed to go with strength, and can even explore anomalies.										
Avatar	75	14	10	0	1000	20	0	3		Avatar Tech	WPhasor
	Tempting combat abilities, but slow and small range - use with care.										
Overlord	120	20	12	2	1800	25	1	4		Overlord Tech	WPhasor
	This guy does it all.										
Excalibur	300	80	20	10	3000	40	4	5		Excalibur	WPhasor
Survey and Scouting											
Survey Ship	40	0	1	2	200	0	4	5	Survey		Laser
	Awesome. Just don't give any of them away. At first, this is your key scouting ship. Make sure you explore rocks (to get ships) and space debris (to improve this ship's attack/def). You might use it in a few early battles, and then cut it loose to explore anomalies for much of the game. Later, have a look - it's not unusual to find the Enterprise (I mean, the USS Hero) as the best ship in the Terran fleet.										
Star Hawk	60	2	1	2	200	0	4	5	Survey	Star Hawk	
	If you want another surveyor before Ranger's become available. Certainly a no-brainer preference compared to the old survey ship.										
Scout	1	0	1	3	30	1	3	5			
	Fast and good range - just look out for the maintenance, which adds up fast at the beginning of the game. After I check out the galaxy, I park these near starbases I want to keep an eye on.										
Sensor Drone	1	0	1	1	30	0	5	8		Sensors	
Other											
Colony Ship	10	0	1	2	50	0	1	3	Colonize		
	Duh! Note the UNLIMITED capacity.										
Transport	20	0	4	0	75	2	1	3	Troops	Impulse Drive	
	Not just for invading planets - Transports are great for moving population between your planets, or just parking people for when they are needed (helps morale if a planet is overcrowded). Don't miss the defense factor: one of these in orbit will stop many attackers. CAUTION: death in orbit results in default pop death.... Very slow, though - I keep telling the Captain to get out and push, but it doesn't seem to help. Capacity: 1000 million taxpayers.										
Combat Transport	60	0	10	0	120	6	3	3	Troops	Battle-ship	Photon
	Great ship - fabulous defense. Doesn't seem so slow, since you'll have speed boosts by the time you get this baby. Capacity: 5000 million taxpayers.										
Freighter	1	0	1	1	50	0	6	4	Trade	Trade	
	Besides the obvious, a great explorer - longest range in the game, and costs no maintenance. Trade for a few from the other races, and use for scouting.										
Constructor	100	0	1	1	200	0	3	5	Starbase		
	Expensive - protect these guys if you are at war.										
Starbase	100	0	3	0	10	5	0	5			

Huge impact on the game - Read the manual section for details on default and build able benefits, including resources that can be mined. Note that you can stack them in a single square (although only one will be able to mine the resource) as well as have multiples in a sector etc. Just watch the maintenance cost in the early game.

Anti-Matter Missile	1	100	1	0	300	1	0	2	Missile	Dread-naught Tech	WPhasor
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Fabulous one-use attack vessel - just the equalizer when the baddies have big ships too. Be cautious though - their robotic captains throw their ships away defending even a battleaxe from a starfighter, which might not be what you wanted to have happen. I think it is due to the first law of robotics.

System Builds Only Just for completeness, here are the other things Galactic Civilization calls ships, but which civilizations cannot build.

Decoration	1	0	0	1	10000	0	10	1		???	
Space Shark	50	10	4	1	50	0	4	10		EVENT ONLY	Photon

When you see these fellows, their strengths vary considerably depending on the time of the game they appear - they get bonuses! If you avoid them, they will get stronger - from the experience of killing other vessels - so consider taking them out.

Definitions

Hitpoints (and Repair)	Structural integrity value of the ship. Down to 1 hp, the ship still fights at full strength. At 0 hp, it doesn't exist anymore. HP "repair" by the passage of time, based on your repair ability and the ship's location. (Definite repair bonus while in orbit, unconfirmed rumors of a smaller bonus while stationary. Can get bonuses within a sector from a starbase.) Note that increases to HP (from, for example, new technology or the Tri-Strontium Steel trade good) arrives as capacity on existing ships, needing to 'repair' before it can be used.
Attack	QV. Most important ingredient in calculating 'deterrence value' of your fleet.
Defense	QV. Lesser factor in determining 'deterrence value' of the fleet. NB: Any ship which has twice as much defense as attack, gets to count half their defense as extra attack points when counter attacking. So, that 2/5 BattleAxe you shot at shoots back as a 5/5...
Speed	Number of parsecs (squares) the unit can move each turn.
Cost	Cost for initial construction, assuming you don't pay extra to rush the job.
Sensor Range	How far your ship extends visible space. This 'clear' area is the area where you can see moving ships and starbases etc (as opposed to the 'fog of war' space, which is grayed out).
Maintenance	The monthly cost in billions of credits to maintain the vessel. - Particularly watch this at the start, since you can't afford much at the beginning. (Especially starbases, whose 5bc/month is very hard to afford at the beginning.)
Range	Distance in sectors that this ship can travel from the nearest Terran system or starbase. (Contrary to the text on the screen, UC resolutions do not allow you to use allied planets/SB for refueling etc.)
Capacity	Capacity is measured in the millions of taxpayers, just like planet population.

3.1.2 Ship Strategies

How to Improve Your Ships

Starting Picks	You can take bonuses to attack, defense, speed, range, and/or sensors. If you need to boost your deterrent value, take some ATT bonus - at masochistic, I never leave home without at least 30%
Military Resources	Mine them with starbase modules. As your techs go up, you can mine them with more and more modules - easy to get as much as a 50% bonus out of one resource. (And yes, they cumulate.)
Buildings	Buildings affect all ships ever built on the planet, not just future ones - think of ships as tied to their planet of origin for logistics etc, and hence getting the benefits even after launch. What

happens if a planet is taken - ships rebase at the then closest system. Similarly, bought ships base at the closest system.

Technologies QV

Build a Better Ship QV

Who Cares? Swamp 'them Lots of smaller ships can often beat larger ones - but see the bonus notes below.

Defensive Bonuses

The Orbit Bonus Ships in orbit get a bonus to their attack factor - you can see it go down when they leave orbit. They don't get any stack bonuses though

The Fleet Bonus Ships in a fleet get a defensive bonus - it seems to get larger with fleet size. You can't see it, but the effect is obvious: if a fleet of 10 starfighters attacks a Dreadnaught, all 10 starfighters die. If the dreadnaught attacks them, the dreadnaught, and perhaps 7 of the starfighters, die. This is a bug which will probably be fixed in the expansion pack.

We aren't really certain how fleet combat works, but here is a reasonable guess:

My fleet attacks a single enemy ship

Example: 5xAvatars, 5xStarFighters attacking an Overlord. Result: Overlord loses from 234 down to 148HP, my fleet destroyed. Rationale - Each ship attacks (as an individual) until destroyed. Looks like the highest combo of ATT+DEF is the guy who attacks first. If two vessels have the same ATT+DEF, then the one with the highest hitpoints.

My fleet attacks an enemy stack

Each attack, we fight until one opponent is dead - I can lose multiple vessels. Each attack costs EVERY ship in the fleet one movement point. The defending ship is the one with the highest ATT+DEF. If two vessels have the same ATT+DEF, then the one with the highest hitpoints.

Enemy unit attacks my fleet

I can lose multiple units - way beyond the one-per-movement point that I can inflict (Example: Overlord with 6 movement points attacks my fleet of 19 combat transports. Entire fleet destroyed.) The first defending ship is the one with the highest ATT+DEF. If two vessels have the same ATT+DEF, then the one with the highest hitpoints.

Tactical Cheese

There are a few bugs in the AI which lead enemy to sailing their good units out of orbit to counterattack etc. This may leave the planet vulnerable. To capitalize, put a BIG stack of units within striking range of the planet and wait: if they want to throw good ships at the stack, you are wearing them down. If they sail away, take out the remaining ships in orbit and grab the planet. Particularly cheesy when it destroys their civilization, but heck - you didn't want to fight those ships anyway!

Ship Building Cheese

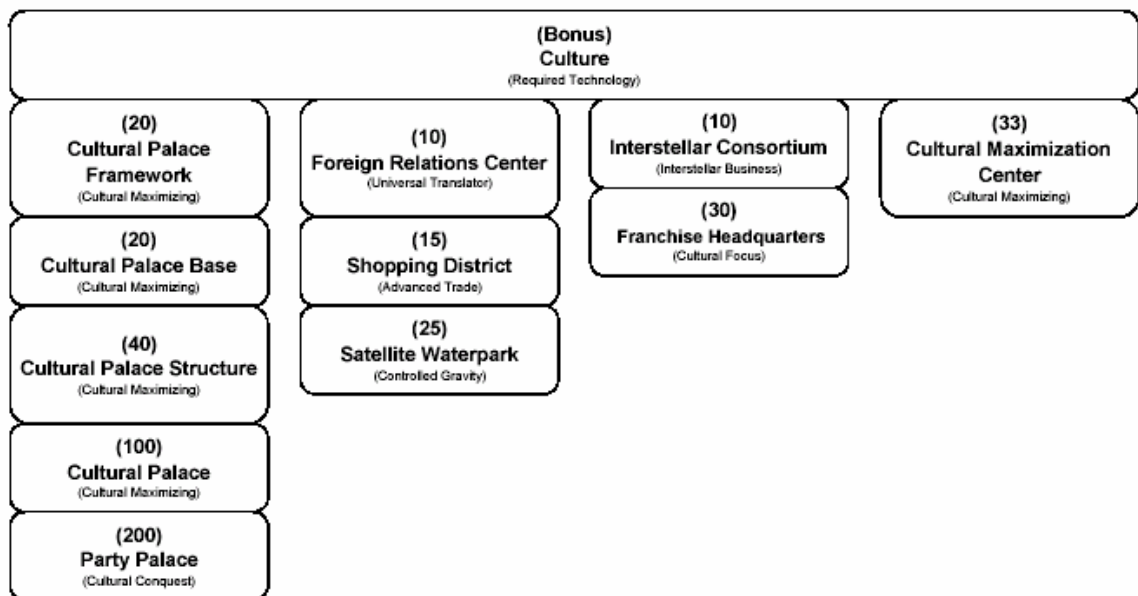
If you take a planet that was working on a ship type you are not entitled to build (because you don't have the necessary technology), construction will continue. If you ever change that planet's military construction, you can't get it back to that type, though. Hint: if this happens, consider rush building a number of ships which you couldn't otherwise get...

3.1.3 Starbases

Starbases are a huge part of GalCiv, and basically they give your empire bonuses in the sector for which they are employed. They also increase influence and act as sensors within that sector, while extending ship range. Generally players use them for the following tasks (in order of importance). Note as of version 1.03 each starbase cost 5 bc maintenance per month.

- 1) Resource mining – Resources are critical assets that need to be mined & protected. (see manual)
- 2) Culture Bombing – See section on Culture Bombing (3.5.1), below
- 3) Increasing revenue from trade – See section on Trade Strategies (3.4), below
- 4) Increasing planetary Social / Military Production – This can give massive bonuses to your production. Useful in sectors with 2 or more good planets, since the bonuses apply to all planets in the sector
- 5) Invading / Colonizing a system in a sector which is out of range. (Note you have to wait a turn after you establish your starbase in order for the ship range to increase.)
- 6) Producing Terror Stars to destroy systems or move resources.
 - You can send 5 constructors next to your enemy’s capital and then build a Terror Star to destroy the system.
 - Starbases built on resources, when converted to Terror Stars, can move the resource.
 - A popular strategy is to create mobile Party Palaces (used in Culture Bombing) by converting your Party Palace into a Terror Star.

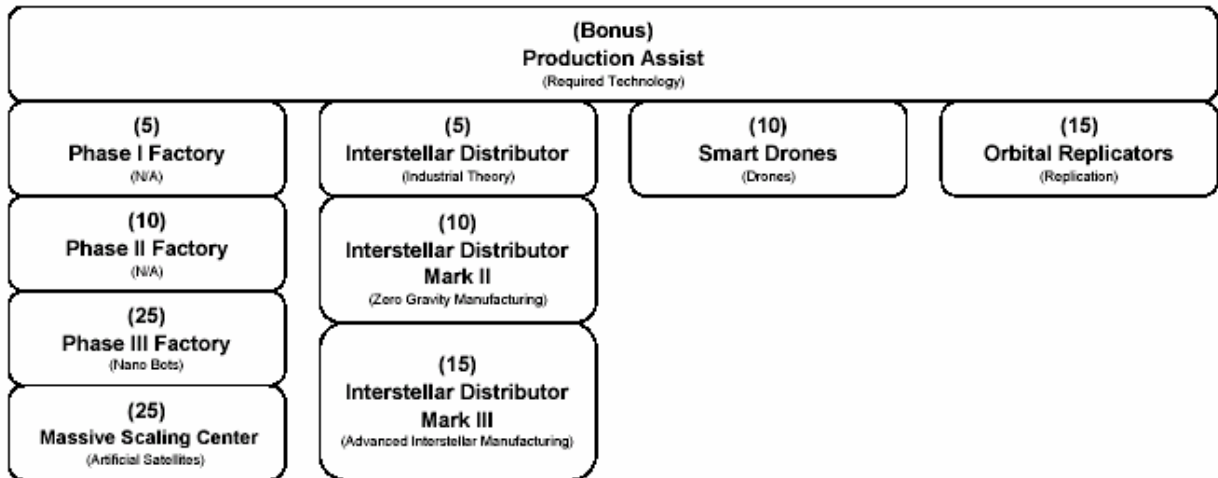
a) Cultural Starbase Upgrades (Zai H)



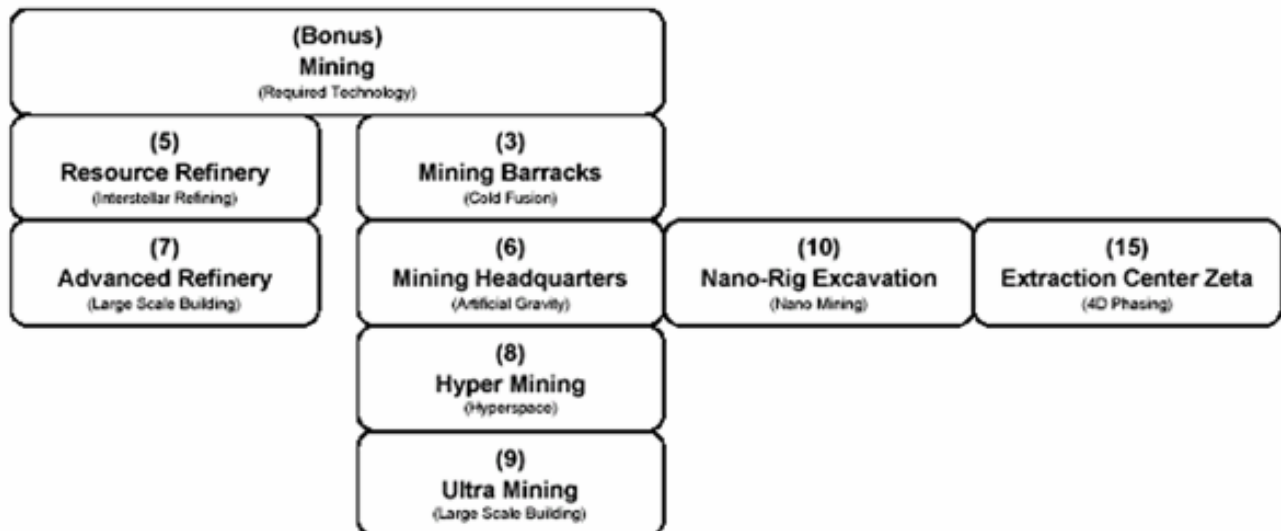
b) Trade Starbase Upgrades

There are three modifications available from the start of the game for Trade; the first increases trade revenue +10, the second +15, the third +25 (for a total of +50%). This is discussed in detail below.

c) Production Starbase Upgrades (Zai H)



d) Resource Starbase Upgrades (Zai H)



3.2 Economic Strategies

Economics is the lynchpin of GalCiv. If you don't have money, you can't produce ships, you can't produce social improvements, your diplomacy and morale will suffer, and eventually you will lose. If you do have money, you can buy Trade Goods, techs from the AIs, and most importantly you can increase your production. There are a few aspects to this. One is the Production slider on the Economy screen. This is a global slider to set the amount of taxable income (production) goes into research, social improvements, and ships. Then you have a set of three sliders to set how much production is allocated into these three resources. There are no planet-based sliders in the game; it's a conspicuous design decision. Therefore you will have to frequently adjust these sliders as conditions permit (q.v. Staffa's whole game strategy, Topic 2). "I think the key to this game is managing the economic sliders, and the key to the economic sliders is that there is no 'right' or 'perfect' setting. You need to adjust these sliders quite frequently as the game goes on, and your needs change." (Bard of Prey)

Your goal is to keep production as high as possible for as long as possible, as this will decrease the time it takes to build ships, social improvements such as Trade Goods and Galactic Wonders, and decrease the time until the next tech level is discovered. This depends solely on money; if you can afford to leave your economy at 100%, you will make advances four times as fast as if your production was at 25% (all else being equal).

In the manual (v 0.99.010) Raleigh suggested that the relationship between the Tax Rate, the Spend Rate and the Income Sliders was written in Yorian. We think that is right – it takes a while to wrap your brain around it.

This little tip has helped many people:

If you go up a government type (for example), and have to reduce your "spend rate" to keep your budget balanced, that does not mean your actual spend ("total active spending") has gone down. Record the figures before and compare with after – you are probably spending significantly more. Think of the "spend rate" as the amount of your industrial capacity that you are using. [Now there isn't any such thing in GalCiv, but as an analogy, it works great.]

Similarly, sometimes a major research discovery might force you to rebalance the sliders (or reduce the spend rate), while still producing more IU per turn for research than before the discovery.

3.2.1 How to get money

1) Colonize only good planets. There is a penalty (+5 bc) for colonizing PQ 10-14 planets, and a larger penalty below PQ 10. Generally it's hard for these to make any money, even late in the game. They are still useful for producing ships and for cultural invasions and the like. (see the manual). Further, the better the planet, the more cash it brings in. This is important at the beginning since most of your income is PQ related. In the late game, most of your income is population related and you are hitting caps that are PQ related, so high PQ planets still produce a LOT more cash.

2) Increase income from planets. (Raleigh says – I do a, b, and c automatically among the first things I do in the game.)

a) Improve the PQ of the planet – Soil Enhancement and Habitat for example. Since these cost no maintenance, they are always worthwhile.

b) Build improvements which give economic bonuses, such as the Bank. (This is also no maintenance!)

- c) Switch to a 'better' government. Higher governments (in order Imperial – Republic – Star Democracy – Star Federation) give bonuses to economy and production. At the start, research Diplomacy (just after Universal Translator) to get Republic.
- d) Harvest Economic resources (the green circles on the starmap).
- e) Research Techs or build Wonders / Trade Goods which give economic bonuses
- f) Also, since 66% of bonus production is counted as needing funding, things that increase production (military production, social production, and research) costs money, on top of the maintenance costs for the improvement. Therefore if you are really in a pinch you can decrease your amount of bonuses by disbanding starbases and improvements. (Start with the ones you aren't using...)

3) Increase your population. More taxpayers = more money. You get the population to increase by keeping morale high – you get 3% growth at morale 55-99, and 6% growth at morale 100. Note: If you have some big planets that are slow to fill up, and smaller ones that are getting crowded (ie. their morale is dropping), use a transport to move some people to the larger PQ planet. (If you use a colony ship, it will be destroyed – transports can ferry people around and be used again...)

4) Sell stuff (ie. techs, ships, Trade Goods). See section 4.3.2 Selling Techs

5) Increase trade (See next section)

6) Decrease the amount of maintenance your empire requires. Sell unused improvements, old ships, not useful ships, etc. If your military is 2 or 3 times the 'might' of the next highest military (as given by the military power graph), there is no need to keep all of it unless you are going to do military conquest.

7) Demand tribute. Usually you won't get much money at all from this though. (Note that income from selling stuff counts in the "tribute" section of the domestic policy screen.)

8) Increase your tax rate. Usually a bad idea, causes your population to decrease (remember population is really the amount of taxpayers on your worlds), and slows growth. A tax rate of 33-36% is considered ideal for most players most of the time. (NB: ALWAYS be willing to increase your tax rate as far as it will go with morale still where you want it. Raleigh reports empires with tax rates of 85% who still have a morale of 100%!) CAUTION: there is usually a point of diminishing returns – where increasing the tax rate by 1% leads to LESS income. Watch for it.

3.3 Morale Strategies

All things being equal, morale will tend to head towards 40-50 if left alone as that is the break even point for the population growth/morale curve.

There are a few ways to effectively raise morale: (russellmz)

- 1) Lower taxes (works for all planets in your civilization)
- 2) Build social improvements that help morale
- 3) Improve the PQ of the planets (or, only colonize good planets)
- 4) Research techs that boost morale.
- 5) Build/buy trade goods that boost morale.

- 6) Build/improve starbases on morale improvements.
- 7) Built colony ships/transports to remove population.
- 8) Spend money on propaganda.
- 9) Wait for the population to decline (morale 50)

Ways to lower morale:

- 1) Raise taxes.
- 2) Be destabilized by another empire.
- 3) Wait for population to grow.
- 4) Have a treasury balance below 0.

In the beginning, it's especially important to keep your morale high... preferably at 100% on as many planets as possible. One way to do this is through improvements, another way is through colony management (i.e. only colonizing good planets - 15 or higher, and keeping population moving off of high-pop worlds and onto new colonies), and a third way is by tweaking your tax rate. Generally, you should use a combination of all 3 methods.

3.4 Trade Strategies

Trade does two things. 1) It makes you money every turn. 2) It improves relations with the AI.

There are a few unusual aspects about GalCiv trade routes.

First, they are quite limited and can increase through new tech discoveries or via a starting option pick.

Second, the amount of money generated per turn is based on the distance and production value of the two planets and the amount of time the route has been active.

Third, both you and the AI can establish trade routes.

Fourth, trade routes work by sending mini-freighters back and forth between the two systems, generating money each turn they are en-route. This amount can be increased by creating a starbase with +Trade modifications in the same sector that mini-freighters are passing through. Ultimately it is possible to increase the trade revenue of that sector by 50% per starbase. So it's a smart idea to place these starbases in sectors which have the most number of trade routes for the longest distance through the sector. Example: You have one trade route through a sector which on average has 1 mini-freighter every 5 turns. Therefore if you place a trade starbase in that sector the revenue will only increase 1 out of 5 turns. Better: You and the AI have multiple routes through a sector which on average has 5 mini-freighters every 1 turn. Max this sector out with +Trade starbases!

Lastly, it is possible to economically cripple your opponent by attacking their freighters and mini-freighters (this is a tactic that the AI commonly employs on you). Just be sure to attack theirs and not another AI's mini-freighters.

NOTE: The AI gets just as much from the trade route as you do. Consider only trading with people you are happy to make stronger. (Example: if there is one really strong AI, it is tempting to trade with them so they will like you – but beware: you are making them richer at the same time...)

Tactics:

1a) One common tactic is to confine your trade to one weak (or allied) AI, or do it all with one or more minors. Many players prefer picking a system which is a direct horizontal or vertical line from your system to their system, to make it easy to figure out which sectors will have mini-freighters and should have trade starbases.

1b) (Raleigh) A variation of this tactic calls for establishing a trade route with a minor (i.e. the Alexians) with one of your planets in the same sector. You can then load up this sector with +Trade starbases. (I love the Alexians – they are such generous payers. I do all my trade with them, so they have the money to buy my stuff – in the end, I am getting the cash from both end of the trade route!)

Pro: Much less starbases to worry about, no long trade route to protect, no worry about minor flipping to a major race (falling under it's cultural influence).

Con: Easy to destroy your trade economy by destruction of the minor (Alexians), or it could culturally flip to your empire

2) (Rob) Another tactic is to have multiple routes to the same (AI) system. The larger the system is (the more population/production), and the further away the system is, the more trade it produces. Therefore to generate the most money, make all your trade route from your best system to their best system, and place multiple +Trade starbases en route.

Pro: Produces a large amount of money, improves AI relationships.

Con: Trade routes susceptible to destruction from warring AIs

3) (Maik Geng) A variation of #2. First pick a sector trade your trade routes already spend quite a large amount of time in. Build all your trade center starbases here. If there is a tie, sectors closer to your planet's end of the trade routes are more preferable (more about this later). I'll call this the Alpha Sector of the trade route.

Now once you have a few (5) trade centers in the Alpha Sector, start plopping down speed enhancements in the other sectors of the trade route.

If you have a huge excess military spending capacity, build enough speed modifiers so the mini-freighters move 12 spaces (it covers the entire sector in one move), but one per sector is sufficient. You can add more, but do the math and make sure that mini-freighters are still spending 12 turns inside your target sector especially on the way back.

The last option for speed modification is building more speed modifiers in the sector before the Alpha Sector such that mini-freighters shoot through the Alpha Sector on the way out. On the way back this doesn't happen and you get the full 12 turns inside the Alpha Sector.

The difference is that the base value of the trade route is larger on the way back. Now the closer the Alpha Sector is to your own planet, the more effective this is at increasing revenue (base value of 56 bc rather than 11 bc).

Using this technique, on a small map, I was able to make a 5 sector long trade route average ~350 bc/turn.

3.5 Influence Strategies

Influence is the amount of culture that your systems are producing. If you manage to have the most influence in all the sectors of the game, you can win a cultural victory. However, note that the score of such a victory is usually lower than victory obtained through other means (military, tech). It is possible to turn off culture victory and many veterans now do this, because this is a fairly easy way to win.

3.5.1 Culture Bombing

What most experienced players use influence for is for culture bombing. This is a tactic in which you build up your influence in a target sector so that you are the dominate culture in it, which then allows their planets to overthrow their current masters and join your empire. Usually this tactic starts in the late game (when you have the Cultural Maximizing Tech)

Step 1: Colonize a PQ 13 or 14 planet in a sector dominated by the enemy (this is an optional step).

Step 2: Then send tons of constructors to build starbases with culture improvements. The later improvements give huge influence bonuses: Culture Palace +50, Party Palace +100, thus it makes a lot of sense to wait for these techs to start your bombing.

Step 3: Keep doing this until the sector has 'flipped' to your cultural control, there is a button to the left of the min-map which shows the amount of influence points in that sector, consult it before and during bombing so you know when you are close to flipping.

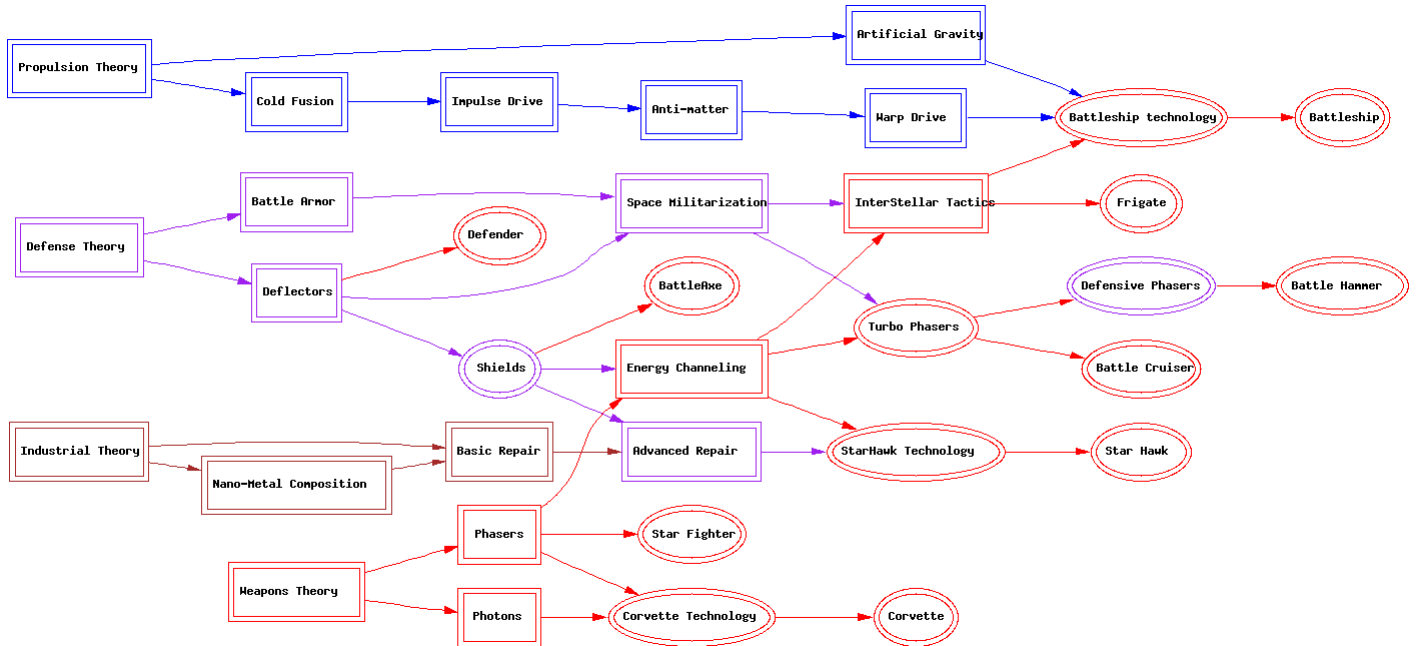
Step 4: Next, maximize destabilization of your enemy. At lower AI intelligence levels, this will cause the morale of their planets to go down, and eventually they will revolt and join your empire. Once one planet starts, your influence points builds up quickly and systems in adjoining sectors fall quicker. The last planet of an AI is hard to Culture Bomb, you may have to militarily invade it. In one game just moving my invasion fleet close to the planet was enough to flip it, when no other method could get it to flip (just anecdotally). When the last AI planet falls, you win militarily (which is worth more, scorewise, than a simple cultural victory)

Note: If you put culture starbases in a enemy sector at higher intelligence levels, you run the risk that they will demand that starbase or else declare war (RayChua). Therefore, at these levels you should build as many culture SBs you need en-masse, and hope to flip the planets in that sector quickly.

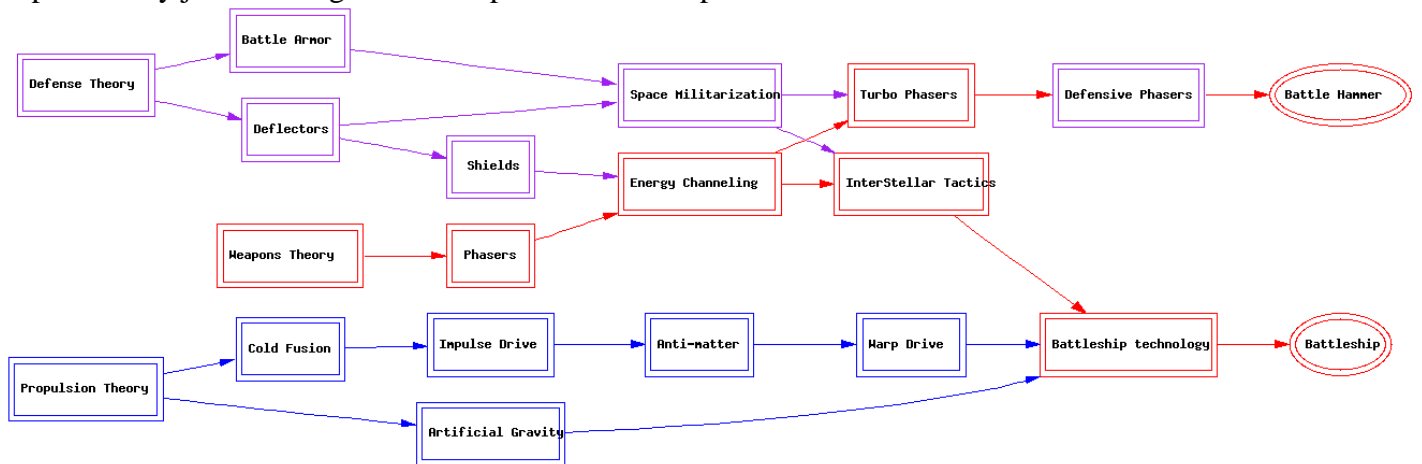
3.5 Research Strategies

Here are some summary research trees that I like to keep handy while playing. They are comprehensive for the early and mid game – I have left out late game stuff to keep them small enough to use. (Ralegh)

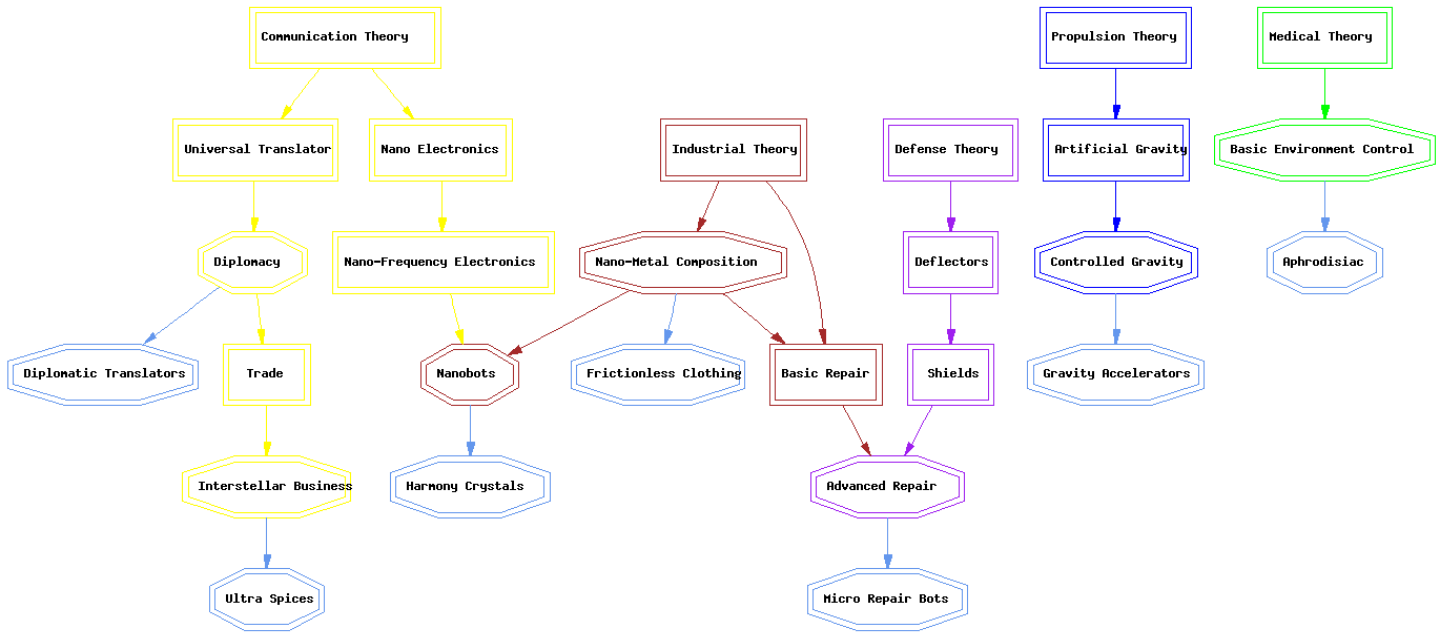
All Ships (to Battleship)



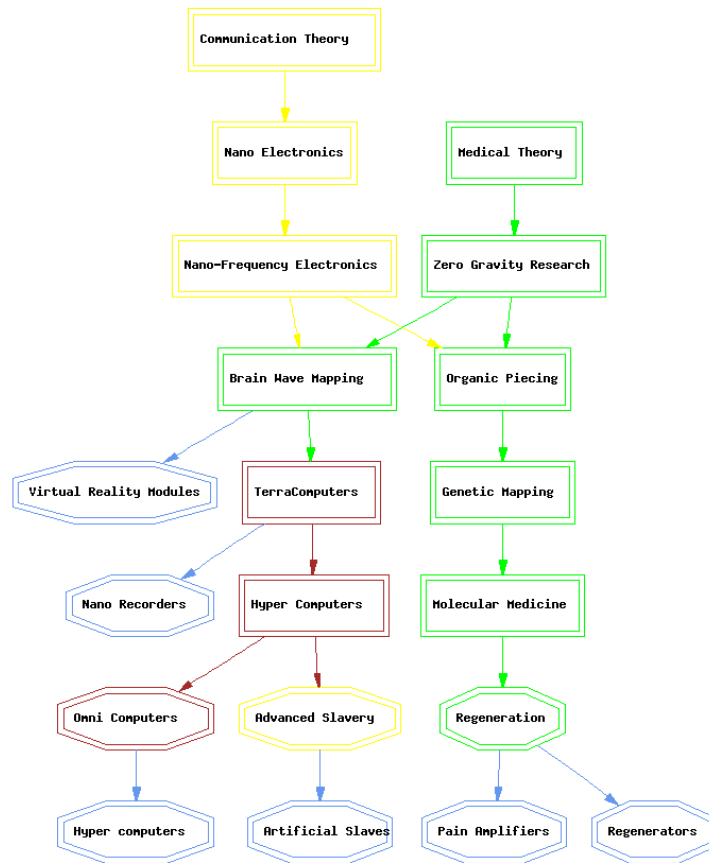
Ship summary just showing the fastest path to Battleship



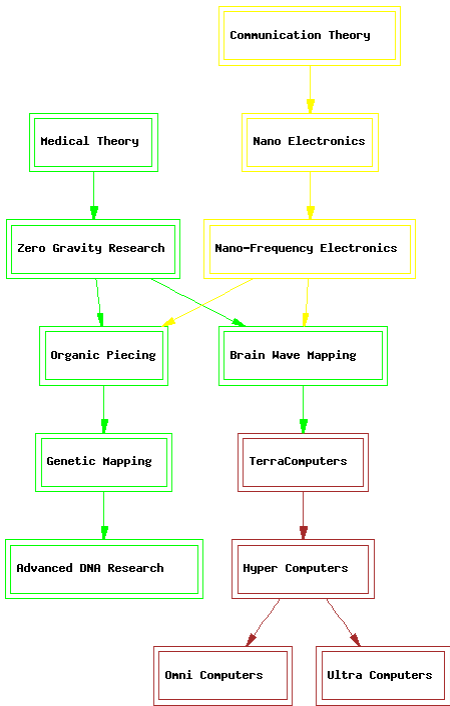
Early Game Trade Goods



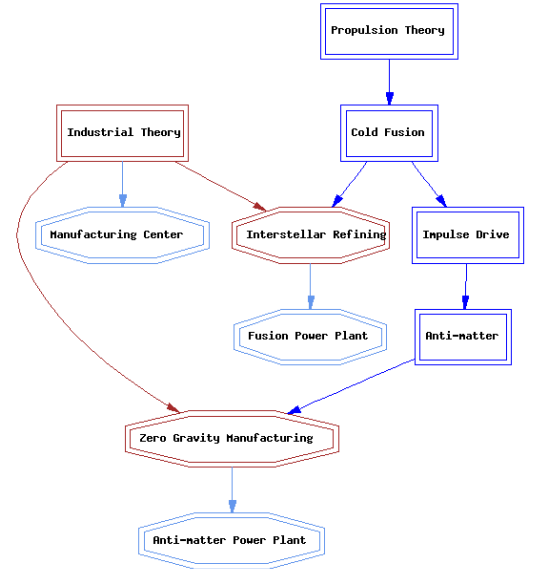
Mid Game Trade Goods



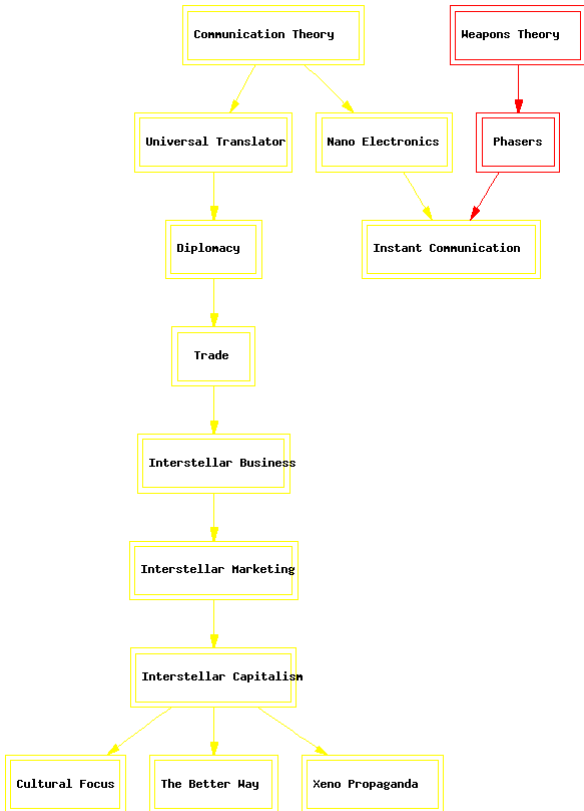
Techs to improve Research



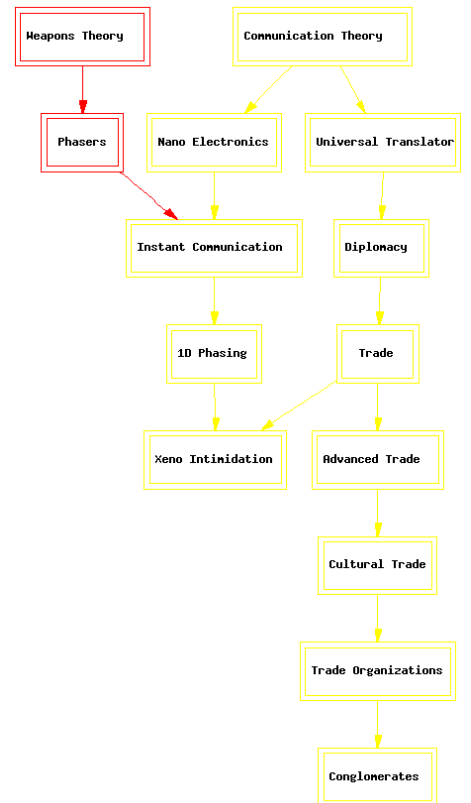
Techs to get Production Improvements



Tech for Trade Improvements



Tech for Extra Trade Routes



Topic 4 – Dealing with the Aliens

4.1 Introduction

What makes GalCiv so fun is that each different alien (a.k.a. “race” or “AI”) has a different algorithm for artificial intelligence. In short, each AI has a different personality and flavor, much more so than most or perhaps all other 4X games (where typically there is just a generic AI and many different enemies using the same AI). In order to beat the AI we must first understand the AI. Herein are general tips that work against all the AIs, then we’ll talk about the specific AIs.

4.2 General Alien Behavior

Generally, the aliens will behave a lot like the human player, they will attempt to capture good systems, and any resources; generally systems are occupied before resources. While the Colonizer/Constructor rush occurs, they will build up their systems and military, and advance in tech. Generally each AI will try their best to become the dominant player in the galaxy. It is not necessarily the case that all the AIs are trying to kill you, the human. Generally the stronger races will attack the weaker races, take their systems, become stronger, and repeat the cycle. All five AIs will do this to various degrees. The minor races are much less aggressive, but usually have strong economies and are major producers of trade goods.

4.2.1 AI and military

The readiness of the AI to declare war on you (or on other AI) relates to a couple of things:

- their perception of relative military might
- relationship (influenced by trade)

(these two things are separately considered by the AI when making war decisions. This means they WILL attack their main trading partner if they are vulnerable, even though the lost trade is more important in the long term...)

You can affect the perception of military might by:

- building or buying more ships. Note ATT factors are worth more than DEF, although both count. I don't think HP matter.
- improving your ATT/DEF factors by developing military resources; and putting ships in orbit (yep, the bonus to your ATT for being in orbit affects calculations of relative military might).

In general, no AI will voluntarily attack the guy in 1st place militarily.

A key hint: you can't bribe the guys in 2nd and 3rd to attack the guy in 1st. But you probably can bribe the guy in 1st into attacking the guy in 2nd (or 3rd, or maybe both). (However, the guy in 1st must not have warm relationships with #2 and #3). Any if someone is stronger than you, keep them busy! (And reduce their military by making them use it!)

4.2.2. Relationships & Alliances

The terms of your relations to other races is of critical importance when considering alliance victories and their likelihood of attacking you (see above). If in the Diplomacy screen the enemy AI is “hostile” or “wary”, they are very likely to attack you, if you are militarily weaker than they.

Relationships are affected by:

- 1) Trade
- 2) Tribute in the form of money, tech, ships, systems, etc. Space them out - a tech or a ship every few turns makes more of a difference than 6 techs in one go.
- 3) Similar alignment – Good likes good and evil like’s evil (to a lesser degree). If your morality is good (see section 5 – Good vs. Evil), you will have good terms with the good aligned races (by default Alterians and Torians). Similarly you will have poor relations with Dregnin and Yor.

To obtain an alliance, you need to have ‘close’ relations. This will depend on long term trade, and no wars between you. Also tribute can nudge you in that direction. Your military strength is also a factor.

Why use alliances?? Some players hate ‘em, since they don’t want to be called into other people’s wars – and refusing hurts your relations. Raleigh reports three reasons he uses alliances at masochistic:

- (1) Kill the trade routes of the leading AI (if they are too far ahead), and don't let em have any trading partners. Ally with their current trading partners, and drag them into war with me. I usually can't get people to declare war on their trading partners any other way, especially when the trading partner is militarily no1.
- (2) My other reason to ally is to protect my trade routes - I don't want a major trading partner declaring war on me, and suddenly destroying all my trade routes. The enemy AI are smart enough to bribe my trading partners into this at masochistic, so it is a real concern in my games.
- (3) I don't think I get any trading benefits with my ally. However, an ally is MUCH more likely to propose a trade with me (you know, a single tech exchange, take it or leave it), and those trades are ludicrously in my favour. Last game, an ally traded me Dreadnaught for a tech, and this game one traded me Avatar. No way would anyone have traded these to me at all, never mind for a single tech. I have had this happen simply with a good relationship, but it seems far more frequent with allies.

4.3 Diplomacy

There are several ways to interact with the aliens: via diplomacy, military, trade, and culture/influence. The most obvious is via actually talking to the AI via the ‘diplomacy’ screen. Here you can trade influence points, money, trade goods, techs, systems, starbases, or starships, in any combination that you and they both find agreeable. This is perhaps the most exploitable feature of the AI, their willingness in some fashion to conduct trade. You can use this to your advantage. The best players will use every new Trade Good or tech they acquire to obtain new techs, funds, or starbases over galactic resources.

4.3.1 Tech swapping

The tech race is a critical part of GalCiv, until capital ships (the first player who reaches Battleship/Dreadnaughts is usually in much better shape than the other players, and can then dominate them militarily). Typically if you make it to dreadnaughts before the other races, you will be in very good shape to win via military domination.

Looking at the alien AIs, at higher levels it is revealed that they only research 1/3 to 1/5 of their techs! They get the rest mostly through trade. However, each tech has a value, and to trade tech for tech you may have to give multiple lower techs for one higher value (cost) tech. Additionally, the AI values some techs more (some, much much more) than others. For example, in the early game the AI values highly Industry and Weapons Theory, and it may be advisable to research these techs instead of obtaining them via trade. “At Normal settings, the AI will actually pay you more for a tech than it costs to just research it. Minor races will pay even more.” (tetleytea)

General notes: (Raleigh)

(1) Any tech you give a minor may get swapped to a major (or they might get it by conquering a planet).

(2) Many players don't swap the most crucial techs/trade goods to the major civilizations EVER. Some swap:

- all trade goods except Diplo Trans (or all trade goods except Diplo Trans, Tri-Stront and Grav Accel)

- all techs except diplomacy-modifying techs; or military techs; or ...

- Very few players will sell battleship/dreadnaught tech, this tech is a crucial point in the tech tree and can allow the player with it to dominate the others.

[In case it isn't obvious, more diplo for you means they'll pay more - more diplo for them means they'll pay less.]

(3) AI as 'research outposts': I don't want 'allies' working on researching tech I already have - I want them researching tech I don't have, so I can get it sooner. Therefore: (i) I research techs the AI tends not to (ii) I try to get all techs to all races

(4) Tech as a leveler: I don't want one AI getting too strong - I try to level the playing field by spreading techs evenly... I will even buy tech from the leader so I can sell and give them to everyone else!

4.3.2 Selling Techs

Another great thing about GalCiv is that anything can be done for the right price – money. So you need a lot of money to do things like rush-build Trade Goods, max out your research, crank out those Dreadnaughts, or whatever you wish. You can sell anything to the AI, from starbases and ships, to techs and Trade Goods, to planetary systems!

One common tactic is to sell your techs, preferably to the minor races (Alexians, Carinoids), for cash. It seems that a small amount (ie. 25 bc) over a long time is preferable than the equivalent amount up front; additionally

often times the AI will have a negative or slightly positive balance, so they can't afford to buy anything, or if they can it will have to be over long periods.

If you are able to sell a few techs for cash initially, use the funds to jack up your production. This will increase your research rate, and allow you to take the lead in tech. When your tech for cash agreements expire with the AI, make new ones. Some AIs are more willing than others to give you good deals, particularly the minors. Getting Diplomatic Translators helps a lot – you'll get a lot more money with your increased diplomatic rating, and you can get better deals from tech swapping. Also this strategy doesn't work as well at higher AI intelligence levels, they are less likely to give you a good deal for anything.

Not sure how much your tech is worth? Start off with 25 bc per month, and adjust the 'months' slider to the right until it is one nudge away from showing yellow text in the bottom-center dialog box. If this text is green, it is favorable to the AI, if it is yellow, it is not favorable (and they won't trade).

Trading off money and time: While rounding effects the income received from selling stuff, the maximum overall return seems to be in the 16-20 months range, and bell curving at both higher and lower numbers of months. So, a particular exchange might be, using bc times the number of payments (which is months+1) 100x1;33x3; 15x6; 10x10; 7x15; 6x19; 4x30; 2x50. You can see that the overall best return is 6 bc/m for 19 payments = 133 bc. If you are doing lots of exchanging for cash, maximizing your overall return may be far more important than the schedule to you. (And bring in 25% more cash!)

The amount different races will pay varies with a number of factors:

- which race (The Yor and the Carinoids just aren't into swapping cash for technology, for example, although they give good deals selling their trade goods.) (BTW - the Alexians are darn generous payers... I like them!)
- the difficulty level
- that races play strategy in the current game
- what type of tech it is (so military techs more valuable to military AI, which the Dregnin usually are)
- (I suspect but do not KNOW) - their relationship with you

Don't forget to BUY tech etc) from the AI sometimes - if one baddie is leading the tech race, you might buy the tech from him for a total cost of a 1000, and sell it to 4 other major civs and 3 minor civs for a total PROFIT. (Although sometimes I am happy to do it for a loss for strategic reasons.) But don't bother trying to get military techs, in most cases they simply won't sell it for any reason.

AI don't really understand the scarcity of money: if they have it cash-in-hand, they will spend it, and commit to spending over months and years based on their currently full wallet, rather than a cash flow projection. (Sort of like Americans with credit cards, actually.) This means that you can easily bankrupt other civilizations (major and minor) by selling them more technology than they really can afford. You will notice when this happens - their bank balance sinks negative. Once they are below -500BC, all production on their planets stop, so this is a good way to hurt an enemy. But beware: if you only sell tech to your friends, don't be surprised when their economic and then military values drop alarmingly over time, and then they get wiped out.

Bottom line: provide trade income to the AI you want to trade with, and don't necessarily take all the money an ally has if you want to keep them strong.

- Corollary: I will often do the maximum tech-selling I can with all of the AI, just to reduce their economies - and contribute generously in cash to the few I want to support... (Example: Alexians at -1,500BC, when get

attacked by my enemy. I immediately give them 1,700BC, allowing their production to kick back in, and I also give them some ships etc.)

4.3.3 Selling Planets and Ships

Another common tactic to sell bad planetary systems to other AIs for cash. This tactic is especially cruel. Colonize a class 14 planet in a system in the middle of an AI's sector. Develop it until it's class 15 or it's about to be culture assimilated. Sell it to an opposing AI (i.e. if it's the Dregnin's sector, sell it to the Alterians). This will ensure that the two spend much time and effort fighting over that little rock and leaving you alone! Alternatively, you can sell them a system within a sector you control (culturally), and it will flip back to you. This can backfire; the planet may not flip back.

Also you can become an arms merchant. Your favorite trading partner getting their tail kicked, again? Sell them ships! AIs love dreadnaughts if all they have are battle cruisers. Don't just give them stuff for free! ☺ In this fashion you can reduce your total military maintenance costs and keep your military production working, not to mention generate cold cash to fuel your economy.

4.3.2 Trade Goods

Trade Goods are much more than things to be traded for cash or tech or something else. Trade Goods give your empire huge bonuses in production, economy, morale, ship hitpoints, and diplomacy. He who makes all or most of the Trade Goods will win. Note that if other races produce these before you, it is possible to trade for them (which is why they are Trade Goods after all). So if you don't get all of the best trade goods (see below) then it is still possible to win your game.

4.3.3. Best Trade Goods (generally people will not sell these to the AI).

Diplomatic Translators: If you get this you can get much more money out of the AIs in trade. This is why many people do this tech route right off the bat: Communication theory -> Universal Translator -> Diplomacy (gives Republic and Diplomatic Translators). Then you can just purchase DT using leasing (or just outright and have your economy bleed red for 10 turns).

Gravity Accelerators: Gives +2 speed. Still early enough in the game where +2 is a huge difference. With this and +1 or +2 starting pick, your fleet will go twice or three times as fast as the AIs. You can then do lightning invasions, respond quickly in case of outbreak of war, race to those resources, etc.

Tri-Strontium Steel: Gives +25% HP. As a military tech, you sure don't want the Dregnin getting their hands on this.

MAYBE - Aphrodisiac: Another huge bonus for your empire. More population = more money, simple.

However, other Trade Goods aren't as critical. Additionally, you can build Trade Goods and swap these with techs, however this was modified in version 1.03 so that Trade Goods aren't quite the good deal they used to be, but this tactic can still be used.

4.3.4 Trade Good List (JavaScout)

Trade Good	Tech Required	Tech Cost	TG cost	Ability	Bonus
Diplomatic Translators	Diplomacy	195	500	Diplomacy	40
Aphrodisiac	Basic Environment Control	270	500	Population Growth	50
Frictionless Clothing	Nano-Metal Composition	550	510	Morale	10
Gravity Accelerators	Controlled Gravity	550	500	Speed	20
Tri-Strontium Steel	Nano-Metal Composition	550	600	Hitpoints	25
Virtual Reality Modules	BrainWave Mapping	1120	500	Morale	12
Ultra Spices	Interstellar Business	1325	500	Morale	15
Harmony Crystals	Nanobots	1370	470	Morale	10
MicroRepair Bots	Advanced Repair	2300	400	Repair	20
NanoRecorders	TerraComputers	6120	500	Research	10
Hypercomputers	OmniComputers	12530	540	Research	20
Artificial Slaves	Advanced Slavery	14630	300	Social Production	15
Pain Amplifiers	Regeneration	14720	1000	Influence	20
Regenerators	Regeneration	14720	500	PopulationGrowth	50
GalacticGuideBook	4DPhilosophy	108040	400	Influence	15

4.4 Specific Race Behavior

In GalCiv each AI is coded for a particular strategy, but the strategy can be altered by their alignment and political party. AI do select a game strategy as part of generating the universe, and they select a party and allocate extra points just like the Terrans do. There do seem to be some trends, though:

Dregnin: strongest military focus and very aggressive - build up fast by blackmailing everyone weaker than them military for tech and money. A threat early game, but either take over half the universe, or collapse from too many wars. Have been seen playing the Mercantile party, keen on trade techs and generally not as militaristic as usual.

Altarians: Good, strong military and aggressive. Sort of the good counter part to the Dregnin. Not as military as the Dregnin, but tend to be better at making friends/allies. Tend to ally up with the Torians/Arceans. Alterians have the strongest long term economic focus, which means they can be a serious threat late in the game.

Arcean: Strong development. If they survive long enough, they can be a very powerful opponent. Good starbase management (or relatively so, anyway). Arceans have the strongest strategic/tactical skills - they are the best AI at maneuvering.

Torians: Diplomats. Weak in themselves, but concentrate a lot on trade and keeping other races happy. Often, even if not allied, going to war with them can cause you going to war with someone else too, as they do a lot of trade with them. Tend to get culturally assimilated by their powerful allies later in the game, if they don't get destroyed by someone in spite of their allies.

Yor - They're evil and like a toned down version of the Dregnin. They, like the Torians, tend to be weak. Every once in a while, they are a threat. Yor seem not to value trade much, and to be quite willing to be at war with everyone for long periods – together, these issues tend to cripple their economy, reducing them as a threat. NB: at higher levels of AI, the Yor beeline for battleship/dreadnaught, and often try to rush once they have these technologies.

NB: There are lots of alignment-focused behaviors - such as the tendency for good races to offer ships to other good races that are fighting evil. However the "it's our mission to wipe out evil races and you are one" message is just a bit of role playing. They are attacking because you are weak, and the evilness is just an excuse.

Topic 5 – Good versus Evil

5.1 Introduction

In GalCiv you can have different levels of morality depending on how you play the game. These are the things that affect this morality: Decisions during random events (Good/Neutral/Evil), attacking other AI (I think), demanding tribute (I think). Morality is visible from the game in the Stats window (more detail). Each of these above actions affects your Morality which is a scale from 0 (demonic) to 100 (saintly).

The benefits of Good, Neutral, or Evil are well established. In general Good players enjoy better diplomatic relations and better trade, while Evil players enjoy immediate bonuses from Random Events and better soldiering. “I usually play evil if I am going to be a war machine; and good if I am going to win via other methods.” (FleeBitFox)

Which to choose? Each has their advantages and disadvantages. According to Frogboy, stats show that the average Good game outscored the average Evil game, at least of those that have been submitted to the metaverse. (Popup Target)

5.3 Summary of Benefits

5.3.1 Good:

Pro: Easier diplomatic relations with Good races (Alterians, Torians), Good Techs (Speed, production, trade bonuses)

Con: Penalties from Random Events

Good-aligned players will have less problems keeping good diplomatic relationships with Alterian and Torians, while enjoying a stronger economy. However, they will not be able to choose any of the good Random Event messages such as improved planet quality or production.

Good Techs		
Tech	Alignment Requirement	Benefits
Xeno Trade Persuasion	> 65	Trade Routes + 1
Cure for Depression	> 70	Morale +10
Hyperwarp	> 70	Speed +10
The Better Way	> 90	Trade +10, Trade Center (+15 manuf. +15 influence +15 economy, +15 research, 0 maint)
Benevolence	> 70	Trade Routes + 1
Hyper Trade	> 80	Trade Routes + 1, Trade Monument (Wonder, +20 Trade)
Galactic Pacifism	> 90	Diplomacy +10, Influence +10

5.3.2 Neutral

Pro: No or little diplomatic penalties from Good or Evil races

Con: No benefit from Random Events, no useful techs

Neutral players are, well, neutral. They avoid for the most part making rash decisions which may affect their diplomatic relations with Good or Evil races. Probably the least popular of the three choices.

5.3.3 Evil

Pro: Immediate benefits from Random Events, better (?) relations with Evil races, Evil Techs

Cons: Diplomatic penalty with Good Races, penalized by some UP issues, can be attacked by Fundamentalists

Evil players probably have the most difficult time of the three, while reaping the rewards of being...so evil. In the early game this can make a huge difference in that some planets could end up with vastly increased planet quality, or increased production. In the late game, Evil players are challenged because the Alterians & Torians inevitably form an alliance and are usually quite hostile towards the Evil player. Additionally, UP issues may strongly affect the outcome of a Evil player's game. For example, one UP issue only allows Evil races 1 trade route total. Lastly, a common Random Event is the Fundamentalists, where planets secede from evil empires and form an empire of their own, dedicated to wiping out evil!

Evil Techs		
Tech	Alignment Requirement	Benefits
Thought Police	< 30	Secret Police (Social Improvement, Morale +5, Culture Resist +15, Cost 100 Maint 2)
Xeno Intimidation	< 35	Trade Routes + 1
Smuggling	< 30	Trade Routes + 1
The Dark Side	< 10	Life Force Power (Wonder, Economics +25), Diplomacy +10
Master Race	< 30	Soldiering +10, Military Production +10
Xeno Brain Washing	< 10	Trade Routes + 1, Re-education Center (Social, +5 Economy, +40 Culture Resist, Cost 1000, Maint 5)
Mind Terror Weapons	< 30	Soldiering +10
Advanced Slavery	<25	Production +10, Artificial Slaves (Social, +15 Social Production, Cost 300 Maint 0)
HyperSoldiers	< 45	Soldiering +10
Galactic Domination Philosophy	< 10	Nothing (?)

5.4 Advanced Morality

When to ‘change’ alignment? It often may be well advised to wait to become ultimate evil or good depending on your game. For example, if you get the dreaded UP event “1 trade route for evil races”, you may want to move back to neutral to gain access to your trade routes. Also, if you are surrounded by good or evil races, you may want to match alignment, until your empire is strong enough to take your neighbors on. (PontiusBrainPilot). Also you can change from good to evil, gaining access to both alignment tech paths, starting good and ending evil, or visa versa. (Staffa) “IMHO (FWIW) the larger the map (and hence the longer the game), the greater benefit to be had from playing Good... I rank Good as MUCH easier at huge/gigantic, and evil as easier on tiny/small (where individual planet benefits are relatively more important)” (Raleigh)

Another overlooked aspect of morality is that you can steal/trade techs from the opposite alignment. For example, Evil players can trade for the Better Way, or take it in invasion, or via espionage.

What is not so obvious is that morality really affects the ‘fun’ factor of the game by allowing the player to role play Good or Evil emperors. For example, fun evil things to do are:

- Backstab your allies by placing invasion fleets at their home world;
- Extort money from lesser races; attacking an AI, demanding peace and several enticements (money, tech, etc), wait a turn or so, then attack again and repeat (Although, with the latest versions of GalCiv, this doesn’t work nearly as well as it used to, the AI will eventually refuse to give in to your demands);

- Invade an AI, then use core detonators or Terror Stars to reduce them to slag
- Using colony ships to dump your population.

Curiously these things don't influence your morality score at all.

Additionally some Metaverse Empires are themed for a specific morality, i.e. the G.R.O.S.S. empire, which has mostly evil members. Thus, the theme of morality can go well beyond your alignment/morality score and influence your role-playing ability.

Topic 6 – Game Mechanics

This is the stuff that we haven't mentioned before but doesn't fit into the above categories.

6.1 Random Events

At times during GalCiv there will be Random Events which affects usually the whole Galaxy. Some of these really affect the game, some are more of an ebb/flow type situation (like the economic boom / recession events).

Rebellion - A star system breaks off of an empire. Does not escalate, but eventually produces the I-League.

Fundamentalists - A group of systems break off from different empires, and form a new minor civ. The Fundamentalist's homeworld seems to be the first planet from the least evil race that was subject to defection by the event.

Espionage fest - A minor race teams up with a major race to steal all techs. It can escalate to something major, but I haven't seen it yet.

Draginol - Something bad is about to happen to your planet. Escalates into a major minor race. (Always one of your planets.)

Calor - - Something bad is about to happen to a planet. Escalates into a major minor race. (Always an AI planets.)

The Dark Arnor is a linked series of events that always occurs at an AI system. The first tells you that an alien cult found an artifact, and one of them (probably the second) has a brief history lesson in the event description. The second and third events in the sequence suggest conducting espionage, and if your current espionage against the race the event hit is high enough when the third event comes, they are prevented from being revived. Otherwise, the Dread Lords, a major minor race, appear.

Telenath Crystal - An alien race found a special crystal and are growing in strength. +1% to a random attribute per turn for that race but does not otherwise escalate. While after a few hundred turns, these guys will be unstoppable, it usually happens to a race that is doing very poorly at the moment...

Galactic Recession – Income from taxes decreases. Income from Trade and Tribute stay the same. So, if this happens, try building more trade enhanced starbases along trade routes. Don't forget the AI-established trade routes, as well as Human-established routes.

Galactic Economic Boom – Income from taxes increases. Great! Adjust your Economic sliders accordingly. This event will really kick your economy into overdrive, just don't forget it won't last forever. Don't ignore your trade routes, or selling tech for cash, you'll need the dough when the boom is over.

6.2 Espionage

Espionage allows you to learn about the AI. The amount you need to have spent on espionage varies with the population (and I suspect the government type) of the AI player. Once you achieve a level of espionage, you only need to make additional spending to match/overcome their population growth: if you have their population declining (grin), you don't need to spend more.

There is a random event that destabilizes relations, if you don't have sufficient espionage on the empire. Something like "the X diplomat inadvertently insulted the Y ambassador; if only they knew more about the culture, this might have been avoided..."

There are certain events that only occur when you have a high investment in espionage and others (bad ones) that occur when you don't have a high investment.

6.3 Destabilization

Causes the morale in the enemy AI to lower, cumulating in defection of their planets (hopefully to your side). Don't bother doing this until you have some of their planets within sectors dominated by your culture, otherwise if the system defects they will form their own minor AI instead of going to your cause. At higher AI levels it's not as useful; they are better at countering low morale. Minor AIs are more resistant to influence than major AIs, but eventually they will flip.

If an AI is too far ahead on tech (etc) - DESTABILIZE THEM. Make them spend more of their money on morale. It may not lead to planets rebelling, but it will reduce the amount they can spend on tech by a lot more than the cost to you of the destabilization (depending on their bonuses, and on your ability at destabilizing...)

6.4 Surrender

An AI on its last legs will 'surrender' its remaining systems to someone. Surrender is a way to save the taxpayers, not the government. Surrender appears to be to the civilization most highly ranked in military other than the 'major' enemy killing you (who may also be at war with the surrenderee). Relationships, alliances, and alignment do not seem to affect who surrenders to whom. The logic here is that the aggressor MAY be scared off by the reputation (military power) of the new owner. If surrender was always to an ally, it would be more likely that this would do no benefit to the taxpayers as the aggressor is likely at war with them, and would keep coming. Perhaps it should be called a revolt against the incompetent loser government, rather than a 'surrender'. (Raleigh)

My own comments, I think generally the AI looks to see who is on top, economically and militarily. Then it looks at it's own relationship with that race, if there hasn't been any wars or other 'incidents', then it will surrender to that race. Otherwise it will pick the next race on the list that it has good relations with.

Currently there is not a real consensus on who the AI surrenders to. Maybe it is random.

Topic 7 – Miscellaneous

7.1 I am seeing crashes – how should I report them?

Please install SmartException from Stardock Central, under the Free Stuff tab and send the reports that it generates and debug.err to cbegle@stardock.com. Cari will get it taken care of!

7.2 Web Resources for GalCiv

Javascout's Galactic Civilization Database, with techs, ship stats, social projects, tech tree, etc:
<http://webpages.charter.net/trevorpowdrell/>

Gal Civ Research Manager
<http://www.panath.com:8080/>

Differently layed-out tech trees (in different sizes):
http://galciv.bsd.st/zai_h/

Unofficial FAQ v1:
<http://geocities.com/russellmz/index.htm>

User-maintained unofficial manual (v1.02):
<http://www.brimd.com/azakain/index.php?showpage=news>

Apolyton CS Forums > Galactic Civilizations
<http://apolyton.net/forums/forumdisplay.php?s=02ed363a816aaf38c2d8dabd7348c221&forumid=186>

Galactic Civilizations (DOS-Windows) cheats, codes, hints, and FAQs
<http://www.gamewinners.com/DOSWIN/blgalacticcivilizations2003.htm>
(remember -this stuff voids entering on the metaverse)

7.3 Wonder List (JavaScout)

Wonders are much like Trade Goods – they give empire-wide bonuses. However, unlike TGs, they can't be traded or sold. Most of these give influence and economic bonuses, nice but not essential. So these aren't quite as critical as the TGs. However, if another empire builds them, there is no way you can get it, except to invade that system. There is no maintenance cost for any Wonder.

Wonder	Required Tech	Tech Cost	Wonder Cost	Bonus Area	Bonus	Economic Bonus	Prestige Bonus
Eyes of the Universe	Sensors	420	400	Sensors	10		
Galactic Stock Exchange	Advanced Trade	1225	500	Economics	25	25	25
Restaurant of Eternity	Interstellar Marketing	1825	600	Influence	15	10	10
Galactic Exhibition	Cultural Trade	2225	500	Influence	10	30	30
Tir-Quan Training	Genetic Mapping	2720	600	Soldiering	25		
Propaganda Machine	Xeno Propaganda	3825	600	Influence	20	10	10
Life Force Power	The Dark Side	4825	1000	Economics	25	10	10
Historical Preserve	Artificial Satellites	9620	500	Influence	10	10	50
Trade Monument	Hypertrade	10175	500	Trade	20	10	10
Galactic Monument	Star Federation	12115	400	Influence	10	10	33
Hyper Distribution Center	Cultural Conquest	29725	800	Influence	33	10	200
The Terraformer	Evolution Control	62290	800	Planet Quality	10	10	10

7.4 Achievement List (JavaScout)

Achievements are like a cross between a Wonder and a social improvement. Their bonuses are only for the planet which builds them, and every race gets to build them. You can only build one per empire, but you can capture enemy worlds which have these improvements. All these have no maintenance cost. It is advisable to build these as soon as you discover the tech that allows it.

Wonder	Required Tech	Tech Cost	Wonder Cost	Bonus 1	Bonus 2
Economic Capital	Trade	325	200	Econ +100	
Manufacturing Capital	Nano-Metal Composition	550	200	Econ +10	Manuf +100
Hyperion Manufacturing Center	Hyperspace	2850	400		Manuf +100
Political Capital	Star Democracy	4115	150	Morale +50	Prestige +100
Technological Capital	Terra Computers	6120	200	Research +100	
Omega Power Plant	4D Phasing	7120	500	Econ +50	Manuf +50
Omega Research Center	Hyper Computers	9120	500	Research +50	
Omega Shipyard	Artificial Satellites	9620	500	Hitpoint +30	
Omega Quality Control	Artificial Planets	11620	1000	Econ +15	Hitpoint +33