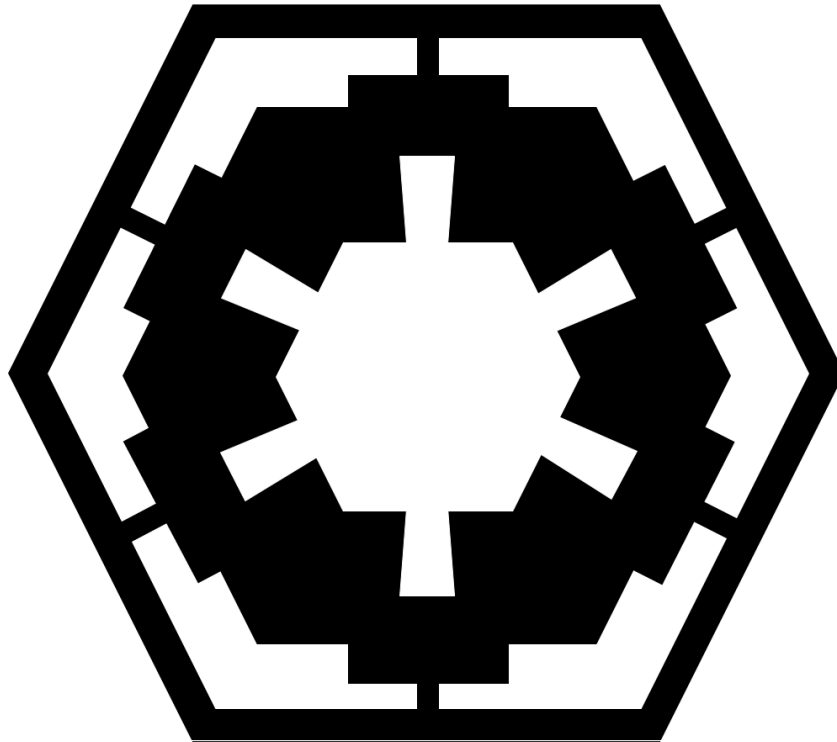


GALACTIC



IMPERIALISM

Manual

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Introduction

Galactic Imperialism is a turn-based strategy wargame with client-server model for up to 6 players. It was developed by Marc Sladek in 2011 during a programming project at the University of Basel.

Getting started

1. Open '**Galactic Imperialism Server.jar**'. If you don't want to use the standard port 4444, go to cmd.exe and execute: **java -jar Galactic Imperialism Server.jar <port>**
2. Open '**Galactic Imperialism.jar**'. In the appearing window, you can set the IP of the running Server, as well as the port and your name. The standard name is your User Profile name.
3. After a successful connection, the Lobby appears. There you have an overview of the connected players, pending and started games. You can chat with other players in the Lobby. Either you join a game which isn't full or you open a new one.
4. If you decide to open a new game, a window with options appears. Set the desired options for your game and start it.
5. After joining or opening a game, you will find yourself in a window where you can chat with the already joined players. If the game is full, everyone is able to start it with the Start button.
6. The game can always be closed by closing the window.

Game rules

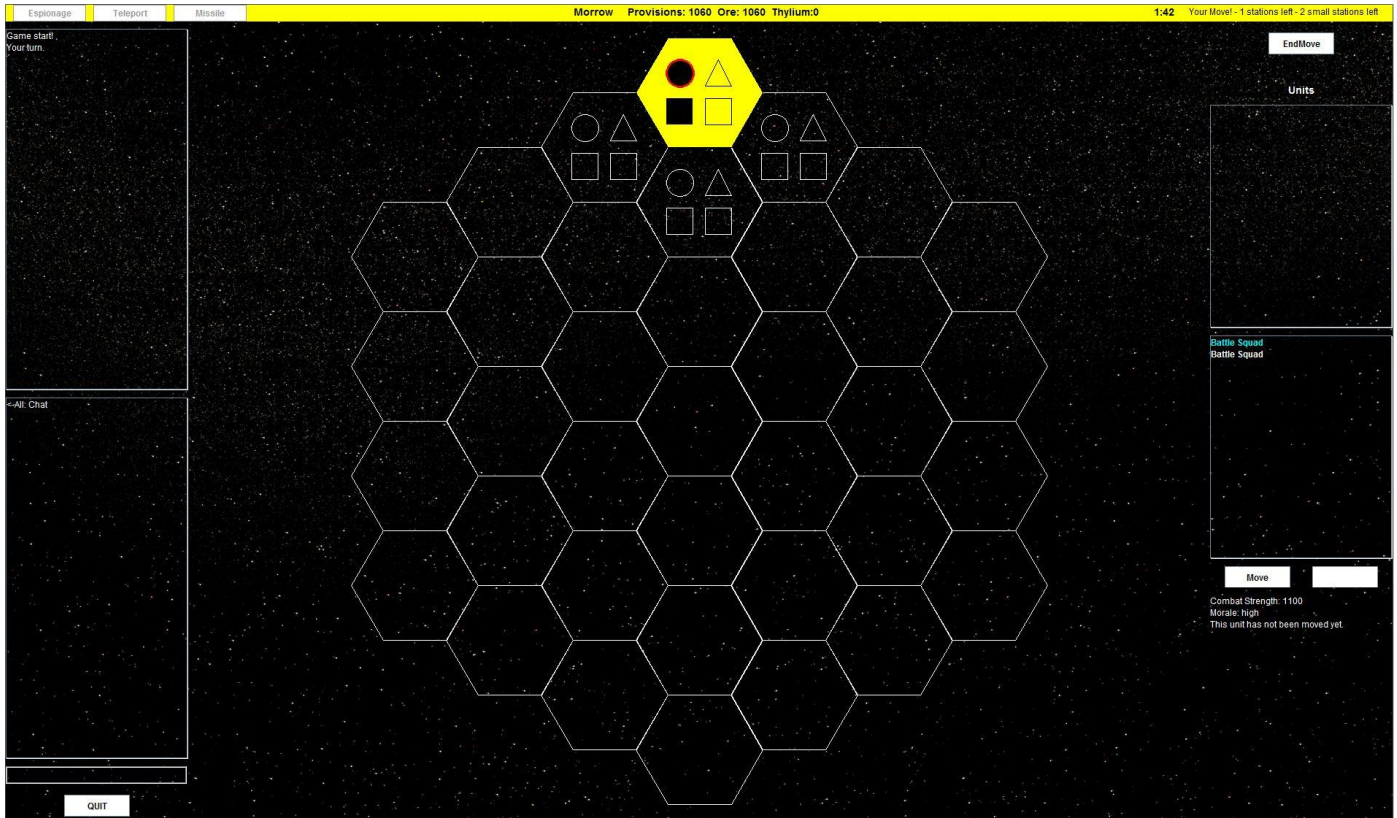
- Goal: annihilation of all enemies by destroying all of their headquarters
- Per round maximal:
 - o Construction of one station
 - o Construction of two small stations
 - o Moving every unit by one sector
 - o Free special usage
- Maximal two stations and one small station per sector
- Unlimited amount of units per sector
- Sectors grant resources in the beginning of every turn
- Stations, small stations, units and specials cost resources in production
- 3 types of resources: Provisions, Ore, Thylum
- Units rather need Provisions, Buildings rather Ore and Thylum is only found in the center of the map and is used for strong units and specials
- Only the own imperium and its borders is visible (Fog of War)
- Fight takes place if hostile units and/or stations clash on the same sector

Graphical User Interface

Lobby



Game



Game field:

- Hexagonal sectors
- Two quadrats represent the stations
- Triangle represents a small station
- Circle represents units

Left sidebar:

- Game message window : displays game related messages
- Chat window: displays chat messages from other players
- Chat field: for entering chat messages to other players
- Quit button: to quit the game

Right sidebar:

- EndMove button: to finish your move
- Title: the displays title of the currently selected object
- Info field: displays information of the selected object
- List: displays the list of the selected object
- 2 Buttons: varying function dependent on selected object
- List info field: displays information of the selected list item

Top bar:

- Special buttons: to use specials
- Player name
- Resources: displays the players current resources
- Timer: displays the time left for this move
- Move info: displays information regarding the current move