



GALACTIC RULER

INTRODUCTION

⚠ Important Health Warning About Playing Video Games

Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; and do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Space is infinite. We often hear this from astronomers, but the concept can be difficult to grasp. This idea of distance with only starting points and no end points. And within this vastness, people are often left to wonder - are we alone in the universe?

"A sad spectacle. If they be inhabited, what a scope for misery and folly. If they be not inhabited, what a waste of space."

— Carl Sagan

We wish to invite you to explore a part of a galaxy where the question of life on many worlds has been answered. Here we find various factions struggling to expand outwards with the hope of making their own civilizations thrive. You will lead your faction, pursuing expansion, exploration, exploitation, and could face extermination if you're unprepared to face the threat posed by other factions.

ABOUT GALACTIC RULER

For generations, in one corner of the galaxy, a collection of inhabited worlds have lived under absolute control of a shadowy race of beings. These beings came to be known as The Overlords. No one knew if they came from another world, or simply lived in the vastness of space. Any ancient records mentioning contact with other races are now viewed with some doubt and often considered nothing more than fairy tales.

But now, The Overlords are gone... your chosen faction can freely explore the galaxy and discover what may lie beyond your homeworld, and who lives there. Whether they choose war, peace, or something in between, one of these factions will surely emerge as the next Galactic Ruler.

Galactic Ruler is a real-time space strategy game where you can control the entire galaxy, its systems, and its planets. Factions throughout the galaxy are competing to harness resources and develop advanced technology. It is the choices you make that will decide if you become the next Galactic Ruler or just another citizen in someone else's empire!

TUTORIAL

Galactic Ruler's tutorial provides four chapters to guide you through the user interface, controls, and game actions by way of objectives, on-map notices, and help messages. It's fully interactive, and in no time you will be familiar with key concepts for overseeing your planets, colonies and military forces. Occasional help and tip messages will be provided during regular gameplay.

INSTALLATION AND UPDATES

The game will be available in your Steam library after purchase. Updates will be delivered through the Steam service.

MODDING & WORKSHOP

Galactic Ruler was developed with modding in mind throughout. Players can add mods they create or find ones on our forums.

Steam Workshop also provides a place for mods to be posted and shared for Galactic Ruler.

THE INTERFACE



The Game Screen is divided into several sections:

MAIN MAP

Most of the military action is controlled directly on the main map as you select units, position them around the world and give them direct orders. As well you can access much of the game's feedback through direct On Map Notices.

1) INFO / GAME CONTROLS

In the top left corner of the screen is the location information panel and access to the game speed controls. The game date is shown as well as your faction emblem. Throughout much of the game, clicking a faction emblem will center you on that faction, whether yours or someone else's. Galactic Ruler also allows play at planet level, system level or galaxy level. The control to go up is included here. Going down a level is done by simply double clicking on the location of interest.

2) OBJECTIVES AND FRACTIONS

At various times during the tutorial, you may be given objectives to follow towards a specific goal. Such objectives will arrive in this panel. When not needed, the panel can be slid closed. If there are no objectives to be seen, it will close automatically.

The objectives will often be accompanied by help messages which provide guidance on the action required for completing the current task or related areas of the user interface..

Above the objectives are the empires with presence on the inspected planet or in the current system. Even if they have only colonies present, their parent empire faction will be shown. Hold over the faction emblem to see a list of their colonies. Click the emblem to cycle through locations.

3) HELP INFORMATION

Galactic Ruler includes an interactive help system in the game. It is used mostly in the tutorial to teach the player how to navigate the various elements of the user interface and occasionally in the game for some key concept reminders.

4) GOVERNMENT CONTROLS

On the bottom left of the screen is the access to your government's various departments: Recon, State, Production, Research, Defense, and Command. Below is a short summary of each department. More information can be found under Departments later in this manual.



RECON DEPARTMENT - Review the details of a map location, interact with controlled facilities, and mark locations of interest.



STATE DEPARTMENT - Review information about and interact with other factions via diplomacy or war.



RESOURCES DEPARTMENT - Review the information about each of the four resources, such as capacity, demand, and sustainability. Also includes controls to build additional facilities.



RESEARCH DEPARTMENT - Review and initiate research projects as well as build and control Research Centers.



DEFENSE DEPARTMENT - Build units, review their designs, and control how they are produced.



COMMAND DEPARTMENT - Review and control military units, as well as set rules for unit behavior.

5) ALERT NOTICES

On the top right of the screen there is a system for topic specific feedback. These Alert items are categorized into Military Alerts, Economic Alerts, and Diplomatic Alerts.

Options are available to customize how Alert Messages function. Depending on the message, it may have one or more of the following controls:

OPEN FULL MESSAGE will open the full view of the message to read and make choices while still having access to other user interface areas.

NO LONGER RECEIVE THIS TOPIC will suppress all messages of this type. For example, a message about the rationing of resources can be suppressed. No further warnings about rationing will be sent if this is set. In the game options you can make hidden messages visible again by selecting Reset Hidden Messages.

PAUSE ON EVENT will force time to pause when this event type arrives. Some messages have this value set by default. Event pausing can be enabled/disabled in the game options.

DO NOT AUTO-DELETE THIS MESSAGE will maintain the message in your alerts until you manually delete it. Messages are normally cleared after 14 days.

DELETE MESSAGE will delete the message permanently.

6) MINI MAP / FILTERS

And lastly in the bottom right corner of the screen are the minimap and information panels. These also include controls for map elements and map filters which customize the main map contents.

The Elements section allows the player to highlight sections of the map by using filters such as Population, Agriculture, High Ground, Nav Points, etc.

The Filters section allows the player to filter what they want to be shown on the map. For example, Map Grid, Units, Facility HUDS, Supply Levels, etc.

The Minimap allows the player to navigate the map of their current location. Clicking or dragging in the minimap will adjust the main map position. Controls are also provided for Zoom In, Reset Zoom, Zoom Out, and a Measuring Tool.

There are also five buttons in the very right corner. Here, the player can view and filter information about Unit Presence, Facilities, Diplomacy, Resources, and Galactic Almanac.

This concludes the basic rundown of the game's interface. The in-game tutorial provides a more detailed explanation of the game's features.

PLAYING THE GAME

SINGLE PLAYER

When beginning a new game, a new galaxy will be procedurally generated for you to explore. The properties of the generated galaxy depend on choices made in the game lobby and the random seed contained in the advanced options. If you ever find a galaxy that is particularly interesting, using the same seed and same game settings will create the same galaxy.

After selecting New Game, players are first offered one of three galaxy sizes and one of three galactic stances. These suggest a series of values that the player can customize on the next screen where they will also select their faction. Each faction in the game has unique traits that impact how they will interact. Some also require a different atmosphere or different food source.

Through adjustments to game options and advanced options, players have the ability to greatly customize the type of galaxy in which they will play.

MULTIPLAYER

Multiplayer works similarly to Single Player, except that only hosts determine the properties of the galaxy. Hosting and joining games is achieved through Steam matchmaking. Players simply click Online in the main menu and either join an existing game or host their own.

KEY CONCEPTS

LEVELS

There are three levels in Galactic Ruler: Galaxy, System, and Planet.

At the galaxy level, players can see all the systems they have discovered, either through exploration or trading information with other factions.

Connecting lines show where FTL ships can reach. All paths that lead out of systems containing FTL capable ships are shown brighter. Combat does not occur at the galaxy level and units can only travel between star systems

The system level shows all planets and moons around their star. Units will be visible where the player has line of sight from their own units or facilities. Some facilities can be built at this level and space units can travel, explore, and fight anywhere they can reach. The outer edges of every system include a visible Oort cloud that cannot be crossed. FTL travel is the only way to move between systems.

The planet level shows all the units and facilities on the planet's surface. Increasing production of your resources and building is possible at this level.

FTL - FASTER THAN LIGHT

Faster than Light engines allow ships to travel from system to system. The ship charges its engines, and then jumps to the selected system, making for the quickest travel known to the galaxy. While the travel is instantaneous, ship engines must be fully charged before they can make the jump. The rate of charging is affected by the proximity to the star, with closer charging faster. When fully charged, the engine requires a short amount of time to activate. If a ship moves or fires before during the activation phase, it must restart that phase before it can complete the jump.

Where you can FTL is indicated by path lines. The path lines show black if you can cross that distance and white if you have an FTL capable ship touching either end of a path. When units are selected, you get a yellow path if the inspected hex is within FTL range, orange if beyond FTL range, and green if it is a valid FTL target (is a system). When you mouse over a system, all paths leading out of that system are highlighted in blue.

SURVEYING

The various systems and their planets are unknown to you when the game begins. By surveying unexplored worlds, you will gain information about them, such as status, atmosphere, and population. Knowing what each world has to offer will guide you in determining which worlds to colonize and/or exploit for resources to expand your rule. It can also lead to the discovery of other factions, who could become enemies or allies.

COLONIES

Various worlds can be turned into colonies, whether within your home system or beyond. Colonizing worlds is an important way to expand your rule and increase your resources. By setting priorities for immigration and emigration, you can also affect how your empire grows on worlds with a compatible atmosphere.

Each Solar System in the Galaxy may contain an assortment of planets. Each planet occupies its own orbital loop representing its trajectory around the star. Planets may have associated moons or asteroids. Each of the planets or moons could be a potential colony, although asteroids cannot be claimed, only harvested. Colonizing involves claiming the world, but due to the planet and space level being different, they might not have matching ownership. Orbital Stations on the same orbital loop, placed above a world you don't own, will actually belong to the same colony. This can simplify space level colony management and allow for large resource gathering or shipbuilding colonies. Planetary colonies are always individually settled and will take ownership of the Orbital Station on their world whenever possible.

There are also some limitations to colonies. To be able to trade, they must have an Orbital Storage facility in orbit or a spaceport on the planet. If the atmosphere is not compatible, an Engineering ship can place an Outpost, but a Colony ship cannot colonize. Also, Orbital Stations cannot be built on asteroids.

Once in possession of a colony, players can switch between controlling their empire faction and their colony. Colonies can also trade and sign treaties with each other and with the parent faction which controls the empire.

TRANSPORTING IN SPACE

While players can rely on the Merchant AI to manage transporting for diplomatic agreements, there may be times where a player wishes to manage transporting of units or goods manually. Transporting between worlds usually involves a spaceport and an orbital station at both the starting point and destination, and a transport ship to cross that distance. Transport ships can also be landed directly on a planet to load/unload if no spaceport exists

Resources, land units and air units can be transported but naval units cannot. To transport one of the four resources, they must be packaged into a crate at the spaceport then sent to the orbital station. This can be done via the Market Controls section of the resource department. For units, they can be ordered to orbital transfer, which will drive them to the spaceport and put them into the orbital station's cargo. Once in cargo, it can be transferred to a transport ship which can then be ordered to drop on a world and unload its cargo.

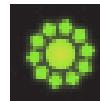
GOVERNORS

Each faction and colony has a Governor. These Governors can control departments and players can use them to automate some of their actions by setting priorities. The Governor can also be given control of the military forces by increasing initiative values. This allows the Governor to send ships in response to hotspots placed on the map.

It is not a requirement that you hand your Governor full control over their departments. With no priorities assigned, a planetary Governor's actions are very limited. Locks exist for those options that a Governor might monitor closely and adjust if they see a critical issue developing. Once locked, the Governor will not alter those areas even in the most dire circumstances. All of this allows players to set how much or how little help they will get in managing their faction.

RESOURCES

There are four resources in Galactic Ruler:



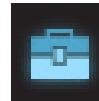
Agriculture



Ore



Energy



Finished Goods

Demand for any single resource will fluctuate based on the various projects and activities a region has in progress. Ore and Energy are used as raw materials for the production of finished goods. A shortage of raw materials can cause production to grind to a halt.

Since it is unlikely that whichever region you choose to lead will be self-sufficient in all resources, you will need to depend on trade to fill the gaps. Resources can be directly traded (through diplomatic exchanges) with any other region, or with the Merchant AI. As supply and demand of any resource changes, the Merchant AI's offers will change.

RESEARCH

The "Tech Tree" is also an important component to the game. The effects of research are not limited to improved weaponry, research can lead to improvements in virtually every aspect of life. From social policies to the environment, to production capabilities to medical care, and many more.

Each active research project requires one slot in the research queue. The number of slots in the research queue is equal to the number of research centers you have plus one. Some research projects will unlock designs to build more units or facilities. It is not required to research unit designs separately.

Note that completing a technology project requires not just time, but also energy. This places a further strain on your economy that will grow as you pursue more advanced technologies. Included in the statistics of each technology project is the amount of energy required. That is the total energy needed which will be divided into daily amounts. If you lack energy, your research projects will simply stop progressing.

UNIT STATISTICS

Units in Galactic Ruler have a variety of statistics. Obviously certain specifications of a unit class are more important than others. Artillery pieces for example have a spotting range though on its own this is rarely important since other unit types commonly deployed with the artillery will likely provide greater capability in this area. What is more important a stat for an artillery unit is usually its range. To summarize, the unit stat that could prove most important will certainly vary situation to situation.

Statistics generally relate to how a unit will perform, things such as move speed, attack ranges and defense values. While the class system provides over guidance on how to use units, for example infantry versus tanks, the actual statistics can offer real insight into how a unit will perform for the players who take the time to compare them.

Planetary units and Space units also have slight variations in the type of stats used. Planetary unit combat is mostly about target types and unit mobility. Land versus Air, soft targets versus naval targets. Space combat deals with two different weapon types; beam attacks and ballistic attacks.

Units may also have specialties. These are capabilities of the unit shown with a specific badge such as FTL capable, survey ship, or aircraft carrier. Both statistics and specialties can be found in the unit Technical Readout, accessible by double clicking most lists that contain units or unit designs.

FUEL & AMMO

When a unit is deployed from reserves, it will immediately collect a full load of fuel and ammunition. These come directly from the factor's stock of energy and finished goods.. As a unit fires, the ammunition will decrease. Likewise, when a unit moves, it will consume fuel. The rate at which a unit consumes fuel is a function of the maximum travel range of the unit. Ammunition use is measured as a Combat Time meaning the rough number of shots a unit can take on a full load of supplies.

Beam weapons and shields are also available, but they must be unlocked through research. After research is completed, units can then be retrofitted for those technologies the next time they go into reserves.

In order to use beam weapons, the ship must have enough energy to do so.

The amount of damage they inflict also depends on the range between them and their target, i.e., doing more damage when the target is closer and less when the target is farther away. It should also be noted that not all ships have access to beam weapons, drones and engineers for example never gain this capability.

Shields protect the unit and can be either "active" or "down". They will be down if the unit is low on energy. When beam weapons hit shields, they reduce fuel levels instead of damaging the ship.

Units that run out of fuel and ammunition are susceptible to being captured by enemy factions or pirates.

RESERVE UNITS & PERSONNEL

Throughout the game, it is also important to have a notion of the reserves available to you. There are two significant concepts here: personnel and units.

"Reserve Units" are the military units that you have bought or built, that you are keeping idle (not currently active) within your various bases. They are merely awaiting the assignment of personnel, in order to deploy. When units are in reserve, they are not visible on the map, so this can give you some element of surprise in any conflict. However, there is also a cost in the combat effectiveness of units when they are deployed and sent immediately into combat without given proper time to organize and prepare.

"Reserve Personnel" are the actual soldiers needed to man the units and military facilities. Both units and the various military base complexes and facilities have specific manpower requirements. When a unit is deployed, it must have a full complement of soldiers assigned to it. Some units have small requirements of manpower – perhaps as little as 30-50 soldiers – while some facilities may require 500 or more. If you do not have enough personnel, units will be unable to deploy and facilities will remain inactive.

The total number of military personnel will be a percentage of your population. Through governor priorities, you can increase or decrease this value, but it happens over time and therefore requires a degree of planning ahead.

LINE OF SIGHT

The full Line-Of-Sight (LOS) system in Galactic Ruler is quite sophisticated. Each unit has a profile value which determines its ability to hide. Higher values are harder to see. Each unit also has spotting ranges. Standard spotting is usually longer range, but low strength. Units that have a precision spotting value are usually short range, but can find very stealthy units. All of this means that, to be effectively able to attack and defend, players will need to pay attention to reconnaissance assets.

Obstructions, such as mountains, dense forests, and urban areas – can also block a unit's view and reduce their Line of Sight range. Conversely, a land recon unit sitting on top of high ground will actually be able to see farther, receiving a spotting range bonus due to the elevated terrain.

ADJUSTING VALUES

Many of the statistics about running your region will be shown in percentages or large quantities of a product. These can usually be adjusted using a slider. When adjusting sliders, the bars will respond to the mouse wheel scrolling. Control of the value being set can be fine tuned by holding down the Alt or Shift keys while scrolling to make micro or macro level changes for each tick of the scroll wheel, respectively.

GOVERNMENT TYPES

There are five types of government in Galactic Ruler: Democracy, Monarchy, Religious Theocracy, Socialism, and Military Dictatorship.

The type of government at hand will impact your faction's capabilities, characteristics, and vulnerabilities.

DEMOCRACY

- Considerably lower possibility of military coup
- Military actions often reduce civilian approval rating
- Best economic model
- Best base rate of international approval
- Regular internal elections, to maintain control

MONARCHY

- Generally the same labor and military costs as a democracy
- Low possibility of military coup or civilian revolt
- Recruitment / conscription benefit

RELIGIOUS THEOCRACY

- Generally the same labor and military costs as a democracy
- Low possibility of military coup or civilian revolt
- Recruitment / conscription benefit

COMMUNISM

- Cheaper military costs
- Cheaper labour costs
- Recruitment / conscription benefit
- Civilian riots less likely; military or civilian overthrows possible
- Lower base rate of international approval

MILITARY DICTATORSHIP

- High risk of military coup, if military approval gets too low
- Lowest base rate of international approval
- Civilian riots unlikely

DEPARTMENTS

RECON DEPARTMENT

The Recon Department allows for the inspection of systems, planets, and facilities at various map locations. It also provides access to control for larger map elements of Hotspots and Nav Points. Some information about a map location may not be available until you have discovered that selected location.

DEPARTMENT SUMMARY

- Review details of a map location
- Interact with facilities and complexes you own at planet or system level
- Review Explored and Unexplored systems, planets, and locations.
- Set and Control Nav Points and Hotspots
- Apply settings for Theaters and Battle Zones.

The first panel of the Recon Department gives an overview of the selected location on the map. Map locations will always show ownership by use of an emblem. The location will also list either a name or map coordinates. This can be clicked to access a list of all complexes within a region listed by Civilian, Industrial, or Military complexes. It is also possible to jump between locations of the selected facility or complex type by using the next/previous arrows on either side of the location's name/coordinates. As there are three levels in Galactic Ruler, there are slight differences in this panel across levels.

GALAXY LEVEL



If you select a star at the galaxy level, the first panel displays the selected star along with its overview, including its type, potential opportunities (e.g., exploitable planet, colonizable planet), classification (e.g., inhabited, explored), and if there is a beacon in that system. There is also a button that takes you down to the system level of that star. This is the same action as double clicking on the star.

SYSTEM LEVEL



If you select a planet at the system level, the first panel displays the selected planet surrounded by up to six facilities, including their health bars. Additional information is given about the planet as well, such as its ownership, size, atmosphere, ore

availability, energy availability, breathability, and population. There is also a button that takes you down to that planet.

PLANET DETAILS - Double clicking on the planet image in the first panel will open the Planet Popup. Here you can view statistics, such as ownership, population, and atmosphere. You can also set strategic controls, such as structure auto repair, garrison deployment, and recon alerts. The diplomatic priorities, military priorities and focus will guide the planetary governor for the type of actions they should take.. To cycle through the planets, simply click the next/previous buttons above the planet image. This screen is available even for planets you do not own, although some options will not be accessible until the planet is colonized. Planet info can be accessed by right clicking on the location of a world and selecting the Facilities option.

If you or your colony own the planet, you will have access to four additional panels: Resources, Research, Defense, and Planet Governor. The Resources, Research, and Defense panels are a subset of what can be monitored and controlled in their respective departments. They are duplicates of much of the controls accessible at the planet level without being required to change levels. The Planet Governor panel displays assigned and available priorities filtered by department. Mousing over priorities in either list will display a summary of what the priority will do along with its benefits and concerns. To add or remove a priority from the list, click its radio button or simply double click it in the list.



PLANET LEVEL



Additional information may be given about the hex, such as available garrisons, terrain type, ground level, transportation infrastructure, and population.

If you select the map at the planet level, the first panel will display the selected hex's coordinates or location name. It will also display the central complex and surrounding facilities for developed locations, with the emblem of the faction that owns it.

GARRISONS - Unique to the planet level, you can assign Military Garrisons. The Governor may also assign garrisons to a complex depending on defensive priorities and threats to a location. Although Garrisons are not as strong as regular military units, they can significantly slow down offensives against your region and give you time to regroup your forces. Locations with military facilities or other key structures will support a greater number of garrisons. Territory not loyal to the owner will have a reduced garrison capacity. Garrisons cannot be added while enemy units are in the Zone of Control. Garrisons are added at a rate of one every five days. These controls are also located in the right click menu when interacting with the main map allowing for rapid deployment orders.

COMPLEXES AND FACILITIES

The structures built on a planet or in orbit are separated into three types: Civilian (Cities), Industrial, and Military. Development of a location begins with the construction of a complex which represents the infrastructure needs of that location. Facilities are the upgrades that can be built within a complex. Most facilities are used for production of some manner, such as Agriculture facilities for the production of food, or Space Production facilities for the manufacturing of spaceships. Most facilities have restrictions on the types of complexes into which they can be built.

CITIES can include a cross section of facilities, either industrial or military, but not every possible facility can be built in a Civilian area.

INDUSTRIAL COMPLEXES tend to represent significant areas of commercial production either on the outskirts of cities, or where there are not any significant population centers. Only Industrial and Supply-oriented facilities can be built on an Industrial Complex.

MILITARY COMPLEXES can only have military facilities built in them and some facilities actually require the presence of another "prerequisite" before they can be constructed. For instance, Land Unit Production facilities require the presence of Barracks before they can be built.

Each planet or complex can hold a maximum of six facilities. As you mouse over them in the first panel, you can review details on each facility, such as its health and, if in construction, the days remaining to its completion. If the facility has resource production capacity, the resource type will be shown next to the facility name. Right click on a location to access more information and location specific options.



Selecting a facility will open up a panel at the top of the Recon Department. It will give you a variety of options, such as Activating, Deactivating, or Scrapping the selected facility. Complexes cannot be scrapped while facilities are present. Similar controls can be found within the

Resource, Research, and Defense Departments under Facility Controls.

BUILDING NEW STRUCTURES - Although there are options within the Resource, Research, and Defense Departments to build facilities appropriate to that respective department under Facility Controls, you can also order facility construction through the right click mouse menu anywhere on the main map. Simply select "Build" and then pick what type of facility you would like. This changes your mouse cursor to construction mode and, as you move around the map, locations where the facility can be built will be indicated by a green circle on the map. If the location cannot support that type of facility, the circle will be red. If you order a facility to be built in a location that does not currently have a Complex, then the appropriate Complex will first be constructed. Since a new Complex will have additional construction costs, not to mention its own construction time, it is recommended to build in existing Complexes before choosing to start a new one.

See the Appendices for a list of the various Complex and Facility types.

STRUCTURE CONDITION AND STATUS - All structures on the map can suffer damage. The health bar seen below the image of the structure will reflect damage by a reduced size and will tint from green to red as it becomes more critical. Production output will be reduced for damaged structures proportional to the damage they have suffered. Structures will also show a symbol if their status is not at full health and active to indicate the current status of the structure. The symbols could be any of the following:



FACILITY IS OFFLINE - If damaged, it will resume construction when told to go online.



FACILITY IS SCRAPPING/DESTROYING - Facility is also offline and can be activated on the same day the scrap order is issued to cancel scrapping. Once scrapping begins, canceling will return it to in-construction.



FACILITY IS UNDER CONSTRUCTION - Facility is also offline and cannot be activated. During construction facilities will consume Finished Goods.



FACILITY CONSTRUCTION/REPAIRING IS PAUSED - If more construction is started than the region can afford, the option exists to pause construction. Construction and repairs can be resumed at any time.



FACILITY IS UNDER REPAIRS WHILE ONLINE - Repairs take longer than construction, however, the structure can be used. If put offline, it will not be able to be reactivated until fully rebuilt.

NAVIGATION

By default, the Recon Department's second panel displays Galactic or Stellar Navigation, which is split into Saved Nav Points, Inhabited, Explored, and Unexplored Systems or Planets. Double clicking on any of their entries will center the map on that location and mousing over them may display more information about that location.



SAVED NAV POINTS are markers that the player can toggle on or off to keep track of locations. This list remains empty until a Nav Point is set at either the system or planet level. You can remove a Nav Point at any level. Nav Points are set in the first panel of the Recon department or by right clicking the map.

INHABITED SYSTEMS/PLANETS are systems or planets that you have surveyed that are inhabited by at least one faction.

EXPLORED SYSTEMS/PLANETS are the systems or planets that you have surveyed.

UNEXPLORED SYSTEMS/PLANETS are systems or planets that you have not yet surveyed.

TACTICAL HOTSPOTS



The second panel can also switch to the Hotspots list when the Tactical Hotspots button is clicked at either the system or planet level. Hotspots are locations that players can flag for specific AI actions or reactions. These hotspots have a series of properties that players can set while creating

the hotspot or adjust after placing them. Hotspots can also be cleared here or by right clicking on the map location.

Units under Governor control or with high Rules of Engagement initiative will be available to respond to hotspot requests.

STATE DEPARTMENT

The State Department holds information on your faction and every other faction you have encountered. It is your access to trade with other nations and to take actions either for or against other nations. Careful maneuvering in the world of intergalactic diplomacy can help excuse hostility on your part, and ensure prosperity in peace. The interactions you can have with another faction depends on whether they are "Discovered" or "Known".

DEPARTMENT SUMMARY

- Review the current relationship between you and any other regions
- View a summary of any other regions
- Review existing trades and treaties
- View any Known/Discovered region's current enemies and allies
- Provide instructions to your military on special rules for any region
- Propose new diplomatic exchanges with other regions
- Impose diplomatic exchanges with colonies you control
- And when all else fails... DECLARE WAR!



The first panel gives you an overview of the selected faction, including information such as their government type or homeworld name. If you mouse over their name, you can find out what atmosphere they can live in, their food source, and details about the faction's motivations and behaviors. By clicking on the name of the faction, you can see a list of factions and select with whom you wish to interact. You can also change the selected faction by clicking one on the map.

This first panel also shows the selected region's leader, with a relationship badge in the bottom left corner. This indicates your relationship with this faction. The possible relationships were described in the Faction Relationship section above. To the right of the leader, there are two available actions: Negotiate with Selected Region and Declare War.

STATE STATUS ICONS

In the second panel of the State Department, there are icons which give basic information about the status of the selected region when moused over.



APPROVAL RATINGS represent the opinions of the citizens of this faction and are separated into Military and Domestic ratings.. Your government type will determine which rating is of greater concern to you.. Democracies should monitor their Domestic Approval Ratings as it is essentially an ongoing poll of their leadership and can affect re-election. Military Dictatorships should be more concerned about Military Approval Rating as the military keeps order and isolates them from the daily complaints of their population.



TREATY INTEGRITY is a rating that indicates how trustworthy your region is when it comes to trading. A low treaty integrity can reduce the chances of other factions accepting your offers to sign treaties.



ALLIED REGIONS shows the count of factions allied to this faction.



ENEMY REGIONS shows the count of enemies of this faction.



COLONIES shows the count of colonies of this faction.



EXISTING AGREEMENTS shows the treaties that exist between you and this faction.

DOMESTIC, MILITARY, AND DIPLOMATIC RATING

Also displayed in the State department are graphical bars representing Domestic, Military, and Diplomatic ranking of the selected faction versus all others. This allows you to gauge if another faction is more or less advanced than another.. Mousing over any of these bars will provide more detailed information if the proper treaties have been signed.

DIPLOMATIC NEGOTIATIONS

The Diplomatic Negotiations panel is where all trades are done with other regions. Trading with other regions is critical for our rise to Galactic Ruler. It's where we can trade for required resources, undiscovered technologies, or to even gain control of a colony. For any trade to be accepted, however, it has to be deemed favorable to the other party. It certainly helps if you have a good relationship with them.

At the top center of this screen, you will find an overview of your relationship with the select region. Diplomatic Rating, Civilian Rating, and Casus Belli are all represented in bars. The bars on the right represent the selected regions' opinions of you, while the bars on the left represent your opinion of them. Likewise, your faction and its assets are presented on the left side with the selected region on the right.



At the top of each of these panels, there are six icons that represent different asset types which can be offered or requested. Items can be moved in and out of offers with a double click.



EXISTING AGREEMENTS shows a list of treaties that you have already signed with the selected region. You can also break all ties with them here.



TREATY LIST shows a list of treaties that you could sign with the selected region. Any existing treaties will appear in red and have "CANCEL" in front of them. Adding one of these existing treaties to a(n) offer/request will break that treaty. Mousing over any of the treaties in this list will give a description of what the treaty entails.



RESOURCES shows details for the selected commodity type. You can adjust the quantity you wish to offer/request with the slider as well as specifying if the trade is one time or recurring.. *Note that trades between factions require each side to have a Spaceport or Orbital Storage facility.



TECHNOLOGIES shows a list of technologies not known by the other faction. . Mousing over a technology will show information about the project. *Note that technology trades between factions requires a Consulate treaty.



MILITARY UNITS shows a list of units, which are categorized by branch then class. Mousing over a unit will bring up its Technical Readout, which will be discussed in the Defense Department section. You can choose to sort the units by location instead of the default of sort by type. *Note that unit trades between factions requires a Military Inventory treaty.



COLONIES shows a list of each faction's colonized worlds. Mousing over a colony will bring up an overview of your relationship with them. *Note that colony trades between factions requires a Consulate treaty.

Diplomatic offers are presented in the center as offered items at the top, and requested items listed below. An icon will show if the offer favors one side or the other, and it is possible to leave either the offer or request portions empty. This allows you to offer a gift, or request a donation. Factions will often counter an offer they are open to trades, but find your proposal unacceptable. The Send Diplomatic Offer button will use color and mouse over text to tell you the likelihood of your offer being accepted.

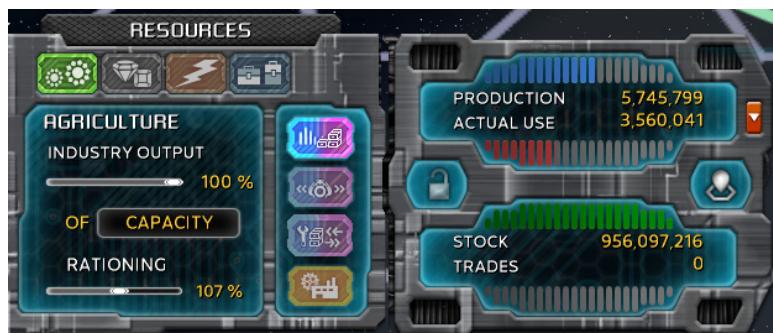
Commodity Offers and Military Offers can be toggled to allowed or ignored for the selected faction. Offers, in general, can also be toggled to be auto accepted or not. If auto accept is toggled on, it will only auto accept offers that are equal or better for us.

RESOURCE DEPARTMENT

It is within the Resource Department that you set the production and market controls for the game's four types of resources. It is important to remember that Galactic Ruler is not "balanced"... Based on the real world, not every region has its own large supply of Energy, Ore or Agriculture. To ensure your region's success, you need to manage your shortages as much as your surpluses. Note that this Department only exists at the system and planet levels and that each planet has a closed economy. Goods only move between worlds through trades or when transported manually.

DEPARTMENT SUMMARY

- Review Statistics of each of the Resource
- Set Production based on Capacity or Demand
- Review Production and Usage of Resources of the previous day
- Review Stock, Sustainability, and Control Trading of Resources
- Additional Export Options
- Review and build resource facilities



The first panel provides information for the selected resource, all of which are along the top of the panel. Mousing over any of the resources will show statistics for that resource, including Market Availability, Selling Conditions, Trade Policy, Reserves, and Sustainability. Icons will appear next to resource medallions anywhere that either has an opportunity or problem. This could be market shortages creating unmet demand or a large capacity creating export opportunities.

You can set the Industry Output to percentage of Capacity or Demand to control production of each resource. For resources consumed by the population, you can set the Rationing percentage. Higher rationing will reduce population demand but makes people unhappy.

You can further monitor each resource and more under Industry Controls, Market Trades, Market Controls, and Facility Controls.

It should be noted that the governor of each planet will attempt to balance the resource industries to meet the needs of that world, however each resource type can be locked from minister control by double clicking the resource type selector, or by toggling the lock in Industry Controls.

INDUSTRY CONTROLS

Industry Controls, shown by default, presents you with your production capacity versus actual use and stock versus trades of the selected resource. Where production is shown in two colors, the lighter blue portion represents unused capacity. Where the actual use is shown in two colors, the lighter red portion represents unmet demand. While unmet capacity might simply be a choice to produce less, unmet demand is generally an indication that one or more industries is in trouble.

To better understand how these values interact, let's consider the example shown here. Agriculture production is shown as 262M tons, which is less than the 319M tons being used each day. This means that each day, the stock of Agriculture is decreasing. Since the production bar does not show any unused capacity (light blue) the long term solution will either be to build more agriculture facilities, or to use trades to maintain sufficient stock levels. These trades are likely to be needed soon, but since the Actual Use bar does not show any Unmet Demand (light red) we know that the previous day this industry was not in a crisis situation and was able to deliver on all of its obligations. Holding over any of the bar graphs on this panel will provide more detailed information about the related value.

Understanding all these relationships can be very helpful in managing the industries of your faction, but it is often possible to use the Sustainability value shown in the Market Trades screen to understand at a glance how an industry is performing.

MARKET TRADES

Market Trades allows you to control your interactions with the Merchant AI. This faction exists only as a trade partner for the factions and as a third party courier between two factions. By setting a target supply level, the Merchant AI will be prompted to send you diplomatic offers for trading of resources according to the targets you have set. The sustainability of the selected resource will be reported as either self-sufficient, or will show the number of days until the resource runs out. Sustainability is based on both existing production and existing stock levels versus current demand, so this can change frequently as production starts and ends. This generally means that self-sufficient industries can be set to export and that the target supply for a dwindling resource should be set to greater than the current days of sustainability that remain.

Merchant AI offers can be set to auto accept or ignored entirely. These controls are placed under the Market Availability, which indicates how easily the selected resource can be acquired through trades.



MARKET CONTROLS

Market Controls lets you control bulk export, create crates, and set auto export of the selected resource. The majority of these actions occur automatically during existing diplomatic interactions, but exist here for when more fine tuned controls are desired.



FACILITY CONTROLS

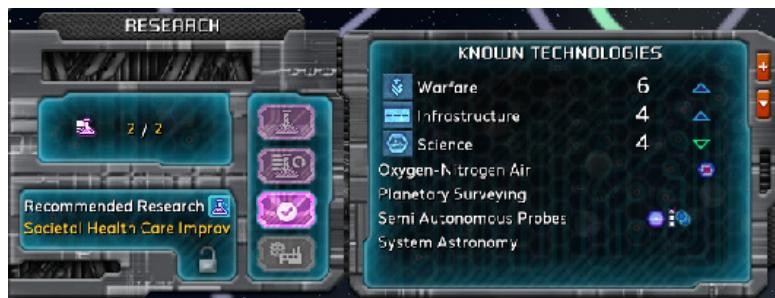
Facility Controls work the same as in the Recon Department. Refer to its Complexes and Facilities subsection.

RESEARCH DEPARTMENT

The Research Department is built on the Technology Tree. The “Tech Tree” is a critical element of Galactic Ruler. The effects of research are not just limited to improved weaponry, but can lead to improvements in virtually every aspect of life, from social policies to the environment, to production capabilities to medical care, and much more.

DEPARTMENT SUMMARY

- Add, Pause, Resume or Remove Technology Projects from the Research Queue
- View Technology Details
- Control your Governor's access to research decisions
- View and manage your Research Centers



Each active research project requires one slot in the research queue. The number of slots in the research queue is equal to the number of research centers you have plus one. Some research projects will unlock designs to build more units or new facility designs. It is not required to research unit designs separately, completing a project grants you the associated designs. You can also restrict your Governor from making research decisions. Hold over a technology in the list to see details about the project, such as the effects of the project, approximate time to complete, and the next projects or unit designs that will be unlocked with complete. A section title Leads To indicates technologies further along the tech tree which require the current tech.

RESEARCHING, AVAILABLE, & KNOWN TECHNOLOGIES

RESEARCHING shows all of the technologies currently queued for research. You can pause, unpause, or cancel a project in the queue. Progress bars will show green for in progress, yellow if waiting for an available research slot and red if a prerequisite technology is not yet researched.

AVAILABLE shows all of the technologies that can be queued into a research slot. New technologies will be added to the list when completing technologies that are prerequisites.

KNOWN TECHNOLOGIES shows all of the technologies that your faction has already completed. Factions begin with the technologies required to make them spacefaring and provide basic military designs.

TECHNOLOGY TYPES & PROPERTIES

Research projects are divided into three categories:



WARRFARE - Technologies that provide offensive and defensive capabilities. This includes unit designs and weapons upgrades.



INFRASTRUCTURE - Technologies that provide improvements to societal life and later on allow access to other atmospheres.



SCIENCE - Technologies that provide increased material production and decreased material usage.

Certain technologies have key characteristics indicated by an icon in their list line and in their project details:

- Provides Unit Design(s)
- Provides Facility Design(s)
- Related to Space Exploration
- Cannot be traded, must be researched
- Represents a significant research milestone

RESEARCH DETAILS

Research Details is designed to allow players to explore the tech tree and determine which technologies are important to them. Double clicking any of the technologies in a research list will display this popup.

The centre of the pop-up provides information about the technology currently being examined, such as, its properties, status, research time, and public/galactic opinion. It also provides information about the tech(s) required to research the one selected, its project effects once complete (e.g., unit stat increases, production bonuses or social service improvements), and what technologies it leads to, if any.



In addition to the centre panel, there are three more panels:

DEVELOPMENT HISTORY displays a list of the tech(s)'s prerequisites. Any project can require up to two other projects as prerequisite technologies. All prerequisites must be completed before research of a given project can begin. The prerequisites of the selected projects, if any, will be represented on the left side as branches leading to the centre. Each prerequisite technology may in turn have up to two of its own requirements. Double clicking any of these techs will refocus the research popup for that particular tech. This will allow you to move down the "Tech Tree" easily.

NEXT TECHNOLOGIES displays a list of the tech(s) you unlocked by completing research on this particular project. Double clicking any of these techs will refocus the research popup for that particular tech. This will allow you to move up the "Tech Tree" easily.

RELATED DESIGNS displays a list of the unit designs provided by completion of this project. This can be filtered to show the designs related to your faction or all factions.

FACILITY CONTROLS

Facility Controls work the same as in the Recon Department. Refer to its Complexes and Facilities subsection.

DEFENSE DEPARTMENT

Control of your military is separated into two departments. The Defense department represents the industries that produce ships, tanks and planes including the facilities related to unit production. The Command department provides control over the units in your armed forces. Within the Defense department, the information presented and the associated controls are limited to the selected branch of the military. At the system level, this is always space, while on the planet they are separated into land, air and sea. Detailed information on each of these branches and their specialties can be found in the Appendices. Since nothing is produced at the galaxy level, the department is only present at system and planet levels.

DEPARTMENT SUMMARY

- Build Units of the selected branch
- Review Available Unit Designs
- Automate Unit Production
- Control your Governor's permission to manage garrison levels
- Manage production of units for specific locations
- View and manage your military facilities



BUILDING shows all of the units currently queued for production. The list itself is divided into Building Units and Pending Units. Each fabrication facility from a specific branch allows production of one unit for that branch. If the number of units ordered for production exceeds the number of facilities, the extra units will be set as pending. When units are ordered for production, either by your Governor or at your command, they are immediately assigned to the queue of a production location. At the beginning of every day any facilities not currently building a unit will look for the next unit in the Pending list and begin production. If there are insufficient production facilities, some units will remain in the pending list. You can pause, unpause, or cancel production of a unit in the queue.

AVAILABLE shows all of the unit designs that can be ordered for production. Completing certain technologies will make new designs available.. Autobuild can be controlled here as well.

FACILITY CONTROLS work the same as in the Recon Department. Refer to its Complexes and Facilities subsection.

Unit production lists are location specific and faction specific. If a colony completes its own shipyards, the ships it produces are built by its factories and that list can only be accessed through colony management. At planet level, if you begin production of one tank and have two of your fabrication facilities on separate islands, the tank design is assigned to a location immediately. To allow for precise control of the production queues, the leftmost panel of defense allows the lists to be filtered to a specific location instead of showing for all production of that faction.

AUTOBUILD

In the Available section, you can toggle by branch (Space, Land, Air, Naval) whether unit production can be ordered by the Governor or whether they are prevented from doing so. As well, if you allow them to build units, you can provide criteria to them (Quality, Quantity, Offensive, Defensive, etc) to guide them on what units they should build.

CONTINUOUS BUILD & AUTODEPLOY

When issuing production orders for military units, options can be set for what to do with those units upon completion. Unless a unit is set to autodeploy upon completion, it will remain in the reserves at the facility in which it was built until deployed manually or by the Governor's initiative. Units that autodeploy will proceed to the rally point assigned to the production facility or remain at the facility if no rally point has been set. The "Continuous Build" toggle will order the production of one unit of the type selected and when it is completed, add that same design to the bottom of the production queue. If this toggle is disabled, then one unit will be ordered and when it is completed the production will not be repeated.

TECHNICAL READOUT

The Technical Readout is designed to allow players to get a detailed look at the unit. Different units will have different military specifications, specialties, build time Finished Goods cost. So if you want to decide what units to manufacture, make sure you are aware of and understand their differences. Specifications may include ammo, energy, strength, etc., and specialties may include amphibious, air droppable, long deck carrier, etc. Properties are displayed at the bottom of the readout while specialties are on the left side of the unit image. Holding the mouse cursor over a unit in a list will provide details on that unit or double click the line for the full design specifications.

Within the technical readout, it is possible to set a unit to Excluded, Standard, or Favorite. This will impact your Governor's choice of units for production and can be used in conjunction with options in the game menu to filter your lists. By default, excluded will not be shown. In the options it is possible to show excluded or show only favorites.



COMMAND DEPARTMENT

Once units are produced, they will be found in the Command Department. The Command Department is devoted to the actual units owned by the region and the orders they carry out. This panel, like in the Defense Department, has branch filters, however, it is possible to view your forces in terms of all branches and classes simultaneously. Also shown on this panel is the total number of reserve and active personnel. See Reserve Units & Personnel in the Key Concepts section for more details on this topic.

DEPARTMENT SUMMARY

- Set AI Initiative for your units, to allow the governor to control their movements
- Review and Control your existing units, either Selected, Reserved, and Deployed
- Filter units by branch and proximity
- Manage units organized into Battlegroups
- Review and Set the Rules of Engagement for your forces
- Deploy units from reserve, or move them into reserve when not needed



The panel contains four different lists of which one at a time can be expanded. Each list has associated controls in the line and with the action panel buttons.

SELECTED UNITS

The Selected Units list contains any units that have been selected on the map or added to selection from other lists. Any time a unit is selected on the map, this panel will be made the active panel in the user interface and the branch selector will reset to "all". Selecting a specific branch will make only the units of that branch actively selected. Units from other branches would remain in the list, but only the remaining actively selected units will respond to any given orders. The selection in the list can be further customized by CTRL+Click on a line or with the add/remove button to the left of the list..

Along with the list on the left, selecting units will open the Unit Orders panel above the main interface. The default action when clicking the maps is to move. By selecting an order in this list, units can be told to perform a different action. Hold over an order in the list to see its description. The list will only fill with orders relevant to the selected units. Advanced orders can also be used given to units by using <CTRL> + Right Click when interacting with the main map.

To the right of the list, it is possible to clear orders, control a unit's battlegroup assignment, or set the rule for formation move. The formation move causes units to stay in relative positions when traveling, helpful for maintaining a strategic line while advancing. This can also be changed with hotkey <F>. When units move in formation, they have an extra option to move at common speed.



DEPLOYED UNITS

Deployed units are those available on map and ready for orders. When a unit is deployed, it requires personnel from the reserves as well as a full supply of fuel (Energy) and ammunition (Finished Goods). From here they can be selected for orders or sent back to reserves. Note : The list of units Deployed or in Reserve is based on your current selected view. If you are operating at the planetary level then these lists reflect only planet based units. Similarly, if you are operating at the system or galaxy level, then these lists contain only space based units.

To the left of the list is a filter control which allows you to narrow what is seen in the list to a specific class, such as Tank or Space Fighter.

RESERVED UNITS

While in reserve, units do not have personnel assigned and do not consume resources. The longer they remain in reserves, the more their unit efficiency will decrease, however this recovers reasonably quickly once deployed. Units in reserve are also available for diplomatic trades. The reserves list can be filtered by class similar to the Deployed Units list.

RULES OF ENGAGEMENT



Rules of Engagement provide instructions on how your unit(s) will act. These rules can be applied to selected units, applied globally to all units, or set only as rules for newly produced units. The options found here affect the behavior of your military units. The rules available to space units are

slightly different than those for planetary units.

CONTACT OPTIONS define how a unit should react to encountering an enemy. It can be set to Pursue, Engage, or Avoid.

LOSS TOLERANCE is the units' damage threshold. It can be set to High, Medium, Low, or None and affects at what point a unit judges it should retreat from combat.

INITIATIVE is how much units can move on their own. It can be set to High, Medium, Low, or None. See further details in the section on Unit Initiative for how this setting can be used to automate your military.

SPEED affects the movement rate of units. It can be set to Fastest, Fast, Normal, or Cautious. Fastest will expend fuel at a greater rate, hurt morale and decrease efficiency of the unit. while Cautious will minimize fuel consumption and help unit morale and efficiency.

ROUTE is how units travel. It can be set to Quickest, Direct, Normal, or Cautious. Route is only available at the planet level and is strongly affected by the unit's move type such as tracked or wheeled.

GOVERNOR CONTROL allows you to lock specific units out of the governors control, regardless of the initiative level of the unit.

OPPORTUNITY FIRE limits a unit to firing only when an attack order is issued, not during move orders.

APPROACH indicates to planetary units if they are permitted to capture territory when approaching the enemy. Territorial capture and the change to a region's border can reveal to an enemy the position of your forces even if they don't have line of sight to that position. Not capturing can be used by stealthy units to slip into enemy territory undetected but leaves them at risk of lacking supplies

ACCEPT CHANGES can be used to exclude units from further Rules of Engagement changes. Once disabled, further global changes to RoE that are pushed to all units will not change these units rules.

AUTOMATE UNITS toggles whether units are automated by AI or not.

It should be noted that increasing initiative of units through the RoE may cause units to move independently, even if global RoE is turned off. This can be useful in making a small group of units act independently. Also, locking units from AI will make them unavailable for even prompted actions such as responding to requests for air/sea transport.

BATTLEGROUPS

As your faction grows, the number of units you own can increase significantly. To assist with this, units can be assigned to battlegroups. You can create up to 99 battlegroups by selecting units and creating a new group. You can also remove units from a group or add to an existing group. The groups 1-9 are automatically tied to keys 1-9 on the keyboard and units can be assigned to these groups with hotkey **<CTRL> + the number**. The lobby option for starting Battlegroup numbers at 11 can be used to assure that the manually created number groups remain open until assigned by the player.

Battlegroups can be selected in a variety of ways. They can be selected from the list by left clicking the line. Groups 1 through 10 can be recalled by pressing hotkeys **<1>** through **<0>**. Also, when elastic banding an area or clicking on a stack that contains units, if any are part of a group, the group names are shown at the top of the list. Select the name to select only the units in the Battlegroup.



UNIT INITIATIVE



Unit initiative refers to what units can do without your involvement. This can be adjusted for each branch separately. When set greater than None, this makes units of the selected branch available to your governor who can use them for actions such as responding to hotspots or conducting attacks on enemies. This value works in cooperation

with the initiative value of each unit. As such, if a unit is set to high individual initiative and the branch is set to low, a unit may react to nearby hotspots or enemy incursions. Finding the right balance can reduce micromanagement while still allowing you to control the overall actions of your military.

A: FACILITIES

BUILD TIMES AND COSTS

The cost and approximate construction time to build either a complex or a facility varies upon the type. A cost and time estimate will be provided whenever you choose to build, giving you the option to confirm the order. Furthermore, the supply concentration to the build location will also affect construction time (and it will receive a benefit from any military engineer ordered to assist). If you order a facility constructed in a location that does not have a Complex, then before the facility can be built, the appropriate complex will first be constructed.

COMPLEXES

Complexes are the basic structures that allow your region to support various facilities. There are three types of complexes in Galactic Ruler – Civilian, Industrial, and Military. Many of the facilities are specific to certain complexes. For instance, a Land Production facility must be within a Military Complex. Similarly, an Ore Mine must be within an Industrial Complex. However, some facilities can be built in more than one type of complex, such as a Research Center.

INDUSTRIAL FACILITIES

*Each of these facilities must be built on a location that contains their respective resource.

AGRICULTURE PRODUCTION FACILITIES



Agriculture

Industrial Complex
Civilian Complex



Hydroponics

Industrial Complex
Civilian Complex
(Tech Required)

ORE PRODUCTION FACILITIES



Ore Mine

Industrial Complex



Composite Ore

Industrial Complex
Civilian Complex
(Tech Required)



Mining Station

Planet
(Tech Required)



Adv. Mining Station

Planet
(Tech Required)

ENERGY PRODUCTION FACILITIES



Power Plant

Industrial Complex
Civilian Complex



Energy Collector

Planet
(Tech Required)



Energy Extractor

Planet
(Tech Required)

FINISHED GOODS PRODUCTION FACILITIES



Finished Goods

Industrial Complex
Civilian Complex

MILITARY FACILITIES

* Prerequisite facilities must be located in the same complex.

			Research Center	Military Complex Civilian Complex	
	Barracks	Military Complex Civilian Complex		Air Defense	Military Complex Civilian Complex Industrial Complex (Tech Required)
	Land Production	Military Complex Barracks required* Produces Land Units		Air Defense - Laser	Military Complex Civilian Complex Industrial Complex (Tech Required)
	Airfield	Military Complex Civilian Complex No Reserve Units		Radar Station	Military Complex Civilian Complex
	Air Base	Military Complex Civilian Complex		Radar Station - Advanced	Military Complex Civilian Complex (Tech Required)
	Aircraft Production	Military Complex Air Base required* Produces Air Units		Military Fortress	Military Complex
	Sea Pier	Military Complex Civilian Complex No Reserve Units		Fortification	Military Complex Civilian Complex
	Sea Port	Military Complex Civilian Complex		Supply Depot	Military Complex Civilian Complex Industrial Complex
	Naval Production	Military Complex Sea Port required* Produces Naval Units		Spaceport	Military Complex



Orbital Station Launch Pad Military Complex
Spaceport Required*



Gun Emplacement Military Complex
Civilian Complex
Industrial Complex



Emplacement Military Complex
Civilian Complex
Industrial Complex



Ballistic Weapons Platform Planet
(Tech Required)



Defense Platform Planet



Energy Weapons Platform Planet
(Tech Required)



Orbital Sensor Array Planet



Orbital Shipyard Planet
Produces Space Units



Orbital Storage Planet



Ore Harvester Planet



Outpost Planet



Orbital Station Planet

TRANSPORTATION CORRIDORS

There are two types of transportation upgrades in Galactic Ruler: Roads and Rails. Transportation upgrades provide two benefits: they allow units to travel more quickly without experiencing some or all of the terrain effects, and they provide corridors for the Supply Model within the game (see "Supply Model" in Key Game Elements section for additional details).

B: UNIT SPECIALTIES

SPACE UNITS

Unlike Land Units, each Space Unit in the game represents a single ship. The four classes of Space Units are: Space Fighters, Space Capital Ships, Space Patrols, and Space Transports. To project power beyond your own world, a well-equipped military is crucial. In building a strong armed forces, it is important to make sure that you have a good mix of units, for use in different situations. Even within a specific class, different equipment can make a huge difference in capabilities. The more one becomes familiar with the units available, the better one's army may be customized for whatever task might be at hand.

SPECIAL CAPABILITIES OF SPACE UNITS

-  FTL Capable (can travel to other star systems)
-  Colony Ship (can a colony on another planet)
-  Dropship (able to land on planets)
-  Engineer (can build Orbital Stations, Outposts, and Spaceports)
-  Planetary Surveyor (can survey planets)
-  Space Carrier (can carry drones)
-  Space Long Deck (can land on long deck space carriers)
-  Space Long Deck Carrier (can carry other spacecraft)
-  Space Short Deck (can land on any carrier regardless of size)

LAND UNITS

While Space Units represent one single ship, each Land Unit in the game represents a Battalion in strength. The six classes of Land Units are: Infantry, Recon, Tank, Artillery, Air Defense, and Transport. In building a strong armed forces, it is important to make sure that you have a good mix of units, for use in different situations. Even within a specific class, different equipment can make a huge difference in capabilities. The more one becomes familiar with the units available, the better one's army may be nurtured for whatever task might be at hand.

SPECIAL CAPABILITIES OF LAND UNITS

-  Air Dropable (can be dropped from aircraft)
-  Amphibious (can travel on lakes or rivers)
-  Bridging (can deploy a bridge over rivers allowing other units to cross)
-  Demolition
-  Engineer (can accelerate the rate of construction for structures and allow progress on military or industrial complexes in unsupplied territory)
-  Indirect Ballistic Fire (attacks an area, not a specific target - typical of artillery)
-  Indirect Missile Fire (attacks an area, not a specific target - typical of artillery)
-  NBC Protected (protected from nuclear/chemical/biological attacks)

AIR UNITS

Each Air Unit in the game represents a Squadron of planes. The four classes of Air Units are: Helicopter, Multi-Role, Strategic Bomber, and Transport. Each class has a very specific role, and successful tactics require a good cross-section in order not only to achieve air superiority, but to also make good tactical use of it.

SPECIAL CAPABILITIES OF AIR UNITS



Can Fly/Land on Any Naval Carriers



Can Fly/Land on Long Deck Carriers



ECM Equipped



Indirect Air Bombardment (attacks an area, not a specific target - typical of bombers)



Unit can be Mid-Air Refueled



Unit is a Fuel Tanker



Unit is Air Mission Type

NAVAL UNITS

Like Spacecraft, each Naval Unit represents one single ship. The five classes of Naval Units are: Submarines, Carriers, Capital Ships, Escort Ships, and Transport. It is important to provide a layered defense for your naval units, to protect them from various threats. (Not only must a convoy be able to detect and hunt submarine threats, but also be able to defend against aerial attacks.)

SPECIAL CAPABILITIES OF NAVAL UNITS



Anti Sub Equipped



Can Unload Away From Dock



Carrier



Long Deck Carrier

C: HOTKEYS

Cycle Map Hotspots	<TAB>
Open Chat Window (MP)	<ENTER>
Cancel Current Action / Game Menu	<ESC>
Pause Game	<PAUSE>
Increase Game Speed	<PAGE UP>
Decrease Game Speed	<PAGE DOWN>
Increase Map Zoom	<END>
Decrease Map Zoom	<HOME>
Select Group #	<#>
Create Group #	<Ctrl> + <#>
Add Group # to selection	<Shift> + <#>
Add to Group #	<Ctrl> + <Shift> + <#>
Create BattleGroup***	<Ctrl> + <+>
Remove Units from BattleGroup***	<Ctrl> + <.>
Atlas / Scorecard	<A>
Open Build Controls	
Centre Map on Selected Hex	<C>
Centre Map on Capital	<Ctrl> + <C>
Open Diplomacy*	<D>
Hide Unit HUD Display	<Shift> + <D>
Select Branch "All" in Unit list	<E>
Show Garrison Strength Overlay	<G>
Show Map Grid	<Ctrl> + <G>
Show High Ground Overlay	<H>
Toggle Unit Size	<Shift> + <J>
Show Fog of War/Line of Sight	<L>
Show Loyalty Overlay	<Ctrl> + <L>
Mute Sound	<Ctrl> + <M>
Objectives List	<O>
Pause Game	<P>
Toggle Unit Path Lines	<Shift> + <P>
Open Research Dept.	<R>
Toggle 3D Perspective	<Shift> <R>
Supply Model Map Overlay	<S>
Game Settings Overrides**	<Ctrl> <Shift> <S>
Ground Defense Overlay	<T>
Show Terrain Layer	<Ctrl> + <T>
Low Visibility/Close Combat Overlay	<V>
Weather Overlay	<W>

Water Overlay	<Shift> <W>
Max Zoom Out	<Ctrl> + <X>
Normal Zoom Level	<Z>
Max Zoom In	<Ctrl> + <Z>
Increase Map Zoom	<+> (Keypad)
Decrease Map Zoom	<-> (Keypad)
Annual/Daily Toggle	</>
Next Complex of Selected Type	<[>
Previous Complex of Selected Type	<]>
Next Facility of Selected Type	<{>
Previous Facility of Selected Type	<}>

* Certain map or GUI selections must be active for this to work

** Single Player Only

*** Must have units selected to work.

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SPECIAL THANKS TO

Landon, Darran, Jennifer, Josh,
Nicholas, Sandra, Rebecca, Amanda,
Matthew, and all the rest of our families,
who tolerate all the long hours of game
development and unconditionally
support our efforts.

WANTED AND UNWANTED

DISTRACTIONS

Joey

SPECIAL INSPIRATIONAL

GRATITUDE TO

The Goat

Made possible with the support of

Ontario Creates



PRODUCT SUPPORT

The main sites for information and support of BattleGoat Studios products are our website and our forum.

Website: <https://www.battlegoat.com/>

BattleGoat Forum: www.bgforums.com

Steam Forum: <https://steamcommunity.com/app/1138440/discussions/>

Supreme Ruler Wiki: https://supremeruler.fandom.com/wiki/Supreme_Ruler_Wiki

TROUBLESHOOTING

While it is our hope that users have a problem free game experience, we recognize that from time to time, players may encounter issues.

- When I attempt to launch the game I get only a black screen.

This can happen if the game encounters a video error. Launch game with the '-window' parameter to resets the graphics. Once in game, select a screen resolution supported by your video card.

- My game crashed. Is it lost?

The game defaults to an autosave every 7 game days. Should you encounter a crash, simply look for your autosave. The game also alternates two file names to assure that even if one savegame fails to load, there is another previous save to retrieve.

- I've encountered an issue not listed above.

Please send the details to support@battlegoat.com or search www.bgforums.com for an existing discussion of the problem you have encountered.

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