

A real-time strategy game

STAR COLONIES



Star Colonies : Manual

rev.: 1-13

Welcome to the Star Colonies. This is the brief manual of the game.

1. About the game

„Star Colonies“ is the real-time strategy game. The goal of the game is : **rule the galaxy!** You need to build buildings on planets, mine resources and build your unbeatable fleet. Research new technologies to improve your ships or to improve abilities of your race.

Winning condition is to conquer all of enemy star systems.

When you loose all of your star systems - you lost the game.

2. The Galaxy screen

The game starts from this screen. You can see all the galaxy from here. You will command your fleet from here too. When you click on the center of „Fingus“ system, turn to the next page.

The screenshot shows a space-themed interface with a central star system named "Tyran" highlighted. The interface includes a top header with a star icon, the text "Poradíme vám! O2 Guru", and "Ads by AdMob". A left sidebar contains a research icon with a progress bar and a zoom icon. The main area shows the "Tyran" system with a factory icon and a house icon, and a nearby grey system named "Via". The bottom of the screen features a "Day 0" counter, resource levels (232 Crystals, 35 Pitium), and a control panel with pause, play, and fast play buttons, along with a production indicator (2/9 fighters, 0 in production).

Poradíme vám! O2 Guru
Ads by AdMob

Your star system
(with the name above)

Research.
Below is its progress bar

Zoom

Factory icon : you can produce fighters in this star system

House icon : there is enough Space for another building

Tyran

Via

2x

You have got 2 fighters
in the system now

Star system - out
of range yet

Grey, unoccupied star system
within range of your ships.
2 circles = 2 planets
or asteroid fields for buildings

Days counter
Day 0

Resources:
Crystals
Pitium

Number of fighters/living space for pilots
(the case 2/9 means you can build
7 new fighters)

Pause, Play and Fast play

Number of fighters in production
2/9
0

3. The Star system screen

You can construct or demolish buildings on each planet of your star system.

Every building consumes some energy, so don't forget to build powerplants to have enough surplus power, otherwise Factories, laboratories and mines will not work.

Also you can build fighters from here. Press „Back“ to return to Galaxy screen.

El. power balance:
Surplus / produced energy

Cycle through star systems

Build Fighters

Build fighters

Buildings:
Green = already built.
Blue = can be built
on the selected planet.
Tap icon to build new or destroy existing building.

Energy shield status:
Actual / Maximal power
(recharges from surplus energy)
Requires „Planet shield“ building.

Selected planet / or asteroid field
Buildings icons only inform you about free space on planet

Available resourcess

Tyran System

El. Power: 4/12 MW

Sys. Shield: 0/0 MJ

Tyran Alfa

+4

Tyran Beta

6
58

Asteroid Field

477
242

Day 0

232
35

2/9
0

If you wish to build a building, tap the planet with at least one free slot, then choose the building from menu on the left side and click on it. Dialog box with building description should appear.

4. The Research Center screen

You can conduct a research from this screen. It will cost no money, but it takes some time. Every research costs some research points (RP). A „Lab“ building generates research points, so more labs means faster research. Click the row to select a technology. Press „Back“ to return to Galaxy screen.

The screenshot shows the Research Center interface with the following elements and callouts:

- Research Center** (Title)
- Labs: 1/1** (Active/total labs)
- Research points: 10/day** (Total research points)
- Spaceship Armor** (Name of available technology. Each row = one technology.)
 - Ship armor +5 (The effect of technology)
 - Progress: 3 empty squares
- Missiles** (Name of available technology. Each row = one technology.)
 - Ship attack +4 (The effect of technology)
 - Progress: 3 empty squares
- Fuel Cells** (Name of available technology. Each row = one technology.)
 - Ship range +36 pars (The effect of technology)
 - Progress: 1 full square, 2 empty squares (Level of knowledge in the technology. Full square = the current level. Empty square = available levels. Blinking square = current research.)
- Mobile Shield** (Unavailable technology is grey)
 - Req. Planetary Shield lvl 1 (Prerequisite for this technology)
 - Progress: 2 grey squares
- Lasers** (Unavailable technology is grey)
 - Req. Adv. Technologies lvl 3 (Prerequisite for this technology)
 - Progress: 2 grey squares
- Day 0** (Time indicator)
- Resources:** 233 (Energy), 35 (Food)
- Game State:** Paused (indicated by a yellow callout: "The game is paused inside „Research screen“")
- Progress:** 2/9 (Research progress), 0 (Research points)

5. Command your fleet

You need to command your fleet to conquer enemy star systems or to settle down on unoccupied ones. Keep in mind that your ships have limited operation range. To increase their operation range you have to research higher level of „Fuel cells“ technology.

To send ships to another star system drag your finger from your own system (with some ships) to another one. Bold white line will follow your finger. When you move it on reachable system it changes color from white to blue (unoccupied) or red (enemy system). When you release your finger the dialog window ask you to confirm your order.

Remember : if you cannot see any circles around target system, it is not in range of your fighters. In a such case you have to increase your level of knowledge in „Fuel cells“ technology.



6. Races

You will play different maps for different races. Each of them has special limitations in research. And each of them has its own history:-)



Human

Mediocre in battles (attack & defense), mediocre in research. Thinks that he is the only one master of the universe...fool.

Bonus : extra housing on green planets, large research tree



Robots

Former miners and slaves, made by human. During the time they got lesser research abilities. Robots got freedom during Ziraf rebelion.

Bonus : extra housing on each planet, faster ship production



Octans

The oldest and the most wise race in universe. They know anything about everything, especially about their sad experiment, human race. Their ancestors comes through black holes. Current octans are a little bit..sennile?...and they do not know how to travel in such elegant manner. But still, they are much more clever against human kind.

Bonus : extra ellectricity on purple planets, strong ship defense

If you encounter any issue or if you like to share some idea with us, do not hesitate to contact us at blueplopgames@gmail.com Good luck in conquering the galaxy!

BluePlop team
www.blueplop.com