

# Galaxy NG Game Parameters

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## How to understand the Game

This document describes the various parameters that are included in the setup of the different GalaxyNG games. To get the best out of the game it is necessary to understand how the game has been put together and the rules and design that control it.

Understanding how the game is setup will assist you in determining the strategy that you will want to adopt.

When races are close and there is no enforced peace, attack and defense strategy could be the appropriate strategy. With an enforced peace or when races are far apart then development could be the appropriate strategy.

When a game is opened for enrollment, the Gamesmaster will usually make these parameters known so that players can begin planning their strategy for the game.

Parameter Description name salvation The name of the galaxng Game size 160 The size is only appropriate right. The Gamesmaster will want to experiment with different sizes to get a galaxy that looks right. It should not be too crowded nor too sparse. The size should be a multiple of ten. race\_spacing 40 The engine will make sure that distance between the primary homeworlds is at least 40 light years. core\_sizes 1000 250 350 The sizes of the homeworlds for each race. The sample would give each race 3 homeworlds of sizes 1000 250 350. The first one is the primary homeworld. Usually the player is permitted to select the size of the planets that they wish to a predefined total size.

empty\_planets 40

empty\_radius 45 Within a radius [2,r] from the primary homeworld the engine allocates a number of empty planets, size 200 - 1,000 for the race to colonize. The two parameters define how many there are per race and within what radius. A number between 4 and 10 and a radius of race\_spacing/2.0 is a good guess. stuff\_planets 2 It is possible to add a number of 'stuff' planets. These are useless planets, all of size 200 or less, that are use to fill up the empty space between the home worlds. They make it possible for a players to approach (attack) other players by different routes. The parameter specifies how many there are per race. InitialTechLevels 1 1 1 1 Initial tech levels: In order : Drive Weapons Shields Cargo. They can't be lower than 1. FullBombing Full bombing: Bombed planets are completely bombed and all population, industry, capital, colonists, and materials are gone. Normally the population and industry is reduced to 25% of its original value. Peace 20 Pax Galactica: You can enforce global peace just by putting in the number of turns you want to disallow players to declare war on each other. For example, Peace 20 means players cannot declare war until turn 21. (Note that players can load cargo at other players planets. If you do not wish to allow this you must make it a house rule. It cannot be prevented by the GalaxyNG server program.) KeepProduction Keep Production: If keepproduction is set, the production points spent on the previous product are preserved, otherwise all points are lost. DontDropDead Dont kill off players: Don't remove idle races from a game. Normally if players do not send in orders for a couple of turns their race self destructs. sphericalgalaxy Make the galaxy a sphere: The galaxy can be (roughly) mapped on a sphere. This way, the gap between x (or y) coordinates of two planets is computed with border lines crossing and reappearing on the other side. For further assistance send an e-mail To: wombat@mykoala.net Subject: Help