



INTERSTELLAR SPACE GENESIS



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QUICK START
(and helpful hints)
GUIDE

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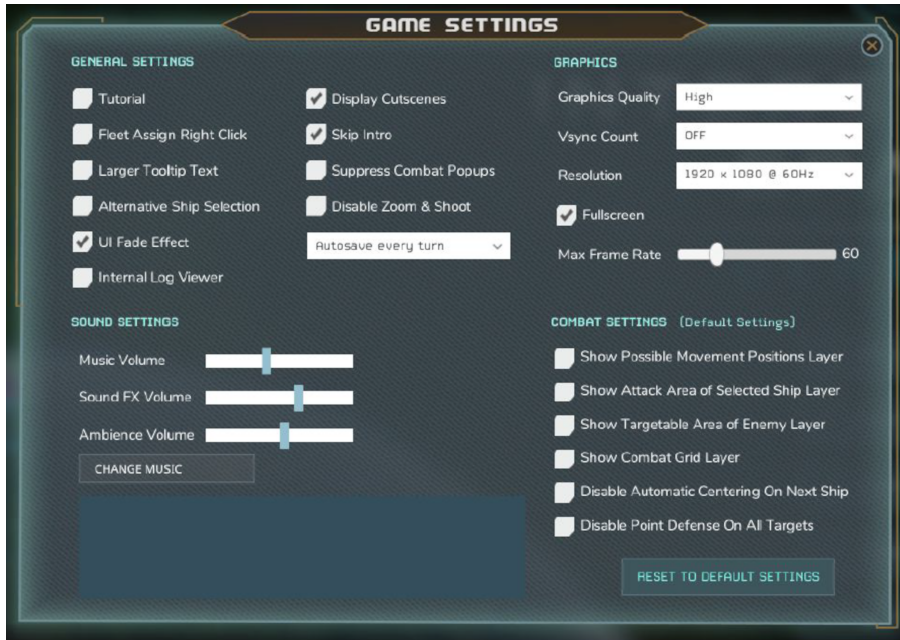
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A brief Introduction

Interstellar Space Genesis (formerly Project Space Sector) is a spiritual successor to Master of Orion 2, the turn-based space 4X strategy game from the 90's that we love so much. This will be a faithful successor that is true in spirit to the series. We believe that by sticking to its fundamentals we will please the fans who want to feel the atmosphere and that “feeling” of Master of Orion 2, but also want to experience something new and fresh, with all the complexity and depth of an epic 4X game.

Welcome emperor! If you're reading this you are now the proud owner of ISG. I guess we can dispense with the small talk and get straight to the point, you have the game and now you want to play it... we can relate to that.

The guide you are now reading is a user friendly manual that will address some of the more basic aspects of the game so that you can dive right in and start enjoying ISG. That means we will try and answer the crucial basics for you in a streamlined fashion and leave out any mundane topics that are obvious. Here we will discuss crucial mechanics and their effects, we will not teach you how to use a pc as you already know that.



(Game Settings)

You can adjust general, sound and music, graphics and combat default settings at the appropriate screen to maximize the performance of the game.

Tip: If you experience slowdown or a crash, consider setting the ‘Graphics Quality’ to Medium or Low.

The Start Screen

So you have selected play and if this is your first campaign you chose a new game, if you're seeing this, so far so good.

All aspects of ISG are now implemented, and there are a number of relevant choices for you here. You can select your race, color, difficulty level, size of map and number of opponents. You can also customize your leader name, empire name, set frequency of events, tech tree preferences and Homeworld name. You can now customize your own race or select one of the default races. Each race has different attributes and homeworld preferences which are displayed as you select the race avatar. You can also select the appearance, ships, titan ability and the race affinity you wish to go with.

In this screen you can also choose different galaxy generation settings. You can set a star system distance; choose between a more even or varied star distribution on the galaxy map; decide to have more or less planets; more abundant or scarce resources; few, average or more planet specials and the amount of space monsters found in the galaxy.



(New Game Set Up Screen)

RACE CUSTOMIZATION

NAME

Custom Race

APPEARANCE / AFFINITY

Human

IDEAL WORLD

Terran

DESCRIPTION (1250 char. max)

Newcomers to the galactic stage, the Human species is highly social, versatile, and intelligent, if also fragile, impulsive, and stubborn. Human culture has changed dramatically throughout their planet's history, but Humanity's past is nothing compared to the challenges that now await them in interstellar space.

Even now, Human societies can range anywhere from near-hivemind conformity to anarchic diversity, from insatiable curiosity to selfish insularity, from absolute pacifism to absolute

POPULATION

-50% POP Growth

-7

+25% POP Growth

3

+50% POP Growth

7

SHIP DEFENSE

-25% Ship Defense

-4

+25% Ship Defense

4

+50% Ship Defense

7

SHIP ATTACK

-25% Ship Attack

-4

+25% Ship Attack

3

+50% Ship Attack

5

INDUSTRY

-0.5 Production per POP

-3

+1 Production per POP

4

+2 Production per POP

7

GROUND COMBAT

-10% Ground Combat

-1

+10% Ground Combat

1

+25% Ground Combat

4

SCIENCE

-0.5 Research per POP

-3

+1 Research per POP

3

+2 Research per POP

6

MONEY

-0.5 BC per POP from Tax

-2

+1 BC per POP from Tax

2

+2 BC per POP from Tax

6

CULTURE

-0.5 Culture per POP

-2

+1 Culture per POP

2

+2 Culture per POP

4

GOVERNMENT

Feudal

-4

Dictatorship

0

Hive Mind

2

Democracy

4

Utopia

5

UNIQUE ABILITIES

World Shapers

Serenity

Collective Transcendence

Enlightenment

Resilient Settlers

Empire's Due

Obsessed Builders

Armistice

Lust

Warrior Code

Clairvoyance

Prestige

SPECIAL ABILITIES

Low-G World

-7

Medium-G World

0

Heavy-G World

-2

Subterranean

6

Master Architects

6

Large Homeworld

3

Small Homeworld

-2

Rich Homeworld

4

Poor Homeworld

-2

Repulsive

-2

Charismatic

4

Creative

2

Uncreative

-1

Tolerant

5

Fantastic Traders

4

Trans-Dimensional

5

Warlord

5

Elusive

1

Easily Seen

-2

Suspicious

1

PICKS: 0

Clear

Save

Close

(Race Customization screen)

For your first game, we highly recommend a setting of easy or normal and a medium galaxy (or large galaxy if you want more breathing space and time to learn as you go). We also recommend starting out with the Humans or the Sulak as your first choice as they are slightly more adaptive overall and this will give you more freedom as you play.

