



QUICK START

(and helpful hints)

GUIDE

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Table of Contents

[A brief Introduction](#)

[The Start Screen](#)

[The Galaxy Map](#)

[Fleet Panel](#)

[Remote Exploration](#)

[Research](#)

[Ship Design](#)

[Diplomacy](#)

[Leaders](#)

[Space Culture](#)

[Events](#)

[The Colony Screen](#)

[Taxes, Income and Research and Culture Allocation](#)

[Infrastructure](#)

[Planetary Engineering](#)

[Combat](#)

[Planet Specials Ruins and Asteroids](#)

[Espionage](#)

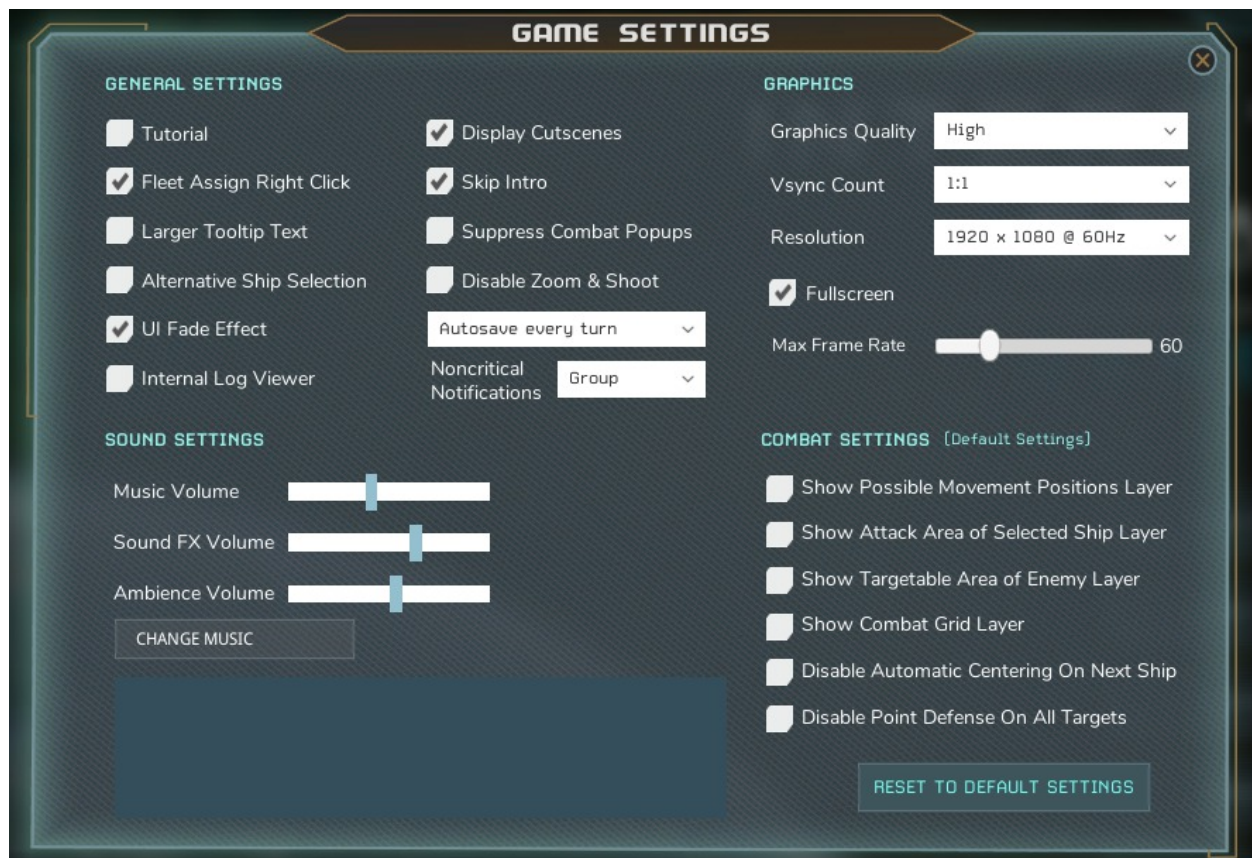
[Winning](#)

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.



(New Game Set Up Screen)

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.

RACE CUSTOMIZATION

NAME

Custom Race

APPEARANCE

Human

IDEAL WORLD

Terran

SHIPS

Human Fleet

TITAN ABILITY

Group Shield

AFFINITY

Human Affinity

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

POPULATION	SHIP DEFENSE	SHIP ATTACK	SPECIAL ABILITIES
☐ -50% POP Growth..... -7	☐ -25% Ship Defense..... -4	☐ -25% Ship Attack..... -4	☐ Low-G World..... -7
☐ +25% POP Growth..... 3	☐ +25% Ship Defense..... 4	☐ +25% Ship Attack..... 3	☒ Medium-G World..... 0
☐ +50% POP Growth..... 7	☐ +50% Ship Defense..... 7	☐ +50% Ship Attack..... 5	☐ 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

INDUSTRY	GROUND COMBAT	SCIENCE
☐ -0.5 Production per POP..... -3	☐ -10% Ground Combat..... -1	☐ -0.5 Research per POP..... -3
☐ +1 Production per POP..... 4	☐ +10% Ground Combat..... 1	☐ +1 Research per POP..... 3
☐ +2 Production per POP..... 7	☐ +25% Ground Combat..... 4	☐ +2 Research per POP..... 6

MONEY	CULTURE	GOVERNMENT
☐ -0.5 BC per POP from Tax..... -2	☐ -0.5 Culture per POP..... -2	☐ Feudal..... -4
☒ +1 BC per POP from Tax..... 2	☐ +1 Culture per POP..... 2	☐ Dictatorship..... 0
☐ +2 BC per POP from Tax..... 6	☐ +2 Culture per POP..... 4	☐ Hive Mind..... 2
		☒ Democracy..... 4
		☐ Utopia..... 5

UNIQUE ABILITIES		
☐ World Shapers	☐ Resilient Settlers	☐ Lust
☐ Serenity	☐ Empire's Due	☐ Warrior Code
☐ Collective Transcendence	☐ Obsessed Builders	☐ Clairvoyance
☐ Enlightenment	☒ Armistice	☒ Prestige

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.

The Galaxy Map

You set your parameters and preferences and select start game, now you are looking at something like this.

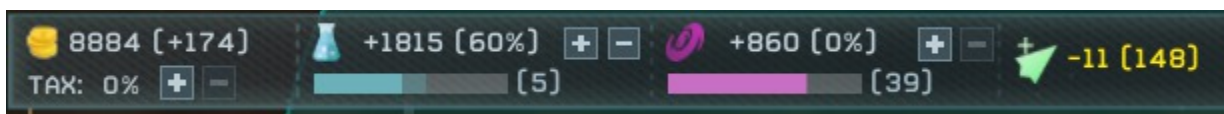


(Galaxy map)

Take a good look at this screen, a lot of the action in ISG takes place here, thankfully ISG features a **single screen map** similar to its inspiration, this will make it easier for you as the game progresses and you can see all the relevant action without scrolling or searching the map.

Valuable tooltips are available in all relevant areas so if you want additional information just hover over whatever you desire.

Starting at the top left we have some colored icons which give you information on the following:



(Treasury/income, research and culture generation and allocation and ship support)

The coins represent your **treasury** and income generation per turn, that's right you're a pauper. (You can leave the default settings in place until you get more comfortable with them). You can increase the tax rate of the empire, but be careful, your production will suffer.

The beaker represents your **research points** and ETA to research completion. You can adjust the settings with the + and – switches (you can leave the default settings in place until you get more comfortable with them).

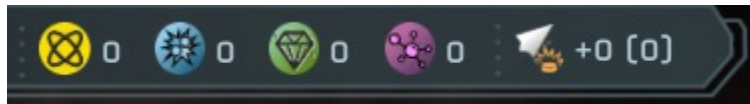
The Galaxy icon represents your **Space culture** point generation and the ETA of your next level up. You can adjust the settings with the + and – switches (you can leave the default settings in place until you

get more comfortable manipulating them).

The **ship icon** represents your **SSPs** (ship support points). The first number shows the actual SSPs available while the number in parentheses is your SSPs currently in use. This is your **ship maintenance support requirements** and you will incur a hefty penalty for exceeding your limits. You can get more detailed information via tooltip but cannot increase SSPs from here.

Directly to the right of the ship icon, you can see the number of **freighters** in use.

The next four icons display **information on strategic resource generation**.

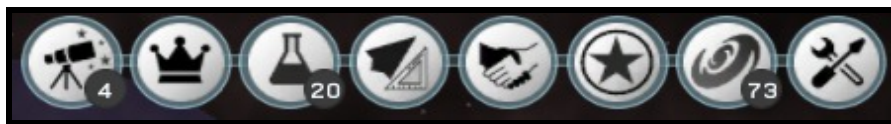


(Strategic resources and number of Freighters)

Right now you have no **strategic resources** available, you will have to discover them first and then send an **outpost ship** to the relevant location before you start generating these resources. Strategic resources will **unlock new research options** based on your decisions once you discover them. Keep an eye out for these, they are important and many technologies will require some strategic resource in order to function.

You also have information on the amount of freighters being used and the total amount of freighters available in the empire.

At the top right of the galaxy map you will see another group of icons:



(Game Main Screens)

The **telescope** will engage your [remote exploration map](#) and interface any time you wish, details provided in the Remote Exploration section of this guide.

The **crown** will engage your Empire view screen which will display valuable information about your empire in an easy to understand format.

The **black and white beaker** will engage the research screen and interface any time you wish, details are provided in the [Research section](#) of this guide.

The **spaceship** will engage the [ship design](#) screen and interface any time you wish, details provided in the Ship Design section of this guide.

The **handshake** will engage your **diplomatic actions** after contact with Aliens has been established. To

Speak with an Alien simply hover over the text bubble that appears on the top right of his avatar. A limited number of options are currently available, these all feature tooltips so you can familiarize yourself once they arise.

The **star** gives you access to any **leaders** you have so that you can assign them, you can also hire leaders that are waiting around. Leaders in ISG level up with experience and time, try and hire a colony leader as soon as possible for better growth.

The **spiral galaxy** icon will bring up your **space culture screen** but the interface will not be active until you reach the next level up. (When this happens the screen enables automatically, you do not need to micromanage this).

The **tools** of course are your way out, saves, etc.

Now look at the **outliner on the left of the screen**:



(Colony overview panel)

This list will grow as you colonize new worlds. The information available here is quite a lot and can be sorted in numerous ways but it is not critical to familiarize yourself with this quickly (you can play on defaults till you are comfortable). At your leisure, check the tooltips available and make yourself comfortable with the configuration as you see fit. The most critical thing to know is that you can bring up the relevant [colony screen](#) by clicking here on the desired planet whenever you wish. You can also set maximum levels of production from here. (If you wish to fine-tune production levels, you will need to access the colony screen).



(UI Overlays and options - bottom left of galaxy map)

Now at the **bottom left** of the Galactic map you can see your **settings** that will enable visuals for your **territory, range, scan strength and political borders**. You may also set **rally points**. You can configure these to your personal tastes. On the opposite end you have the **end turn button** which will only be **active if there are no mandatory actions for you to take** such as setting research, remote exploration, etc. In this way a lot of micro-management has been eliminated for you and you don't need to worry that you missed a vital action.

You can also switch on/off seeing the **strategic resources on the map; highlight colonizable systems; measure distances between stars** and control which **fleets' destinations you'd like to see** on the map.

In the bottom center of the map you will find the controls for **zooming** in and out of the galaxy map view. Alternatively, you can use your mouse scroll wheel to accomplish the same.



(Zoom level - bottom center of Galaxy map)

Fleet Panel



(Fleet panel)

The fleet panel shows the contents of a fleet after clicking on a fleet icon (small ship icon when the fleet is moving or a 'shield' looking icon when the fleet is stationed in a system).

The fleet panel shows the **fleet speed**, **fleet ground combat strength** (top right). You can issue the command to **colonize a planet** from the fleet panel. You can also conduct **ancient ruins searching** from the panel (button only shown when there are ruins present in the system).

It's also possible to issue the command to **build an outpost**, when suitable and vacant system objects are available in the system and the fleet has at least one outpost ship. It's also possible to issue the fleet to **engage a fleet** in a system after disengaging from a previous fight in that system.

Splitting a fleet in ISG is a case of selecting the ships you wish to break apart from a current fleet being shown (in the fleet panel) and then assigning them to some other system. In the example above, we're selecting the colony ship to split from the current fleet stationed in SOL and to form a new fleet to go alone to the ADRE system. It's never advisable to leave civilian ships unescorted though. We can also see that another fleet is heading from the SOL system to an unknown orange main sequence star to the left.

Remote Exploration

One of the exciting unique aspects of ISG is that the galactic map only shows you what is readily found out there. **To locate black holes, rogue planets, etc** you need to **conduct remote exploration**. You will also need to fully explore more traditional systems (main sequence stars) to know all the relevant details.



(Remote exploration screen)

Notice the **opaque** squares on the map? These are the **sectors that have not been explored yet**. You can explore any sector where the blue telescope icon is present, just select the appropriate icon and it will turn green to indicate a scan in progress.

Culture advancements are available that will aid and increase your abilities to scan as you progress in the game.

Survey ships can also **speed up exploration** but be careful, they are unarmed and expensive to build and maintain. Survey ships are particularly helpful in exploring systems.

When you complete remote exploration you will be prompted to assign a new sector.

There are **three levels** of exploration for each sector, conduct them all to get the most information available.

You can also **automate the remote exploration** if you so desire, and you can choose between three exploration patterns: balanced, more shallow or deep. The latter will tend to scan sectors more fully with a shallow approach will try to explore more sectors with a less deep scanning being applied.

Details on how Remote Exploration works (spoilers)

All the galaxy objects, including the hidden ones, are generated at game start.

There's only a tiny amount of randomness associated with remote exploration on the scanning level required for certain types of objects to be revealed. However, if they are present, they will be discovered, sooner or later, irrespective of who does the scanning.

So, perhaps you discovered a Black hole with basic scan, but after reloading you only discovered it at advanced scan, which is the level where you usually discover those. The same for a Neutron star. **Other objects require full scan to be revealed, but sometimes advanced scan will be enough.** This adds a bit of uncertainty and excitement to when an object will be found, but not on the "if". If the object was generated in a specific sector at game start, it will be found.

Regarding the likelihood information on finding a hidden object (e.g. "likely", "unlikely"), that's only indicative so you know what types of objects may be expected to be found in a specific sector given the conditions of that sector and the current scanning level. So, for example, if there's a Supernova Remnant nebula in a sector, it is "likely" that a Black hole may be found there, because **Black holes are usually at the center or near a Supernova Remnant nebula**, because the nebula formed from the Black hole. That doesn't mean a Black hole will be found, but given the conditions, it is "likely" one may be there.

In sum, **all the galaxy objects are generated at game start**, and the hidden ones are all discoverable by all players. Some objects require more scanning to be found (e.g. Rogue planets, Boson stars), others may be discovered with basic scan if you're lucky, although usually advanced scanning will be required for those (e.g. Brown dwarf, Black hole).

Research

Research in ISG is **partially random** and dependant on discoveries and choices. Research is also slightly influenced by which race you are playing. Take a look at the research tree here. You can also select Random Tech trees at the start menu which are race dependent.



(Research screen)

There are six research disciplines available to you and they have been color-coded to aid you in familiarizing yourself with the system.

Research that has been **completed** is color coded **blue** and is available to you.

Research that **can be conducted** is color coded **dark green**.

Un-available research is shaded and you cannot research these technologies without meeting the prerequisite requirements first.

The technologies shaded in **green** are **under-way research**. You can only research **one tech at a time** but you can **set a cue for research** as I have done here. The number under the tech title indicates the order of research. You can also **re-order the techs in the queue** and **reset the queue**.

You can change research at any time and will not be penalized.

Tool tips are available and when you complete research without anything else in queue you will be prompted to assign a new tech for research.

You can filter which types of technologies to show from **Achievements, Planetary Improvements, Empire Projects, Wonders, Ship Components, Ship Special Systems** and **Planetary Engineering Projects**.

Ship Design

ISG features one of the most streamlined and effective ship design screens available, have a look.



(Ship Design / Customization screen)

You can **add/remove weapons** from the **left of the screen**. You will also be able to configure firing arcs, size of mounts, ammunition levels for missiles and lots of other options.

The **center** of the screen allows you to **name** each ship as you wish and keeps track of the **available space** of the hull type.

At the **right of the screen** you will be able to **configure engines**, select **armor strength** and **shield** level. ISG also allows you to set shield coverage, meaning that you can leave a section of your ship unshielded for an increase in available space.

Directly under that you can add any relevant **specials** you desire to your design. Go ahead and save your design when you are satisfied.

You can also **generate a design** on the fly by using the “Generate Design” button, and the game will

generate a design for you.

Ship Refit

Once you build an orbital station in a colony, the “Ship Refit” option becomes available there and you’ll be able to upgrade (aka refit) your ships.



To be able to refit ships in this colony you’ll need to have military ships in orbit.

To refit a ship, select the ship you want to upgrade and then a new design you wish to upgrade that ship to, as can be seen below.



Diplomacy



(Diplomacy dialog screen)

As we discussed earlier, diplomacy is accessed by the appropriate icon on the galaxy map.

Diplomacy in ISG is a very rich experience with several options and actions available to both the player and AI

Formal contact is established, and diplomacy between two empires begins, whenever your ships become capable of reaching a system that is controlled by the other empire, or vice versa. In other words, your ships can reach a system which is inside another empire's political sphere of influence, or they can reach you. Contact can also be established when at least one of the empires has made contact with all the other players. When that happens, all players will enter in contact with each other.

Trade treaty will allow both you and the other party to gain an increase in credits per turn, be careful though as the first few turns the treaty is active you will lose some credits to reflect the cost of establishing trade routes, customs, and police patrols

Research treaty will allow both you and the other party to gain an increase in research output per turn, the first few turns the treaty is active you will lose some credits to reflect the cost of establishing the

needed support services required for coordinating scientific efforts. The science treaty also allows you to trade specific techs with your partner

Mining treaty will allow you and the recipient to set up mines in each other's space and expand your potential for exploiting asteroids, strategic resources etc.

Alliance is self explanatory, if your relations are high enough, you can enter into an alliance with another faction which is the ultimate form of cooperation.

Surrender Pact occurs when an empire (the subject) surrenders to another empire (the overlord). The overlord receives a variety of bonuses while the pact is in effect. The overlord receives a percentage of their subject's income, research, culture, ship support points, and strategic resources each turn. The overlord can coordinate efforts with their subject about several topics. The overlord is allowed to use their subject's logistics and supply range and can freely colonize planets inside their subject's territory. Once established, Surrender Pacts enforce peace for a specified amount of turns and they cannot be broken before that. Once the required number of turns have passed, the overlord or their subject can choose to break the pact. If the overlord voluntarily breaks the pact, they will receive a significant diplomatic bonus with their former subject. Subjects will only break a surrender pact if they are furious or annoyed (less likely to break) with their overlord.

Apart from these, there are also some more specific actions you can take via diplomacy

Coordinate efforts against rivals by asking your allies or subjects for specific aid, such as attacking or defending a system, hunting down a specific ship, etc.

Gifts you can both gift and be gifted a number of Items, such as credits, systems, starships etc.

Demands you can make from rivals, such as tribute requests, which allow you to ask for tribute from another faction (however you can also be the recipient of such a request). You can also demand rival fleets to be removed from systems.

War and Peace are also part of diplomacy, you can declare war on any faction or sue for peace via diplomacy

Leaders



(Leaders screen)

You can **hire leaders** to help you manage your colonies and to captain your military ships.

Each leader has a set of initial **traits**, and more can be gained as the game progresses.

Each leader also has a set of **primary skills**, different if they are colony governors or ship officers giving all types of bonuses, from more accuracy or defense in battle to helping a colony be more productive or generate more research.

Along with the primary skills, leaders also have **secondary skills** that they can level up with time which provides further benefits.

From time to time, leaders will have new **desires** or ambitions, and will humbly make requests to you. Fulfilling their requests will make them raise their opinion, which in turn helps them be more productive and lower the chance of them leaving the empire or being bribed.

Each leader has a **salary** that will increase as they level up, and they will make requests for further raises from time to time when they think they have been very useful to you over the years.

Space Culture

Space culture allows you to **customize your race progression** by offering unique choices to select, there is a **trade off** however, you will be presented with two choices each time you level up, once your choice is made the un-selected option will not be available to you again in the same game session.



(Space culture screen)

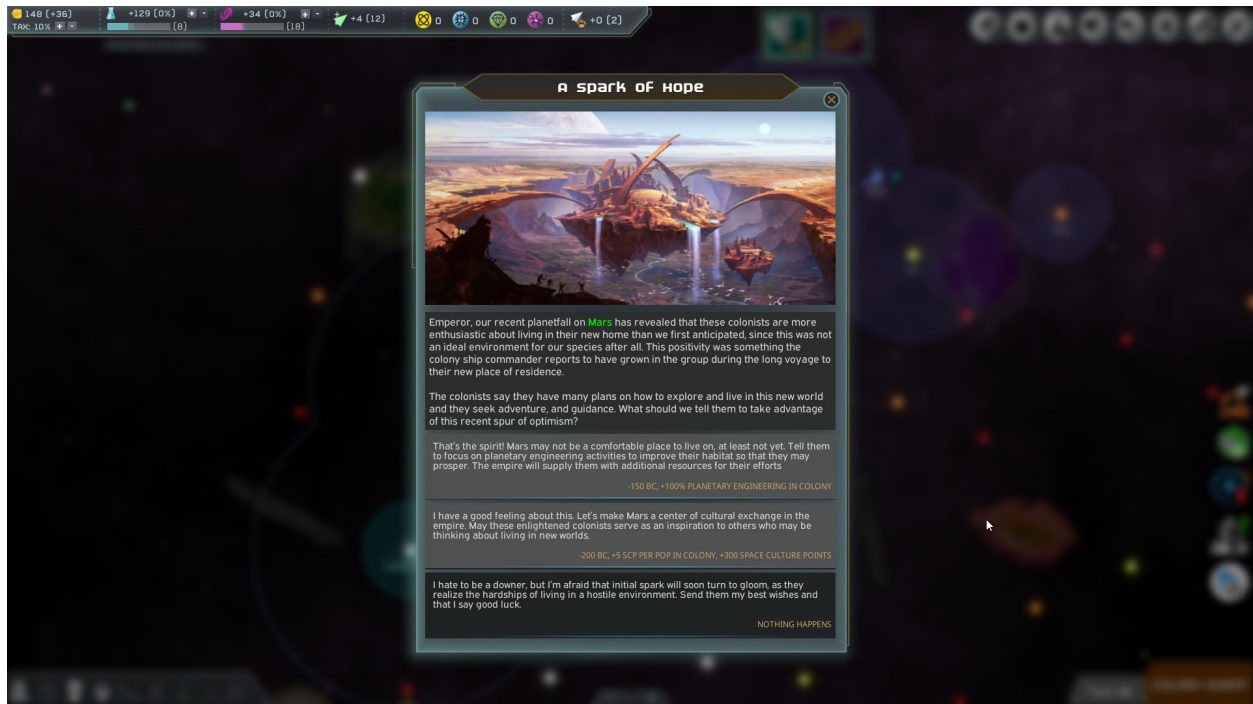
Tool tips are available in all selections to help you make a more informed decision.

Every time your culture reaches a new level you will be prompted, you do not need to micromanage this.

Events

From time to time you will get random **galactic events** where you're presented with a series of choices. You'll also get **colony events** after colonizing worlds.

This is how a game event looks like:



(Events screen)

Events can be a great tool to get access to a particularly powerful technology, or to change the diplomatic game with the correct choice. Some events will require that you have enough credits to choose an option.

Some events also admit **followup events**, for a linked chain of events.

The Colony Screen

The colony screen is where decisions are made and executed at the colony, or “local” level, let’s have a look:



(Colony view screen)

Most of **relevant information** and interface is located on the **left side** of the colony screen.

Population is shown as total, maximum and number of turns until increase (next to the clock).

Infrastructure level is shown along with the number of turn until increase.

You can also see the **production levels** of the colony as regards, **money**, **research** and **culture**. The number of **Ship Support Points** generated by the colony is also shown.

Production Allocation features a **triangle view** or a **slider view** for your convenience, switch between the two freely. There are **three areas of production allocation** that allow you to decide how much effort

you want towards development.

(As a first time player you can use the default settings in production allocation and still play the game well. This will give you time to get familiar with the system and start allocating production levels manually when you are comfortable)

[Infrastructure](#) allows you to build up and customize the infrastructure on the colony level.

[Planetary Engineering](#) allows you to dedicate an effort to **population increase** (habitat control) **ecological improvement** (if available) or to **terraforming** (only possible if you have researched the appropriate technology).

Construction allows you to decide how much effort will go into **ship construction** and **colony buildings**.

Available constructions will show you a scrollable **list of all the items you can construct** at the colony. This list will grow as you research new technologies and design new ship types.

The **construction queue** will show you the **items currently set to be constructed**.

If you choose to stop construction before completion you will lose any accumulated effort.

You can **automate construction** if you wish and **assign the colony to the AI**, a leader assigned to the colony will be depicted here as well. (Note: Automated construction is not implemented yet).

On the **right of the screen** you will see a list of **Finished Construction** or buildings for the colony. You can **demolish an existing building** from here. This is a temporary solution to show your buildings. In the future the plan is to show the buildings right there in the terrain.

You can now **speed up construction of ships and buildings** if you have enough funds. The coin icon next to your current under-way construction will be active if you can meet the price.

The ship **Refit** option is also available in the colony screen. Once a Star-base has been constructed in orbit, this option comes on line. Look for the wrench icons on the same line as available constructions to access this feature.

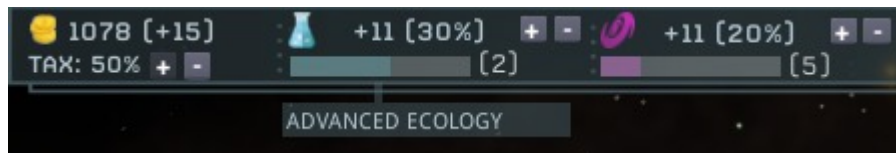
If you want your colonies to manage automatically you can turn on **colony automation**, choose a focus, and the colony will manage itself without the need for your intervention. Available focuses include: research, credits generation, space culture generation, production, habitability, population growth, ground combat strength and planetary defense, civilian ships, military ships or a balanced approach.



(Colony automation focus options)

Taxes, Income and Research and Culture Allocation

Raising taxes increases the income. When you allocate part of your income to research and culture, the income will be diverted from your treasury to those activities, increasing their output, proportionally to the allocation you set.



(Empire treasury/income, research and culture generation and income allocation)

So, for example, taxing the industry at a 50% rate (maximum percentage allowed) and allocating 30% of empire income to research means 30% of all the empire's income will be diverted to research (in a 2BC to 1RP conversion ratio). As can be seen above, 20% of the income is going to culture generation (4BC to 1SCP conversion).

So, you can allocate empire income to boost research and/or culture activities, as seen fit. It's possible to have a 50% tax rate and allocate all income to research (100%) and none to culture generation (0%), for example.



(Production tooltip information)

Increasing the tax means you're taxing more your industry empire-wide, and your production output in your colonies will fall as a result. With a 50% tax rate, you're taxing your industry output at a 50% rate, so 50% of the total production potential in colonies is "lost" and is diverted to the empire treasury as tax with a 3 production to 1BC conversion ratio (more details can be consulted in the production tooltip in one of your colonies - hover your mouse near the blue gear icon).

For example, if a colony generates 79.6 production when the tax rate is 0%, increasing taxes to 50% will cause the colony to only generate 39.6 production from your population production (half of the colony's total production potential from population work, as can be seen above). Of those 39.6 that are "lost",

part is converted to BC tax in a 3 production to 1BC ratio, resulting in +13BC income from taxing your industry at 50% in this colony.

So, raising taxes makes production go down and income go up. The max tax rate is 50%. You may then allocate part of your income to research and culture activities, to give them a boost. You can distribute your income however you like. You can decide to allocate 100% of your income to research or 50% to research and 50% to culture.

Note that if you may decide to invest 100% of your income to research (or culture), increasing the tax rate further will not increase your treasury income as all that extra income is being diverted to research, so you will see the same treasury income but an increase of research in that case.

Infrastructure

Eventually you will reach a point where the infrastructure level of a colony can be increased. At this point you will be prompted to go to the relevant screen. This will also occur when you first colonize a new world.



(Infrastructure specialization screen)

The choices available here will allow you to **customize each colony accordingly**. For example, a mineral rich world would be a good candidate for aerospace engineering. You can check the available tooltips for information to help you with your decision.

Completion of any of the three sections shown will confer **Empire-wide** bonuses and it could pay dividends to specialize some worlds.

Planetary Engineering



(Planetary engineering panel)

Planetary Engineering in ISG is different from what you may be used to. The first concept you need to familiarize yourself with is that Terraforming does not equal planetary engineering it is only a part of it.

A planet in ISG will have a **biome type** (terran, swamp, lava, etc) and an **ecology level**.

You can develop and improve a planet in multiple ways.

Infrastructure will improve over time and you can increase/decrease this rate from the colony screen. There will be more infrastructure increases available on planets that are larger in size.

Each planet will have an **ecology level** from **0-3**. Zero is the worst and there will be penalties for living here, 3 is the best. You can increase the ecology level from the colony screen provided you have the requisite technology to do so.

Terraforming in ISG is non linear. This means that depending on your starting race, the **basic terraforming** technology (terrestrial terraforming) will allow you to terraform **tolerable worlds to ideal**. It takes **advanced technology to terraform hostile worlds**. Terraforming can be set at the colony screen by choosing the second option in planetary engineering (look for the bulldozer icon there). Be advised that this option will only be available and selectable if you have the technology required.

Take your time and learn the system as you play, it can be very rewarding.

Ecological improvement offers a quicker upgrade but one that is less effective.

When a planet reaches the maximum ecology (level 3) it achieves the “Uplifted” status, which represents the optimal ecological level for that biome type.

Terraforming offers a better upgrade but takes longer to achieve.

(You should note that when a planet reaches the maximum ecology (level 3) it cannot be terraformed unless the Master Geologists culture perk is unlocked).

Combat

While ISG features a good auto-resolve mechanic, manual combat is far more rewarding. This being a turn-based strategy game you will find manual combat to be very enjoyable and effective, you will not be herding cats here! Let’s take a look at the combat screen.



(Space combat screen)

In this situation a small group of ships is fighting to clear out a space entity (monster) from a system.

There are many actions that you can take here typical of a TBS game such as selecting ships, moving, firing (fire can be split to different targets), etc. There are also some actions that are not typical. You can also withdraw from combat if you need to or auto-resolve at any time.

Overload weapons will allow your ship to have a bigger punch and also increase the speed of your missiles.

Overload shields will give a temporary boost to your defensive capabilities.

Overload engines will temporarily increase your combat speed.

All **overloads generate extra heat** so be careful, your ships can be destroyed if they overheat. (Don't worry, you will be warned, you can also use your arrow keys to manipulate the combat map).

Ship movement and fire animations can be sped up. An **auto-combat** option is also available which will put the AI in charge of both fleets. Auto-combat can be stopped at any time. The auto-combat speed can also be manipulated.

Planetary Bombardment and Invasions



Ground combat in ISG consists of **planetary bombardment**, **blockades**, **sieges**, **raids** and **planetary assault** to invade and take colonies. To bombard planets and soften the defenses you need to have **starships equipped with bombs**. You can do **conventional** or **mass destruction** bombardments. To invade colonies you need assault ships that carry marines and tanks.

Defenders can build **planetary shields**, **garrisons** and **airspace support facilities** to help deflect bombardments, fight off invasions and help the defending fleets against invaders.

You can opt to do blockades and to siege colonies to cripple their economy. Instead of invading you can opt to raid the colony, to try and **capture leaders**, **steal technologies** or bring down the planetary shields, for example.

You plan and give the orders from a Planetary Assault screen. When ready, you can instruct your **assault ships** to start the ground assault and you then witness the results.

The **odds for the invasion** of a colony will be determined by the orbital bombardment and raiding mechanics and all your decisions until that point, which includes both sides technology (e.g. **armor**, **personal shields**, etc), the **number of marines** you bring, the **population** and **garrison defending** the planet, the sabotage of an asset if you happen to have a **saboteur waiting** for your orders there, etc. Then, when you're happy with the odds you may commit to sending your troops to start the ground

invasion itself. After that point, a cinematic will play and the invasion will be auto-resolved according to the odds.

For outposts the assault is more simple. If you defeat the space forces defending the outpost, you can then decide to either occupy or raze the settlement.

Planet Specials Ruins and Asteroids



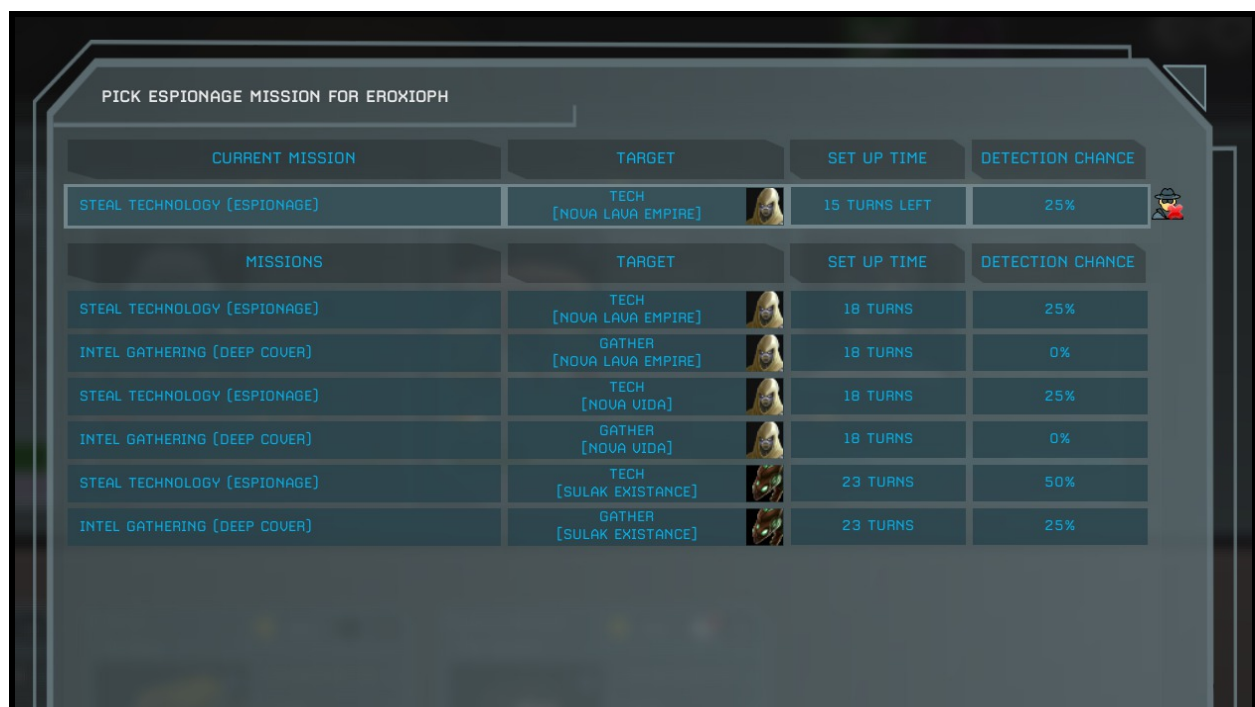
(System view, including a planet special tooltip)

Many **planets** in ISG contain **specials**. Some of these are quite beneficial to you while others are detrimental. It is a good idea to **uncover any specials before you colonize** a planet by either conducting **remote exploration** or sending a **survey ship** to the planet in question. Tooltips are available with every special so you can get information as you play.

Ruins can also be found occasionally and explored. Unlike other games, **you can explore ruins more than once in ISG**. You will know when there is no more exploration to be conducted when the ruins turn red on the galaxy map. Send a **leader** with the **Explorer trait** for increased chances of finding something valuable in ruins.

Asteroids in ISG can be mined and the production assigned to any of your existing colonies. Just build an outpost ship and assign it to create an outpost on a selected asteroid field. This is an excellent way to **boost the productivity of select planets**. Be aware though that unlike strategic resources, a **freighter fleet is required for a construction type asteroid exploit to work**. Science and trade exploits do not require freighters to operate. In short, use asteroid fields to aid your production, increase your research efforts, or help your treasury. The larger the asteroid field, the greater the benefit.

Espionage



(Espionage mission selection screen)

The **espionage** system in ISG is now operational and fairly sophisticated. Espionage is conducted exclusively through leaders and there are various options to choose from. As your leaders gain levels, they will at times have the ability to increase espionage related skills. Other leaders already have espionage skill at the start, look to hire some when you can.

Sabotage allows for the destruction of enemy assets and structures.

Espionage is your traditional intelligence gathering, while other skills such as **Psy-Ops** allow you

to influence enemy leaders and possibly induce them to defect to your cause. There are additional branches to espionage such as **Deep cover** and each of these allows you to conduct specific targeted missions.

Apart from the leaders themselves, there are many technologies to research and special buildings to construct which will aid your overall efforts, but be careful, the AI knows how to conduct espionage as well and can frame you in the process.

The main thing to remember is that spy missions require a leader, (who will be unavailable to you during the duration of the mission), and there are numerous projects you can undertake to increase your chances of success. (In ISG, you will be sending a unique individual on a specific targeted mission)

Winning

One can achieve **victory** in Interstellar Space: Genesis in one of three ways.

A **Conquest Victory** is achieved when you're able to defeat all the other opponents. Players are out of the game when they don't have any colonies left. If only you and your subjects remain, then you also win a conquest victory.

An **Election Victory** is achieved when the player gets at least two thirds of the votes in the Galactic Council voting session (if the Election victory condition is enabled), which happens from time to time after at least one of the empires had made contact with all the other players. The player may accept or refuse the new elected emperor. If the **player defies the election** all the other players will automatically declare war on the player.

An **Alliance Victory** is achieved when only allies remain in the game (all players are all allied with each other). This excludes players who are subjects of others. If the Election victory condition is enabled, and the elected ruler is an AI player, the Human player can still win an Alliance victory, if he/she was allied with the elected ruler.

After a **defeat** or **victory**, the player's performance is **scored** and the **Hall of Fame** is presented.



The score takes into account the **size of the galaxy**, the higher the map the more score you will get. The **number of players**, including the **AI player's difficulty level** and **Human player difficulty level**. More **technologies researched** will also give more points. Other factors include **population amount**, number of **wonders** built and if the player achieved victory or not.

HALL OF FAME							
1	Khan Sla	Draguul	Huge	Impossible	Emperor	Conquest	3350
2	Sedima Prime	Moltar	Gigantic	Impossible	Emperor	Election	2950
3	President Hiram	Human	Medium	Severe	Emperor	Election	2805
4	Xepo	Sulak	Large	Hard	Viceroy	Conquest	2580
5	Alana	Nova	Medium	Severe	Viceroy	Election	1950
6	Rako	Kaek	Medium	Average	Viceroy	Conquest	1730
7	Epocholon	Nova	Large	Easy	Prefect	Election	1520
8	Wan Ironshard	Moltar	Small	Hard	Prefect	Election	1440
9	Aethenna Demu	Draguul	Large	Tutor	Prefect	Defeat	1350
10	President Hiram	Human	Medium	Impossible	Emperor	Conquest	1123

Achievements

There are 57 achievements, 3 hidden ones and 7 for the first expansion pack, Natural Law. The achievements are also displayed in-game in a dedicated 'Achievements' screen.



Helpful Hints & Hotkeys

Choose when to refit your ships carefully. You must complete the refit before you'll be able to use them again.

Click on a system directly from the galaxy map to see details about it.

Colonization takes considerable effort early on. Carefully consider a planet's suitability for your race before committing to it.

Consider a planet's biome, gravity, size, mineral richness, ecology, and specials before colonizing it. If possible, scan for more info first.

It's easier to overcome non-ideal biomes than non-ideal gravity. Extreme differences in gravity may never be overcome.

Gas Giants and other strategic resource locations do not always contain usable sources. Try to obtain full system scan data before building an outpost.

An outpost ship allows the construction of resorts in accretion disks around dead stars. Resorts generate tourism revenue if there's economic potential. Certain leaders, culture perks, events and others boost tourism revenue further.

Increasing a planet's ecology provides substantial benefits. Don't forget to do this as you research new

ecological advancements.

Some negative planet specials can be overcome. For example, Meteor Showers can be overcome by building certain planetary shields.

Colony leaders can bring a wide variety of benefits to a system. Consider hiring one early if possible.

Colony leaders with the Trailblazer skill are best used in new systems with multiple planets to colonize and low population.

The AI is far more aggressive on harder difficulties. Try playing on Severe or Impossible if you're looking for a bigger challenge.

Domes offer a less effective but quicker alternative to planetary engineering on hostile worlds.

Pressing the 'Esc' key or mouse right click will allow you to exit from any screen.

Fleets can be selected by clicking the 'shield' icon on the galaxy map.

If you start at the edge of the map, you could choose the space culture advancement that allows you to scan further away.

If you start at the middle of the map, you could choose the space culture advancement that allows you to scan two sectors at the same time.

Tooltips are everywhere, if you're not sure about something check the information there. Just hover your mouse over icons or any location you feel you need more information on.

When exploring, try and select the sectors closest to you that contain a star system.

To measure distances use the measuring tool by pressing the SHIFT key. Then select two systems and you'll be shown the distance between the two in parsecs. Press your mouse right button (or the 'Esc' key) to switch off the measuring tool.

Splitting a fleet is a case of selecting the ships you wish to break apart from a current fleet being shown (in the fleet panel) and then assigning them to some other system.

You can choose how less critical game notifications are presented. You can decide to show all of these non essential notifications, group them or even hide them via an option on the Game Settings.

New colonies will benefit greatly from immigration. Emigrate from your mid-sized colonies for best results.

Emigration and Immigration require freighters. The number of freighters required goes up dramatically if you do a lot of both.

Production allocation of a colony can be configured using a triangle or sliders. Use the buttons in the upper right of this panel to switch between them.

Adjusting the production allocation of a colony has a dramatic impact on how long things take to finish. Don't be afraid to set one area to 100% to get something done faster.

Production is highly reliant on increasing infrastructure, POPs, Prod per POP, and morale. Check the production tooltip in a colony to see more.

Infrastructure specializations can make a big difference in a colony deployment. Consider what this colony's role will be in your empire when choosing.

Morale acts as a positive or negative multiplier on a colony's total production. Try to overcome negative morale and increase it using buildings like the Med-Bay.

Colony ships take a long time to build early on. Consider focusing production on infrastructure, POPs, or building outpost ships early on to exploit asteroids.

The flat bonuses to production, research, and BC from asteroid mining are most useful in the early game.

Hurrying construction can be a good use of BC. Other uses include allocating it to research or culture or hiring leaders.

Some races are poor at generating research. To offset this, consider allocating taxes to research or using leaders with the espionage skill to steal tech from other empires.

If you need BC for an event or to hire a leader, consider scrapping some ships or buildings. It may be worth the sacrifice depending on the reward.

Rally Points can automatically send new ships from one system to another. Create these using the button in the lower left panel of the galaxy map.

Sending assault ships to the frontlines is easier when using Rally Points. Create them using the button in the lower left panel of the galaxy map.

A system whose fleet shows a 'cog' icon contains only civilian ships. These are defenseless fleets which will be instantly destroyed if a rival attacks.

Remote exploration can be automated if you'd prefer to let the game's AI manage it for you.

Colony automation can be enabled using the dropdown in a colony's Governor area. Consider using this on less critical colonies to reduce how many you need to manage.

Support ships provide a powerful boost to colonies they orbit. Research Offworld Support to unlock them and obtain a free one.

Some races, such as the Draguul, Sulak, and Cerixx are naturally more aggressive than others and should be watched closely. Note: Cerixx race only available in the Natural Law expansion.

Unique abilities can dramatically change how certain races operate. Pay attention to your own as well as those of your opponents.

The Containment unique ability can lock down an entire fleet for multiple turns. Avoid keeping all your ships in one fleet when facing an empire with this ability. Note: Only available in the Natural Law expansion.

The Investigation unique ability can catch your spies in the act and cost you BC to get them back. Be careful spying on empires with this ability. Note: Only available in the Natural Law expansion.

Many leader skills will continue to provide their benefits even while they pursue spy missions.

Leaders gain experience in several ways. Leaders gain experience each turn they are assigned to duty, more if leaders have high opinion of the empire. Colony leaders gain additional experience with projects completed in their colonies. Ship leaders from fighting battles, exploring systems and searching ruins.

Tactical Hints

Your starting frigates are best used for exploration early on, but can sometimes be worth scrapping at your colony if you need BC for an event or leader.

Defend your colonies - especially on the periphery of your empire - to avoid being the target of an aggressive neighbor.

Design a better Frigate quickly and try to produce a few. They will be effective for quite a while.

Do not stack all your forces together, especially after you make contact with other empires. This will allow you to better defend against potential raids.

Ship leaders are a good asset and you will want at least one with you in combat.

Frigates make for lousy exploration ships, however, you can send them to nearby systems in the early game in order to determine where to focus your remote exploration efforts.

To invade a rival's colonies, you will need to build assault ships. Build one of the Garrison buildings (unlocked by Garrison techs in the Defenses research field) to unlock the ability to construct them.

Keep your military potent and do not neglect it. If you wait to increase your military until after you meet the other empires it may be too late.

Missiles have great accuracy, but limited ammo, and are susceptible to enemy PD. Be sure to add enough ammo and use mods to increase their versatility.

Spread out your hull types and create a mixed fleet. If you go with larger hulls only, you will not have the numbers to counter an aggressive opponent early on.

Bomb Racks can be researched and equipped on your ships to destroy enemy colonies or soften them

before invading.

Adding a ship leader to the fleet escorting your survey ships will allow the leader to gain XP from discoveries made together.

Ship components will miniaturize as you research higher level weapon and defense techs. Older weapons will unlock new mods and remain usable longer than you might expect.

Orbital stations are well armed and can be quite potent defenders. When larger orbital stations are researched, your star bases will be automatically upgraded.

Space Monster Offspring can be easily handled by most starbases as long as you've also researched a few weapons technologies.

Space Monsters can do a lot of damage and can often regenerate. Focus on damage and range to deal with them before they can close-in and strike.

Ships need to be refit to take advantage of new armor or shields. Take note of your design's space usage as it may be time to make other adjustments as well.

Refitting a ship is done within the colony view and requires an orbital station be built. If available, the refit button in the construction area will be lit up.

Faster engines benefit more than just ship speed. Missile and strike craft speed, as well as Max Maneuverability Level, is dependent on your engine tech.

Engines are automatically upgraded on all your ships when researched. There is no need to refit to take advantage of them.

Maneuverability Level can be adjusted in the top right of a ship's design. It increases combat speed, ship attack, ship defense, and max rotation.

Beam, Kinetic, and Missile weapons all benefit from different ship designs and tech choices. It may be best not to focus on all 3.

Some weapons have very specific purposes. Wurtzite Cannon for instance has high damage but very poor accuracy at range. It's worth reading each weapon's description for details.

The Heavy mod for weapons is costly, but greatly increases damage and range. It is highly useful on both kinetic and beam weapons.

The No-range dissipation mod for beams ensures they do maximum damage at any distance. If you don't plan to get in close, consider using this mod.

The Auto-fire mod greatly increases the damage of kinetics, but requires a high ship attack. To best use it, focus on targeting techs, battle sensors, leaders, and high rank ships.

The strike craft from your Fighter Bays and Bomber Bays will only be as strong as your PD weapon, missile, armor, and engine technologies.

Knowing when to overload your weapons, shields, or engines in combat is key. Exploring how each of them work can help you devise a strategy.

Combat animations can be sped up in combat by clicking the 'Fast animations' button.

Auto-Combat in tactical combat option allows you to watch the AI play both sides in a battle. Use this for longer battles or when you don't want to use auto-resolve to speed things up.

Ship leaders with the Ordnance skill add missile ammo to their assigned ship. Try giving them a unique design for their ship with less ammo and more weapons.

Ship leaders with the Explorer skill are better at finding things in ruins. Combine them with a survey ship for the highest chance to find something of value.

Hotkeys

Open the game's main screens with the F functions. Pressing again will close that screen. Remote exploration screen: F1 Empire overview screen: F2 Research screen: F3 Ship design screen: F4 Diplomacy status screen: F5 Leaders management screen: F6 Space culture screen: F7 Game options menu: F8	F1 F2 F3 F4 F5 F6 F7 F8
Ship rotate (combat action)	R
Show enemy target range cycle (combat)	T
Hide enemy target range (combat)	H
Show/Hide grid (combat)	F

Select next ship (combat)	Tab, Space
Center on selected ship (combat)	C
Set ship as “Done” (combat)	X
End turn in combat	Enter
Combat camera rotation left	Q
Combat camera rotation right	E
Pan combat grid Up	W
Pan combat grid Left	A
Pan combat grid Down	S
Pan combat grid Right	D
Move between colonies (colony view): previous	A, LeftArrow
Move between colonies (colony view): next	D, RightArrow
Skip galactic council	Any key
Skip cutscenes	Esc, Enter, Space
Zoom Up (Galaxy map)	PageUp
Zoom Down (Galaxy map)	PageDown
Close most windows	Esc
Enable/disable star distance measure mode	LeftShift or

	RightShift
Move next input field (New Game screen)	Tab
Pan in galaxy map and combat map (hold mouse-click button and move mouse)	Hold mouse-click button
Show / hide overview panel	SHIFT + O