

# Getting Started

The articles in this section are intended to teach you the basics of Dark Galaxy, these include overviews on how to play the game, manage your planets, interactions with the UI as well as how the game is structured. After you've given them a read, you should have a pretty good idea how how the game works, how to get started, and be able to jump straight in.

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# Core Concepts

## Game format

Dark Galaxy is a turn-based strategy game - that means turns update synchronously for all players over a fixed period of time. During a turn update, all queues will progress, resources totals will be updated, ships will move and battles will be had.

- A `standard` round consists of 2160 turns, with each turn lasting `1 hour`. This ends up with a round length of 3 months.
- A `speed` round is usually run over a weekend, with each turn lasting `1 minute`. The number of turns can vary depending on the set start/finish times.

Once the round is over, there is usually a brief cool-off period before the next round starts. The exact times above are subject to change at the discretion of the game admin. It has been known for some rounds to go on much longer than the above.

Due to the relatively slow progress of the game, you don't need to log in every hour to keep an eye on your empire, as creating ships and buildings can take anything from 2 - 48 hours, although you might want to occasionally keep an eye on your Radar, to ensure no one is approaching your planets!

## The Universe

The Universe is a vast place containing many planets (shocking, eh?). The universe consists of 49 galaxies and thousands of planets. The galaxy is organised into 'rings', with Galaxy 1 being in the centre as the most dangerous and yet the most lucrative place to play. The outer ring contains planets with the lowest abundances, but because of this it will also be the least competitive area to play.

The goal of the universe is to encourage players to play where they feel comfortable, for new players it's wise to avoid going into Galaxy 1 on your first outing to avoid being overwhelmed by hyper competitive alliances, but nothing's stopping you colonising an outer planet then making tactical plays into the more central areas!

All fleets can move from and to any planet in the universe (with varying travel times), you can also retreat back to your Home Planet if needed.

See the [Universe Page](#) for more details on how the universe works.

# Planets

Planets are things you'll need to expand your empire. Many of them exist in the Universe, all ripe for colonisation or invasion!









When you first login to Dark Galaxy you'll start the game on your home planet, which is a safe space and cannot be travelled to, or attacked, by any other player. This planet is here to allow you to get a feel for the game, and give you somewhere safe in the event you run into problems elsewhere in the universe.

Your Home World, as well as any planets you colonise or invade will produce resources from structures based on the planet abundances. These Resources can be spent on Structures, Ships, Soldiers or Scans.

See the [Planet Resources Page](#) for more details on how resource income works, and is calculated.

# Resources

There are 5 main resource types in the game.

-  **Metal** - Used to build most things including structures and ships
-  **Mineral** - Used to build most things including structures and ships
-  **Food** - Used to train  **Soldiers** and feed your  **Workers**
-  **Energy** - Users to power structures, scanning, building Holo Ships & resource conversion
-  **Workers** - Workers are needed for construction of structures and ships, they can also be trained into  **Soldiers**

# Ship Yard

Once you have all the required structures, you'll build ships to visit other planets. The four ship types are:

- Combat/war ships
- Transport ships

- Colonisation ships
- Invasion ships

See the full ship list for full details of each ship type.

# Barracks

On each planet where you have constructed a Barracks, you'll have access to train soldiers. Soldiers can be used to defend your planets and invade the planets of others.

# Research

Each tick your empire will produce 1 Research Point. See the Research page for more details.

Once you have accrued enough points you can choose to spend them to advance your empire. All advances are detailed into the Research tab.

# Planet Resources

A planet is comprised of many elements, on this page, we'll take a look at a planet's various components and detail what they all are, and what they are for, and how they are used.

This page primarily focuses on the planet header, and describes the numbers and what they mean. For information on other parts of the planet page, check out the Planets Section in Interface & Gameplay.

## Planet Header

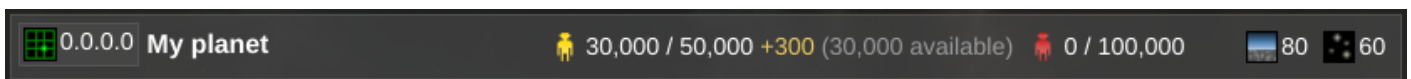
The planet header contains a lot of information about a planet, and looks a little like this:







A more compact version of this data is also available on the Planet List.

To help explain all the information provided, I'm going to break it down into smaller chunks and explain each part of the header.



## Basic Information






This section provides you with the following pieces of information (in order):


- The planets  coordinate (place in the universe)
- The planets Name
- The  Workers Total / Capacity / Income / Available (not already working)
- The  Soldier Count / Capacity
- The available  Ground Space



- The available  Orbit Space

The planets  coordinate is defined by it's place in the universe, and you set the name when you signed up / colonised / invaded, so those are straight forward. The  worker information is split into four pieces:

- The total number of workers, available or already working
- The total Worker capacity of the planet, this can be increased with Structures such as the Living Quarters
- The Amount of workers being generated per-turn, this can be influenced by structures such as Farms
- The number of workers available, and ready to work, these can be used on Structures, Ships or Training





Once occupied  Workers have finished building or ship production, they become available. Buildings don't need workers to fonction. Once built, mines or farms produce without occupying workers. Once some  soldiers are trained, 1  worker become a soldier, and the other 9 become available.

 Soldiers are there to help protect your planet, or be used for invasion. The numbers here show how many soldiers are present on a planet, as well as the maximum soldier capacity of a planet. The Army Barracks can be used to train soldiers, as well as increase the soldier capacity on a planet.

The  Ground and  Orbit section define how much space you have on your planet. The building of structures will consume this space as they are built. Some structures are built on the ground, but after you've built your launch site, there are some structures which will sit in orbit, consuming space there.

## Resource Information

Now for the slightly more complicated part, resources and what they mean.

	 Metal	 Mineral	 Food	 Energy
Stored	30,000	20,000	10,000	1,000
Output	+630	+420	+190	+80
Abundance	70%	70%	70%	70%



This box defines how much of each resource you have stored, the combined output of all the structures on your planet, as well as the abundance.

The stored amount denotes immediately available resources for Construction, or Production. If you have a structure that requires 50,000 metal, it will not start until the stored number has reached

50,000. A higher output will result in reaching that number faster.

Output is the combined output of all resource producing structures on your planet, (mines, extractors, generators, et al). As each turn ticks, the number shown here is added to the Stored count for the planet.

The abundance value is a multiplier for resource output. In the example above the Metal Abundance is at 70% and from the list of structures we know that a metal mine has a base metal output of 300 metal per turn. To calculate how much metal you'll receive from a mine on that planet, you calculate  $base / 100 * abundance$  so  $300 / 100 * 70 = 210$ . Don't worry, you won't have to do this calculation yourself, each structure has a popup on hover (or touch, on mobile) which provides you with the output of a structure if built. Different planets have different abundances (some up to 100%), and having a higher abundance will result in a higher output on a planet, reducing the time it takes to gather resources for structures and ships.

Every 100  workers eat 1  food per turn. The resource box above shows the net food production. If it goes negative, it shows 0 and the food storage begins to decrease. If food storage drops to 0, some workers cannot eat and die from starvation, and your population will decrease fast until it reaches 100 x food production.

So that's the basic planet information, and how it relates to gameplay, hopefully now you'll be able to look at, evaluate, and understand planets with relative ease!

# Rules & Etiquette

The following are the basic rules of conduct that govern player interaction and activity within Dark Galaxy and in the Dark Galaxy forums/discord. Failure to act responsibly and comply with these rules within Dark Galaxy and the official Dark Galaxy forums may result in the termination of your account without any refund of any kind.

You may not use any sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially, or ethnically offensive language.

## General Rules

You may not impersonate any Dark Galaxy staff, including any forum moderators.

You may not violate any local, state, national or international law or regulation.

You will follow the instructions of authorised personnel while in-game or on the Dark Galaxy Forums/Discord.

You may not organise nor be a member of any alliance or groups within Dark Galaxy that are based on, or espouse, any racist, sexist, anti-religious, anti-ethnic, anti-gay, or other hate-mongering philosophy.

You may not give false information or intentionally hide any information when registering for your Dark Galaxy account.

You will not attempt to interfere with, hack into, or decipher any transmissions to or from the servers running Dark Galaxy.

You will not exploit any bug in Dark Galaxy and you will not communicate the existence of any such exploitable bug (bugs that grant the user unnatural or unintended benefits in game), either directly or through public posting, to any other user of Dark Galaxy. You will promptly report any such bug to Muffinman or a game admin.

## Game Rules

### Multiple Accounts



You may not have more than 1 account per Dark Galaxy instance. New accounts cannot be made for the purpose of scanning, feeding, spying, or any other reason.

Players found to be operating more than one account will have all their accounts banned and their IPs blocked.

Different players playing from the same IP address is permitted as long as it is cleared with DG admins beforehand.

You must not share your login details with anyone, regardless of how official they may look. DG admins will never ask for your password.

## Player Interaction

All player Interaction should be respectful in and out of the game. Friendly banter is fine as long as it is mutual and not designed to cause offense.

Use of colourful language is permitted but please be aware that children may also play this game. Admins reserve the right to rename any inappropriately named planets or fleets. See general rules above for more details on acceptable language.

Direct personal attacks on other players are not acceptable in game or on discord.

Threats and incitement of hate or violence will not be tolerated in or out of game.

No abuse of the in-game messaging system is permitted. This includes general harassment or sending abusive or spam messages.

## Bugs

Players are not permitted to use bugs or exploits to gain an advantage in game. All bugs should be reported immediately on discord.

## Scripts

Use of client side helper scrips is acceptable but they should follow the guidelines below:

- Scripts should not remove or reduce player Interaction with the game. E.g. should not automatically check Comms or scan planets.
- Should not fundamentally change how the game plays
- Should not make any decisions or take actions on behalf of the player

- Should not directly interact with browser navigation or history. E.g. no auto-refreshing
- Should not perform bulk actions which could harm the server or the adversely affect game performance. E.g. no mass XHR requests.

# Etiquette

While not strict rules the following is regarded as good etiquette within the game. Be warned that most alliances take this etiquette very seriously and may choose to attack players or alliances who choose not to follow the below.

## Unprovoked attacks

Attacks are part of the game and should be expected. That said, attacks should usually have a reason behind them. e.g.

- Player was inactive and / or had very large stocks on the planet
- Planet was taken for the purpose of securing the system against incoming enemy attacks
- Planet belongs to an alliance you are at war with or player you have an agreed war with

It's generally good manners to at least communicate with the player and / alliance leader of any planet you take for system security reasons. Offering another planet in exchange, or at least allowing the ruler to lift resources and pop is considered polite.

Do not be surprised if you take a planet without warning and are retaliated against.

If you believe it may be a genuine mistake than in general it's best if players and alliance leaders discuss attacks and give the other party time to rectify their mistake before going straight to war, but it isn't a requirement.

## War declarations

It is considered good manners to declare war officially on the forums or discord. War declarations are given extra kudos for being funny, witty, themed and having good imagery. Long posts are acceptable and encouraged.

War declaration timing is up to the alliance leaders, it could be pre-attack but is usually done while fleets are in the air, for maximum surprise.

A bit of flaming and heated exchange is expected in war threads, but please keep all discourse polite and respectful.

## War balance

It is generally considered bad taste to declare war on an alliance much smaller in terms of member count or asset score. Ideally all fights would be fair from the start, such that the better alliance wins, rather than the alliance with the most resources. Again this isn't a requirement.

It is permitted for other alliances to join wars on either side, though again it will show your alliance in a bad light if you join an already existing war on the winning side.

When a war comes towards its conclusion, both sides will often discuss peace before their players lose interest. It is up to the alliance leaders to decide when this might be and to agree terms for armistice. The losing team not accepting any terms means the war may continue, this should not reflect badly on the winning side.

The losing side choosing to fight to the death is also an admirable (albeit pointless) outcome.

If peace is agreed then it's considered extremely bad form to re-attack the same alliance later in the round, unless the other alliance provokes first.

## Non-Aggression Pacts (NAPs)

Alliances/Players can agree not to attack each other or work to a mutual goal, e.g. securing systems, targeting an enemy. There is no formal option in-game to set this status and so it is up to the players to decide what the rules are, what may happen if the NAP is broken etc.. There is no limit to the number of NAPs that can be joined or how many players can be involved in a single NAP.

Some may prefer to put terms down in a formal document while others may agree terms just over chat. How this is arranged is up to the players. Actively breaking a NAP by attacking someone else in the NAP is usually considered poor form, but again not restricted.

It is important to note that as this is not a formal in-game status, ships from different alliances/unallied players, will still enter combat if at the same planet, so being careful and organised is a must.