

GALACTIC CONFLICT

Rules of play

by Charles A Gaydos

GALACTIC CONFLICT is a game of interstellar war for 2 to 15 players. Each player starts with one world and attempts to conquer other worlds, protect his own worlds, and have the highest score at the end of the game.

Each world has an economy which can be used to construct military forces, fortifications, interstellar probes, gates to other worlds, more economy, and civilian projects (parks, shopping centers, schools, etc.). Civilian projects have no military value, but on every turn each one produces one point for the player who owns it.

When the game ends, the player with the most points wins. Thus, players must build civilian projects to win, but a player who builds too many civilian projects and not enough military units can be easily conquered by his neighbors. The game will end on a randomly chosen turn. The game will last at least 15 turns and not more than 25 turns.

THE MAP

The map consists of a cluster of stars on a hex (hexagon) sheet. Each star has one inhabitable world. The distance between two worlds is determined by counting the number of hexes in the shortest possible route from one world to the other. When counting hexes, do not count the hex you're starting in, but do count the destination hex.

WORLDS

Each world in the game will either be owned by a player or be neutral. At the beginning of the game, each player owns one world. All of the others are neutral. Whoever owns a world also owns all of the units and installations on it. Only the owner of a world can write orders for it.

PRODUCTION

Each world has an economy, hereafter referred to as "Econ". A World's Econ is used to produce all of the other units and installations used in the game. A world can also increase its Econ by a maximum of one per turn, but it cannot produce anything else on a turn that it does so. Each Econ can be used only once per turn. The following paragraphs list the items that can be built.

CIVILIAN PROJECTS ("CP"). One Econ can build one CP per turn. New CP appear at the world at which they're built and can never be moved. Their owner can order them to be destroyed (see rules for destruction). CPs produce points for their owners on the turn they're built. Points are scored at the end of each turn, after all attacks have been resolved.

ATTACK FORCES ("AF"). One Econ can build two AF per turn. New AF appear at the world at which they're built. AF cannot be ordered to move or attack on the turn they're built. New AF will defend the world at which they're built on the turn they're built.

DEFENSE FORCES ("DF"). One Econ can build three DF per turn. New DF appear at the world at which they're built. DF cannot be moved on the turn they're built. New DF will defend the world at which they're built on the turn they're built.

FORTIFICATIONS ("FT"). One Econ can build four FT per turn. New FT appear at the world at which they're built and can never be moved. Their owner can order them to be destroyed. New FT will defend the world at which they're built on the turn they're built.

PROBES. One Econ can build five probes per turn. New probes appear at the world at which they're built. Probes cannot be moved or launched on the turn they're built.

GATES. One Econ can build a one-way gate from the world that builds it to any world owned by the same player. The gate lasts for one turn only. It can only be used on the turn it's built. Units moving through a gate arrive at their destination on the following turn regardless of the distance between the two worlds. You cannot build a gate to a world that you don't own.

ECON. Increasing the Econ of a world uses all of the world's Econ on the turn of the increase. If the Econ of a world is zero, the Econ can be increased to one at no cost. This doesn't happen automatically. The owner of the world must still order the increase. A player can also order Econ to be destroyed on worlds that he owns. Econ cannot be used to build on the turn it is ordered destroyed.

Build and Econ increase orders that are given to a world will be remembered on the following turn and will be reused if the world isn't ordered to use or destroy any of its Econ. Gate and destruction orders will not be reused. However, if you order a world to build a gate or destroy some of its Econ then some Econ will have been used and none of last turn's builds will be reused, even if there is enough Econ left to pay for them. Build and Econ increase orders that have been reused from the previous turn will also be reused on the following turn if no Econ is used or destroyed then. Builds will be remembered even if ownership of the world changes. Neutral worlds never build anything.

MOVEMENT

AF, DF, and probes are the only units that can move from one world to another. All units move at a rate of 3 hexes per turn. If a unit is moved to a world three hexes away or less it will arrive at its destination on the next turn. If a unit is moved to a world more than three hexes away it will take more than one turn to make the move. A unit making a multi-turn move will not appear on your printout until it arrives at its destination. Its move cannot be changed or cancelled.

If you move a unit to a world you don't own, the owner of the world will become the owner of the units when they get there. This will also happen if you move units to a world that you do own and someone conquers the world before your moving units get there. Moving AF and DF will defend their destination world if it's attacked on the turn they arrive.

PROBING

Launching a probe is similar to moving one, but the probe is expended when it reaches its destination and the player who launched it gets a report on the destination world. Other players who get reports on that world (its owner and anyone who attacked it) will know that it was probed that turn but not by whom.

ATTACKING

Only AF can attack and attempt to conquer worlds that are either neutral or owned other players. Attacking is similar to moving, but ownership of the attacking AF is retained by the attacking player no matter who owns the destination world. If the owner of the attacking AF also owns the destination world, the arriving AF are treated as moving AF and are added to the AF already at the world. If the destination world is not owned by the attacker, the attacking AF will attempt to conquer the destination world.

When a player attacks a world that he doesn't own, the number of attacking AF is compared to the sum of the owner's AF, DF, and FT. If the number of attacking AF is greater than the total number of defending units, the attacker takes control of the world; otherwise the defender retains control. In either case, the loser loses all of his military units at that world. If the number of attacking and defending units are equal, both sides are wiped out and the defender retains control of the world.

The winner's losses are computed by squaring the number of losing units (multiplying the number by itself) and dividing by the number of winning units. Losses are rounded off to the nearest whole number with one half rounded up. If the defender wins, his losses will be taken from AF first, then DF, then FT. Probes, Econ, and CP are not affected by combat.

If a player attacks with more than one group of AF, and all groups arrive on the same turn, all of the attacking groups are added together to form one large attack.

If more than one player attacks the same world on the same turn, so that there are more than two players in the battle, the largest force takes control of the world and all of the other players' forces at that world are wiped out. The number of units in the second largest force is used to compute the winner's losses. If the two largest forces are equal, everyone's forces at that world are eliminated and the defender retains possession of the world, even if he had fewer units than the other players.

Example: ARCTURUS owns a world with 7 AF, 12 DF, and 9 FT. POLARIS attacks with 16 AF and RIGEL attacks with 9 AF. The largest force is ARCTURUS with 28 total units, so POLARIS and RIGEL are wiped out. The second largest force is POLARIS with 16, so his force is used to compute ARCTURUS's losses. 16 squared is 256. 256 divided by 28 is 9. ARCTURUS loses 9 units, 7 AF and 2 DF. ARCTURUS retains control of the world and has 10 DF and 9 FT left.

DESTRUCTION

A player can destroy Econ, CP, and FT on worlds that he owns by ordering them to be destroyed. For destruction to succeed, however, the player must keep control of the world.

If another player conquers the world on the turn the destruction orders are given, the destruction orders are not carried out. If a player orders some of his FT to be destroyed and he loses some FT in combat (but remains in control of the world), the number of FT he destroys will be reduced by the number he lost in combat.

TRANSFER OF OWNERSHIP

You can transfer ownership of worlds that you own to other players, but not more than one world to any one player per turn. Attacks against a transferred world by either the original owner or new owner will be changed to moves. If the world is attacked by anyone else, the new owner will be listed as being the defender. Any attacks, moves, or probes made from the transferred world on the turn it is transferred will belong to the original owner. Anything built there will belong to the new owner. Anyone who gets a report on the world will be told from whom it was transferred.

CODE NAMES

Each player should choose a code name of up to 20 characters and spaces to identify his position in the game. Un-owned worlds will be identified by the name "NEUTRAL". Names that could cause confusion, such as "AF", "DF", "FT", "PROBES", "UNOWNED", "NEUTRAL", "-----", etc. will not be allowed.

WRITING ORDERS

ATTACKS: To write an attack order, write an "A" followed by the number of the world the AF are coming from, the number of their destination world, and the number of AF in the attack. All parts of the order should be separated by commas. Example:

A,23,119,12

means you want 12 AF at world 23 to attack world 119.

MOVES: To write a move order, write a "M" followed by the number of the world the moving units are coming from, the number of their destination world, the first letter of the type of unit to be moved, and the number of units to be moved. Unit types are: "A"=AF, "D"=DF, and "P"=probes. Example:

M,72,144,D,27

means you want to move 27 DF from world 72 to world 144.

PROBING: To write an order to launch a probe, write a "P" followed by the world the probe is coming from and the world you want to probe. Example:

P,88,223

means you want to launch a probe from world 88 to world 223.

BUILDING: To write an order to build units or installations, write a "B" followed by the number of the world doing the building, the first letter of the type of unit or installation to be built, and the number of Econ being used to do the build-

ing. Items that can be built are: "A"=AF, "D"=DF, "F"=FT, "P"=probes, and "C"=CP. Example:

B,156,F,3

means you want to use 3 Econ at world 156 to build FT. Since one Econ can build 4 FT, this order would cause 12 FT to be built. Remember, always write the number of Econ you want to use in each build order, not the number of items you want to be built.

ECONOMIC INCREASE: To increase the Econ of a world by one, write an "E" followed by the number of the world where you want the increase to take place. Example:

E,216

means you want to use the entire Econ of world 216 to permanently increase its Econ by one.

GATES: To build a gate, write a "G" followed by the number of the world building the gate and the number of the world the gate is being built to. Example:

G,15,245

means you want use one Econ at world 15 to build a one-turn, one-way gate from world 15 to world 245.

TRANSFERS: To transfer ownership of a world to another player, write a "T" followed by the number of the world to be transferred and the code name of the player you want the world to be transferred to. Example:

T,13,REGULUS

means you want to transfer control of world 13 to REGULUS.

DESTRUCTION: To order installations to be destroyed, write a "D" followed by the world where you want the destruction to take place, the first letter of the type of installation to be destroyed, and the number of installations to be destroyed. Possible installations are: "F"=FT, "C"=CP, "E"=Econ. Example:

D,88,C,18

means you want to destroy 18 CP at world 88.

ILLEGAL ORDERS

If the quantity part of an order you have written is too large, such as trying to move 15 DF when you only have 10 or trying to build with 5 Econ when you only have 4, the quantity will be reduced to the quantity that you do have. If any other part of an order is illegal or meaningless, the order will be rejected by the computer.

RESULTS OF PLAYERS' TURNS

On each turn, each player will receive a computer generated printout containing the information about the game that he is entitled to know.

The first section of the printout contains the game number,

turn number, your account number, your code name, and your score.

The next section tells you how many of each of the following items you own: Worlds, Econ, CP, AF, DF, FT, and probes. These totals include items that are on worlds that you own and items that you've ordered to make moves and attacks that require more than one turn to complete.

The next section is a list of all the worlds that you can see. You will be told each world's owner, Econ, and how many CP, AF, DF, FT, and probes are there. If the world was attacked last turn, you'll be told how many AF each attacker attacked with, who the defender was, and how many AF, DF, and FT he defended with. If the world was probed last turn, the word <<Probed>> will appear. If the world was transferred last turn, you'll be told from whom it was transferred.

Below the data for each world will be a list of all of your orders that were executed at that world on the previous turn. Orders that were rejected by the computer will not be listed. Builds that were reused from the previous turn will be listed. The build and Econ increase orders listed here are the ones that are available for reuse this turn.

The last section is a list of players you are in contact with and their scores.

Attached to your printout each turn will be a map of the galaxy. Worlds that you own will be underlined on the map.

WINNING

The game ends on a randomly chosen turn from 15 to 25. When the game ends, the player with the highest score wins. Each player will receive a list of all the players in the game, their final scores, and their world and unit totals.

FEES

These are the current fees as of August, 1997:

There is a set-up fee of \$5.00 to enter a game. Turns are \$3.50 each. If you lose your printout we can print and mail you a duplicate. There is a \$5.00 fee for this.

JOINING A GAME

To sign up for a game, send a check or money order for at least \$5.00 to:

Flying Buffalo, Inc.
P O Box 8467
Scottsdale, AZ 85252-1467

If you have a Discover card, VISA, American Express, or MasterCard you can also sign up by calling us at 480-945-6917, FAXing us at 480-994-1170, or sending us an electronic mail message (games@flyingbuffalo.com)