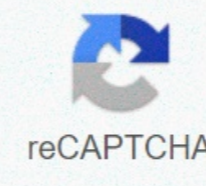




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Galactic civilizations 3 strategy guide pdf

The contents of the show Strategy Peak Colony refers to a strategy where your main goal is to occupy as many high-quality planets as possible before AI can do so. This will probably hurt your economy in the short term in a number of ways. First, citizens sent to colonies of ships can take a few turns to get to their destination, they do not contribute to growth at the time. Once they reach a new colony, their growth is much slower compared to if they stayed at home because population growth uses basic pop as one of their variables. Because more citizens means more tax revenue, this indirectly means that in the short term your income will be less. Second, new colonies tend to end up in red, especially if you only build factories, starports and laboratories. Third and more directly such strategies often damage your economy because of the haste builds of both factories and colonies, which can cause your economy to overheat especially if you are in a hurry to build factories on bonus tiles. However, in the long run colony rush strategies can be very effective, because if you can keep AI off your back long enough, ultimately, the advantage is that more space for development and therefore more productive colonies will start to tell. The overall effectiveness of colony peak Editing strategy Despite Stardock's attempts to mitigate the effectiveness of this strategy, it is still extremely powerful and with the right settings and strategy you can easily outcolonise the intelligent AI a lot, making the game effectively won. I played 3-4 smart opponents on mid-cards where I colonized over 60% of the cards rather than the usual 20-25%! Needless to say, the game ended pretty quickly. On the other hand, if you try a tiny or medium card with 9 opponents, no matter how good you are in the colony rush, you'll find you can colonize no more than 1-3 more planets than a typical AI empire, which is good but isn't a big deal. Also, the luck factor will mean sometimes you get stuck in a bad position, so your peak build colonies of ships become white elephants. Chances are you won't have time to play yourself out of this before all the habitable planets are snapped up. It's not a self-write, of course, but not much fun. General tips on Colony Peak Edit While all colony rush techniques agree with the goal, there are many different ways to achieve this. Leaving aside the style of play, which method is the most effective, critically depends on the settings of the game, in particular, the number of opponents, the abundance of stars, planets and inhabited planets and the size of the map. However, there are a few rules that are usually use star mapping! Editing I would say without this technology, the effectiveness of the colony rush strategy is minimized. You have to make a habit of using a mini map to send your colony ships or scouts directly to these planets, surely you don't want to send colonies of ships or scout scouts out of empty space without star systems or see if there is even a star system out there! If you don't use scouts, it's usually worth stopping the colony ship one step before it actually colonizes the planet (if possible) and look at the remaining open planets in the same star system to improve prospects. You also have to click on the star to see the number of inhabited planets in the system, if you see that there are say 3 habitable planets in the system, but the fog of war hides the third, it is usually worth spending another turn moving your colony ship to check out the last one. Blind is exploring off! The version 1.1 introduced the possibility of blind study, where it concealed the sphere of influence of opponents. A good peak colony player never shuts him down. This allows you to roughly assess the direction in which enemy colonization is about to come and plan according to. Take note of the overall position of your empire and your rivals on the mini-cards. If you are in the top right corner, for example, with no one behind you, you should focus on colonizing the planets from the corner because it will take some time before the enemy reaches there. Just start colonizing these planets in your backyard when you see enemy scouts. If you start very close to the enemy, you can actually try your luck quickly and immediately (don't worry if it's after a few turns it's too late) sending colonies of craft star systems within its sphere of influence, if you're fast enough, you can actually colonize some of the planets that actually have it. But it's a gamble because a lot of the time you just find that the area is completely colonized, so you just wasted time. Plan to build new jumps for colony ships. Edit One common mistake is to rely too on your native word as the sole source of colony ships. It's not too bad if you play a map with a small space (small card size and/or many opponents) because the peak phase of the colony ends quickly. But overall, over time, you'll want to start using other colonies on the edge of your empire to build colonies of ships for obvious reasons (quick access to unpainted areas). So whenever you colonize a planet on the edge of your empire, consider whether this is a good place to build a world base industry with starport for colony ships. You tend to be looking at worlds that have a lot of tile production bonuses (so you can rush to build factories there) and/or those where ethical decisions have resulted in some appropriate bonus. Location is also a factor, of course. Build your own ships Edit Early Game some races actually start with more advanced technology than hyperdrives, so you can build a much faster colony ship right off the bat. Specifically, the Legion of Draeta, the lor Collective, the Dominion of Corks, start with ion drives so they can build a build faster colony ships at the beginning. Even if you start with measly hyperdrives, you can still improve from the core colony vehicles by dropping life support in the core vehicle and adding one more engine. I generally find this compromise favorable because the wider but much slower colony ship usually moves too slowly for the range to be a problem. With careful planning and strategic colonization of planets (see later), range should not be a problem. Of course, if you play big maps, with scattered star systems and rare stars/planets/inhabited planet settings, colonies of ships with life support come into their own. Colonize planets with high PL, ignore the low. Edit What colonize largely depends on the settings of the game as usual, but overall, extremely low P 4-5 planets are never worth colonizing at first if they serve any strategic reason (to expand the range, for example, some difficult to access regions). Specifically, the low PL planets that are surrounded by the high PL planets that are often useless, even if the enemy gets to them first, because they will be easily culturally influenced to flip to your side anyway. I doubt that most people will miss the planet PL 16 ! But I'm generally happy with THE 11 That the PLANET's PPs you should be prepared to take depends on several factors, such as whether it is in danger of colonizing AI or if it is in such a way a place that AI has not yet dived. I find that THE 9 planets that don't usually look like that big becomes very attractive when I see AI sending colonies of ships there if I can win a race (check the speed of the ship colony and count grid squares) I usually do. Does it allow access to other regions of general competition. On a small map with 9 opponents (even with a normal abundance of settings), you pretty much colonize every inhabited planet (or rather the most inhabited one near seen your ship colony) you see, there is no time to get picky because they will all be gobbled up in a couple of twists. The number of unexplored regions left, if the colony peak phase is running down, you obviously should start getting less picky. Generally, the bigger and less contested the map (the smaller the opponents), the more risks you can take when passing on some reasonable quality planet and spending time trying to search for higher planets or colonize for strategic reasons to expand your range. Using your flagship, your flagship should usually be used to study anomalies, and they can help scout on the way. But I prefer to focus on shooting anomalies as the first rather than exploration, because anomalies can help a lot because they can give you as much as 2500 BC rewards, which is a great early game when your economy overheats. Specific Colony Peak Strategies and Edit Approaches In this section I re-list some of the general strategies and methods of peak colony. Ordinary/Edit Most Colony Peak Strategy consists of rushing buying a colony ship and/or plant, and repeating this several times. Any arguments in favor of buying factories over the courts or vice versa? The extreme version, which I prefer, is to do as much as possible, but in favor of buying factories. In return, 4 or so you should have enough plants in your home world to produce colony ships every 2 or 3 revolutions. Typically, one reduces everything to 0%, except for research within the first few turns (the idea is you'll buy everything at first) and then restore all the military with multiple points in social once your cash starts working. Other distributions are possible, of course, including keeping everything by default. Pros : In terms of the speed at which you can produce colonies of ships, this is one of the fastest. It is very effective on a highly contested map, where the colony's haste phase is short. Cons : The main source of your colony ships will be your home world. This often causes your home world to fall to extremely low population levels. If you're not careful, you can even throw it to almost 0! This is bad, because in general in the beginning most of your taxes will come from your home world. Also, if the colony peak phase lasts for a while, it soon becomes ineffective to run colonies of ships out of your home world because it takes a long time to reach the outskirts of your empire. You can start using other colonies as launch pads, but after inventing most of your resources in your home world, it may take some time. Consider saving aside some cash for peak construction on your colony ship launchpad planet. Technological Rush for Techs/Edit Engines This strategy focuses on improving your engine technology so you can build faster ships. Typically, it involves peak buying labs, with research at 100%. The goal is to get up, usually impulse drive I or II and build a colony of ships at a rate of 6. I recommend starting with a race like The Yor Team, which already has ion drive engines, so you can reach the Impulse drive in about 3 turns. Pros: Cons: This strategy works best on big maps, of course, and on less controversial terms, where you can spend the first few twists waiting for your technology to kick in. for exploration or not for intelligence Edit Players are divided on whether to build specialized scouts or just send colonies of ships blindly into the galaxy to scout. In my opinion, if you play settings with abundant stars and planets, exploration is less useful because most of your colony ships will be aimed at pretty good On the other hand, if habitable planets are rare, sending colony ships blindly into star systems is likely to be costly when there are no targets, as is likely. I also suspect that the cost of specialized scouts increases the less contested card, because in such games, the colony peak period is longer, and the cost of the cost Longer. It also gives you more time to make strategic decisions such as passing by good PL planets for strategic gain (e.g. to extend the range). The population, Moral Edit One is usually cited strategy, which can be combined with any of the above strategies, involves buying or building an entertainment network at home to boost morale to 100% and/or adjusting low tax rates for a couple of twists to increase approval. But the latter is probably less effective. 100% of the statement is intended to ensure that the population of the native world does not have too negative impact on the depletion of the population due to colonization. Hitting a 100% approval is crucial because it gives you a special population growth bonus. In the same vein, some players prefer to automatically send a full 500 to the ship colony, but send smaller amounts depending on whether the colony ship is sent elsewhere or used for reconnaissance purposes with no good purpose in mind. To the extreme you can even send colonies of ships with 1 unit population, those will not grow much (at all?), and will produce very little (no?) tax revenues, but for the production and research purposes they operate, as well as the 10 billion colony population. v1.1 Edit in version 1.1, I recommend playing Yor with the following samples: 30% population growth (3 points), 30% economy (4 points), and 20% morale (3 points) and choose the federalists that gives you 20% of the economy. The combination of population growth, morale and an additional economy means that you have to have a lot of cash. I prefer to use this money to rush to buy the first plant on every planet I colonize. My starting budget of \$5,000 is used for peak construction. When I get to about \$1,000-\$2,000, I stop rushing capacity. At this point, I'm just going to spend money the usual way. You aim in managing your early economy game is to make your spending turn in the black again exactly when you reach -500 BC Technology Speed Edit I like to play with slow flowing speeds. To change the pace of accelerated pace technology is also interesting. (Obviously play that way if you want the technology to win.) The Strategy Edit This strategy refers to big cards or more. I stopped playing huge and giant cards because of performance issues. Turn 1 Edit Set to spending speeds of up to 100%. Set the tax rate to 49% (ignore low morale; you don't have elections yet, and the population of your home world goes to other worlds). Rush-buy plant in your home world. Set your production queue for all plants, but if there is tile for food, use it. If I have a tile effect, I leave this tile open when I get the embassy. Use research bonus tiles for a research building if you have one. I focus solely on lasers for weapons. They have the best damage/space at the start of the game. I've noticed that AI also seems to focus on lasers. I like to build ships that have defensive defenses and missile weapons - they almost always beat AI in battle. I haven't seen AI adapt to my ship design - maybe on an intellectual or ingenious level? For Armor, I distributed my expenses equally. I like to put 1-1-1 defenses on my ships as soon as I get enough miniturization and advanced enough technology. I will explore some of the other technicians when the cost is low enough; that I can finish them in 1-2 turns. I'll explore better lasers, better engines, or better social projects, even if it takes 5-10 turns to complete. Don't research the best plants until the end of the colonization phase, not if you are in a close war. When you get the best plants, you start building them on all planets, cutting military production in half by 10-15 turns. PLUS, you want to be able to rush to buy a factory on new colonies. Having more expensive plants makes it harder to do. In the middle of the game, as soon as my economy goes, I start spying spending, 1 tick on each AI. This allows me to steal technicians and fill holes in my research spending. I'm not exploring a Planetary Invasion until I'm at war and I have a clear military superiority. I then rush to Tyre Kuan training and advanced mods troops, sending 3,000 troops on each transport. (3,000 troops is enough to capture the planet without any special invasion tactics, and gives a good population base on the captured planet.) Colony Building Strategy: The all-X approach edit there are many approaches on how to create your planet. The classic Edit approach uses mixed structures (factories, laboratories and econ buildings) on most planets. Despite the fact that only research buildings can build on the same planet with a research bonus, and on the planet with a production bonus only plants, this approach really supports only one specialization of the planet: financial. The reason why other specializations don't work effectively is how spending sliders work. They cannot be installed for each planet separately. The basic idea of the slider sound: with only three of them you direct funding to your entire empire producing three products: ships, buildings and I would be great if there was only one type of building that would make an exit. But there are two: labs and factories, and they only produce as much as you fund them. Not installing a slider means allocating money from the treasury to them. So, if you set the sliders the same way (33/33/33), (33/33/33), plants receive two-thirds of the money and laboratories 1/3. What this means in practice is 1 in 3 plants does not produce anything, and 2 of your 3 labs also do not do any research. So the buildings and tiles on which they stand for nothing! This is not so important in the difficulty settings of the game below the crible, because the AI in the game use a mostly mixed approach. But with maso AI get big bonuses: for suicide they have BASE output production, research and money 4 times more than a human player! However, AI uses a mixed approach - it builds factories and laboratories on the same planet. So regardless of the bonuses it never works them at full capacity. All-X Strategy Edit's approach to building the planet is considered an advanced strategy (not suitable for a player without a good knowledge of game mechanics) and makes these buildings work at full capacity. It consists of building only two types of buildings on each planet: laboratories and econ buildings (markets, farms or two, morale building or two) or factories and econ buildings, and setting the cost of sliders respectively: with all-laboratory 0/0x (no factory costs), and all plants x/0x (without laboratory costs). The main problem with this approach is that these buildings give only one type of product, either research, or buildings/ships. But according to GalCiv-2 1.1, it can be overcome using the planetary orientation. The buttons you press to focus production on the planet that field Installation Focus converts 25% of the produced products of this planet into a different type, so that laboratories can produce ships or buildings (not both), and factories can produce research, while at the same time producing buildings and ships. Of course, the player must focus on most of the planets he owns in order to get enough research from the plants, or sufficient production from the labs. For more information in manufacturing and focus check out military production and research. Combining an all-X planet to build and focus on another production area greatly reduces the advantage suicidal AI receives, or even turns the advantage in favor of the player. Now it needs to cover only the financial part, which was never intended to fill such a large hole, which is done by both approaches. For more information on making money, check out the Economy page. The all-econ approach of Edit is basically a late-game strategy. It is based on what all (but research) can be bought. Thus, the player does not build factories to speed up production, but builds (actually buys) basically equalizer enhancing buildings. The main problem with this approach is that it requires a lot of money to work (usually produced on well over 100 planets), and a huge Micromanagement will actually buy/update everything on every planet. Experienced players reported that they needed about 100,000 BC profits to make this strategy feasible. there is a mini version of this approach approach can be used in conjunction with any approach of building planets. If the empire generates a significant surplus (several thousand BCs), the player can accelerate the construction of partially finished buildings or ships only on some planets, or purchase new lower-tech (and therefore lower costs) buildings on newly acquired planets. The latter is usually done with plants or laboratories until the planet gets enough of its own production to build the rest of the infrastructure within a reasonable time frame. For more information Edit on all-X topics check out GalCiv-2 forums in particular: in particular: