Galac-Tac Quick-Start Guide
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The Galac-Tac game rules can be a bit daunting at first glance. If you'd like to start playing right away and spend some time later learning about all the details, here's how to get a running start on playing the first few turns.

Take a look at your initial report – perhaps a printed copy will help you begin. You'll find your Home World listed (with its location on the far left at the top of the report) and the ships that you already have there. On that same line to the right is listed the amount of "money" that you have available to spend. The lines below that list all the starting ships you have at your Home World. Each one starts with its ship number and type code (both are important). You'll also find two maps in your report. Put aside the full galaxy map (the one with the tiniest print) for now and look at the other one, the quadrant map. This map shows your own location in the center (with an "H") with the stars scattered around that are near to you. These are the stars you'll concentrate on at first.

Star locations are listed in the form XX-YY. XX is **down** and YY is **across**. The galaxy wraps around from side to side and top to bottom, so there are no edges. Coordinate 99 is right next to coordinate 00, so if you find yourself near a numerical "edge" you can go right past it and the numbers just start over. Distance calculation is simplified where horizontal, vertical, and diagonal steps are all only a single unit of distance.

For the easiest start, just ignore all the rules for designing new ships and go with the ships you've been given. The "FX" ships are for small-cargo transport and colonization and the "SC1" ships are for scouting and charting, to help with colonization. Colonization is important because it claims star systems as your own and triples the amount of raw materials (Production Value, or PV) that each star system produces.

Turn #1

You should name your empire on your first turn. The first action has been reserved for you for that purpose – just fill in the name you've selected in the first empty box.

In the very beginning of the game, your primary goal will be to create colonies. The first action you'll need to use is CHART, to identify the base PV of stars near you. You must chart a star before you can colonize it. Here's what the CHART command looks like:

   CHART *ship# location*

Find all your "FX" (cargo) ships on your report and issue a CHART command to each one, giving each ship a different location near your Home World. Look them up on your map to see what's nearby. In addition, use your "SC1" (scout) ships to help you find additional juicy stars. Send <u>them</u> out with CHART orders as well, to different locations from the cargo ships, to find the best places to send your next set of ships.

That's the most important thing right off the bat, but you're going to need more ships right away – cargo ships in particular. So the next thing you should do is start building some more with your starting money (called PI, for Production Inventory). They won't be completed and ready to use until next turn, so start on them now. That uses the BUILD command, and this is what it looks like:

   BUILD *location* **FX Freighter**

Use your Home World as the construction location. This tells it to build an "FX" (a light cargo ship) and name it "Freighter". You may give it up to three ship names at once and repeat the command as needed. You'll probably want around a dozen new cargo ships to work with next turn, and perhaps a few additional scouts if you like.

Just that much – a few CHART and BUILD orders – will get you started and well on your way to a solid economic base. If you want to throw in some extra orders, by all means do so, but these few simple orders will give you a good start on a healthy empire.

Turn #2

On your second turn, you'll actually start constructing your economic system. To begin with, the ten FX ships you sent out on the first turn will have charted their respective stars (you will see their PV listed on your report) and those will now be ready for colonization. They need to be given the COLONIZE command, as follows:

COLONIZE *ship# location name*

That will start the colonization process, which will take two turns to complete. The new colony's name is optional.

The new cargo ships you built last turn will now be ready to use. You will want to start with the locations that your scout ships charted last turn and colonize most or all those with the same COLONIZE command as above. Ships sent from your Home World with COLONIZE orders will automatically load the required 10 PI (from your Home World PI stockpile), move to the named system, and then will start the colonization process next turn.

If you've built more cargo ships than required for colonizing, you'll want to send them out to do charting duty like your first set of cargo ships. But first make sure they have 10 PI on board (like your original cargo ships started with) so they're ready to colonize as soon as they have charted. Do that with the LOAD command, which looks like this:

LOAD *ship#* **10 PI**

Then send those extra cargo ships out to other nearby stars with CHART orders, like you did with the first set of cargo and scout ships.

Also, the scout ships you sent out last turn have done their duty here and are now ready to spread out and find some more stars to CHART, so send them exploring as well.

The Next Few Turns

As your colonize orders are completed, your new colonies will appear on your turn report along with the ships that are present at those locations. You will then want to establish regular supply runs to bring the raw materials (PV) back to your Home World every turn to be converted into PI. When each colony is ready, start up shuttle runs either with the colonizing cargo ships or with larger cargo ships that you will build as needed. (See the manual on how to use the SHUTTLE command.)

Your starting "FX" cargo ships can't hold as much PV as you're likely to have available, so building pairs of some larger cargo ships (e.g. "FXX" or "FXXX") to shuttle with is a good idea so that you can pick up all the available PV every turn. Alternating shuttles in each pair will bring the PV back home to produce PI, and will give you a steady income to do more expansion and start building warships in preparation for the inevitable conflicts that will occur as you expand.

It is possible that you will encounter other empires in your early exploration. Usually, such early encounters will not involve actual combat, but any encounter will prevent your ships from carrying out their assigned orders and you will need to issue them new orders.

While you're expanding your empire in your first few turns, you should have plenty of opportunity to go through the rule book to see how combat works, how to design your own ships, and what other actions are available for managing your empire and your fleets.

Good luck and have fun!