

The background of the image is a dramatic space scene. A large, bright yellow sun is the central focus, casting a warm glow. In the foreground, a massive, dark, ring-shaped megaststructure orbits a planet, with various smaller structures and platforms attached to it. The space is filled with numerous asteroids and debris, creating a sense of a chaotic or war-torn environment. The overall color palette is dominated by oranges, yellows, and dark greys.

GALACTIC CIVILIZATIONS[®]

MEGASTRUCTURES

Media Guide



KEY FACTS

- **Title:** Galactic Civilizations IV: Megastructures
- **Developer:** Stardock Entertainment
- **Release Date:** 12/10/2024
- **List Price:** \$19.99
- **Platform:** Windows 10 / 11
- **Localization:** English, German, French, Russian, Spanish, Polish, Portuguese, Italian, Simplified Chinese, Korean
- **Website:** www.galciv4.com
- **Graphic assets for PR:** www.galciv4.com/press

Megastructures

Megastructures is an expansion dedicated to enhancing the late-game experience with powerful new Megastructures.

New content:

- New Technologies
- New Quests and Events
- New Improvements
- New Orbitals
- New Ship Components
- Dyson Spheres
- Stellar Nexuses
- Stellar Gateways
- Ringworlds



Setting Expectations

While there is a sizable amount of early-game content being introduced, the Megastructures DLC is late-game focused and thus **it can take hours to access all new content.**

It may be beneficial for content creators intending to stream the DLC to create one or two mid-to-late-game saves in advance.

With "Enable Cheat Console" toggled in Gameplay Options, you will be able to use the tilde (~ or `) key to access the cheat console. The following is a list of common commands useful for testing.

Please remember that you are getting early version of this DLC and some things will be missing or work in progress.

Cheat	Effect
modstat Gigamass 100 localplayer	Give Self 100 Gigamass
modstat EnergyGeneration 100 localplayer	Give Self 100 Energy Generation
turn	Allow Self to Skip Turns
CTRL+R	Instantly Finish Current Research
hotkeys	Enable Hotkeys Like F1 and F2
F1	Teleport Selected Object to Cursor
F2	Duplicate Selected Object
CTRL+N	New Game
spawnmegastructure <megastructure type>	Spawns a Megastructure on Selected Star (DysonSphere, Ringworld, StellarNexus)
finish	Finish Megastructure Construction or Queue of Selected Shipyard/Planet
fastunlock	Unlock all Techs instantly
resources	Gain unlimited amounts of most resources

WALK-THROUGH: The Best Way to show viewers



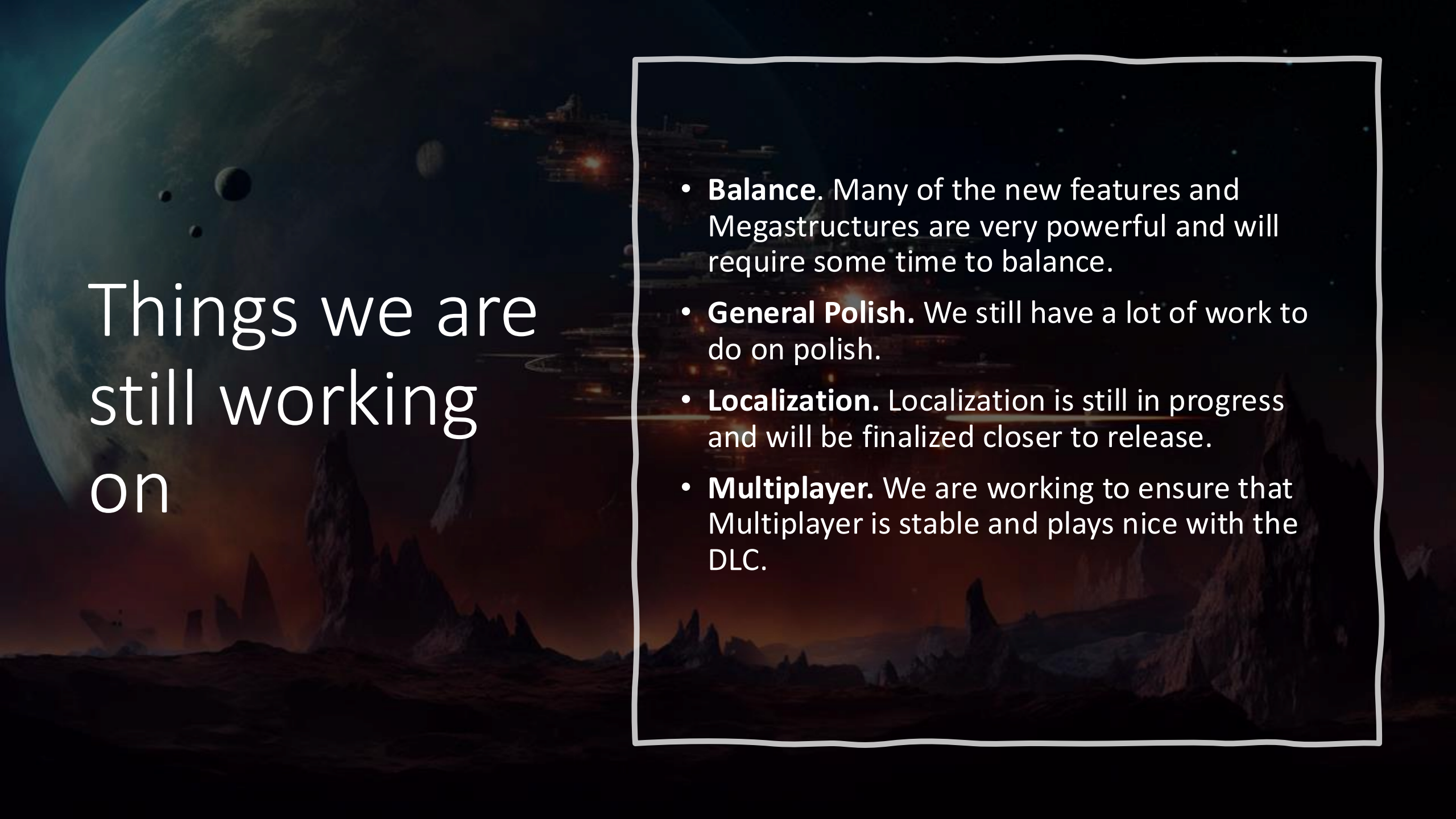
We want to make sure that the game entertains your viewers. If there's something we can add to the game that you think your viewers would like, let us know.

Things that we think will entertain viewers

Engaging with the new Quests and Events: These events give the DLC a storyline that viewers can follow and is intended to introduce the new mechanics.

Try Different Nexus Augments: One of the new Megastructures, the Stellar Nexus, uses Augments to change its range and effects. Each augment has its own cool art and effects, so we think it will be fun to experiment with each one.

Build a Network of Stellar Gateways: Stellar Gateways are portals that can send entire fleets from one end of the galaxy to the other. We believe these Gateways might make for some very interesting combat and warfare.



Things we are still working on

- **Balance.** Many of the new features and Megastructures are very powerful and will require some time to balance.
- **General Polish.** We still have a lot of work to do on polish.
- **Localization.** Localization is still in progress and will be finalized closer to release.
- **Multiplayer.** We are working to ensure that Multiplayer is stable and plays nice with the DLC.

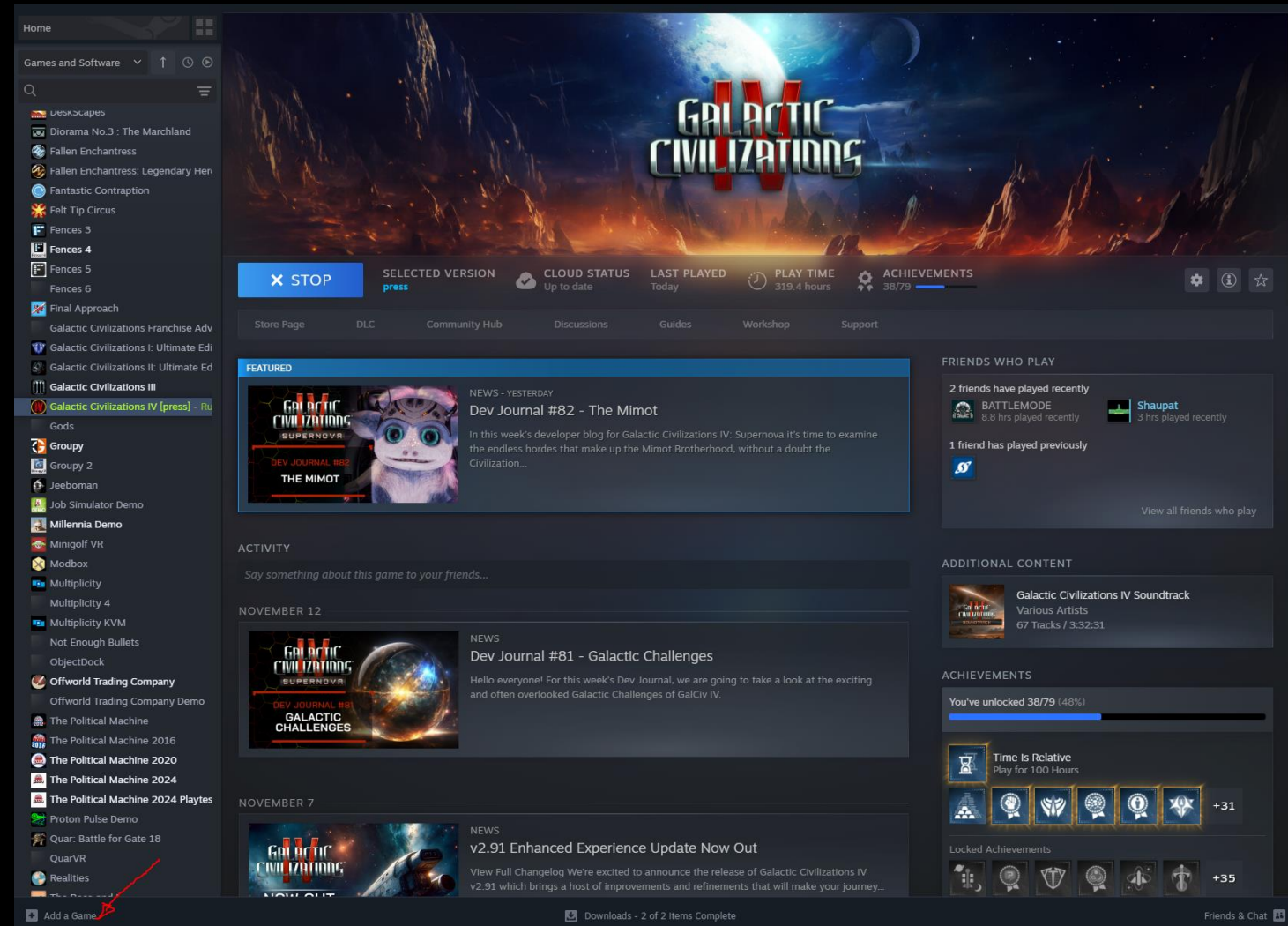
Game Setup: Redeeming Key

1. First you will need to redeem the provided keys for GalCiv IV: Supernova, and the Megastructures Expansion

To do so, start by clicking

 Add a Game

Found in the bottom left of your steam library

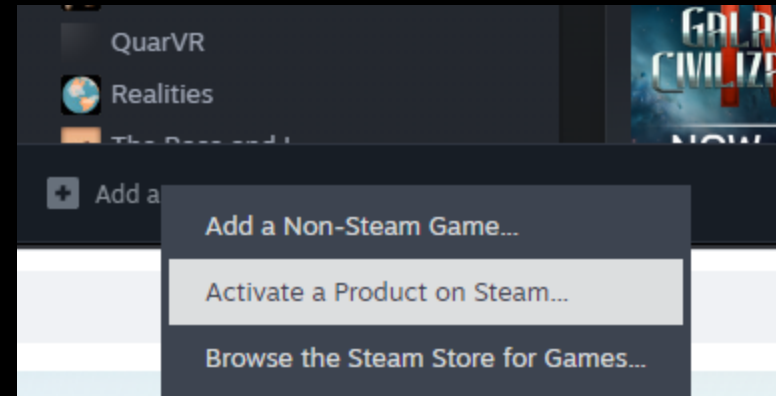


Game Setup: Redeeming Key

2. A drop - down menu will appear consisting of:

- Add a Non – Steam Game
- Activate a Product on Steam
- Browse the Steam Store for Games

From this drop - down menu click "Activate a Product on Steam"



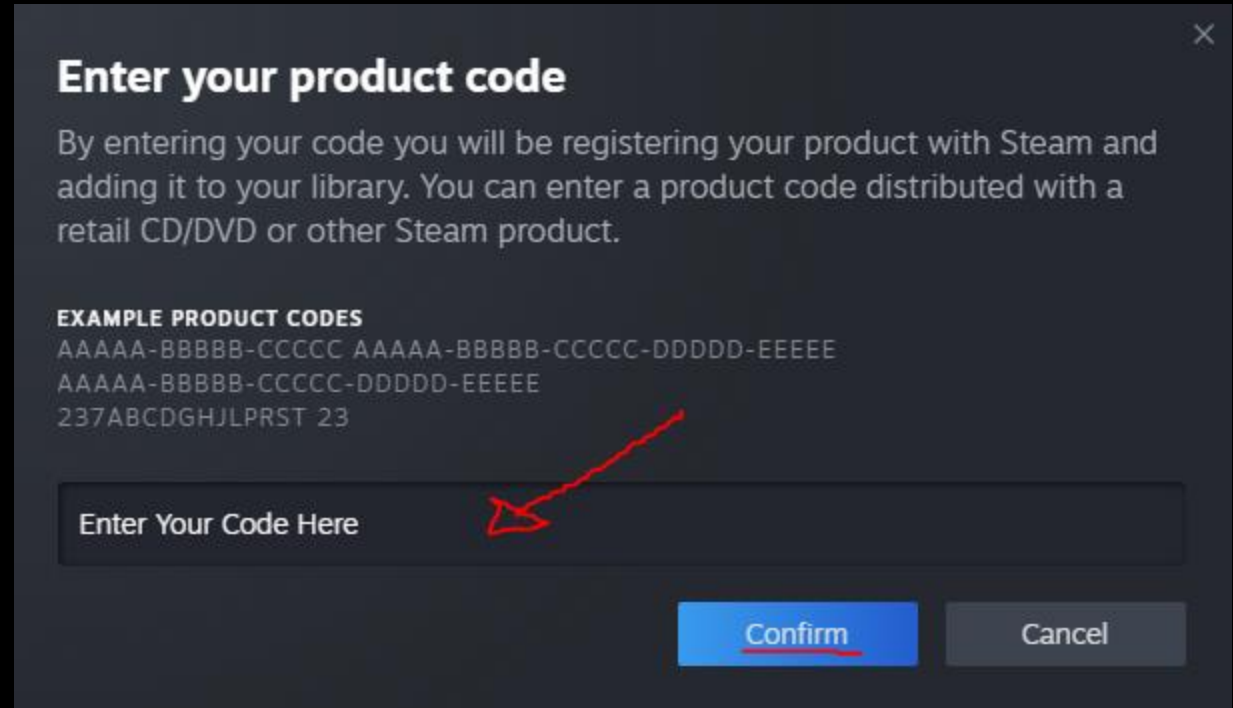
Game Setup: Redeeming Key

3. A window will open labeled "**Enter your product code**"

Enter one of your provided key codes in the text box.

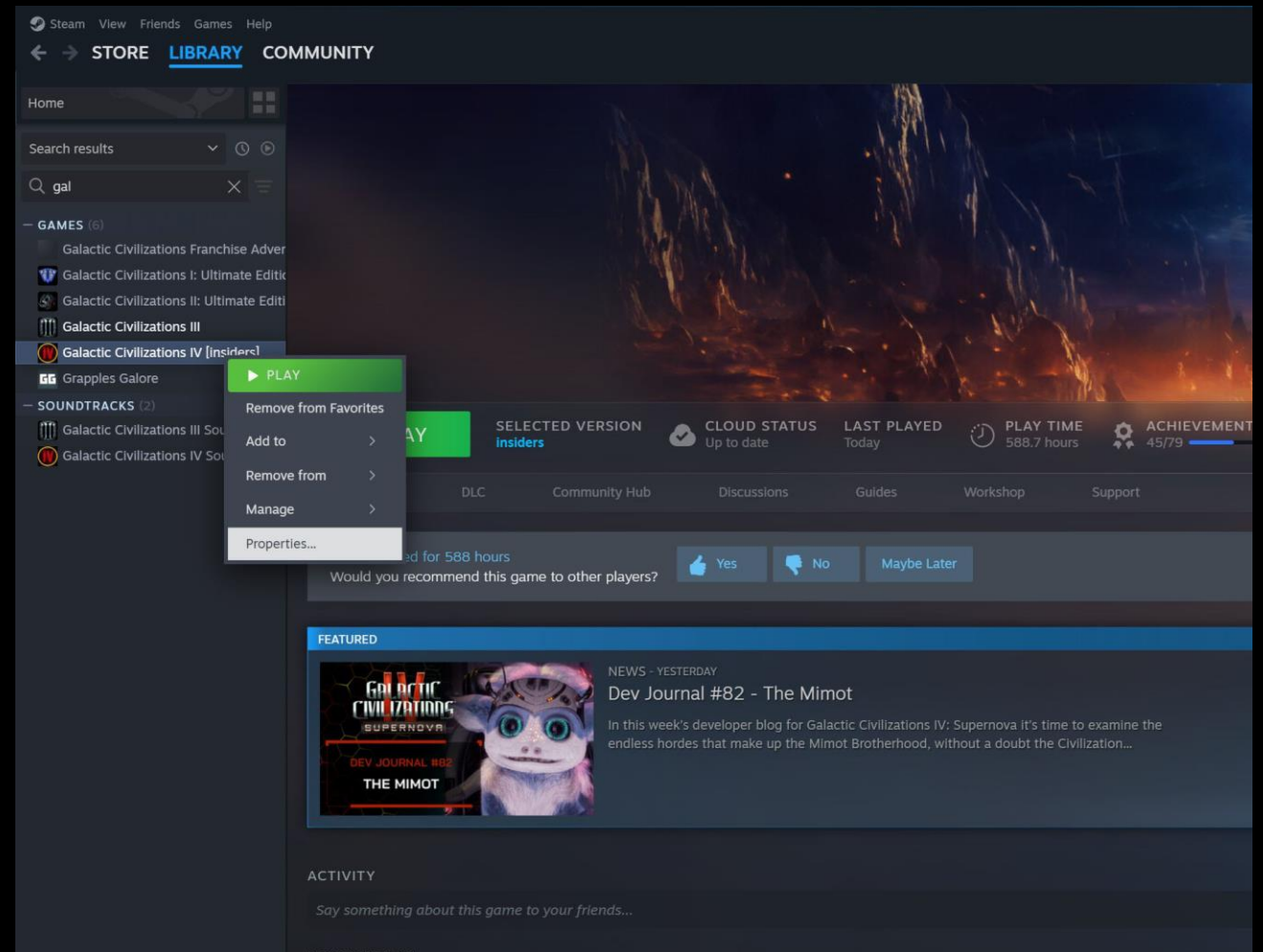
Hit Confirm when finished.

Repeat this process if you have another key to redeem.



Game Setup: Getting the DLC

1. Access Galactic Civilizations IV: Game Properties

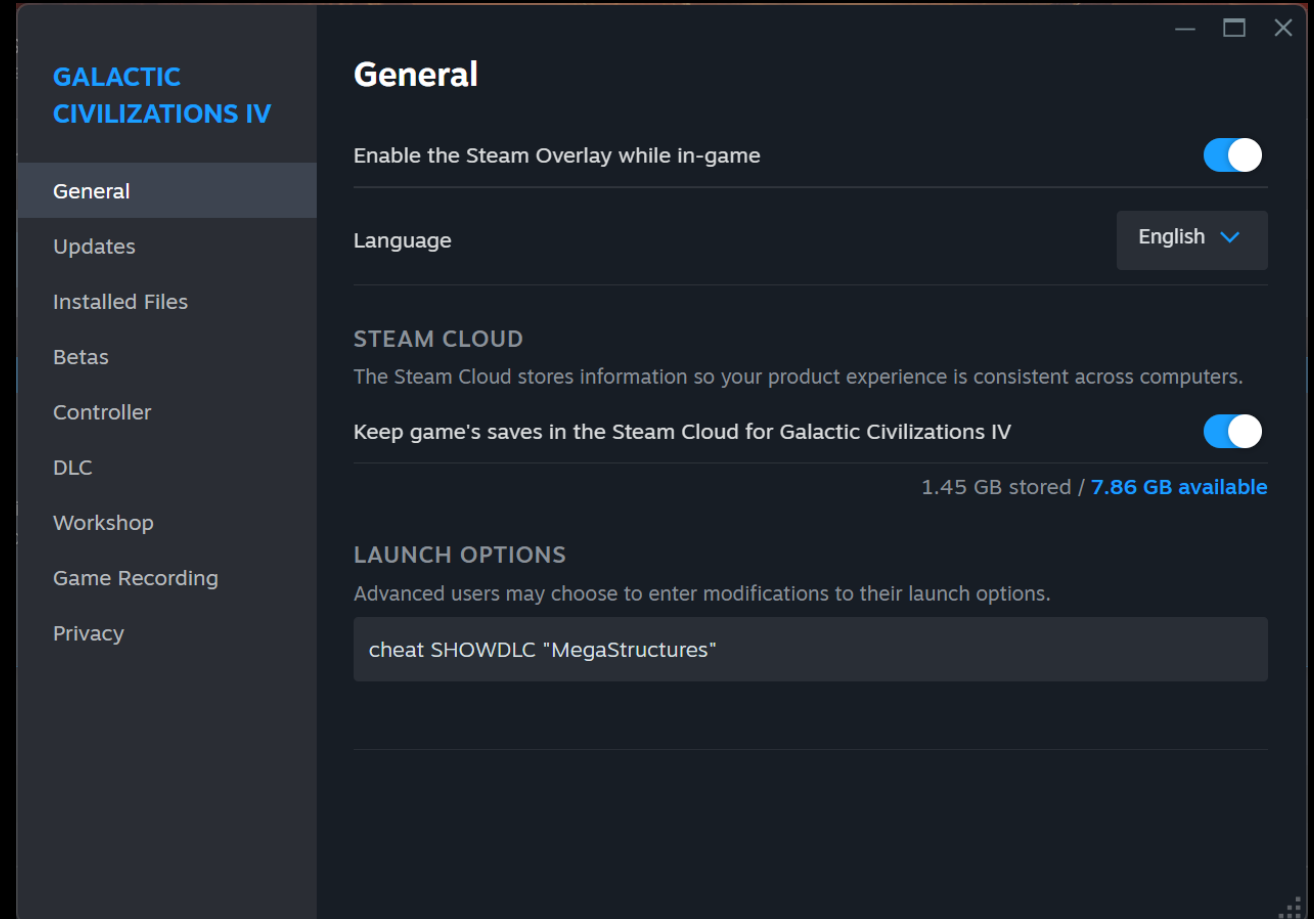


Game Setup: Getting the DLC

2. Add Launch Options:

cheat

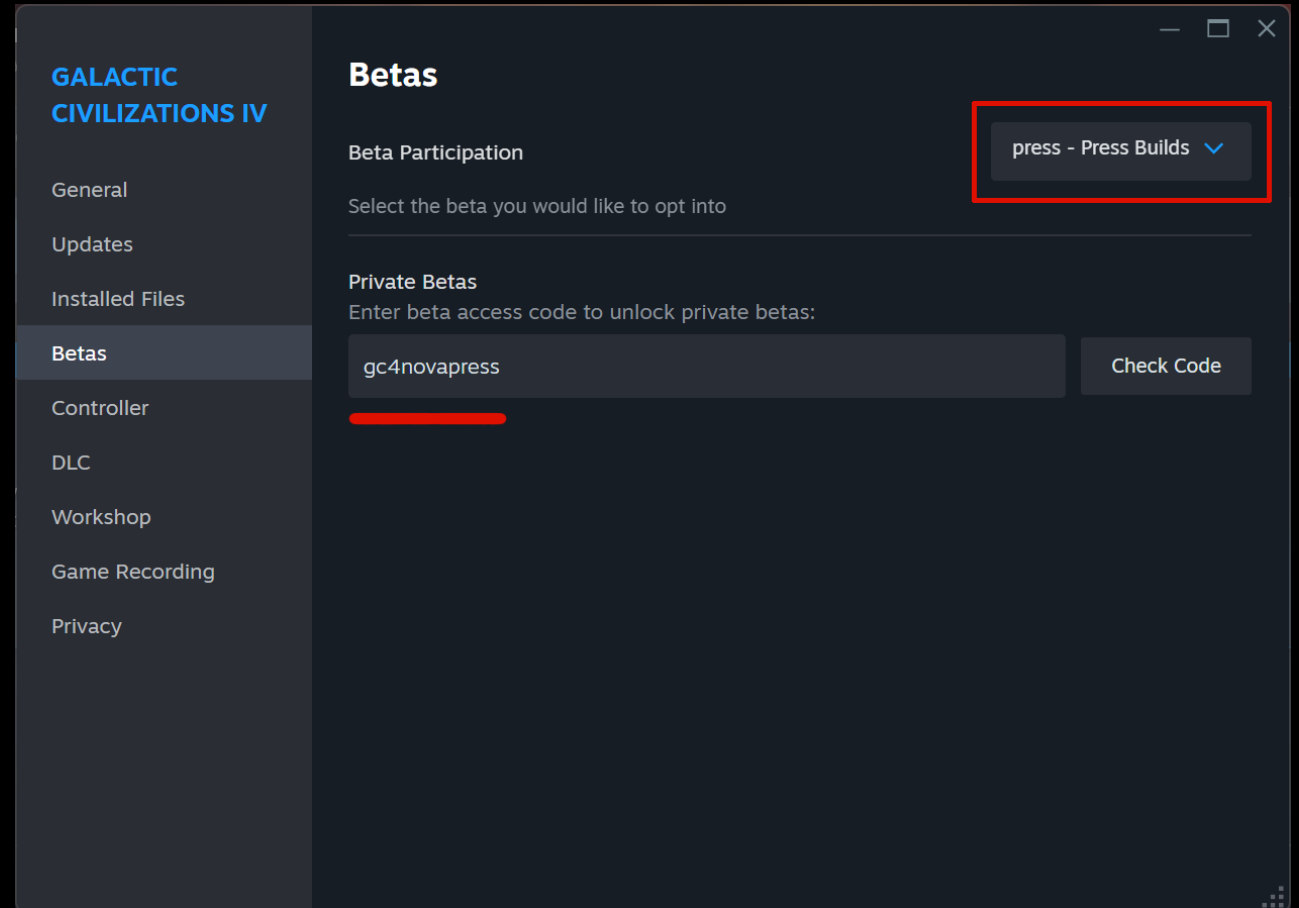
SHOWDLC "MegaStructures"



Game Setup: Getting the DLC

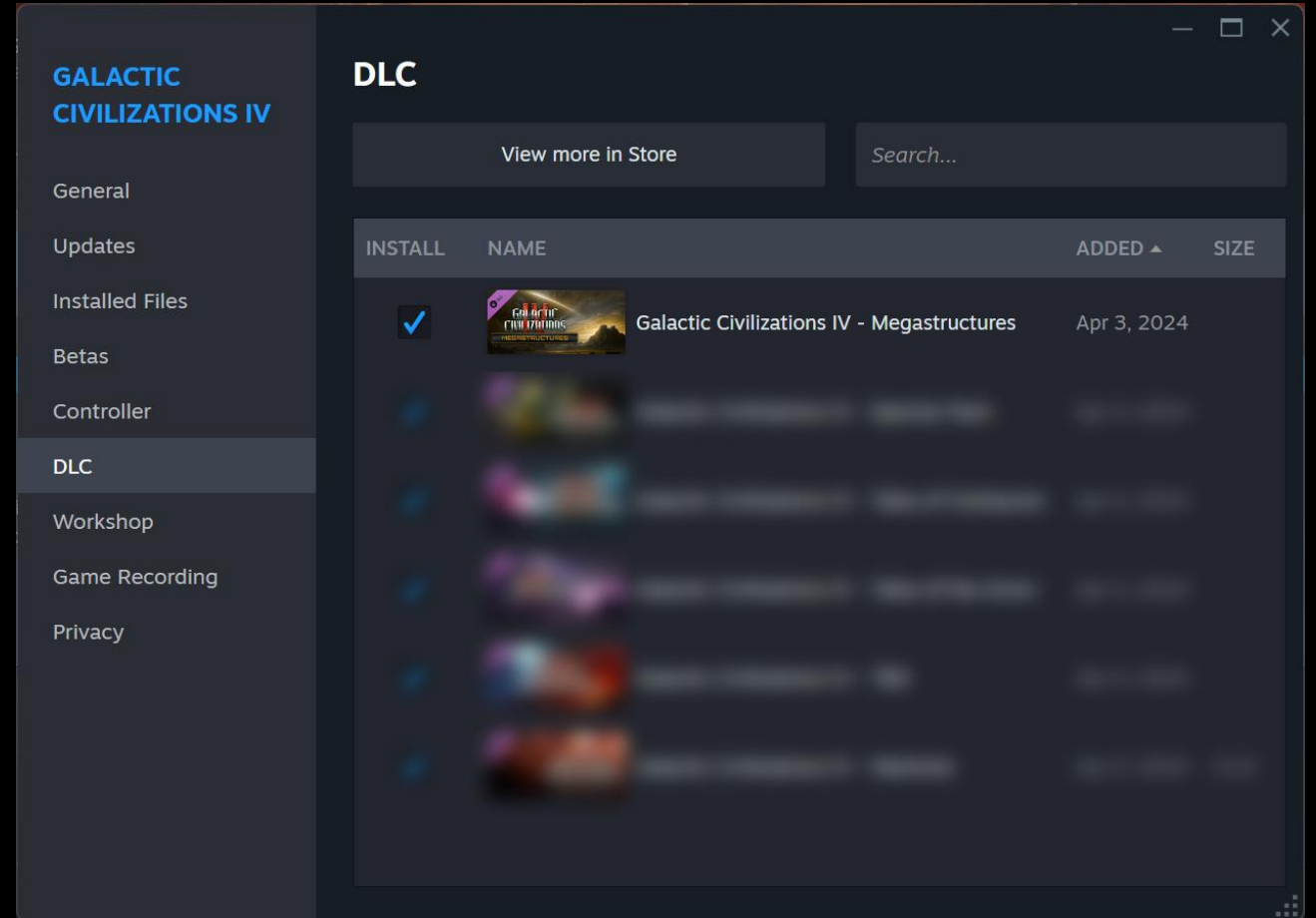
3. Ensure "press - Press Builds" Beta is Enabled.

If not, enter the Beta Code:
(gc4novapress), press "Check Code," and then select the "press – Press Builds" from the drop down in the upper-right.



Game Setup: Getting the DLC

4. Ensure Megastructures DLC is Enabled



Game Setup: Getting the DLC

5. Launch Game and Confirm
you see the Megastructures
Title Screen



Game Setup: Getting the DLC

6. Open Options to the
Gameplay tab and enable
Cheat Console



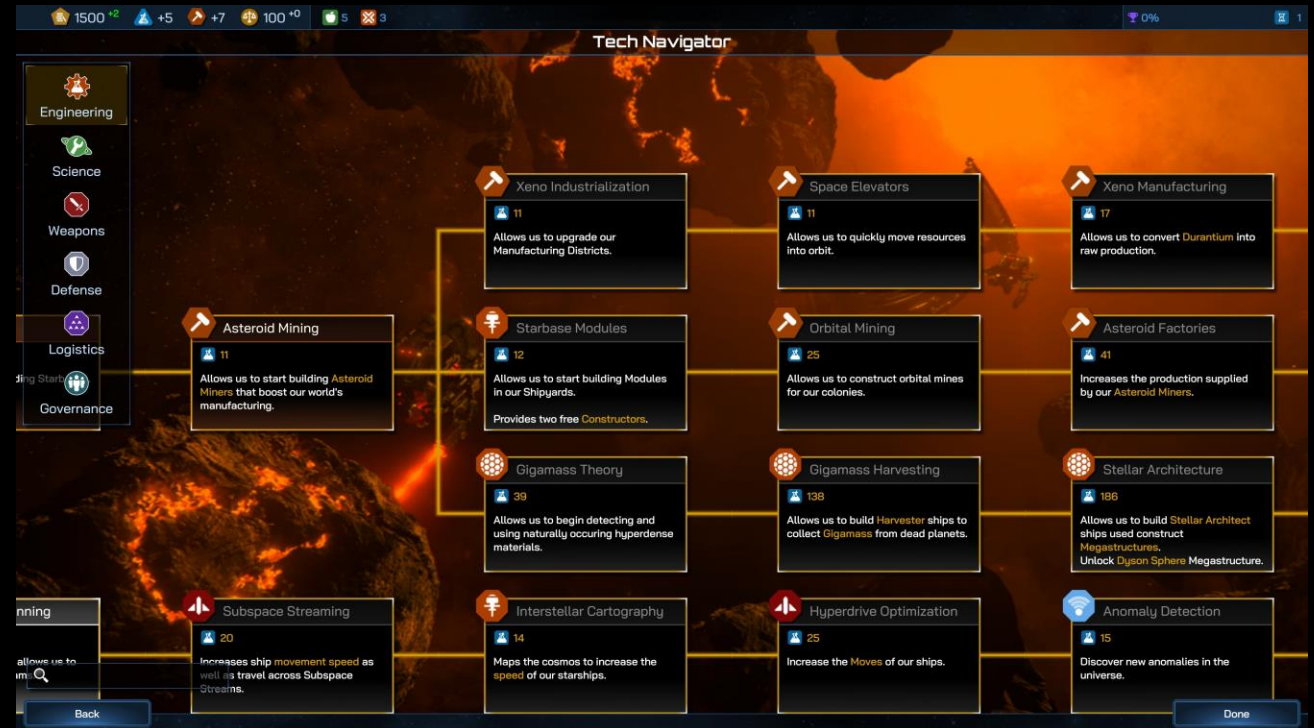
Game Setup: Galaxy Settings

- For an accelerated experience, we recommend trying out a SMALL, SINGULAR sector map.
- We also recommend setting Game Pacing and Research Rate to Fast.
- This should help you get to and experience the new late-game content more quickly.



New Content: New Techs

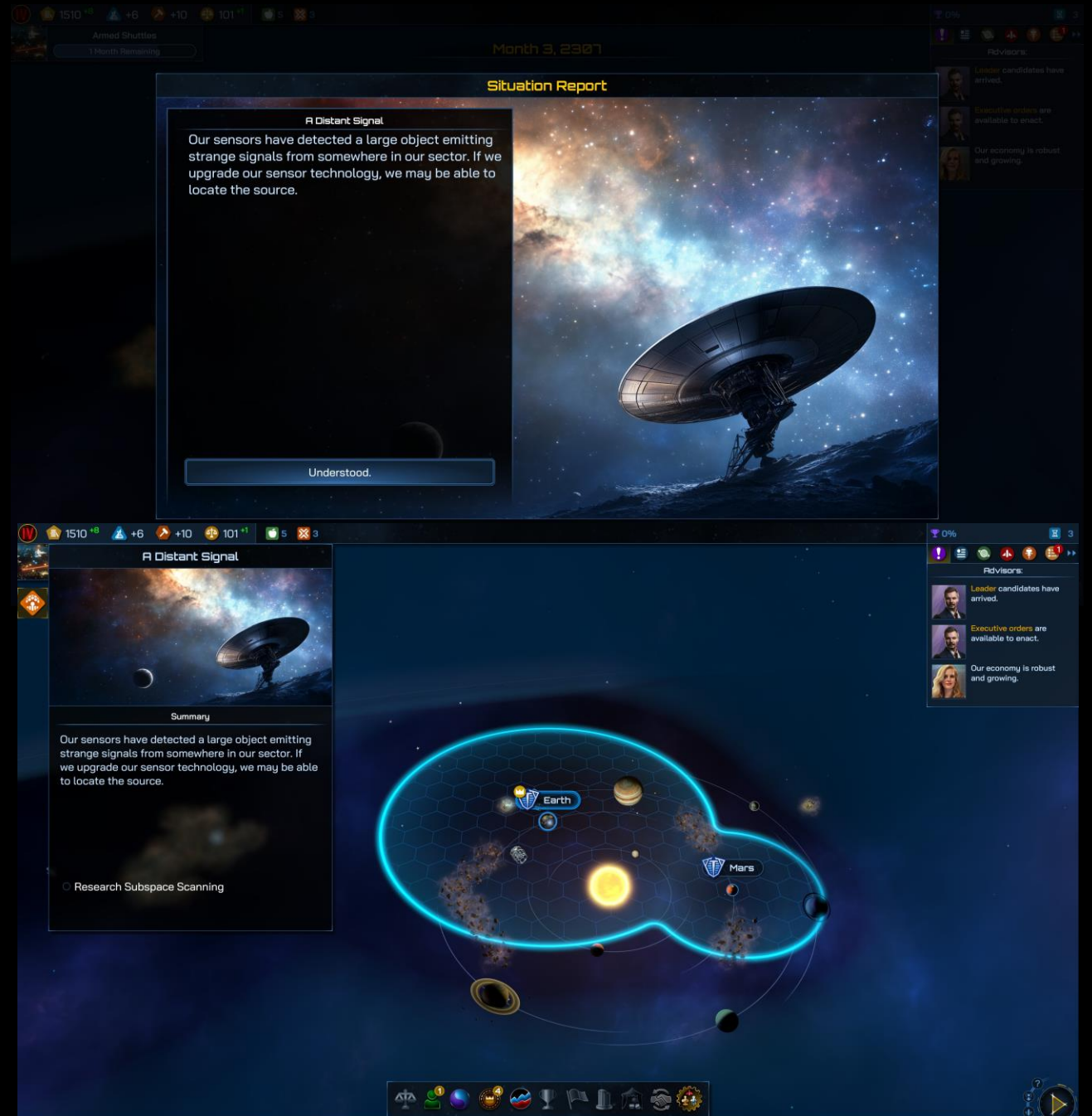
- The first piece of new content can be found in the Tech Navigator.
- Here, you will find a new branch in the Engineering Tech Tree with all of the new Megastructures Technologies.
- There are Seven Total – Starting with Gigamass Theory and ending with Nexus Mastery.



Looking into the Techs through their descriptions and tool-tips can give you an idea of the mechanics and structures that are a part this DLC, however, it may be best to learn each new mechanic as they are unlocked so as not to get flooded with information.

New Content: The Quests

- After Turn 2, a new Quest Chain will be kicked off starting with "A Distant Signal."
- These Events and Quests are designed to lead players through the new Megastructures Content.



New Content: Ruined Ringworlds

- One surprise in-store as a part of these new Quests are the discovery of Ruined Ringworlds.
- Once inhabited by an ancient race called the Ringworlders, these ruins are hints at the content to come.



New Content: Gigamass

- Gigamass is the first of two new Resources introduced in this DLC.
- Gigamass is important as a required resource for all Megastructure construction.
- Early-game, Gigamass will be earned as a part of the Quest Chain, from new Anomaly Events, or when the player completes the first Megastructures Technology: Gigamass Theory.

110 +1

🍏 1 🏴‍☠️ 3 🌐 6

Gigamass 6

Gigamass is condensed, raw matter harvested from dead planets by **Harvester Ships**.

Gigamass is required for the construction of **Megastructures** and upgraded Orbitals.

Hold Shift to lock tooltip

T.F.S. Disc...

Gigamass DropPod

There is Precursor technology among the wreckage, though little of it is usable. One exception is a Precursor Drop pod, used for invasions. This Drop Pod is forged from an increasingly rare precursor material, Gigamass.

The ship's crew is eager to incorporate this Drop Pod in their invasion tactics, but our scientists could disassemble and extract Gigamass from the transport.

What are your orders?

Integrate the Drop Pod with the ship.

Gigamass is rare, send it to the scientists to extract the resource.

+2 🌐 Gigamass



Situation Report

Giga Gratitude

Continued investigations into the Ringworlders have borne fruit. While surveying nearby anomalies, we managed to pick up on a signal leading us to an ancient storage facility stocked with a resource that the Ringworlders called Gigamass.

The molecular signature of this Gigamass appears to be the match that of the material used to construct the Ringworlder's home.

The material is unfathomably dense and can only be worked with ultra-specialized machinery. The implications of this discovery are immense.

What Next?

+3 🌐 Gigamass



New Content: Orbitals + Obelisk

- Players may want to spend their early-game Gigamass on Orbitals.
- There are over 20 new Orbitals introduced as a part of the DLC. Half of these new Orbitals are more powerful upgrades to the new and existing Orbitals that cost Gigamass to build.
- Additionally, players may want to build the unique Giga Obelisk Improvement unlocked by Gigamass Theory

Giga Obelisk
Research Improvement
One of a kind research center. Can only be built on a Volcano.
Cannot build: no available tiles

Galactic Achievement
Must be built on
Volcano

Production Costs
Construction Cost -350
Gigamass -1

Base Effect
Research +33%
Research +5
Pollution +20%

Bonus Per Level
Research +5%

Adjacency Level Bonuses
+3 Level to Manufacturing

Hold Shift to lock tooltip

Shipyard Idle
19.9 3 2

Improvements
Drag to place planet improvements

7 3 6 7 3 5
4 6 41 17 8 8
18

Districts
Manufacturing 1x 0

2 Months Remaining

Earth

- Orbital Academy
- Logistics Array
- Orbital Farm
- Habitat Ring**
- Artificial Moon
- Trade Port
- Orbital Embassy
- Mining Hub
- Commercial Star Liner
- Orbital Museum

Select an Entry

Habitat Ring
Population Improvement
This gravitationally stable ring serves as your citizen's home away from home.
Colony Unique

Production Costs
Treasury -250
Gigamass -2.50

Base Effect
Population Cap +6

Hold Shift to lock tooltip

Earth

- Destroy Orbital Upgrade
- Upgrade To
Recruiting Complex
- Replace With
Defense Matrix
- Space Elevator
- Orbital Research Lab
- Climate Control
- Colonization Center
- Orbital Prison
- Atmospheric Cleanser

Select an Entry

Recruiting Complex
Population Improvement
An increased advertizing budget and additional offices allow us to further our recruiting efforts.
Colony Unique

Production Costs
Treasury -250
Harmony Crystals -3
Gigamass -2.50

Base Effect
Growth +10

Hold Shift to lock tooltip

Earth 9.7 8.4 7.6
19.9 16.4 9.3
7/12 12% 235 5

New Content: Gigamass Harvesting

- It won't be long before the player unlocks Gigamass Harvesting and can begin gathering Gigamass in abundance.
- Gigamass is extracted from Dead Worlds (minus Gas Giants) over time by Planet Harvester Ships.
- These ships can be set to Auto-Harvest and will fly around the map gathering Gigamass for you to spend or save for Megastructure construction.



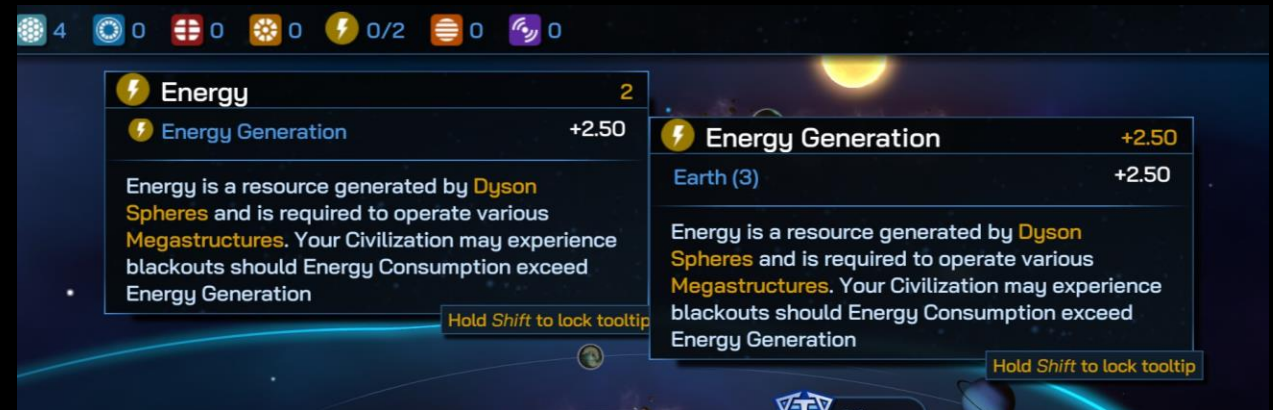
New Content: Improvements and Ship Components

- With Gigamass Harvesting unlocked, players will now have access to more Gigamass and more things to spend it on.
- Gigamass Harvesting unlocks powerful new Civilization Achievement Improvements with powerful adjacency bonuses and effects.
- Gigamass Harvesting also unlocks powerful new Ship Components with percentage-based modifiers to most base stats.



New Content: Energy

- Energy is the second new resource introduced by the DLC.
- Energy is important because it is required for Megastructure construction. Megastructures spend Energy once built and need a steady supply of Energy to operate.
- Energy is a resource akin to food with Energy Generation and Consumption.
- Energy is generated by Dyson Spheres and Solar Farm Improvements.
- Overspending Energy will trigger some dangerous Energy Crisis Events with repercussions.



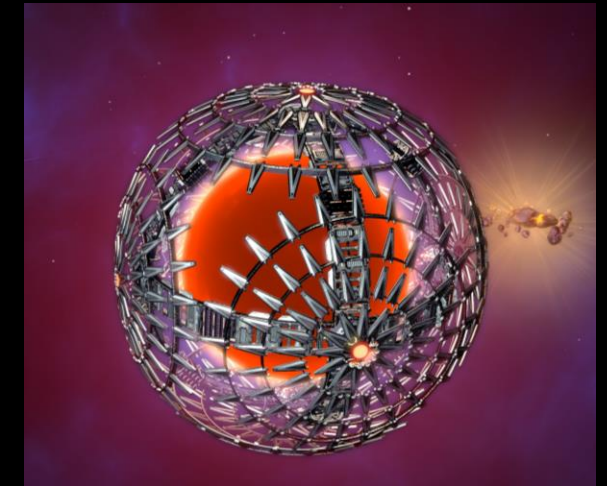
New Content: Stellar Architect

- Stellar Architects are unlocked by the Stellar Architecture tech and are used to construct Megastructures.
- Stellar Architects can be sent to Stars or Blackholes to build these Megastructures. When they arrive, players get the option to choose which Megastructure to build.
- Constructing a Megastructure takes several turns and consumes the Architect upon completion.
- Stellar Architects have a "Find Megastructure Site" button to help with micromanagement.



New Content: Dyson Spheres

- Dyson Spheres are the first Megastructure unlocked in the DLC.
- Dyson Spheres are the best way to generate Energy for Megastructures.
- The amount of Energy generated by a Dyson Sphere depends on the color of their host star.
 - White = High
 - Red, Blue, Purple = Med
 - Yellow = Low
- Dyson Spheres are built using Stellar Architect unlocked by the same technology.



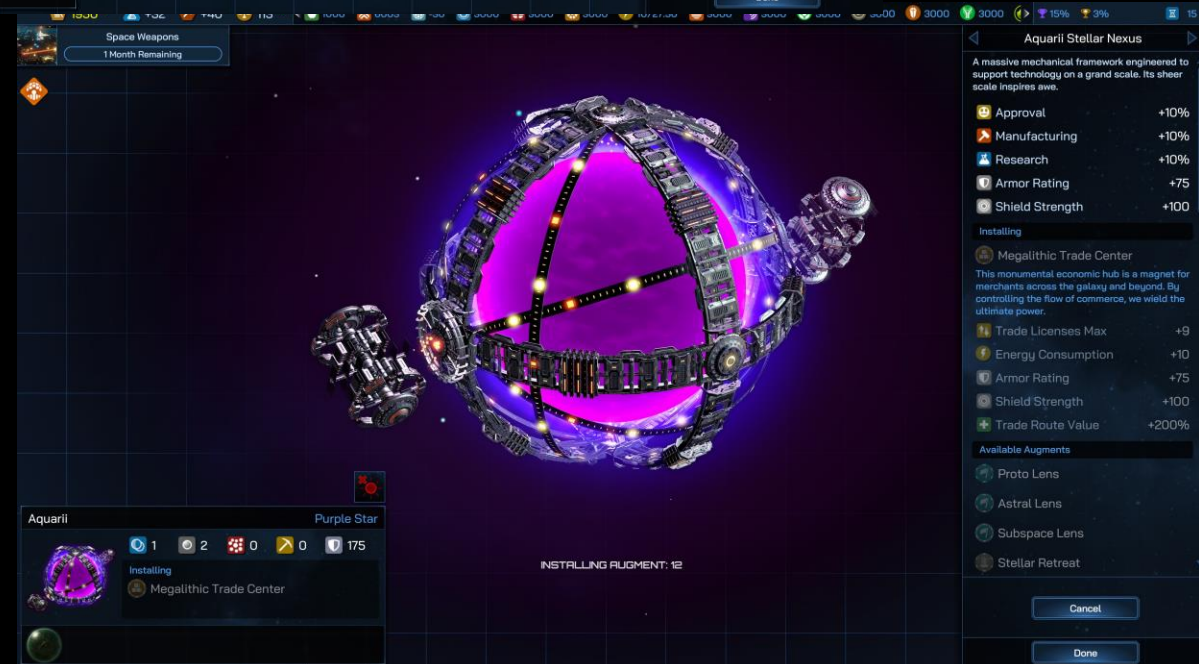
New Content: Stellar Nexus

- The second Megastructure and the core of this DLC is the Stellar Nexus.
- The Stellar Nexus is the foundation for dozens of different Megastructures which it can become when upgraded via Nexus Augments.
- Nexus Augments work similar to Starbase Modules but take several turns to install or replace with only one being installed at a time.
- The three tiers are unlocked over time and increase in range and power at each tier.
 - Tier 1: Solar System Wide, Mildly Powerful
 - Tier 2: Civilization Wide, Powerful
 - Tier 3: Civilization Wide, Broken



New Content: Stellar Nexus

- Similar to Dyson Spheres, Stellar Nexuses are specialized based on the color of their host star.
 - Yellow: Growth/Food/Population
 - Red: Military
 - Blue: Manufacturing/Research
 - Purple: Econ/Influence/Tourism
 - White: CANNOT BE BUILT ON
- Tier 3 Nexus Augments are meant to be ultra-powerful and game-winning.



New Content: All Nexus Augment

Nascent Garden	+5 Farming, +50% Growth, +5 Pop cap
Flourishing Garden	+7 Farming, +70% Growth, +7 Pop cap
Celestial Garden	+10 Farming, +100% Growth, +10 Pop cap
Focus Origin	+6 Unit Stats
Focus Amplifier	+9 Unit Stats
Focus Generator	+15 Unit Stats
Stratus Cyclor	-30% Pollution, +10% Approval
Nimbus Cyclor	-40% Pollution, +15% Approval
Celestial Cloud Cyclor	-75% Pollution, +25% Approval
Core Authority	5 Control per Turn, +3 Culture Points, -25% Crime
Unified Authority	10 Control per Turn, +5 Culture Points, -50% Crime
Central System Authority	20 Control per Turn, +7 Culture Points, -75% Crime
Proto Lens	+25 Planetary Influence, +20% Planetary Influence
Astral Lens	+50 Planetary Influence, +30% Planetary Influence
Subspace Lens	+75 Planetary Influence, +40% Planetary Influence
Starry Retreat	+3 Tourism, +50% Tourism
Cosmic Getaway	+4 Tourism, +75% Tourism
Galactic Resort	+5 Tourism, +150% Tourism
Colossal Market	+50% Trade Route Value, +3 Trade Licenses
Monumental Exchange	+100% Trade Route Value, +6 Trade Licenses
Megalithic Trade Center	+200% Trade Route Value, +9 Trade Licenses
Cosmic Courthouse	+30 Diplomacy, +100 Diplomatic Capital Income
Interstellar Consulate	+50 Diplomacy, +250 Diplomatic Capital Income
Galactic Embassy	+100 Diplomacy, +500 Diplomatic Capital Income

Daybreak Engine	+50% Military, +2 Armor, +2 Shield
Dawn Engine	+75% Military, +4 Armor, +4 Shield
Eclipse Engine	+100% Military, +8 Armor, +8 Shield
Impulse Matrix	-25% Move Cost, +25% Tactical Speed
Surge Matrix	-33% Move Cost, +33% Tactical Speed
Acceleration Matrix	-50% Move Cost, +50% Tactical Speed
Shield Coordinator	+35% Planetary Defenses
Guardian Coordinator	+50% Planetary Defenses
Defense Coordinator	+75% Planetary Defenses
Hunter's Gaze	+20% Weapon Attack
Orion's Watch	+33% Weapon Attack
Orion's Eye	+50% Weapon Attack
Cosmic Mirror	+3 Technology
Astral Mirror	+5 Technology
Quantum Mirror	+10 Technology
Stellar Smithy	+3 Minerals
Astral Forge	+5 Minerals
Cosmic Foundry	+10 Minerals
Trust Engine	+15% Recruit Discount, +15 Loyalty
Loyalty Engine	+30% Recruit Discount, +30 Loyalty
Allegiance Engine	+45% Recruit Discount, +45 Loyalty
Proto Spire	+10% Random Tech Discount
Emergent Spire	+15% Random Tech Discount
Neoteric Spire	+20% Random Tech Discount

New Content: Stellar Gateway

- Gateway pairings can be managed in the Automation screen.
- Gateways have a toggle that allows players to switch between sending fleets through and stationing fleets on these gateways.
- A Gateway's pair can be seen as a button over the context window and interacted with by being clicked on.
- The new Open Gateway Treaty allows Civs to utilize one-another's Gateways.



New Content: Ringworlds

- Ringworlds are the fourth and final Megastructure of the DLC.
- Ringworlds are built around stars, and, like Nexuses or Dyson Spheres, offer different tile bonuses depending on the color of their host star.
- All Ringworlds are Class 39 planets with a specific contiguous tile layout due to being Artificial Planets.
- Ringworlds are meant to be artificial paradise and thus are extremely powerful Core Worlds/Colonies.



Temporary background Image - We are working some cooler

New Content: The Ringworlders

- Players who advance far enough through the Megastructures tech tree have a chance of meeting the fabled Ringworlders Minor Faction.
- These Ringworlders live on a Ringworld that may be encountered far before the technology necessary to build them is unlocked and thus may provide a unique opportunity for players to obtain a powerful new planet.



New Content: Invasion and Capture

- Much like colonies, Megastructures can be invaded and captured.
- A fleet's conquest rating determines the duration of the siege.
- Once invaded, the target Megastructure belongs to the invader.
- Additionally, each Megastructure can be defended by stationed fleets.

