Media Guide

Key Facts

- **Title**: Galactic Civilizations IV: Supernova Edition (replaces Galactic Civilizations IV)
- **Developer**: Stardock Entertainment
- **Release Date:** October 19, 2023
- **List Price:** $49.99
- **Platform**: Windows 10 / 11
- **Localization** (by release date): English, DE, FR, IT, SP, PL, CN, RU
- **Players** (by release): 1 to 64 (up to 8 being human)
- **Website**: www.galciv.com
- **Graphic Assets for PR**

Supernova Edition

- The original release of ***Galactic Civilizations IV*** was the Epic Edition. Released exclusively on the Epic Game Store in 2022.
- **The Supernova Edition** is the version being released on Steam (and is available on Epic as an expansion pack).
- **Supernova** takes all the lessons learned from the original release and adds a massive amount of new features.
- Owners of the Epic edition can upgrade to Galactic Civilizations IV: Supernova Edition for $19.99 on Epic or visit Stardock and get a Steam key.

MAJOR FEATURE	GC I	GC II	GC III	GC IV	GC IV: Supernova
STARBASES CLAIM TERRITORY AND BOOST PLANETS	X	X	X	X	X
SURVEY SHIPS TO INVESTIGATE STELLAR ANOMALIES	X	X	X	X	X
PRECURSOR RELICS TO MINE FOR CIV BONUSES	X	X	X	X	X
ETHICAL AND STORY-DRIVEN EVENTS	X	X	X	X	X
PLAY AS AN ALIEN CIVILIZATION		X	X	X	X
FREE FORM SHIP DESIGN		X	X	X	X
STRATEGIC ZOOM		X	X	X	X
PLANETARY ARTIFACTS TO USE AS POWERS			X	X	X
MULTIPLAYER			X	X	X
LORE BASED EVENTS		X			X
SHIP CLASSES		X			X
IDEOLOGY / CULTURE TREE			X	X	X
PIRATE HIVES / SPACE MONSTERS			X	X	X
BLACK HOLES, STORMS, NEBULAE (SPACE TERRAIN)			X	X	X
CUSTOM CIVILIZATION BUILDER			X	X	X
GALACTIC BAAZAR MARKET			X	X	X
CUSTOMIZE MAJOR CIVILIZATIONS AT SETUP		X		X	X
LEADERS			X	X	X
CHARACTERS (PEOPLE WITH THEIR OWN STATS)				X	X
INCLUDED CIVILIZATIONS	8	12	10	18	24
MERCENARIES / COMMANDERS			X	X	X
INTERNAL FACTIONS (INTEREST GROUP W AGENDAS)		X		X	X
SECTORS (ABILITY TO PLAY WITH MULTIPLE MAPS AT ONCE)				X	X
POLICY SYSTEM (MANAGE CIV WITH POLICIES)				X	X
MULTI-SPECIES CIVILIZATIONS				X	X
ON MAP BATTLE TACTICS (RANGE BASED ATTACKS)				X	X
EXECUTIVE ORDERS (DIRECT ON MAP COMMANDS)				X	X
PRESTIGE VICTORY CONDITION				X	X
AI GENERATED CUSTOM CIVILIZATIONS (ALIENGPT)					X
CONSEQUENCE EVENTS					X
INFLUENCE CONQUEST		X			X
ARTIFACT VAULT					X
MISSIONS / TUTORIAL		X	X		X
UNIQUE TECH TREE / IMPROVEMENTS PER CIV		X			X
TERROR STARS	X	X			X

Game Overview

Galactic Civilizations IV: Supernova Edition is the Steam release of the latest entry into the award-winning *Galactic Civilizations* space 4X strategy game series.

The game takes place at the dawn of the 24th century. Your civilization has just achieved faster-than-light travel and now the galaxy is there waiting to be colonized. However, your civilization isn't the only one out there.

As the leader of your civilization you must guide your people to explore the galaxy, colonize new worlds, research new technologies, negotiate treaties and fight wars in an effort to survive in a hostile universe.

Other games in the genre (games we love)

Game Element	Galactic Civilizations IV	Stellaris	Endless Space	Master of Orion	Sins of a Solar Empire
Gameplay System	Turn-based	Real-Time	Turn-Based	Turn-Based	Real-Time
Alien Civs	Included Civs are hand-crafted with modest differences in game mechanics (each Civ has their own ship style, music, etc.). Also supports Generative AI for making custom civs. Modest library of customization options.	Focus on sandbox where the lore is created by the player as they play. Very deep library of customization options.	Civs are hand-crafted with very distinct game mechanics (each Civ has their own ship style, music, etc.).	Civs are hand-crafted with modest differences in game mechanics (each Civ has their own ship style, music, etc.)	Civs are hand-crafted with very distinct game mechanics. (each Civ has their own ship style, music, etc.),
Map Navigation	Tile based (free form)	Starlanes	Starlanes	Starlanes	Starlanes
Scale	Tiny to Massive scale	Small to Massive Scale	Small to Large scale	Small to medium scale	Tiny to Large Scale
Victory Conditions	Goal-Oriented (Conquest, Diplomatic, Culture, Prestige)	Sandbox player defined	Goal-Oriented	Goal-Oriented	Goal-Oriented
Learning Curve (1 = easy, 10 = hard)	5	8	3	2	4
Game Style	“4X Strategy”	“Grand strategy sandbox”	“4X Strategy”	“4X Strategy”	“Real-Time 4X”
Story-Driven Events	Characters and Civs create story-driven events that can have substantial consequences	Characters and Civs create story-driven events that can have major consequences	Random events (Narrative, Global, Interactive)	None	None
Standout Features	Approachable powerful ship design, Strong AI opponents, First game to use AI generation tech (AlienGPT)	First game in the genre to make each game feel like a unique story, Great depth.	Gorgeous with each civilization feeling truly unique	Perfect balance of gameplay, approachability and mechanics	Gorgeous and makes the player feel like they’re in a living universe.

KEY NEW FEATURES IN GALCIV IV: SUPERNOVA

ALIENGPT

- Describe your civilization, choose their cultural affinity and personality and press Generate to get a custom civilization with its own history, lore and with stats, abilities, ships and citizen types chosen. AI generation trained on Stardock's existing art library.

TOP-TO-BOTTOM GAMEPLAY CHANGES

- GalCiv IV: Supernova is being developed by the same Stardock team that made GalCiv II (but not GalCiv III) so a lot of gameplay and general feel will be modern revisiting of some of the classic elements of that game.

THE VAULT

- The player will find Precursor artifacts and other items that can be stored in a Vault and used by the player instantly to improve their civilization.

NEW EVENT SYSTEM

- The galaxy is very much alive and responds to the actions of the player as well as other civilization. The deep lore of the Galactic Civilizations series is experienced by players.

TUTORIAL

- A tutorial has been added to help guide players to learn how to play the game.

UNIQUE CIVS

- Supernova changes things so that each each species has unique technologies, planetary improvements and strategies. For example, the Festron rely on consuming (eating) other species to expand. The Cosmic Contaminate relies on pollution to survive.

MISSIONS

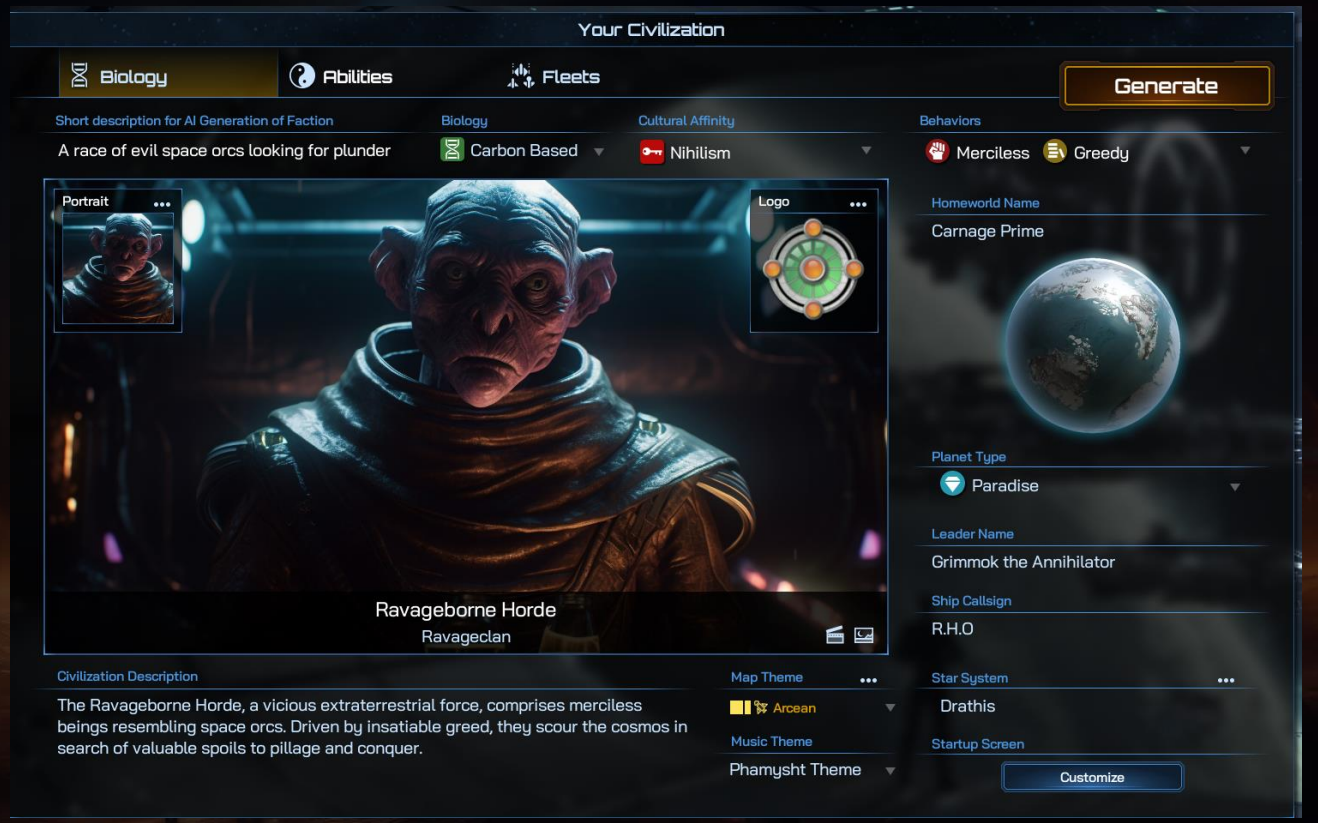
- A set of hand-crafted story-driven games have been created to let players try out some of the new civilizations and get a feel for the deep lore behind the game.

Walk-Through:
Things we think you'll find cool

Gameplay features we think you'll find interesting
Creating a Custom Civ with AlienGPT. Note there is a limit on how many can be made in a setting.
Looking at the different map options. You will want to choose a Small map with a Single Sector for brevity.
Looking at the alien civs to play against. You can hold down the SHIFT key to lock a tool tip to explore stats in a tooltip further.
Story-Driven Events. There are a lot (and more coming) story-based events that in turn change the way things progress in the galaxy.
Ship-Design. The game will make ships for you, but it can be fun to customize ships and make them fit your particular strategy.
Messing with other players. You can get players to go to war with each other and give resources and ships to the side you want to win without getting your hands dirty. This game has uniquely powerful AI features running, use it for fun and pleasure.
On-screen battles. For the first time, fleet positions on the main map matter. Ships will automatically exchange volleys with each other.

Game Setup: AlienGPT

1. Type in a description.
2. Choose your biology *(probably stick with Carbon based as it's easiest to play)*.
3. Choose your cultural affinity.
4. Choose your Behaviors.
5. Press 'Generate'.
6. Have fun.



The AI generation is trained on Stardock's extensive art library.
There are a finite number of generations we support per day.

Game Setup: Abilities

- You can't really go wrong with the abilities.
- On citizens, we highly recommend choosing humans as we presume most people watching are humans and thus familiar with their eating habits and such.

Game Setup: Fleet Style

- We highly recommend picking ship colors that are reasonably light in color so that they are easy to see on screen.
- Some ship styles read better than others.

  We recommend against trying to customize every ship on the right side (it would take a long time) but instead focus on the colors, the overall ship style and the primary and secondary textures.

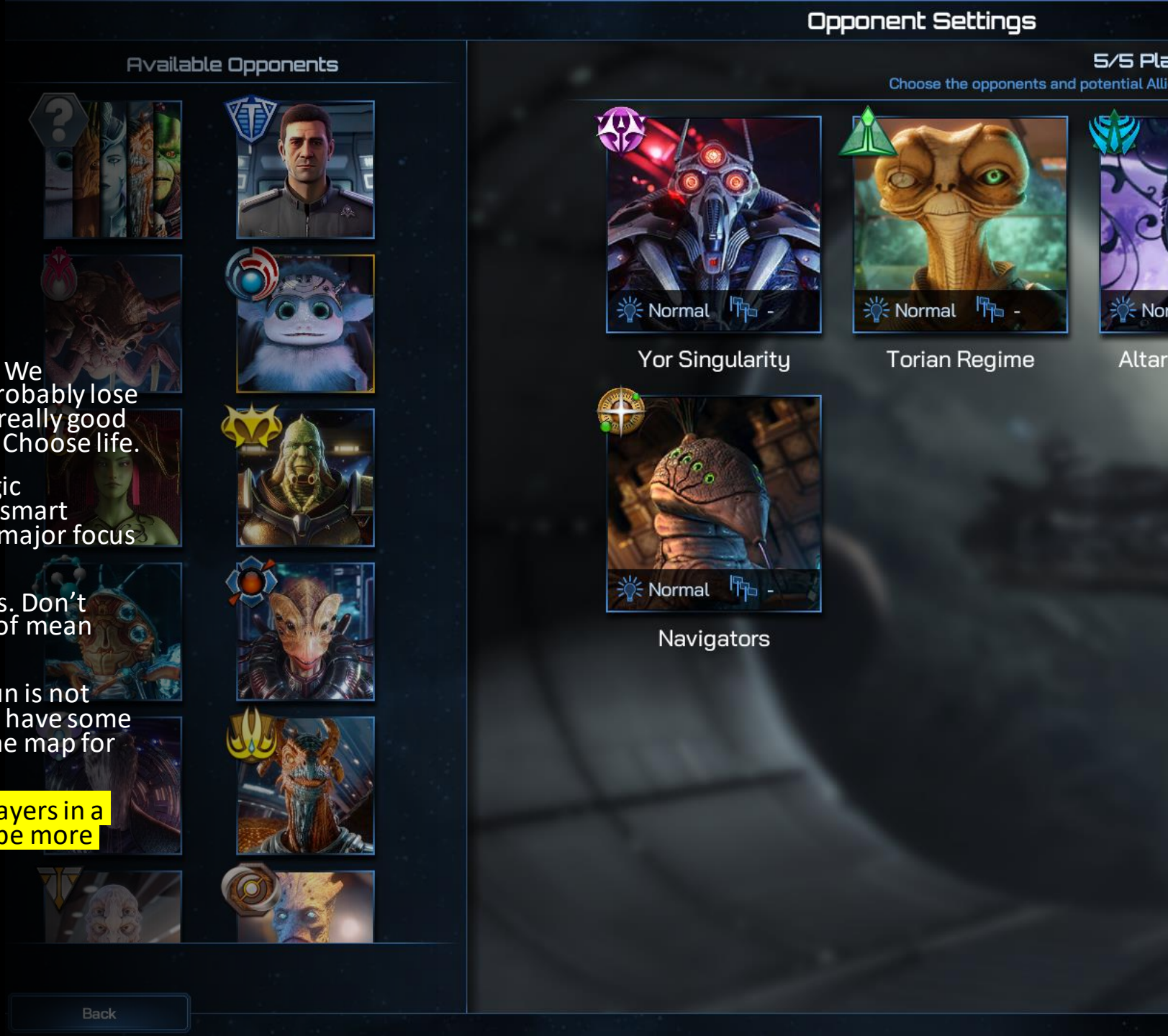
Game Setup: Galaxy Settings

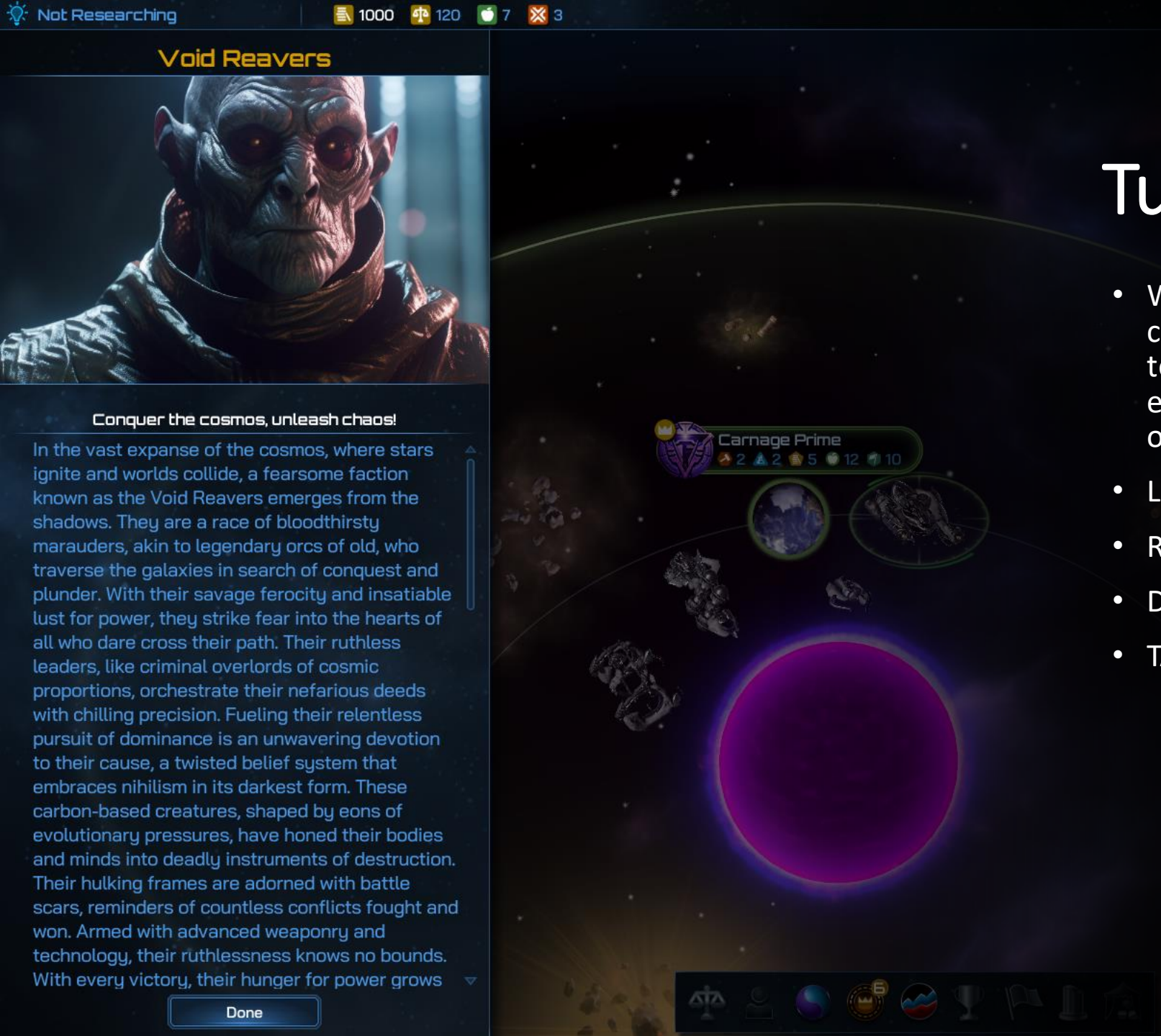
- When you're just starting out we recommend trying out a SMALL, SINGULAR sector map. This is because of limited time.
- One big strength of GalCiv IV is the massive scale differences it supports with an AI that can adapt. A l*ot* of time has been spent making sure the game is fun on a tiny map as well as the largest map sizes and gameplay is very different based on size.
- Games can be set up that last an hour or last months based on your preferences.
- Keep the frequencies on Occasional until you are familiar with the game enough to know the consequences of different setups.

Game Setup: Opponents

- You can set your difficulty on an earlier screen. We recommend “Easy" for new players. You will probably lose but it’ll be an entertaining loss. (Unless you’re really good at these games). The AI in this game is no joke. Choose life.
- NOTE: The GalCiv IV AI is a core-neutral strategic simulation model (i.e. it plays out turns to pick smart strategies). Fun, intelligent AI opponents are a major focus of this game.
- Fun in the game is making sure it’s a mix of Civs. Don’t choose just happy friendly ones. A decent mix of mean (Drengin Empire, the Yor, etc.).
- Biggest mistake new players make for having fun is not paying attention who they play against. Always have some pacificists and some aggressive civs on the same map for sufficient drama.

  Generally: Pick only about HALF + 1 the max players in a setting. So if the max is 5, pick 3 or 4 (4 might be more exciting).





Turn 1: Your Civ

- When you start out, if you used AlienGPT to create your civ, you should see whatever wall of text it made for your history. It's pretty entertaining and by its very nature, it'll never occur again.
- LEFT mouse click selects a unit.
- RIGHT mouse click sends it somewhere.
- DOUBLE clicking will bring up details.
- TAB key will take you to the next action.

Turn 1:
A look at your Civ

- You start out with some ships: A colony ship that can colonize worlds, a probe and a flag ship.
- The flag ship is equipped with a Survey module that was “found” and lets the ship see and investigate anomalies.

Turn 1: Executive Orders

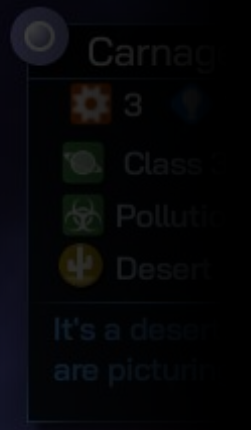
- Executive Orders are like Magic the Gathering cards they let you do a thing instantly.
- We recommend getting another colony ship going right away with this on turn 1.

Turn 1: Rush Buying

- Rush buying a ship on turn 1 can be helpful. Just don't overdo it because you will want that money for recruiting leaders and rush buying on your planets.

Turn 1: Planets

- There are CORE worlds which are your big worlds that have huge populations and COLONIES which exist primarily to send back their raw resources.
- IF it’s somewhere you might want to live, it’s a core world. If it’s a place you would want to send your political enemies to, it’s a colony



Turn 1: Strategic Zoom

- One of the unique features of the GalCiv games is strategic zoom. Using the mouse-wheel players can zoom in and out seamlessly.
- In the OPTIONS menu you can configure what is displayed during strategic zoom mode.

Turn 1: Resources

- The galaxy has various special resources.
- Build a starbase nearby and you can mine these resources.
- Each turn, mined resources go into your inventory to use.

Turn 1: Tech Tree

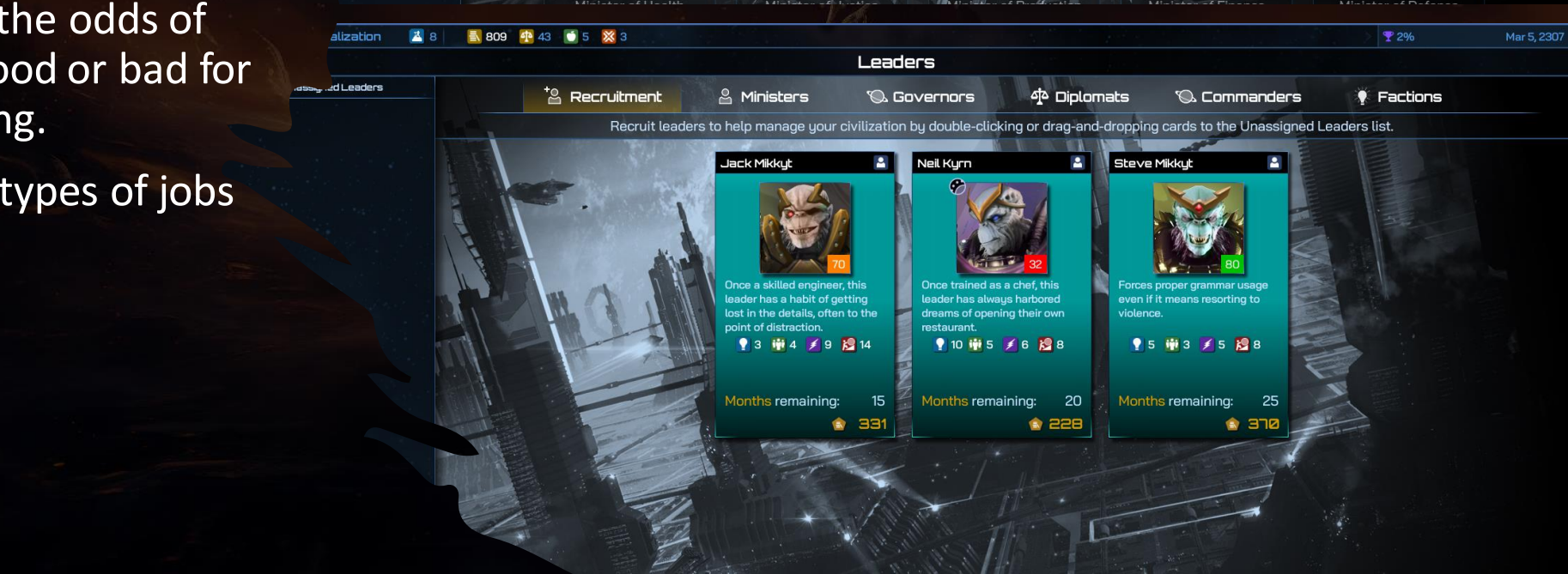
- The tech tree will pick up to 3 techs that your scientists have insights on which makes them 50% cheaper.
- We are still doing quite a bit of work on the tech tree to make each civ and play through more unique and make the tech navigator prettier.

Early Game:
Your home world

- The Planet Class determines how many regions are on a planet to improve.
- LEFT click on a tile to make it a district.
- You can drag and drop special improvements that will boost nearby adjacent districts.

Early game: Leaders

- Each leader has a backstory. You don't have to pay attention to it but there is a story-driven event attached to each one. *Backstories are not just flavor.*
- Their loyalty determines the odds of them doing something good or bad for you. Dice are always rolling.
- Their stats indicate what types of jobs they will be good at.

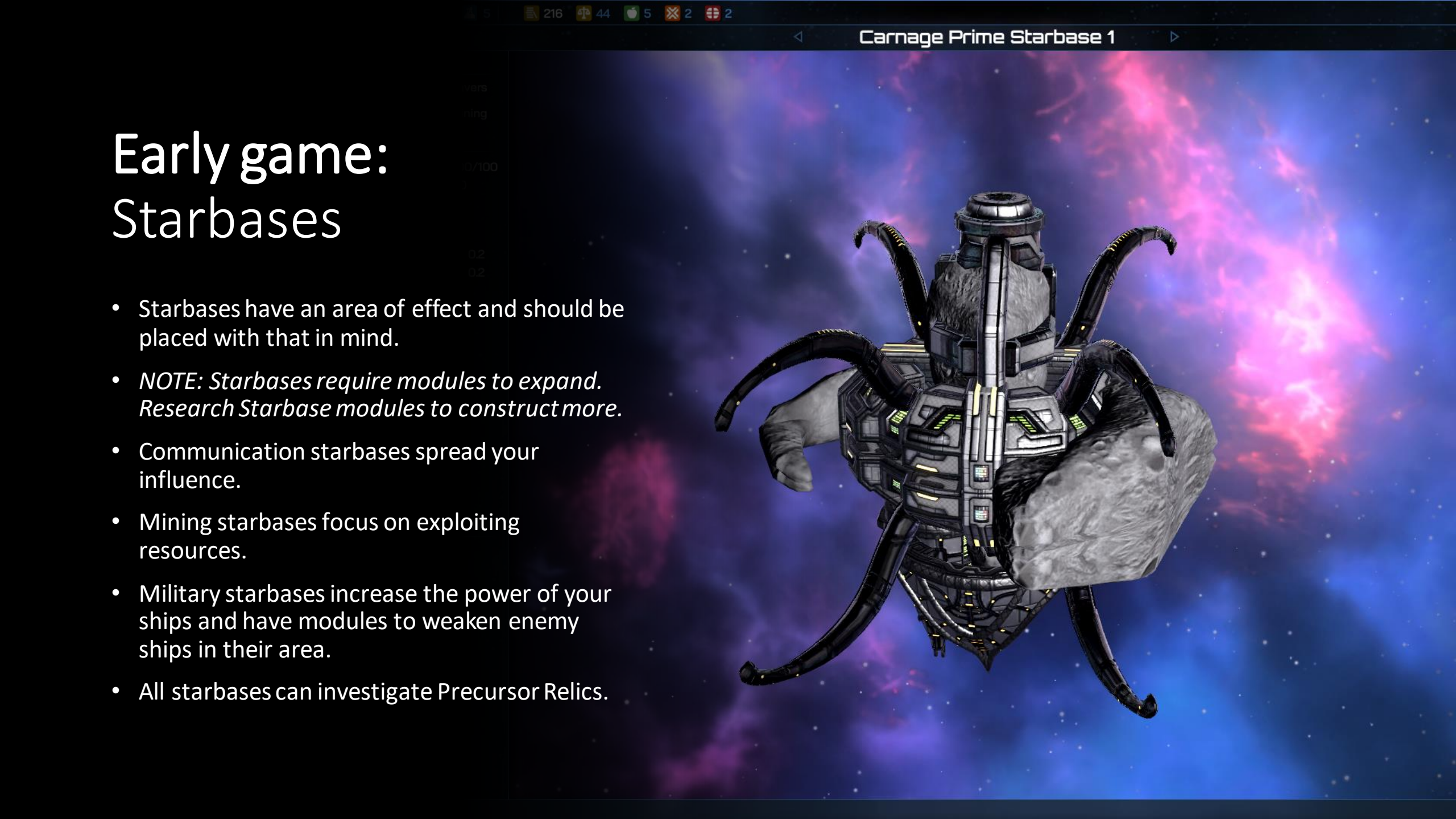


Early Game: Policies

- Each Civilization has its own set of policies to play with.
- Policies are often unlocked by your cultural progression tree.
- Your policies determine what type of civilization you have and there are events that come online later in the game based on what policies you have in play.

Early game: Starbases

- Starbases have an area of effect and should be placed with that in mind.
- *NOTE: Starbases require modules to expand. Research Starbase modules to construct more.*
- Communication starbases spread your influence.
- Mining starbases focus on exploiting resources.
- Military starbases increase the power of your ships and have modules to weaken enemy ships in their area.
- All starbases can investigate Precursor Relics.



Early Game:
Your First Event

- YOUR CHOICES will have a big impact later in the game.
- Every choice you make sets things up for later (think of it like weighting the dice in a D&D game).
- You can also often use events to get money easily.

Early Game: Meeting Aliens

- Researching UNIVERSAL TRANSLATOR tech will let you interact with aliens
- We recommend getting this very early in the game (for streamers).

Early Game: Cultural Progression

- What kind of culture you have will matter late game.
- A lot of the late game story events are affected by these choices
- This system is a big change from previous GalCiv games as they let players customize their civ during the course of the game in big ways.

Early Game: Diplomacy

- Pay close attention to how civs feel about you.
- Some you will want to go to war with and others you will not.
- Trade with the ones you want to avoid going to war with and establish an embassy with them.

Early Game:
Core worlds vs. Colonies

- Most planets are worth colonizing but only some are worth making into a core world.
- Assign a governor to the high-quality planets.
- The low-quality worlds often give out lots of minerals and tech and make for good colonies.
- Colonies feed their resources to the nearest core world.
- This new concept is probably the most popular new feature in GalCiv IV (it's not sexy but we think most 4X games will pick up on this in the future as it dramatically reduces micro-management).

Early game: Managing leaders

- Leaders have a backstory that may lead to a story-driven event.
- Even the guy who wanted to be a chef has an event behind the scenes.

Early Game: Negotiating a trade deal

- Trading tech for money is a good way to keep your early economy going.
- The AI will propose deals. There is a ton of AI work behind picking those deals. It's NOT random.
- If you think the proposed deal the AI is making is bad, look closely as it's probably a better deal than it first appears.

Early Game: Orbitals

- These are upgrades you can make to your planets.

Midgame:
Taking inventory

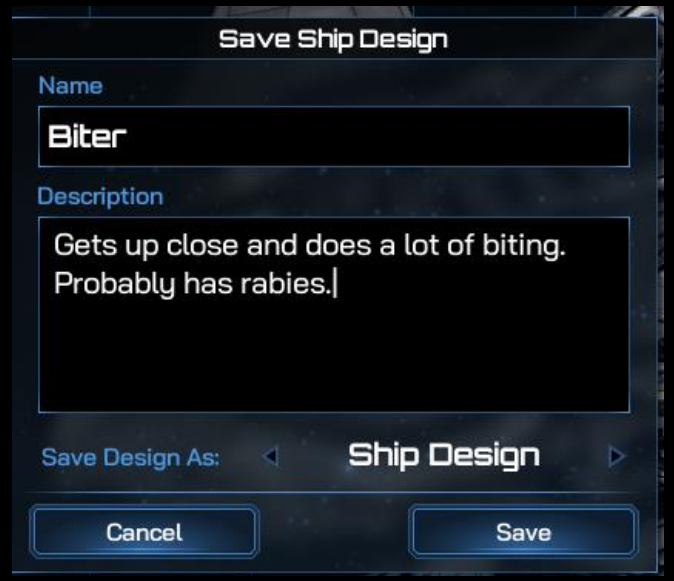
- GalCiv isn’t a spreadsheet game…well, except for the spreadsheets.
- And graphs.
- Keeping an eye on how you are doing is important.
- We are still working on the underlying equations we use to measure objective power in a given category.

Mid game: Prestige

- Prestige victory is one of the most obvious improvements to GalCiv IV that we are ashamed we didn't come up with it 10 years ago.
- In strategy games, players usually know that they're going to win (or lose) long before it happens. Prestige victory looks at all the factors and when enabled, lets players gain victory (or defeat) based on a bunch of factors.

Midgame:
Designing Ships

- For many players, this is the heart of the game. Designing ships.
- You don’t have to design ships, the AI has gotten pretty good at designing ships for players.
- In the final game, players will be able to download ships designed by other players…which means 10,000 versions of the Enterprise.

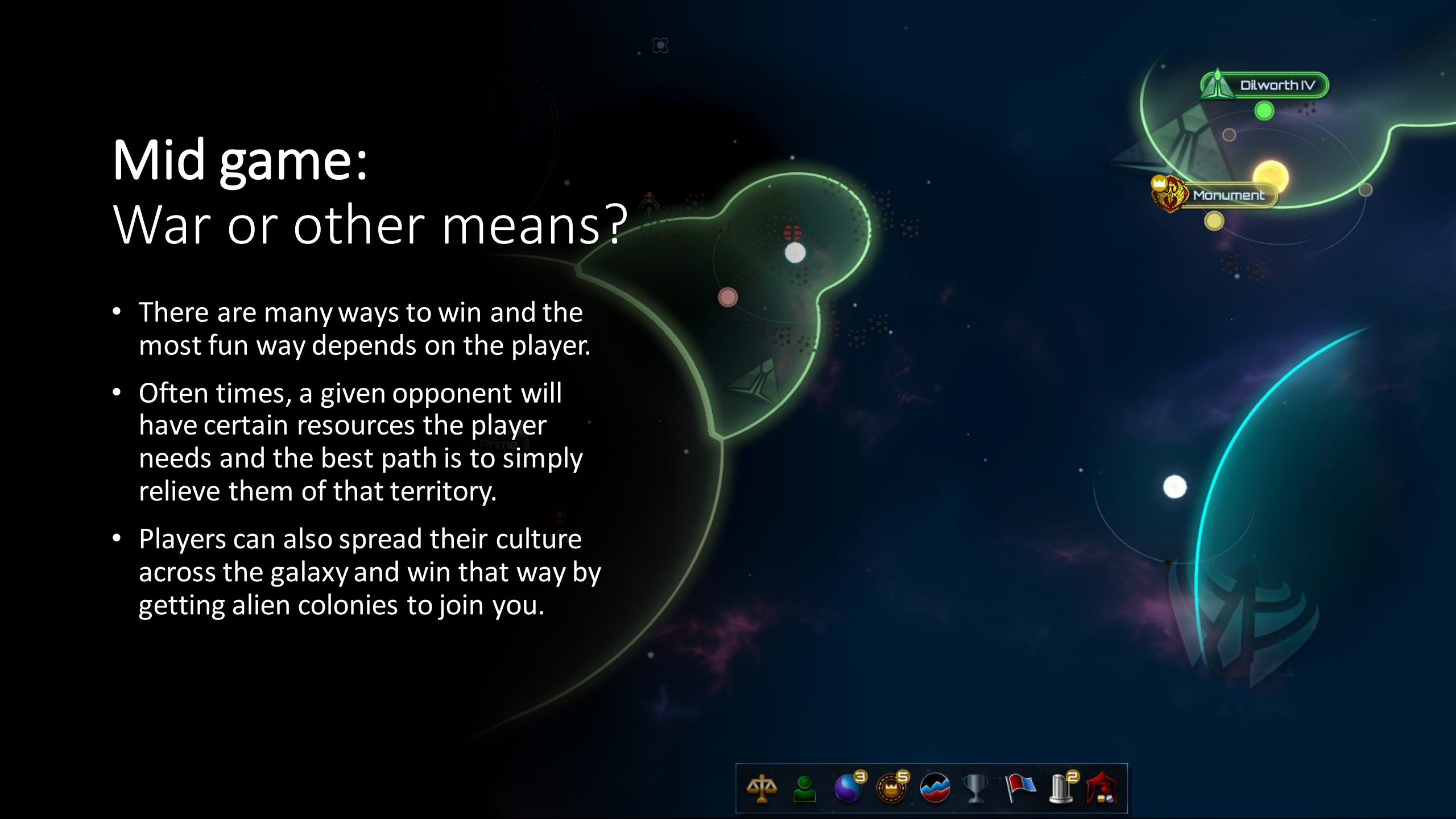


Mid game:
The Vault

- Another very popular new feature in GC4: Supernova. Players collect ~~cards~~ artifacts and can ~~play~~ use them on ships, planets, etc.
- The AI is very good at using these too.

Mid game:
War or other means?

- There are many ways to win and the most fun way depends on the player.
- Often times, a given opponent will have certain resources the player needs and the best path is to simply relieve them of that territory.
- Players can also spread their culture across the galaxy and win that way by getting alien colonies to join you.



Mid Game:
Perfect Placement

It can be very satisfying to place a constructor where it can get multiple resources at once.

Mid game: So, it is war

Mid Game: Battles and Invasions

- This is a **major new feature** of GC4: Supernova (and a feature we screwed up in GC4 epic that it made people mad).
- In GC4: Supernova planets have a planetary defense rating and fleets have a conquest rating.
- The # of turns it takes to conquer a planet is the defense rating / conquest rating.
- If it takes > 10 turns to conquer a planet the player can't invade the planet.
- Siege ships, improving soldiering ability, transports all improve the conquest rating.

Mid Game: Freighters

- Trading goods with other civilizations brings in money and improves relations.
- Build a freighter and send it to a target alien world to start a trade route.

Mid game: The Bazaar

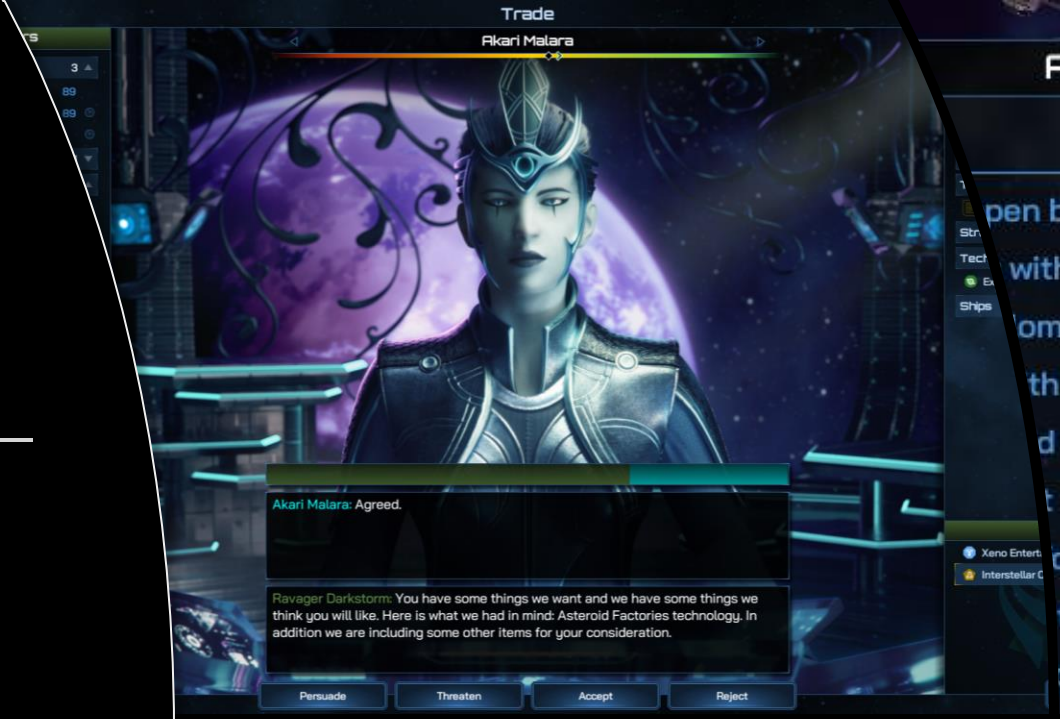
- Experienced players use this feature a lot. Convert one resource into another quickly.

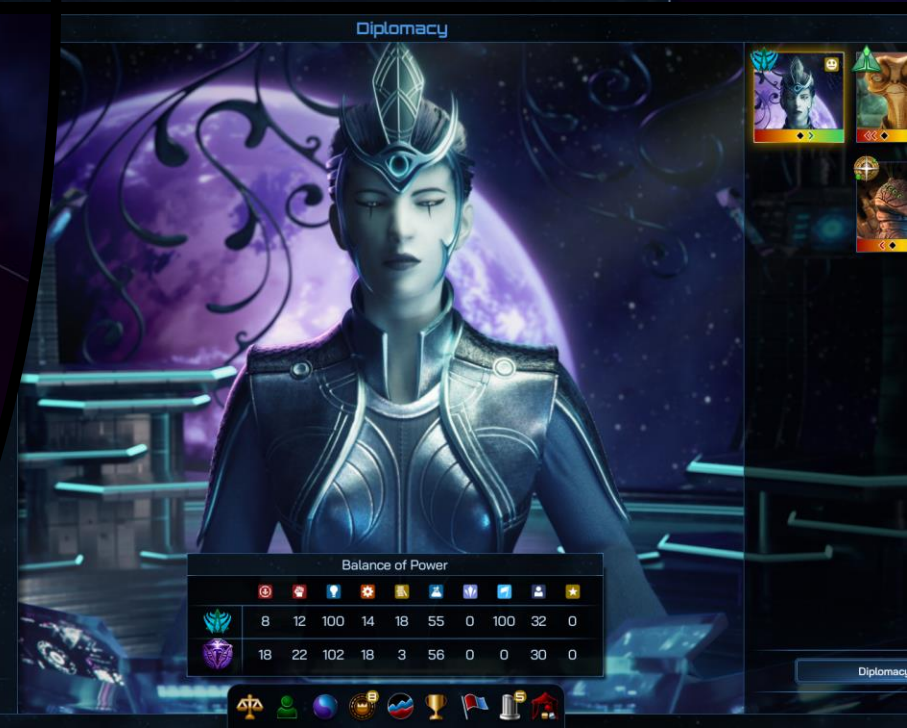
Late game:
Paths to Victory

- The Prestige Victory status in action.
- Galactic Challenges are special player triggered events that reward prestige points.

Late Game:
Help Friends against Enemies

- It can be very fun to help friends and punish enemies.
- We plan to flesh this part of the game out a lot in the near future as it's very fun.



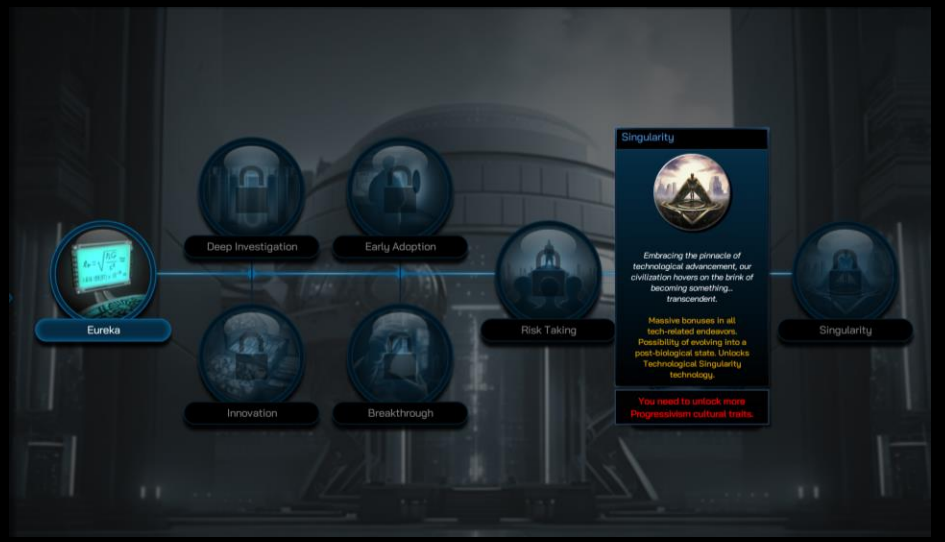


Late Game: Owning what you are

- Players who report having the most fun are the ones who stick with the character of their civilization rather than min/maxing.
- If you're an evil bastard of a species, own it.

End Game: Paths to victory (or defeat)

- 4 major victory types: Conquest, Culture, Prestige and Alliance
- Supernova replaces Technology victory (which was very unsatisfying to lose to) with a new concept: Endcaps.
- The end of each cultural progression tree unlocks a technology that when researched results in something that will allow that player an incredible power.
  - Terror Stars (the ability to destroy stars)
  - Technological Singularity (your capital world increases its research output by 1% every turn)
  - Coordinated Travel (your ships get +0.1 more moves per turn).
- Thus, instead of a sudden “Game over, someone researched Tech Victory” players instead become increasingly powerful.



Questions? Help? We're here for you!

- You can contact the team at press@stardock.com
- We also have an amazing Discord community: https://discord.gg/StaCtxJb
- Want to ask the designer a question? Contact him at Brad@stardock.com (frogboy_ on Discord)