

# Galactic Civilizations IV

Twilight of the Terran Alliance

March 2022

BETA 2

## About this save

The save game "Twilight" takes place approximately 175 turns into the game. The AI difficulty is set to "Normal" which means, unless you are pretty good at this type of game you will probably lose, but that's okay since the goal is to experience the mid-game

To use:

Put the file `Twilight.GC4Sav` into your documents\my games\galciv4\saves folder and it will then show up in the file load menu.

## What is happening

You are the Terran Alliance.

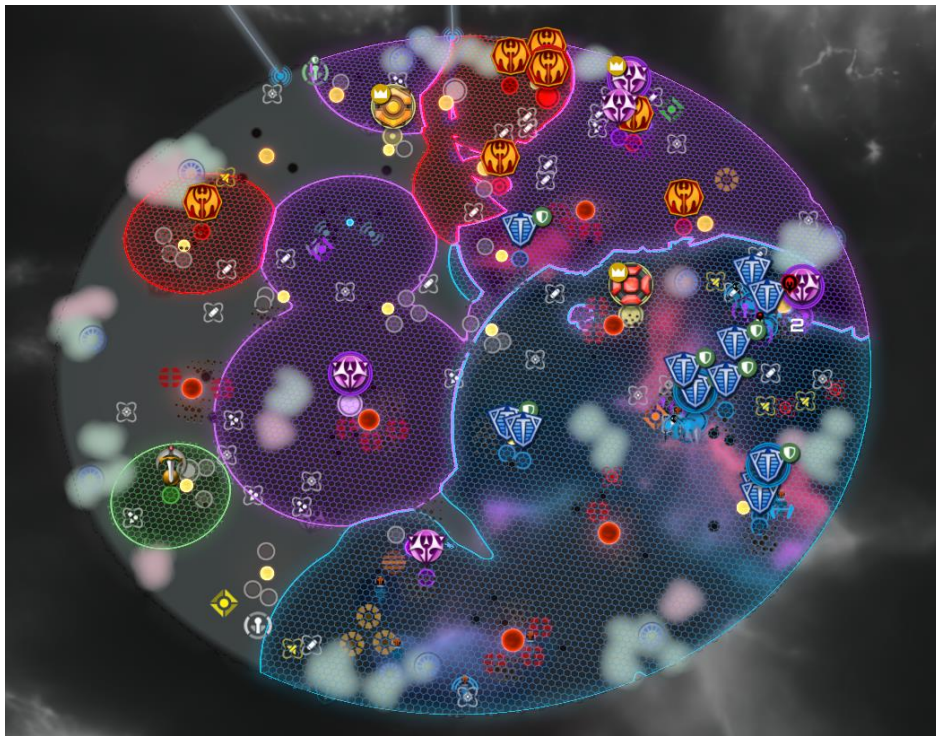


Figure 1: The Alpha Sector on July 7, 2321. The Terran Alliance is blue.

You are at war with the malevolent cybernetic species known as the Yor. The Yor were on their way to total victory and in fact occupied Mars for a time. Luckily, the Drengin Empire, who are not our friends either, decided to take advantage of the situation and declared war on the Yor.

The Yor, while powerful, are not strong enough to take on the Drengin and the humans at the same time and the Yor have been driven out of our solar system as well as Alpha Centauri.

However, as the start of this game, Kala's World, one of the worlds orbiting Alpha Centauri, is under siege by the YSS. Null pointer and will fall in two months (2 turns). At the same time, Task force 3, led by the TAS Curiosity commanded by fairly insubordinate Maria Pederz (you will need to keep an eye on her from the Commanders screen) is about to lay siege to the planet Kuras that also orbits Alpha Centauri.



Figure 2: Kara's world is under siege.

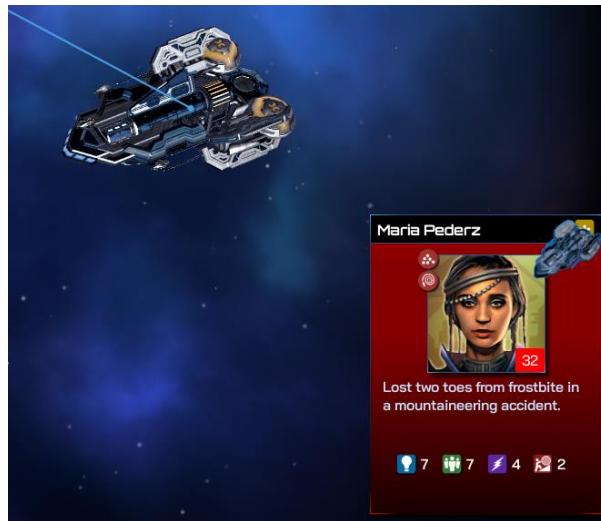


Figure 3: Nearby, task force 3 under the command of Maria Pederz is about to lay siege to the planet Kuras.

## The wider galaxy

Unfortunately, the Alpha sector is a backwater of this medium sized map setup.

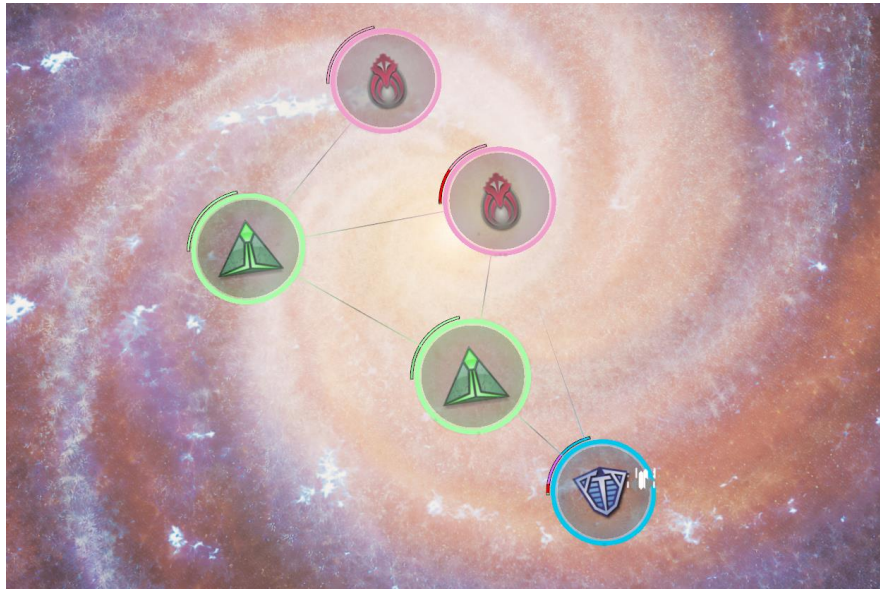


Figure 4: The Alpha Sector (bottom right) is only one of 5 sectors in this galaxy and is actually out on the rim.

The good news is that the Torian Regime, (green) likes us.

Torian Regime	
Friendly	😊
You are at war with a civilization we dislike	+ (1)
You are outside of our travelling range	+ + + (5)
You are no threat	+ (1)
Your skill in diplomacy	+ (1)
Ideological Differences	- (-2)
Good Will Tour	+ (1)

Figure 5: The Torians are the most powerful civilization and they like us. For now.

These sectors are connected by Subspace streams. This is a new feature in Galactic Civilizations IV (just like sectors) that add a new layer of depth and another dimension of strategic positioning to the game.

Thus, what happens between you, the Yor and the Drengin is an appetizer to the main event.

## Back on Earth

Earth is fully built up.



Figure 6: You can vaguely make out the continent shapes here.

Because of the Yor invasions, nearly every world has been become a colony of Earth rather than having its own governor (the Yor killed our governors).

We have a serious crime problem on Earth. Sorry about that. I made some...mistakes. The Xeloxi are at war with the Torians and asked me to let some refugees of theirs live on Earth. Well, turns out they were criminals and started up a interplanetary crime syndicate.



Figure 7: The Xeloxi are the galaxy's smugglers who are super helpful sometimes but I shouldn't have taken them (the two on the left) as refugees and built a criminal network. I imprisoned them but not before they got my crime rate way up.

Earth's shipyard is constructing a Universal class starship. This is a ship that can survey anomalies (explore strange new worlds and have weekly adventures) but also packs a decent punch. It is not, however, up to going toe to toe with the Yor's primary ship of the line.



Figure 8: The Universal class ship under construction in Sol.

## My policies

Because of all the crime, I'm fairly cash strapped. So I have let my corporations go nuts, but this has hurt the environment unfortunately.

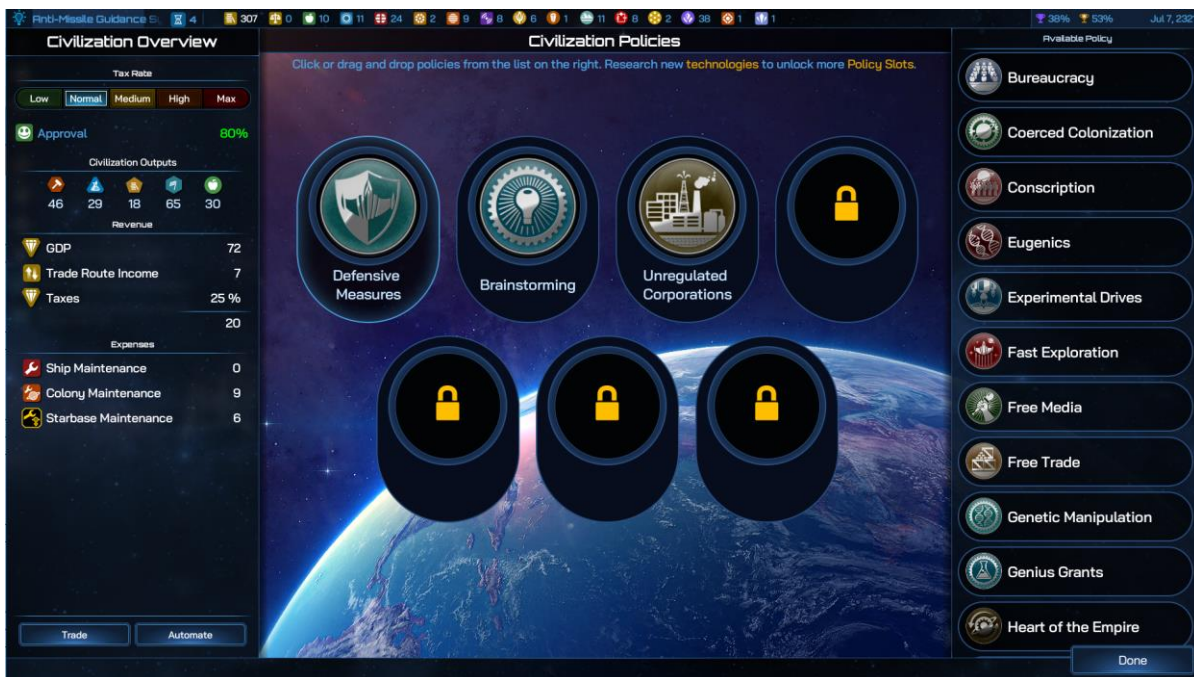


Figure 9: Pollution affects food production but we are at war.

## Missions

Over on the left side of the main screen are missions. I have been so busy trying to keep Earth free of alien murder robots that I haven't had a chance to do much on these. Completing missions earns players culture points, which can be spent on the ideology screen.

## A lot to digest

There's a lot here to deal with and ultimately, the war could go either way. But this gives you a decent idea of where things are at during the mid-game.

## It's still a BETA

There are a lot of things in this build that are not finished. Below are just some of the things we are improving:

1. Notifications aren't very good. I've had entire worlds conquered and barely noticed. We're working on this.
2. The battle viewer does not give nearly enough information yet.
3. You will be asking a lot of "What does this do?". The SHIFT tooltips are in (hold down shift key to have tooltips within tooltips) but there are places where tooltips or information just haven't been hooked up yet.
4. There is quite a bit of instability around battles, especially the battle viewer around planets.

## Suggestions

You will probably want to design your own ships. You don't have to design ships (the game will auto design ships for you) but my idea of the ultimate ship in this situation is a bit different from what my Military Advisor (the AI that designs the ships for me) thinks.

Example:

**My design:** The Typhoon class Battle Cruiser



Figure 10: Designed by me: Typhoon class.

### Military AI Advisor design:



Figure 11: Designed by the AI: Destroyer Mk II.

My design is a little bit tougher and moves faster. Their design packs more punch, but isn't as durable, and will boost the defense of other ships in its fleet. However, I don't have the luxury of a fleet so I need lone capital ships.

In the bigger scheme of things, it shouldn't matter but things are tough.

Here's how you design ships:

1. 
2. Then click on a ship you think is already close to what you want and hit +.

3. 
4. Just delete and double click on the things you want to add remove.



6. 

This ship's specs are in-between the other two:





Figure 12: Far more survivable vs. Yor CPU class.

You certainly don't need to design your ship, especially for more casual play, but ship design is one of the stand out features of the GalCiv series. You can also cosmetically change your ship designs.

## Trade

Your civilization needs antimatter. Go to the Torians and trade for some antimatter to power your ship designs.

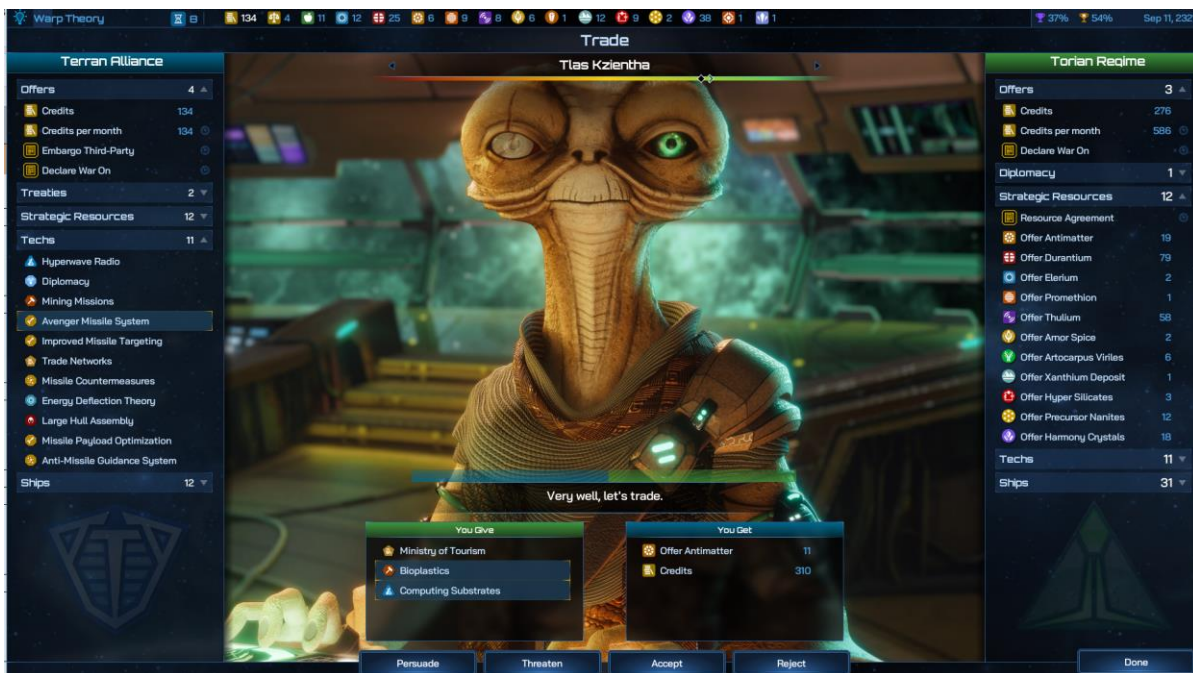


Figure 13: The Torians have stuff. You need stuff.

You might also want to see if you can enter into an alliance with them by trading for alliance tech. Having them for allies could be very helpful.

### You have a Precursor archive artifact

I don't remember where we found this, but we have it, and it will let us finish one tech. Wait until you find a tech you really need, and will take a long time to use.



Figure 14: Artifacts are very valuable

### Learn to speak Yorian

As a valuable member of the media, you could be very helpful in rounding up would-be rebels to work in the Yor's underground Cyber mines.