

FALLING STARS

WAR OF EMPIRES



GAME
MANUAL

FALLING STARS

WAR OF EMPIRES

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COMMUNITY AND SUPPORT

If you have any game questions, or if you are just looking for other gamers with whom to chat, you can find quick replies on our Forums:

<http://forums.lnlpublishing.com>.

If any parts of this game are damaged, or if any of you have any other support needs, please open a support ticket at our Support Desk:

<http://support.lnlpublishing.com>.

You can also find additional game resources such as scenarios, counters, special rules and other community-design ideas in our Resource section:

<http://forums.lnlpublishing.com/resources>.

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BASIC GAMEPLAY

Victory Points

A game of Falling Stars: War of Empires is won by achieving the victory point total specified in the Game Setup screen. These totals range from 10 for a quicker game, to 100 for a longer game. The victory point total is automatically scaled based on galaxy size so that the game can account for players encountering each other for a proportional amount of time, but you can configure the victory points to be as high or as low as you want.

You can also turn off certain victory points in the Game Setup screen by selecting the checkboxes on the following page:



Ship Types

There are 4 ship types, each with unique 3D models for each race. These ship types are unique from each other in attack damage, movement capabilities, carrying capacity, shields, carrying requirement, and potential technology advancements. There are also political agendas and tactical actions that can boost or nerf specific ship types. Below is an example of the build screen:

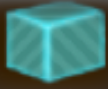


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Ground Units:

Ground units are the primary way a player interacts with planets, and engages in ground battle. In some cases they can even participate in space battle if you have the “**Space Footman**” technology.



They have no movement capability, and thus are required to be carried as is show by the box symbol. All of these symbols can be hovered on in the game to view their description of you need to know what they do.



They also have an attack of 2 (However, Ryxe has an attack of 3 for their ground forces). This is show by the crossed swords Symbol, with the number to its right being its attack value. Finally, your ground forces are also your main arbiters of coming to a diplomatic consensus in the case of bartering with planets, which we will cover in the Conquering/Bartering section.

Moving Ships

Some ship cannot move by default, such as fighters and also ground units, but for those that can move there are a few interfaces you can utilize for movement. Each ship also has a fuel requirement which can most easily be accessed in the unit stats panel after **left clicking** a ship.



As you can see above from the left icon, the Dreadnought requires **3 fuel** to move: Fuel is gained by conquering planets that have a fuel amount greater than 0.

To move your ships, follow the steps below:

Step 1: Left click your ship to pull up the “Path Validation” as you can see below



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The line will show as the main color of your race (orange for Ryxe in this example) if your ship is able to move to the given hexagon. If the hexagon is out of the range of your ships movement, it will be red as shown below:



Once you select where you want to move by **left clicking** on the hexagon, it will pull up a ship movement dialogue so you can choose how many of that ship type you would like to move. It will also show if you have the required fuel to move that many ships:

Step 2:



Step 3:

Click "Okay" to move those ships and the fuel will be subtracted from your empire's total.

You can also move multiple ship types at once by **right clicking** your system, and selecting **move units**.

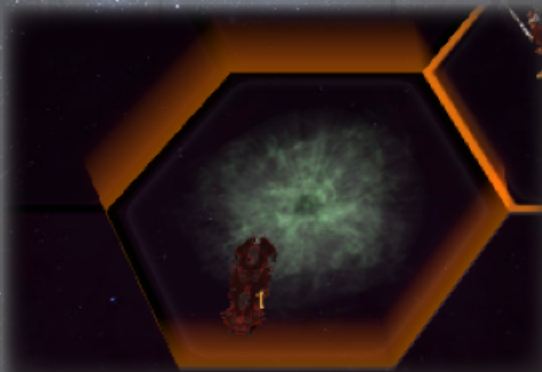
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Entering wormholes

Wormholes, as you can see below:



Can only be entered after the opposite wormhole has been discovered. To enter the wormhole, **right click** the wormhole to pull up the following dialogue:



Once you select "Enter Wormhole" you will be transported. **Note: Your ship must have a movement value of 1 or greater to enter a wormhole.**

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LOADING UNITS

To load units into a Carrier or other eligible ship, left click the unit you want to load to pull up the validation hint as follows:



It will appear red if you cannot load it where your cursor is. Once you hover over an eligible ship, it will “snap” into place so you can select that ship to load your units into.



Left click on the ship that has been validated, and select how many units you would like to load.

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CONQUERING AND BARTERING

Every planet can either be conquered outright, or bartered with. Conquering a planet will give you all of that planet's resources, influence, and fuel every round. Bartering will give you a 1 time bonus that is useful for saving up later, or for maintaining good diplomatic relations.



You can view the details of a barter by hovering over the barter button. Barters also scale with the resource settings of the game, so a smaller game might only give you 4 resources, but a larger game 40.

Also note that conquering and bartering has a direct effect on your relations with that planet's allies and enemies, as seen above. If you conquer a planet's ally, you will receive a largely reduced barter from them should you ever attempt to barter. If you conquer their enemy, they will give you a largely increased barter. So it pays to be selective over who you ally and barter with.

You can view a planet's allies and enemies visually by left clicking on the system. Green lines are allies, and Red lines are enemies.



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BATTLE

Battles take place in an instanced environment where your stacks of ships are placed onto a grid where you can assign a “formation”. Your formation is the most important part of battle, as it determines which ships get hit first. To put it simply, All ships in the front-most row must be destroyed before those behind it can be targeted.

When you have assigned your formation, select “Lock coordinates”. When both players have locked their coordinates, the battle will commence.



Your ship's damage is the chance that you will land a hit on the opposing ship. Higher attack typically means a larger weapon type and thus a larger hit chance. For this reason, it is possible for a smaller ship to defeat a larger ship if it manages to deflect shots with its shield. This is why it is important to protect your higher powered ships behind those with lower power.

If your ships need to be reorganized into another during formation, select **regroup** and both players will move back into their grids to reset formation.

If you wish to retreat from battle, you can select **retreat**; however the opposing player will still gain 1 victory point and you will use fuel to retreat into another system. If you do not have any fuel, then the battle will commence as normal

You can issue tactical actions in battle if you have any available that can be used in battle, such as Critical Hit

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TECHNOLOGY

Technology and research advancements are split into 4 sections: Warfare (red), Exploration (blue), Politics and Diplomacy (yellow), Creation and Tactics (green)

Each technology advancement has a number or an X in the bottom. This represents the tier, which is needed to determine if you can research the next technology advancement. All “1” tier technologies are immediately available. “2” tier requires at least 1 “1” tier of the same color to be unlocked. “3” tier requires at least 1 “2” tier of the same color. “X” tier requires a “2” tier from each of its required colors.

The “X” tier technologies mix the benefits of 2 different technology trees and are very powerful but expensive to unlock.

Note: Technology advancement scales with the resources set in the Game Setup screen, but it can also be set individually from this stat.

STRATEGIC ACTIONS

Please choose a strategic action

Exploration	Immediately move your fleet again for no fuel cost when exploring in that system will move as well.
Creation	Double the capacity of an OCF this turn
Warfare	Immediately move your fleet again for no fuel cost when engaging that system will move as well.
Tactics	Receive 3 new tactical actions
Technocrat	Get a technology upgrade

A player will choose 1 strategic action each round that they can use to enhance one aspect of their strategy for the next round. Each strategy has one primary ability, and then you can choose 1 of 4 secondary abilities.

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Exploration:

After moving a ship(s) into a system, exhausting its fuel for the round, you can use this strategic action to allow you to move those ships and any other ships in the system once again, at no fuel cost. This is especially useful in the early game, when all systems are unexplored and there are not many enemies around. Note: you can only use this ability to move into a system where no enemies are present.

Creation:

By doubling the capacity of an OCF, you can build twice as many units in that system. If there is an enemy approaching in the direction of one of your outposts, this is useful to build extra reinforcements where they can then take part in defending, or engaging, in battle the next round.

Warfare:

Similar to exploration, if you move ships and exhaust their fuel, you can move that ship and all other ships in that system a second time at no cost, **only if you are moving into a system containing enemy units**. This is useful for gaining additional units when a battle is imminent.

Tactics:

Tactical actions can be very useful in certain scenarios, as they give a strong short term boost, or can even trap other players. This strategic action gives triple the amount of tactical actions for the turn which can then be utilized immediately.

Technocrat:

Technology is the most resource intensive part of the game, and thus technology advancements are very valuable. This allows you to receive any technology advancement for free.

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SUPPLEMENTARY ACTIONS

Please choose a supplementary action for Exploration up to level 2

Supplementary 1

Immediately gain the fuel of any planets when moving into that s

Supplementary 2

Use this strategic action while moving onto a wormhole to enter it immediately

Supplementary 3

Use this strategic action while moving onto a wormhole to block other players from entering

Supplementary 4

If the planet of the system you are moving into is neutral empty you will conquer it immediately

Back

Above is an example of the Exploration strategy's supplementary actions. A player may choose 1 supplementary action per Strategic action, and they are unlocked in order. You must choose the Exploration strategy once previously to unlock level 2, twice to unlock level 3, and 3 times to unlock level 4. So plan wisely if you will need one of these supplementary effects in the near future!

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POLITICAL AGENDAS

RESISTANCE

The inhabitants of Arkis Vir are giving the empires two options: Diplomacy or all out war. If you choose to conquer Arkis Vir this round, you will need 4 ground forces to overwhelm them.

For: Arkis Vir requires 4 ground forces to conquer it for the rest of the game

Against: No one may control Arkis Vir this round

FOR

AGAINST



Political agendas are the primary use of the “Influence” value of your planets. After each player selects a Strategic Action, they will then vote on an agenda.

Each agenda offers a “For” effect, and an “Against” effect. If you vote for or against, all of your influence will be used to vote in that direction as is indicated by the orange influence on the right hand dial.

After all players vote, you will see the results of the agenda, who voted for, and who voted against.

If you have the required research, you may also discard the agenda by vetoing it.

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TACTICAL ACTIONS

Tactical actions offer a short term boost or nerf to your player, a system, a planet, or units. Players receive one per round, and each tactical action specifies when it is possible to use.



GAME SETTINGS

There are many different options you can use to configure the game prior to playing.



The galaxy size determines how many rings the galaxy will have. Each ring increases the size of the galaxy by about 50%, so the highest setting will over hundreds of different systems and planets.

The galaxy resources determines the multiplier by which planet resources will be given. This increases the scale of the game, allowing you to create more ships, have more outposts, and gives a more epic scale to the game. It also will require more computer resources the higher you go, so it is recommended that you test these settings on your system.

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Technology scaling goes up automatically with galaxy resources so as to keep the technology prices proportionate to the resources in the game. It can also be set independently if you want a more technology driven game.

There is also an AI simulation where you can watch a game play out with AI opponents. If you're curious how an AI would handle a full size galaxy with maximum resources, this is the place to do it.



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WHY WE DO WHAT WE DO

We love designing, developing and, most of all, playing games. We thank God for blessing us so we can follow our passions, and our family and friends for their support.



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