

1) **ACCOUNT MANAGEMENT**

How do I unsubscribe ?

How do I unsubscribe ?

Profile -> Delete my account

2) **CORPORATION**

About quotation

- What is the quotation ?

The quotation represents the value of your Corporation on the stockmarket.

It's also your score. The best player is the one with the highest quotation.

- How is it calculated ?

It is the sum of the value of your Corporation's belongings (planets, infrastructures and troops) multiplied by your Trust Index.

Note: Resources are not taken in account for the quotation calculation.

- I am not buying, selling or producing anything, but my quotation keeps changing.

- The value of your stocks, infrastructures and troops changes according to the market price variations. For example if you own 500 marines and the marine market price is rising, the value of your 500 marines is rising too.

- Your trust index varies. Each cycle it raises or drops by 0,01 point, bringing your trust index close 1.

3) **GENERAL**

Credits : corporation and wargame

-What is the difference between the credits I use in a wargame and the ones I own with my corporation ?

With the credits of your Corporation you can buy resources, troops, infrastructures and invest in your planets.

The credits given for the wargame are earned by taxing your population or exploiting gold mines. The war status provoked a bank account freezing, preventing money to be transferred from the planet to your corporation (and the other way around). But trade is still authorized, so you can sell resources on your planet to the market, but the credits so obtained can be used for the wargame only.

After victory, your remaining wargame credits are injected in the local economy, destroyed by the war. Thus you don't take back a single credit to your corporation.

Various action durations

- Corporation and Wargame mode :

Production cycle : 48 hours

- Wargame mode :

Attack : 24 hours

Pounding: 12 hours

Bombardment: 12 hours

Ground units movement : 4 hours + 4 hours for each crossed border

Fleet movement : 4 hours + 1 hour for each crossed border

Ressources movement : 4 hours

AIF (Intesified Agriculture Facilities) building time : 6 hours

Bunker and AAB (Anti Aircraft Batteries) building time : 6 hours

General building time : 24 or 48 hours, depending of the building type

Credit donation : immediate (available 96 hours after wargame begin)

Troops and ressources donation : 12 hours

Spying : 12 hours

4) MANAGEMENT

Auction house

-When can I sell ?

Everybody can make a sale. Go to the Auction menu and then click on « sell an infrastructure »

-When can I buy ?

Only a corporation status allows you to purchase at the AH. Small businesses and Companies cannot buy anything at the AH.

-How does it work ?

Once an infrastructure is on sale, she will stay for 48 hours. If nobody bids on it during those 48 hours the infrastucture is sold to the FEDCOM for 25% of its real value. If someone bids, the timer is put back to 36 hours. For each new bid the timer resets to 36 hours.

Important :The credits are taken the moment you make a bid, but you'll get the infrastructure only 36 hours later. If someone's overbidding you instantly get your credits back and you receive an intracom notice.

-What's the minimum bid ?

The standard bid is 5% of the actual offer, with a 10.000 credits minimum.

-What if they are troops on the infrastructure I'm selling?

They are being counted in the infrastructures base price.

-I made a mistake, can I take my infrastucture back from the auctions?

Yes, if nobody bid on it.

-I want to change my old infrastructures : is it profitable to sell them on the Auction house ?

No. You can sell straight your infrastructure to the FEDCOM for 50 % of its value. However some infrastructures are highly prized so you may sell an infrastructure by auction for 4 or 5 times its value. Before selling them by auction try to find out wether it would be profitable.

Buying/selling infrastructures/planets on market

Unlike the auctions you don't need the Corporation status to buy on the galactic market.

-Infrastructures

Only financial and military infrastructures are available at this time.

The market offers only a limited choice of infras. If you're looking for a particular one you'll have to wait until she appears on the market. The market is self changing. If an infra is bought, another one replaces her. If an infra stays 48 hours without being bought, she is replaced by the market with a new one.

The different infrastructures have a rarity factor. You'll see way more 25 aluminium infras than 450.000 credits ones.

If you decide to sell one of your infras to the Market, you'll immediately gain your credits from the sale.

-Planets

It is also possible to buy and sell planets. The planet market follows the same rules as the infra market.

How to get the Corporation status?

-What are the different corporation ranks ?

- Small business
- Company
- Corporation

-When do I become a Corporation ?

After surviving 2 battles

-What's the point in being a corporation ?

With this status you'll be able to buy at the auction house.

Infrastructures for corporation

- How many infrastructures can my corporation own ?

15.

The 15 infrastructures limitation is officially controlled by the FEDCOM. If at any time you possess more than 15 infrastructures they will automatically all be turned off.

-Where do I find them ?

You have to buy them on the market or at the Auction house.

-Can I upgrade them ?

No. An infrastructure that produces 5 aluminiums will always produce 5 aluminiums

-What do they do exactly ?

Every 48 hours after the buying time they will produce an amount of resources/ credits/Troops regarding their type.

Important : Military infrastructures usually require resources to produce troops, so look carefully what resource is going to be needed. If you do not possess the required amount of resources at the time the infrastructure is supposed to produce, she will automatically be turned OFF. You'll have to turn her back to ON yourself.

-My infrastructure has not produced !

Make sure your infrastructure is ON. If she's on OFF just put her back to ON.

-So i produced 10 tanks, but where ar they ?

They are waiting on the infrastructure that produced them.

Is my corporation in danger ?

- Are the planets and the infrasrtuctures of my corporation subject to attacks ?

Actually no, you can only battle during acquisitions.

- So what's the point in stocking troops ?

You can send them as reinforcement on the planet you are currently fighting for, or you can simply keep them, their value being added to you SMV. You can also sell them. Stocking troops on one or more infrastructure has no incidence at all.

Planets producing energy

-Acquired or bought planets can produce energy. Furthermore when I win a planet i also earn a specific energy amount which is added to my corporation's stocks. What do I need energy for ?

Actually for population upgrades on your planets only. In the future, energy might have more uses such as powering civil infrastructures and spaceships.

Trust Index

The Trust Index represents the image that the Intergalactic Market has of your corporati

on. It will virtually interfere with the real value of your corporation.

The Trust Index is a factor that is multiplied by the value of the belongings of your corporation to calculate its SMV.

The TI is modified after each wargame victory/loss, but also each cycle it gets closer to the « 1 » value. This means that to keep a good TI you must play and win wargames.

To take a look at your TI, open the Strategic ranking list.

Cycles on your Wargame

-Is the day and time announced for the next cycle the same for all the players on my planet ?

Yes. The date and time of the cycle is set by the entry time of the first player in the game.

5) **TECHNICAL SUPPORT**

Changing your corporation name

It is impossible to change the name of your corporation after creation. If you really want to change it you'll have to start over a new corporation.

Departure on holidays and elimination

-If you're leaving for holidays :

Your corporation continues producing normally, the only risk comes from the military infrastructures that need ressources to produce. Make sure you produce/own enough of them before you leave. If you're away from the game during a longer period your corporation will disappear from the ranking list. You'll just need to connect to the game again to have it back in the ranking list.

If you are currently fighting on a planet you'll be automatically eliminated after 6 days if you don't log in.

Important : Even if you're the last player on the planet and that you own the two X or you'll reach the influence limit, you need to log in to validate your victory.

Forum ? How does it work ?

-Forum : How do I register ?

Click on the register button on the top right corner of your screen. Later just click on the connection button and enter your login and password.

-How do I change my time settings ?

After registering go to Profile -> time zone -> choose in the rolling menu.

-How do I change my password ?

In Profile, once registered.

-How do I get a logo ?

After logging in, go to Profile and then to the avatar control panel. If you have the logo you want to use on your computer, choose the upload option. If the image is on the net, choose « read from this site » and enter the URL for the image. The avatar loading can take several minutes.

I can't see some buttons in the game !

Reduce the size of your browser police and switch to a 1024x768 screen resolution.

Lost login or password

-Forgot your login and/or your password ?

Got to : <http://genesia.battlecorp.com/inscription/lost.php>

Click on Contact

There's a link called « Lost login and password » , click on it.

By entering your email address your login and password will be sent to you

PHP file error

If this message appears while you log in don't panic, it's a brief interruption of your connection. Just log in several times, the problem should be solved by itself.

System requirements

IE 6.0 ou Netscape 5

Plug in flash 6

56k Modem connection

1024x768 minimum display settings

IMPORTANT : If you are in a 800x600 resolution you might not see all of the ingame menus

6) WARGAME

About airspace protection

- Airspace protection : how does it work ?

Jet fighters can protect the airspace of a territory YOU own. During the time of the protection your fighters will patrol in the sky, ready against enemy air strikes. The range for an airspace protection is the same as for a bombardment (2 territories).

- I cannot put X2 under airspace protection but I have Fighters and a Spaceport on X2 !

That's normal, Fighters currently stationed on a territory will automatically defend against hostile air strikes. To do this the Spaceport has to be operational (as opposed to under construction).

- Can I cancel an airspace protection when I want ?

Yes, got to "orders in progress" and cancel it.

About Fighters and Bombers

- Do jet fighters and bombers defend a territory against ground attacks ?

No. Jet fighters defend only against hostile bombing attempts and bombers never defend.

- Do Fighters and Bombers in garrison defend a territory against ground attacks ?

No. Jet Fighters defend only against hostile bombing attempts only if you get a operational airport on the territory and Bombers never defend.

- What happens if one of my opponents captures a territory where my fleet was waiting ?

After he wins the territory, all planes that belonged to you are instantly destroyed. Your opponent cannot use your fleet.

About Influence

- How do I produce influence ?

In order to produce influence you need to build Luxury Factories and affect population to work in them. Each Luxury Factory with 2000 posted workers will produce 20 influence points per Cycle.

It is possible to build several Luxury Factories on the same territory, you are limited by the number of building slots available. Your influence score is the sum of the influence produced on all your territories.

When you lose a territory to another player, all influence produced on that territory is lost, even if you reconquer that territory afterwards.

Once you reach the Influence score determined by your planet type you instantly win the planet.

- 500 Influence points...but I'm not the only one...

If several opponents reach the 500 Influence points score at the same cycle, the one with the highest Influence score will be the winner.

If there is a draw, the one with the highest Influence score **on his starting position** will be the winner.

If there is still a draw, a complex calculation based on buildings will determine the winner.

You can check the Influence score of your opponents in "Option"-> "Influence"

About poundings and bombardments

- During what time period are my troops (moving or attacking) subject to enemy poundings and bombardments ?

1) Poundings threatens only stationary ground troops. They do not threaten :

a) *Flying units*

b) *Units currently moving*

c) *Artillery units currently pounding*

2) Bombardments threaten :

- a) *Attacking ground units in the 23 first hours of their attack*
- b) *Moving ground units if they are on the targeted territory at the moment of the air strike.*
- c) *Artillery units in the 11 first hours of a pounding*
- d) *Ground units in the 11 first hours of a donation process, assuming the territory you're making the donation from is targeted by the air strike*

3) Bombardments do not threaten :

- a) *Flying units*
- b) *Ground units in the last hour of their attack order, more if the attack is being counter-ordered.*
- c) *Artillery units in the last hour of their pounding order, more if it is being counter-ordered.*

Alone on your wargame

-I'm alone on my planet but I haven't won yet, is this normal ?

Yes, to win you need to either keep the two X-territories for 96 hours or reach the influence limit.

-Why is it interesting to keep playing alone on the planet ?

Once won, the planet is part of the belongings of your corporation. Her basic stats will depend on your wargame situation at the moment of victory.

A lot of players find it interesting to « optimize » their planet once victory is certain. You should find a lot of posts regarding this.

Canceling a building under construction

You can cancel a building currently under construction but you will only be refunded half of its original credits and none of the resources cost. Nothing is refunded if you cancel bunkers, AAD or IAF.

Defeat conditions

-What are the defeat conditions ?

Defeat by elimination : If a player takes your starting position, you are eliminated, even if you took another player's starting position.

Defeat by conquest : If another player keeps both X-territories for 96 hours you are defeated. You will be able to take 100T of troops or resources for your next acquisition. These troops and resources have to be on your starting position by the time you lose in order to be sent to your next planet.

Defeat by influence : If another player reaches the influence limit determined by the planet type you are eliminated. You will be able to take 100T of troops or resources for your next acquisition. These troops and resources have to be on your starting position by the time you lose in order to be sent to your next planet.

Defeat by retreat : By going in the Option menu -> Retreat you choose to abandon the planet. You instantly leave the wargame and you do not get the possibility to take 100 T with you for your next game. Furthermore the SMV of your corporation drops more than by any other type of defeat.

Energy, food, Resources, lacks

-I was wondering if food and energy were common to all territories ?

Yes, food and energy are locally produced but globally stocked. You can look at your stocks at the top left corner of your screen.

During the upkeep phase, your needs are subtracted from your total stocks.

-What happens if I'm short on food or energy ?

Buildings will be turned off and the troops you couldn't pay the upkeep for will be put to the hangar. If you're positive on energy and food at your next cycle these troops are given back to you.

How to post workers :

Troops :

Click on your territory

Click on a building in the bottom frame then choose 'Manage workforce' (on the upper right)

Enter the amount of workers you want to post

Make sure you do not exceed the 'Max population' and there are still enough 'taxpayers' on your territory (on the upper left)

Resources

Click on your territory

In top of the right select one resource by clicking on its name

Enter the amount of workers you want to post

Make sure are still enough 'taxpayers' on your territory

Neutral territories

-Are there troops on neutral territories ?

Yes, each territory has a specific number of troops defending it at the beginning of the game.

-Do neutral territories produce at each cycle ?

Yes, but usually they're not at their maximum production capabilities.

When player is eliminated (by taking his starting position), all the territories he owned are turned back to neutral. The buildings are left in the last known configuration, meaning that a new neutral territory might have an enormous production on top of the troops left by the defeated player.

Questions about wargame

-Do i have to sell the gold I extract from my mines ?

No it's automatically converted and added to your credits.

-How do I make more credits on a planet ?

In three different ways :

- 1) Each non affected worker is taxed and brings 3.33 credits each cycle.
- 2) Gold mines will give you 10 credits per affected worker in the mine.
- 3) By selling ressources on the market. (« Options » in the top menu)

Important : The ressource you want to sell have to be on your starting position and you will receive your payment 48 hours after.

-Do the mines eventually exhaust themselves ?

No

-What's the point in fortifying a territory ?

When fortified, the tanks of the defender shoot first and you benefit a 25% defense bonus.

Reinforcements & 100t bonus

-How much time does it takes to send reinforcements to my planet ? What's the weight limit ?

Troops : 200T per convoy

1st convoy : 48 hours.
2nd convoy : 72 hours
3rd convoy : 96 hours.
each additional convoy is + 24 hours.

Ressources : same as for troops.

Cost of reinforcements (troops & ressources) : 10 000 credits + 200 credits per tonnes
Thus each reinforcement of 200 tonnes will cost 50 000 credits.

The time schedule for troop reinforcements is separated from the ressources schedule.

-Why does the time for each new reinforcement rises this much ?

The FEDCOM ships are spread out among the known worlds. It is easy to organize a transport from one point to another, but the more convoys you make, the more it is difficult to obtain an available ship in infrastructure or planet range.

The FEDCOM places your request on hold trying to optimize the flying pathes for her ships. This causes the time to rise between each convoy.

For ressources, they're available on closer planets and are subject to standard exchange : the FEDCOM picks up your ressource and delivers the same amount to the destination planet.

The true reason : game balancing.

-What's the weight of the different units ?

The weight is indicated next to each unit when you're organizing a convoy. Here's a reminder :

Marine : 1 tonne.
Commando : 2 tonnes.
Cyborgs : 2 tonnes.
Tanks : 4 tonnes.
Artillerie : 5 tonnes.
Chasseur : 5 tonnes.
Bombardier : 5 tonnes.

About the 100t bonus :

If you lose your wargame and if you kept your starting position, you will get a 100t bonus (troops or ressources) at the start of your next wargame. You can choose whichever troops or ressources on your HQ at the time of your defeat *EXCEPT for bombers*.

Spying and surveillance (monitoring)

Spying a territory permits you to obtain valuable and complete information (at the moment of the spying) such as :

Troops currently stationed, buildings (Bunkers, AAD and IAF), the influence score made on that territory, current airspace protection and the name of the players currently surveilling the territory.

Buildings currently under construction appear on your spying report with no distinction with producing buildings

Sending a spy costs 1.000 credits and has a 25% probability to fail. If your spy fails the ennemy player will be notified of your attempt, even if you're spying on your own territories (in which case YOU will be notified).

Surveilling a territory permits you to know how many troops are currently stationed on this territory, its current military production. As soon as this territory is attacked you will be warned of it (with a message in your Reports and an email). You will know who launched the attack and with which troops.

If attack is delayed or cancelled you will be also warned.

Surveilling a territory is thus quite as useful on your territories (to be warned of attacks) that on those of your enemies (to know how many troops are stationed)

You have to spend 20 000 credit for a territory to be under surveillance BUT surveillance will be cancelled if the territory changes hands EXCEPT if you are the new owner.

-Why am I not warned when one of my territories that is under surveillance is attacked ?

- 1- you put it under surveillance after it had been attacked
- 2- make sure you receive 'surveillance' mails. Go to Profile (corporation interface) -> Mails. -> Attack of a territory under surveillance : click Yes.

Also make sure you entered a valid email address in your Profile.

Troops and buildings upkeep

The upkeep is dued each cycle and its cost depends on your troops, buildings and AAD.

You can foretell your expenses by consulting the Economie/Management menu. In case you cannot pay all of the upkeep your AAD are destroyed and your buildings turned to OFF.

Troops are automatically sent to the hangar if you cannot afford their upkeep. These troops will be available to you again next cycle if you have enough energy/food for their upkeep.

Wargame cycle step by step

Step 1 : Ressources extraction

Step 2 : Energy and food production

Step 3 : Taxes

Step 4 : Unit upkeep

Step 5 : Buildings and AAD upkeep

Step 6 : Unit production

Step 7 : Influence production, checking if the influence limit is reached

Step 8 : Neutral territories management