

# GALAXIA

  
**This game isn't supported in this browser!**

Fullscreen

Follow and send feedback to [@GalaxiaGame](#).

Try the [test realm](#) build for a glimpse at the latest features in development.

Download [Windows Version](#).

## Patch Notes:

- 0.4:
  - Revamped combat game. Feedback appreciated!
  - Time Boost added to research options
  - Explored planets displayed in UI
  - Colony ships no longer grant science
  - Console reports colony ships granting power
  - Power no longer used by disabled factories
  - Mini-icons updated to match buttons
- 0.3.1:
  - Fixed issue where higher multiplier colony ship purchases weren't costing the correct amount
  - Disabled cheat keys in published builds
  - Fixed incorrect draw order of the configure/console
  - Improved legibility of "hostiles detected"
  - Sound: Off setting respected on refresh
  - Show a warning overlay when out of probed planets to colonize
  - Display factory counts
  - Added toggle factory button for factory types (replaces r-click)
  - Added a bunch of new sound effects
- 0.3.0:
  - New interface
  - Hostiles/Fighters
- 0.2.0:
  - Save games (and reset).
  - Artifacts.
- 0.1.0:
  - Added power. Mines and Factories require power.
  - Re-tuned many values.
  - Right click a production button to disable production of that item and all factories^n of that item.
- 0.0.2:
  - Fixed bug when building factory^n.
  - Buttons have pressed and mouseover states, click sounds.
  - Costs now have min 2 sig figs.
  - Factories now tick every 1/10th of a second (like mines).
- 0.0.1:
  - Fixed bug where you could be unable to build probes.
  - Most numbers displayed in a fixed width font with delimiter.
  - Suffixes for costs now go to T (trillion), Q and beyond.
  - Many actions and results now displayed when they occur. Example "Probe arrived: +1{science icon}"
- 0.0.0:
  - Direct copy of the LD31 version to the new site