



LORD OF RIGEL

QUICK GUIDE



INTRODUCTION

Initial work on what would become Lord of Rigel began one spring day in 2014. We were discussing 4X (Expand, Explore, Exploit, and Exterminate) space strategy games.

At that time there had not been many in development for years. A few we had followed in the early crowdfunding era changed scopes or didn't appear that they would ever release. So we sat down and worked out the basic outlines for what we wanted to see in Lord of Rigel, drawing on influences including Babylon 5 and Star Trek Deep Space Nine.

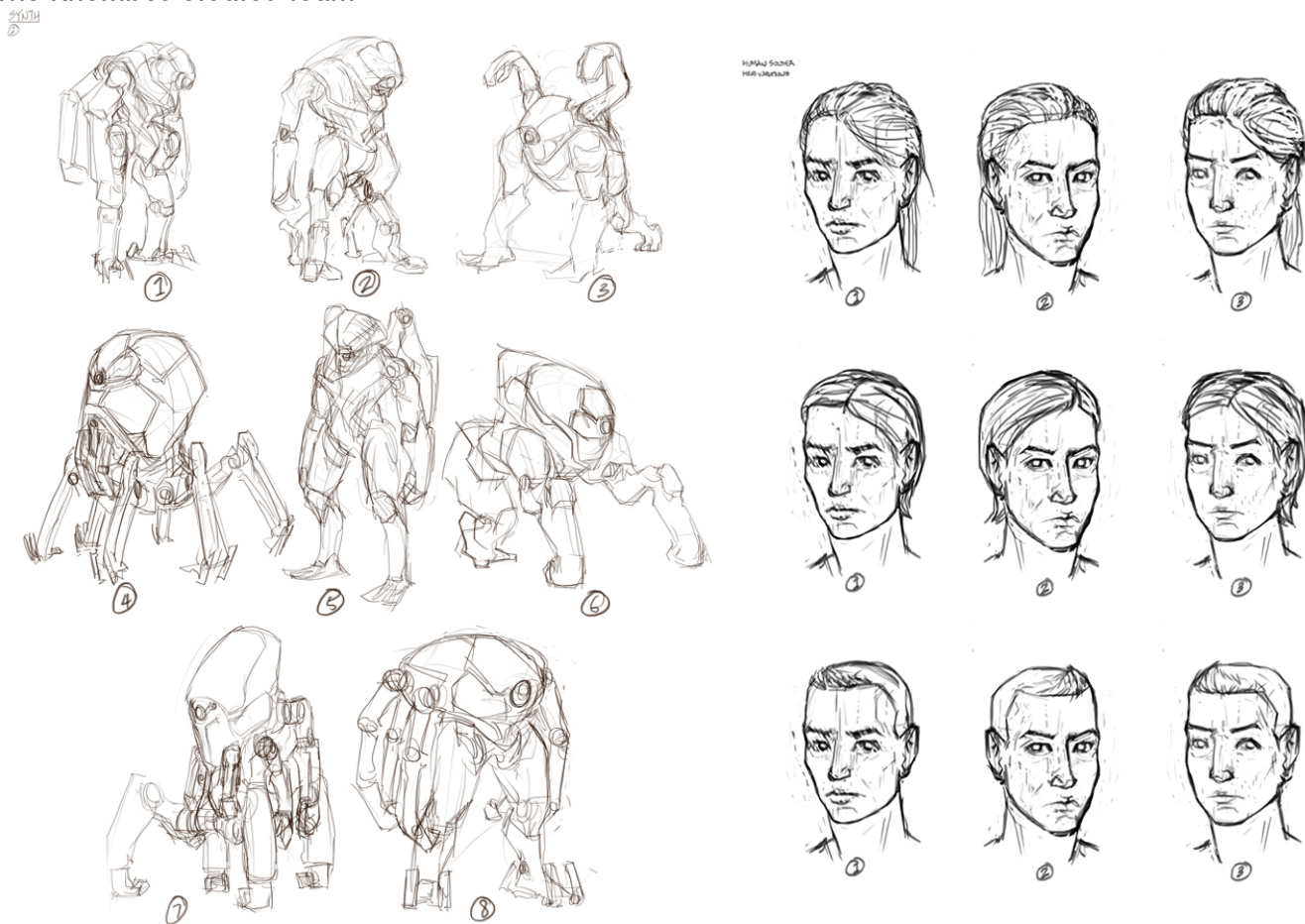
We wanted a more in-depth tactical combat system, and some ideas that might help with pacing the end game such as adding in elder species locked in a cold war and grand menaces.

Lord of Rigel is the end result of nearly eight years of forward steps, missteps, and restarts. Work on the version you are now playing began in earnest late 2019 and with a year and a half of feedback and improvement during Early Access. While much has changed with space strategy games and the world during the intervening years, we are pleased to bring you a game that while in some ways may have evolved differently than our initial vision has in others exceeded it.

Let's shape the galaxy together!

Sincerely,

The Rhombus Studios Team





FEATURES



TUTORIAL

Basic scenario to learn the game. Explore the Altair sector and establish first contact with an alien species.



MAIN GAME

Generate galaxies with up to 1024 stars. Play as one of ten species: the hive minded Aranids, diplomatic Humans, the warrior Katraxi, industrious Ornithon, Selach traders, the expansionistic Tharrn, mysterious Xantus, telepathic Yalkai, silicon based Tulock, or robotic Synth.



SKIRMISH

Mode with early game technologies and eight species to select from. Build custom ships and test them in battle.



MILITARY VICTORY

Conquer your foes or build a lasting peace through diplomatic treaties.



DIPLOMATIC VICTORY

Win the vote of the Galactic Council to become the Lord of Rigel.



RESEARCH VICTORY

Complete the Path of Ascension research projects and construct the Ascension project on your homeworld to transcend to a new form of existence.

ADVANCED OPTIONS AND FIRST GAMES

You can adjust victory conditions under options in new game, to further customize your experience.

It is recommended to play a medium or large galaxy with the default settings for your first games.



GETTING STARTED

YOUR FIRST TURN

Lord of Rigel involves many systems from managing your colonies, fleets, researching technologies, and engaging in diplomacy and spycraft. As you play the game more game mechanics become available.

FIRST TURN TASKS



EXPLORE

Select your fleet at your homeworld and select a nearby star. To expand and build new colonies you need to explore other star systems to find good planets to expand to that can support populations and food production.



FOCUS

Each of your planets can be assigned a focus. This can be Balanced, Agriculture, Industry, or Research. This assigns populations to optimize output to that focus. Set your homeworld to a focus or leave it Balanced.



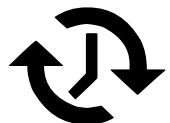
PRODUCTION

Select an item for production in your homeworld's build queue. A colony ship or outpost ship is a good first item.



RESEARCH

Select a technology to research. Hydroponic Farms or Research Laboratories are good first technologies for new players.



PRESS END TURN

NEXT STEPS



EXPLORE

Continue exploring with your fleets. Once they have reached all explorable stars in range you can continue exploring when you've built new colonies or outposts or researched new fuel technologies.



EXPAND

Once you've found a planet you can expand using Colony Ships. If a fleet in a system has a Colony Ship you can use the Colonize option to settle a new world.



BASIC REFERENCE

KEY RESOURCES



POPULATION

The single most important resource are your citizens. Each unit of population is one billion people. Population growth and expansion is key to having a strong economy and representation on the galactic council.



BCs

Billions of credits. An empire wide resource. Needed to maintain ships, buildings, and units. BCs are produced by taxing population, trade treaties, buildings, trade depots, and exporting surplus.



FOOD

Food is needed to feed your empire to grow your population. Surplus food is automatically shipped to planets not blockaded to planets that can not produce food. Unused food is sold for BCs.



PRODUCTION

Used to produce ships, buildings, and units at a planet. Overproduction can create pollution.



RESEARCH

Research points are an empire wide resource. All generated research points contribute to the technology you have selected to research.

SECONDARY RESOURCES



MORALE

Morale effects production output on planets. Pollution, starvation, and conflict can all reduce morale. If morale is too low a planet risks rebelling.



IMPORTS/ EXPORTS

Excess food is imported and exported. This can be used to support planets that can not have their own food production. If a system is blockaded or under quarantine imports and exports stop.



POLLUTION

Pollution is generated by excess production. This can reduce planet morale and food production.



BASIC REFERENCE

PLANET INFORMATION



SIZE

Planet size effects the total population a planet can have and how much industry is supported before pollution occurs.



CLIMATE

Planet climate effects total population, pollution tolerance, and agricultural output of a planet. Many planet climates can not support any food production. Hostile climates can also increase building maintenance costs.



MINERALS

Planet minerals effect total industrial output on a planet.



GRAVITY

Planetary gravity impacts productivity and maintenance costs if the gravity is different from your homeworld's.

BASIC EXPLORATION



STARS

Different types of stars have higher and lower chances for habitable planets. Brighter stars (Blue) tend to have more mineral rich planets while dimmer stars (Yellow-Red) have more organic rich ones.



NEBULAE

Nebulas slow down fleet movement and also can jam shields in combat. Planets within nebulas tend to be more mineral rich.



NAVIGATION

Hazards such as neutron stars and black holes can slow down fleets or prevent movement through an area outright while wormholes allow for near instant travel.



FUEL

Ships are free to move anywhere within fuel range. Fuel range is based on your best researched fuel technology and sets a range from your colonies and outposts you can freely move within.



GENERAL BINDINGS

Binding	Key
Pan Forward	W
Pan Back	S
Pan Left	A
Pan Right	D
Rotate Left	Num 4
Rotate Right	Num 6
Rotate Up	Num 8
Rotate Down	Num 2
Zoom In	Num +
Zoom Out	Num -
Rotate	Left Alt (Hold)
Pan Reset	Alt+Num *
Zoom Reset	Ctrl+Num *
Camera Speed	Left Shift (Hold)
Pan to Homeworld	H
Reset Camera	Shift+Backspace
Reset Camera Rotation	Backspace
Leave Menu	Tab
Confirm Menu	Enter
Clear/Delete	Delete
Back Screen	B
Empire Screen	F1
Fleets Screen	F2
Design Screen	F3
Planets Screen	F4
Diplomacy Screen	F5
Research Screen	R
Info Screen	F8
Quick Save	F6
Quick Load	F7
End Turn	T
Map Borders	1
Map Sensors	2
Map Fuel	3
Quit Game	Alt+Q
Autoturn	Z
Top Menu	F10 (Escape)

Binding	Key
Clear Events	X
Select Previous	Q
Select Next	E
Set Rally Point	Ctrl+R
Measure Tool	F9



TACTICAL BINDINGS

Binding	Key
Select Active Ship	Tab
Select Units	Left Shift
Issue Order	Right Mouse Button
Select All	0
Select Group 1	1
Select Group 2	2
Select Group 3	3
Select Group 4	4
Select Group 5	5
Create Group 1	Ctrl+1
Create Group 2	Ctrl+2
Create Group 3	Ctrl+3
Create Group 4	Ctrl+4
Create Group 5	Ctrl+5
Line Formation	F5
Delta Formation	F6
Vee Formation	F7
Square Formation	F8
Circle Formation	F9
Auto	Z
Hold Fire	H
Autofire	V
Self Destruct	K
Retreat	R
Cloak	C
Pause	Pause
0.5x Speed	Comma
1x Speed	Period
2x Speed	Slash
Pause (Toggle)	Space Bar
Scan Ship (Hold)	Ctrl



COMMON ISSUES

SOME TEXT IS OBSTRUCTED OR INTERFACE PANELS ARE OFF-SCREEN

The game officially supports a 16:9 or 21:9 ultra wide screen aspect ratio. Other resolutions might cause some of the UI elements to be cut off or hidden.

To fix this, follow these steps:

Change resolution to a 16:9 or wider aspect ratio resolution, such as 1920x1080

I DON'T HAVE A MIDDLE MOUSE BUTTON OR MOUSE WHEEL

For optimal gameplay a mouse with a middle mouse button or mouse wheel is recommended.

If you do not have one, enable Basic Mouse Input in the Settings Menu. This enables alternate camera controls.

You can rebind hotkeys and inputs at any time in the Settings Menu.

SETTINGS OR KEYBINDING ISSUES

If you encounter issues with Settings or Keybindings, please try the following steps:

Go to the Settings Menu press reset and close the menu.

If this does not work, close the game reopen it and follow the same step in the main menu.

If that does not resolve the issue, close the game and delete the PersistentSettings and InputMappings save files found in

C:\Users\ YOURUSER \AppData\Local\LordofRigel\Saved\SaveGames

KEYBINDINGS NOT SAVING

In some cases InputMappings.sav can be overwritten by a cloud save if they are out of sync.

To resolve this issue, disable cloud save synchronization, change your input bindings in game settings, and then re-enable cloud save synchronization.

GAME DOES NOT INITIALLY LOAD IF I SWITCH STEAM ACCOUNTS

If you have multiple Steam accounts and you switch between them please try the following steps:

Verify game integrity cache in Steam and try relaunching the game.

If this does not resolve the issue delete the PersistentSettings and InputMappings save files found in

C:\Users\ YOURUSER \AppData\Local\LordofRigel\Saved\SaveGames



COMMON ISSUES

GAME DOES NOT REMEMBER LAST MONITOR IN MULTIMONITOR SETUP

Lord of Rigel will default to monitor 0. If you wish to change what window the game default loads to change your monitor 0 in your windows settings.

In Windows you can use hotkeys to move the window on launch:
Shift+Windows+Arrow Keys

MY PLANETS ARE NOT PRODUCING ITEMS (BUILDINGS, SHIPS)

If no population is assigned to industry items will not be constructed. Check your population count and set colony focus to industry. Colony focus is intended to keep planets relatively self sufficient. If you do this make sure there is enough food in your empire to feed the planet!

MY EMPIRE IS NOT PRODUCING RESEARCH

If no population is assigned to research in your empire new technologies can not be researched. Check your population count and set colony focus to research. Research and construct buildings that provide research bonuses such as Research Laboratories to speed up research.

I'M NOT ENCOUNTERING OTHER SPECIES

Keep exploring and research fuel cell technologies to expand your range. Outposts and new colonies will also expand your explorable range.

I CAN'T QUEUE MULTIPLE CONSTRUCTION ITEMS

Use left-shift while clicking to queue five items. Items on the left side of the build menu (buildings, projects) can not be constructed multiple times per colony while buildings on the right (ships, units) can.

HOW DO I MOVE BUILD QUEUE ITEMS?

If there is more than one item in the build queue there are left and right arrows in the queue that let you move items up or down the queue. Holding left-shift while clicking will move an item to the top or bottom.



COMMON ISSUES

SOME TECHNOLOGIES ARE GREYED OUT IN THE TUTORIAL

This is intentional so players can safely learn about research selection early on. The main game does not grey out tech selections unless you are missing a prerequisite tech.

HOW DO I SPLIT MY FLEETS?

Clicking on the ship icons in the fleet movement menu selects and unselects ships. Unselected ships remain behind when issuing a new move order which splits your fleet. If a fleet is in transit it can not be split.

HOW TO I CANCEL FLEET MOVEMENT?

If you have issued a move order, click on the fleet and select cancel in the fleet movement window. This will cancel the current move order. If you have hit end turn and the fleet is in transit and you have not researched communications technologies and are out of range of a starbase you will not be able to issue orders.

I CAN'T MOVE SHIPS IN TACTICAL

Right clicking on the 2d combat plane issues move orders to ships. Holding right click lets you change their orientation at their destination. Starbases and disabled ships can not accept move orders.

HOW CAN I LIMIT FRAMERATE?

To limit framerate you can enter the GameUserSettings.ini located in:

C:\Users\ YOURUSER \AppData\Local\LordofRigel\Saved\Config\
Open the file in notepad and add the line:

```
"FrameRateLimit=30"
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I'M HAVING OCCASIONAL GAME FREEZES OR SOFTLOCKS

Some video cards may softlock if V-Sync is enabled. If this is occurring please disable v-sync in settings and use frame rate limiting.

If this persists turn off overclocking or down clock your GPU.

