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About This Game

You are a part of Project GR-5LYR: Galactic Relocation. Our home planet, Earth, is running out of resources, so we must find a new place to call home. Your mission is to land on an unexplored Earth-like planet, codenamed 5LYR, and prepare it for human habitation. You must start and expand a colony and use your resources wisely, while clearing the planet of any hostile local lifeforms and defending your base from attack.

In the beginning, you start by placing your Colony Core, the center of your new colony. The Core produces new building types, represented as cards that you can place onto the map using Energy. Different buildings have different roles, such as improving vision range, producing or housing new units, attacking events or defending your buildings, or generating more Energy to be able to play more per turn.

As you expand your base, upgrade your buildings, and subdue hostiles, you'll gain access to more unit types, and upgrades to your buildings and soldiers. When your new colony is properly established, you'll have to find a way to contact Earth's people and give them the signal that it's safe to arrive.

Project GR-5LYR: Galactic Relocation features a unique combination of turn-based strategy and deck-building mechanics, mixed with tactical turn-based combat. Will you succeed in saving Earth's people, or will the mission be a failure? It's up to you!

A small team of four people got together and worked feverishly for one month to make this game. All planning, design, art, and coding was done in just 31 days. We worked shoulder-to-shoulder, late into the night, to make the game as good as it can be, and we're very proud of the results of this effort. We hope you like the game.

NOTE: This game does not run on Windows 7 or earlier.

Title: Project GR-5LYR: Galactic Relocation
Genre: Indie, Strategy
Developer:
Team GR, Incandescent Workshop LLC
Publisher:
Incandescent Workshop LLC
Release Date: 25 Aug, 2018

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Minimum:

Requires a 64-bit processor and operating system

OS: Windows 8.1 64-bit

Processor: 1.8 GHz Processor

Memory: 2 MB RAM

Graphics: 512MB dedicated VRAM

DirectX: Version 11

Storage: 200 MB available space

Additional Notes: These system requirements may change due to user feedback.

English



Options

END TURN

Current Objective:
- Investigate the Mysterious Ship

Locate Target

MOVE UNITS

DEFEND

TURN 23
ENERGY: 59
+15/TURN
+6/DISCARD

<p>DECK (10) Click to discard and start next turn.</p>	<p>Cyborg A fusion of biological and machine. 20 Lv. 2</p>	<p>Trooper Basic humanoid clone unit. 10 Lv. 1</p>	<p>Trooper Basic humanoid clone unit. 10 Lv. 1</p>	<p>Cloning Facility Generates new Clone units. 20</p>	<p>Medic A Fragile clone with healing capabilities. 10 Lv. 1</p>	<p>DISCARD (-4) Cards will shuffle into the deck.</p>	<p>RECYCLE Drop a card here to DESTROY it for energy.</p>
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WATCH TOWER
Vision Range: 3
Increases vision range.
Lv. 1

OPTIONS

CURRENT OBJECTIVE:
- Initiate Colony Ship approach sequence

CALL COLONY SHIP

END TURN

WILDLIFE ATTACK
Danger Level 68
One of our buildings is at risk! You need to fight back the enemies before they destroy our building!
??????
Turns Left: 4

TURN 76
ENERGY: 2576
+29/TURN
+13/DISCARD

DISCARD (15)
Click to discard and start next turn

<p>Power Plant Generates extra Energy per turn</p>	<p>GPS System Increases a building's vision range by 2</p>	<p>Power Plant Generates extra Energy per turn</p>	<p>Tyrannos. Fru. Increases a unit's max HP by 2</p>	<p>Artilleroid A slow tank unit with high defenses</p>	<p>Recycling Plant Destroys cards for Energy.</p>	<p>Artilleroid A slow tank unit with high defenses</p>
20	0	20	0	20	30	20

DISCARD (11)
Cards will shuffle into the deck

RECYCLE
Drop a card here to DESTROY it for energy

COLONY CORE
Attack Range: 2
Vision Range: 2
Energy Bonus: 5
The heart of your new colony.
Lv. 1

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