Galaxy Horizon – Archtypes

There are 10 philosophies in Spore. They are better known as Archtypes here they are in alphabetical order:

* Bard
* Diplomat
* Ecologist
* Knight
* Scientist
* Shaman
* Trader
* Wanderer
* Warrior
* Zealot

The goal of Archtypes is make each one unique with focus trees. Each archtype has unique abilities and nerfs that tailor the players course throughout the galaxy.

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Bard – Philosophy of Chance

Culture: A Bard Race is often far more social than most of the other archtypes. Their philosophy is the building of friendships, entertainment and peace across the galaxy. Although warfare is not their strong suit, they will commit to defending their allies if no other option can be resolved peacefully. Bard’s will often tend to string as many alliances as possible to avoid warfare while developing their core worlds, avoiding any border tension wherever possible.

Unique Ability: Envious Alliances – If a non-aggression pact is secured between a Bard and another empire, both empires are granted 10% research cost reduction. This can stack up to a maximum 50% with five alliances. Bard’s also have double the relation slots and triple the monolith slots.

Strength: Increasing stability within the empire is reduced by 50%, food production increased by 10% in systems with active trade routes.

Weakness: Cannot justify acts of conquest, espionage is double the cost and manpower is 25% less.

Diplomat – Philosophy of Order



Culture: Diplomats tend to be along the lines of their Bard counterpart. The exception is that diplomats keep a close eye on everything going on around them, often using their silver tongue to squeeze every advantage for their empire. They believe the diplomatic stage is set to be exploited, but will not shy away from making strong alliances that would threaten their interests. They will sometimes go to war opportunistically and give magnificent speeches to justify their wars as well as scraping any legitimacy for such justifications.

Unique Ability: Silver Tongue –Trade routes, Non-aggression pacts and alliances can be started immediately. Starts with ‘Universal Translator’ and Diplomatic Relations technologies. Overextension is reduced by half.

Strength: Governing capacity is increased by +1 when a new colony is formed.

Weakness: Justifying war takes double the turns. Galactic Tension increased by 75% upon declaring a war. Counter-Spies are 50% less effective.

Ecologist – Philosophy of Life



Culture: Ecologists have one code in mind – The preservation of all life, no matter how small or large. They will ferociously condemn any action that harms life and seek to terraform barren worlds into lush fertile lands. They are often more friendly to empires that follow the same code and will ally with them. However, they will look the other way if they are to be discovered harming other life and see war as ethical in the face of these practices.

Unique Ability: Environmental Defenders – The time to terraform worlds is reduced by 50%. Immediately can declare war on empires that invoke the practice of anti-environmentalism. Taking barren systems through peace treaties is reduced by half. The ‘War of Cruelty’ bonus is applied during wars of Environmentalism, granting 10% attack.

Strength: Wildlife sanctuaries now give a raw research bonus every turn that is half of how many species are within that planet. The amount of Wildlife sanctuaries allowed in now doubled.

Weakness: Production output of colonies is reduced by 10% and cannot initiate scorch earth or abandon T3 colonies, is not allowed to reduce the terrascore of a planet. Is not allowed to trade for resources that involve animal/plant life.

Grox Subordinate – Philosophy of Evil



Culture: Aliens that have decided to assimilate themselves into the Grox Empire. Once an empire allies the Grox, the civilization will begin the long process of integration within the Grox Empire, which in the process will lose them their archtype, officially becoming a subordinate race under their genocidal masters! The Grox Empire is fuelled from the blood of others, and will never make peace with an empire. Instead demanding their utter annihilation.

Unique Ability: - Broken Galactic Code. The subordinate civilization now has -25% research tech cost. The base chance of a siege being successful now starts at 30%. Subordinates of the Grox Empire now automatically ally one another.

Strength: Free access within the Grox Empire, can now start trade routes with the Grox and colonize systems in the Grox sphere of influence without attack.

Weakness: All alliances, research pacts and non-aggression pacts immediately disintegrate and all empires are declared war upon. Subordinates are also titled as ‘civilizations’ rather than empires. Increasing Stability within the empire now costs 150% more. The Grox Empire now officially takes over the government and does not allow diplomatic relations with other empires, this includes peace treaties. If the subordinate does not initiate in battles with another empire, strict punishment will ensue.

Knight – Philosophy of Honour



Culture: Knights are essentially warriors that practice righteousness over direct aggression. Knights will often clash with another empire if they disapprove of their actions, while valiantly coming to the aid of their allies. They see empires such as the Grox as an evil that is to be purged and will often be the rallying cry for a crusade. Otherwise, they respect the boundaries of other empires but will not approve of aggressive colonization or the attacking of the weak.

Unique Ability: Noble Warriors – In a crusade, the Knights will have military recruitment increased by 50% and will have 25% attack bonus towards the crusader target. If this target is the Grox Empire, then the effects are doubled.

Strength: Can enforce peace on wars and join the weaker side if the aggressor refuses to back down. Army training is now 50% less expensive during peace time.

Weakness: Cannot attack tribes or civilizations. Sieges are 20% more vulnerable and scorch earth reduces stability by 5%.

Scientist – Philosophy of Science



Culture: Scientists are curious creatures who wish to study everything and advance their civilization to be the greatest. They believe that research is the best weapon to counter aggression. Scientist empires will do everything in their power to invent new technologies, often highly tailoring themselves towards friendships and making research agreements with those empires. They are far less likely to go to war unless it absolutely increases their efficiency towards research.

Unique Ability: Innovation – Scientists gain a permanent 25% research output when at peace. This cost is reduced to 10% while at war. Research pacts grant scientist empires 50% output when the research pact is complete.

Strength: Can explore 50% further away from their closest colony.

Weakness: Counter-Spy effectiveness reduced by 100%, overextension is doubled and fortifications take double the time to construct.

Shaman – Philosophy of Harmony



Culture: A Shaman Empire believes that toleration is the best path forward, they seek to learn of other empires cultures and mediate conflicts between them, their code is a policy of harmony and stability within the galaxy. Unlike ecologists who disapprove of anti-environmentalism, Shaman’s know that aggression will increase the tension of the Galaxy and will seek to counter it.

Unique Ability: Peace in our time – An alliance with empires will grant a production bonus for both empires, more alliances will mean more of a bonus for Shaman Empires. Can have an infinite number of diplomatic relations. Galactic tension is reduced by 0.5% every turn when a Shaman diplomat is present.

Strength: Total food output within the empire is increased by 10%

Weakness: Cannot justify acts of conquest. Cannot join crusades.

Trader – Philosophy of Prosperity



Culture: Traders are empires that specify in intertwining trade between empires while seeking the best deal possible. They will keep a close eye on what makes them the most profit while the other empire gets as little as possible. Like diplomats, they will seek to get as much as possible, only with more contracts and less war. This doesn’t mean they won’t go to war however, as resources in the galaxy as imperative to a flourishing empire. When their trade is being interrupted or negotiations are failing, they will drag themselves into war for the most profit.

Unique Ability: Capitalism – Gain 25% efficiency towards resources that are received. Spice output increased by 50%.

Strength: Can justify trade wars in half the time.

Weakness: Stability within the Empire costs 50% more and corruption from everything is doubled.

Wanderer – Philosophy of Discovery



Culture: Wanderers are nomadic explorers in the galaxy that seek to settle the most fertile lands before moving on when resources dry up. They often prefer to stay on starships and explore every corner of the map. Wanderers generally ignore all empires and move on if conflict ever arises. War is often a last resort as wanderers do not keep their gains from conquest. They can however, raid for resources, which does not require a war goal.

Unique Ability: Nomadic Explorers – Can immediately explore anywhere in the galaxy and settle any lands without technologies. These systems must be at least twenty parsecs apart. Gains a raw 5% boost every time they colonize a T3 planet. Each artifact gives two permanent research points until the colony they are placed in migrated out of. Every colony planted gives one permanent research point, even after the colony has been migrated/destroyed.

Strength: Double the number of colonization slots and raiding resources is 50% more effective.

Weakness: Colonies settled must be migrated away in ten turns and cannot be colonized again. Colonies have a 50% base chance when sieged. Embassies take ten turns to establish.

Warrior – Philosophy of Force



Culture: Warriors are those who seek the blood of all. They will commit genocide and conquer entire people without second guessing themselves. They are far less likely to make alliances with empires and go on the offensive against them. They are the main backbone of galactic tension increase. Warriors will do everything in their power to drive empires to extinction.

Unique Ability: Genocidal Warfare – Gains a 50% attack bonus to any Empire they are currently at war with and the base chance for a siege increases to 20%. Manpower also increases by 50% and can justify war goals in a quarter of the time. They also start with ‘Militarization of the Empire’ and ‘Extensive Fields Training’ researched.

Strength: Gains a variety of bonuses from galactic tension increase, truce timers on the Warrior side is halved.

Weakness: Stability within the empire is 25% less. Corruption while at peace doubled and half the diplomatic relation slots.

Zealot – Philosophy of Faith



Culture: Zealots believe that there is only one true god. Like warriors they will aggressively pursue conflict but only if the other empire is following the wrong religion. Otherwise they will attempt to ally empires of the same religion and call them into crusades against heretic/heathen religions. Peace can only be established when the one truth faith is followed by every sentient being. They will also expand colonies as fast as possible, letting everyone know they are the real knights of the galaxy.

Unique Ability: Fanatical Crusaders – Is immediately allowed to declare war on empires of the wrong religion and force them to convert by force. They can also threaten war for it. Has triple the amount of colonization slots.

Strength: Corruption is reduced by half and cultures from planets that have been captured can be expelled or commit genocide, reducing unrest within the colony.

Weakness: Cannot ally or trade with other empires of the wrong religion, embassies take 50% longer to establish in these provinces.