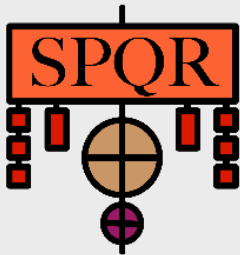


# EMPIRE

## The War Game of the (Last) Century



```
EEEEEEEE MM      MM PPPPPPP IIII RRRRRRRR EEEEEEEE
EE      MMM      MMM PP      PP  II  RR      RR  EE
EE      MMMM     MMMM PP      PP  II  RR      RR  EE
EEEEEE  MM MMMM MM  PPPPPPP  II  RRRRRRRR EEEEEE
EE      MM  MM  MM  PP              II  RR  RR  EE
EE      MM      MM  PP              II  RR      RR  EE
EEEEEEEE MM      MM  PP              IIII RR      RR EEEEEEEE
```

The war game of the (last) century

Original Version (VAX-FORTRAN): 4.3

Mac-Version (Swift) : 3.0.1

Open a stored game

Start a new game

## Abstract

Empire is a strategy and tactics war game, pitting you against the computer. The game is played on a computer generated map that contains land areas, sea areas, and cities. The object of the game is to eliminate the opponent by capturing cities and destroying the enemy forces. Cities once captured have production capability, and can produce units such as armies, fighters, destroyers, submarines, or carriers for offense or defense. Of course, the computer is trying to crush your forces and take over the world, as are you.



Early in the game, exploration is most predominant, followed later by planned offensives and holding actions, till eventual victory or defeat.

Warning, typical games can take as long as ten hours, and some people find the game addictive. The program keeps the game state in a disk file, and a single game usually takes multiple computer sessions. The help file (this file) containing the instructions is correct and complete, but is terse and lacks examples. This sometimes causes confusion in the first games.

# Playing Instructions

In this chapter the general playing instructions are given. EMPIRE was originally developed for alphanumeric terminals and was controlled completely via keyboard. Still, also this version of EMPIRE with its GUI can be played almost completely with the usage of the keyboard only, so these playing instruction are essentially unchanged. For the more advanced options due to the GUI see the chapter “Mac-Specific Extensions”.

EMPIRE is a simulation of a full-scale war game between two emperors, the computer and you. Naturally, there is only room for one, so the object of the game is to destroy the other. The computer plays by the same rules that you do.

The map is a rectangle 640 \* 1280 miles on a side. The resolution is 10, so the map you see is 64 \* 128. The map consists of sea = ‘’, land = ‘’, uncontrolled cities = ‘@’, Computer-controlled cities = ‘**X**’, and your dominated cities = ‘**O**’. Each emperor gets 1 move per round (1 round = 1 day), moves are done sequentially.

The map is displayed on the player’s screen during movement. Each piece is represented by a unique character on the map. With a few exceptions, you can only have **one** piece on a given location. On the map, you are shown only the 8 squares adjacent to your units. This information is updated before and after every move. The map displays the most recent information known.

The game starts by assigning you one city and the computer one city. Cities can produce new units. Every city you own produces more pieces for you according to the cost of the desired unit. The typical play of the game is to issue the Automove command until you decide to do something special. During movement in each round, the player is prompted to move each piece that does not otherwise have an assigned function.

Map coordinates are a set of two numbers. The first number is the column, the second number is the row.

The pieces are as follows:

Piece	Yours	Enemy	Moves	Hits	Phase
Army	<b>A</b>	<b>A</b>	1	1	5 (6)
Fighter	<b>F</b>	<b>F</b>	4	1	10 (12)
Destroyer	<b>D</b>	<b>D</b>	2	3	20 (24)
Submarine	<b>S</b>	<b>S</b>	2	2	25 (30)
Troop Transport	<b>T</b>	<b>T</b>	2	3	30 (36)
Cruiser	<b>R</b>	<b>R</b>	2	8	50 (60)
Aircraft Carrier	<b>C</b>	<b>C</b>	2	8	60 (72)
Battleship	<b>B</b>	<b>B</b>	2	12	75 (90)

The second column gives the map representation for your units. The third shows the representations of enemy units. Moves is the number of squares that unit can move in a single round. Hits is the amount of damage a unit can take before it is destroyed. Phase is the number of turns necessary to produce that unit. The number in parenthesis is the cost for a city to produce the 1st unit.

## Description of the Pieces

Army:	Armies move only on land. <b>Only armies can capture cities.</b> They have a 50% probability of doing so. Attacking one's own cities results in the army's destruction. Armies can be carried on troop transports. Just move the army on the transport and when the transport moves the army moves with it. You cannot attack any ships while on board a transport. <b>You cannot move back on a city with an army.</b> This is true even if you are on a troop transport.
Fighter:	Fighters move over sea or land. They move 4 times per day. They are refueled at controlled cities and carriers. They are shot down over uncontrolled cities. They have a max. range of 20 spaces.
Ship, general:	All ships can only move on the sea. They move twice per round. Ships can also dock in a controlled city. Docked ships have damage repaired at a rate of 1 hit per day. If a ship has lost half or more of its hits, it will slow to 1 move per round.
Destroyer:	Typical ship, quickest to produce.
Submarine:	When a submarine scores a hit, 3 hits are exacted instead of the usual 1 from the enemy unit. This is the only unit having this property.
Troop Transport:	Troop Transports are the only units that can carry armies. They can carry a maximum of $2 * (\text{the number of hits left})$ of armies. Armies that cannot be carried will drown.
Cruiser:	Typical ship
Aircraft Carrier:	Carriers are the only ships that can carry fighters. Carriers carry a maximum of the number of hits left of fighters.
Battleship:	Typical ship

## Functions to which you can assign your pieces

Other than just moving your pieces you can assign them the following automatic functions:

Awake:	Cancel current automatic function and return to manual moves.
Sentry:	Stay put. Do not ask the user to move the piece. Wake up if an enemy piece comes within sensor range.
Random:	(For armies only). Move at random subject to the following conditions: If an uncontrolled city is adjacent, attack it. If an enemy unit is adjacent, attack it (even if it is a ship). If an unfilled troop transport of yours is adjacent, get on it and wake up. Move if possible without attacking any of your own units. It will not destroy itself unless it is in a city surrounded by your units.
Move (Destination):	Move towards location assigned to the piece (in editing mode). Wake up if enemy piece, enemy city, or unoccupied city is encountered. Temporarily wake up if an obstacle is in path of movement. Represented by the coordinate the piece is moving toward.
Direction:	Move in specified direction. Wake up if enemy piece, enemy city, or unoccupied city is encountered. Temporarily wake up if an obstacle is in path of movement. After getting a manual move from you, <b>the unit is still assigned a direction</b> . For fighters wake up if half of maximum range (10) is left to give a chance to return to city or carrier. A direction assignment is represented by the key which sets that direction (e.g. D means east).
Fill:	(Troop transports and aircraft carriers only). Go on sentry duty until full to capacity of armies or fighters.

## Orders Mode

The top level prompt is: Your Orders?

This is asked between each round (if you are not in Auto move mode). The following commands are valid at this time:

- A: Auto move. Begin movement, stay there until “O” in move mode cancels the auto move.
- C: Give the computer a free move.
- H: Display the Help screen. Contains a brief description of all the commands.
- J: Puts you into Editing Mode (explained later), where you can examine and / or change the functions associated with your pieces and cities.
- M: Move. Cause a round played by you and the computer.
- N: Give the computer a number of free moves you specify. The game gets more interesting if you give the computer 10 to 30 free moves at the start.
- Q: Quit the game. The game is saved automatically.

## Movement Mode

The following commands are valid during Movement:

To simply move a piece, type one of the following keys:

QWE  
A D  
ZXC

These keys move in the direction of the key from S. The characters are not echoed and only 1 character is accepted, so no need for a <Return>. Hit the SPACE BAR if you want the piece to stay put.

Other commands are:

- J: Enter Editing Mode.
- O: Cancel auto move. At the end of the round, Orders Mode will prompt. Doesn't affect current piece.
- G: Fill: Put the troop transport (or aircraft carrier) to sleep until it accumulates 6 armies (or 8 fighters), then wake up. If the ship is damaged, it will wake up when it has all it can take.
- H: Display Help text (hit any character to continue moving).
- I: Set unit to moving in a direction specified by the next character typed in, i.e.  
  
QWE  
A D  
ZXC
- K: Wake up piece. If piece is a troop transport or carrier, all armies or fighters on board are also woken up.
- L: Set army and fighter path for city to be the direction following the "L".
- M: Put piece (or city) in "move" function. Type "M" over piece (or city), then move the cursor to where you want to go, and type "N". Assigning a "move" to a city, effects and fighters that land there.
- N: Specify the end point of a move (see M command).
- R: If it's an army, set it to moving at random.
- S: Put on sentry duty.

Y: Change phase of city that cursor is on top of. When program asks for production demands, select the type of craft you want produced.

**Attacking** something is accomplished by moving onto the square of the unit you wish to attack. Hits are traded off at 50% probability of a hit landing on one or the other units until one unit is totally destroyed. There is only 1 possible winner.

#### NOTES:

If you give a piece a direction or move function, they will wake **temporarily** if they run into an obstacle. You must explicitly wake the piece to regain complete control or assign it a new function.

Fighters moving under the command of a direction function will wake up when they have 10 rounds of fuel left. This is to enable you to decide whether you want to make it a kamikaze or send it back to a city for refueling. Be careful to cancel any currently assigned function before trying to bring the fighter back.

You are “allowed” to do **fatal** things like, attack your own cities or other pieces. If you try to do a fatal move that involve terrain restrictions, like, drive armies into the sea and ships into land, you are given a chance to reconsider. Answer with an “Y” if you want to commit suicide. You cannot move onto the edge of the world.

## Editing Mode

Editing mode allows you to move around the “world” and check on things. You can assign and deassign movements and inquire on the production of cities. Movements assigned during editing mode do not take effect until Editing Mode is canceled.

To move the cursor around, use the standard direction keys.

QWE

A D

ZXC

Other commands are:

- O: Exit from Editing Mode.
- G: Fill: Put the troop transport (or aircraft carrier) to sleep until it accumulates 6 armies (or 8 fighters), then wake up. If the ship is damaged, it will wake up when it has all it can take.
- H: Display Help text (hit any character to continue editing).
- I: Give piece the function “direction”, enter the key specifying the direction following the “I”.
- K: Wake up piece (or cancel city path).
- L: Set army and fighter path for city to be the direction following the “L”.
- M: Put piece (or city) in “move” function. Type “M” over piece (or city), then move the cursor to where you want to go, and type “N”. Assigning a “move” to a city, effects and fighters that land there.
- N: Specify the end point of a move (see M command).
- R: Put an army in “random”.
- S: Put piece in Sentry Mode.
- Y: Change phase of city that cursor is on top of. When program asks for production demands, select the type of craft you want produced.

You can give cities functions. This doesn’t affect the city, but any fighter landing in that city will pick up the specified function. This is useful for setting up automatic fighter movements.

Note that you cannot affect anything inside a city with the editor.



## Mac-Specific Extensions

### Menus

In the Macintosh version of Empire all keyboard commands are also available as menus (and some more).

When starting Empire (without double clicking a specific save file) Empire tries to open the last game played. If it succeeds this game is continued. Otherwise you have to open an other save file or generate a new game. You may open and play as many games in parallel as you wish (and your computer's memory allows).

With the “New” command in the “File” menu you can start a new game. You will be asked for a save file with the specification of the map size.

Save

Save As:  ▾

Tags:

Where:  ▾

Map Size

Width (32-512):

Height (32-512):

Difficulty Level

▾

Cancel Save

The map size is displayed below the suggestion of the file name of the new game. You may change the map size within the limits shown.

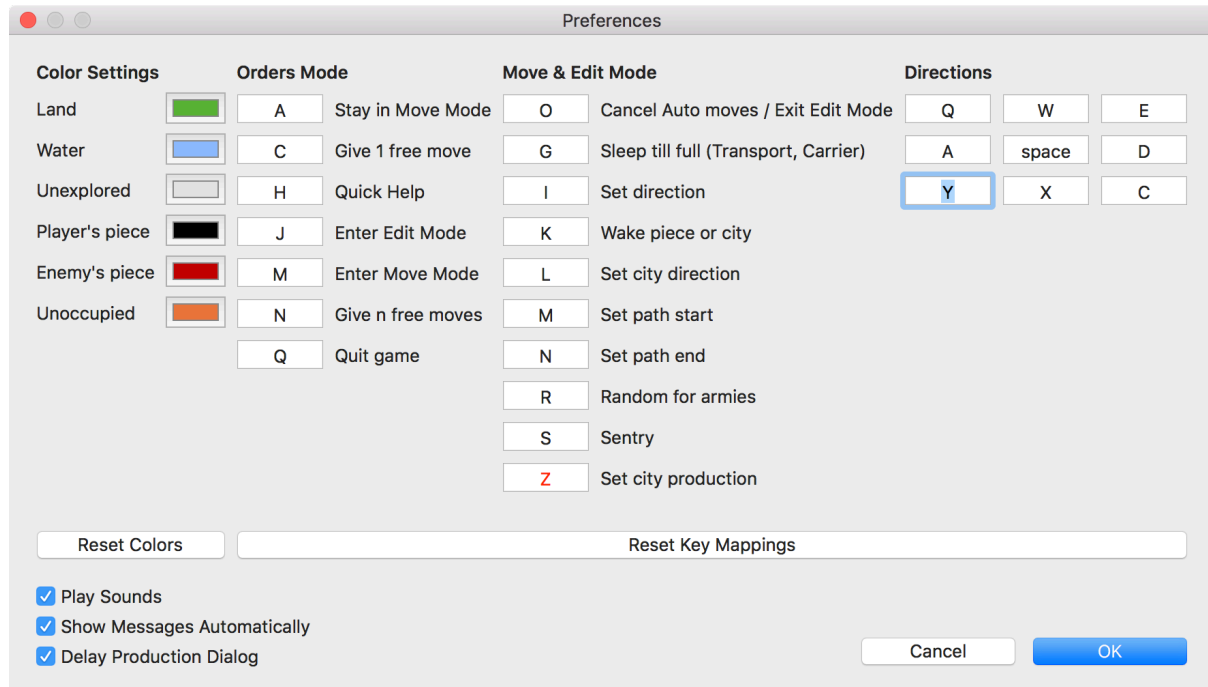
In addition you have to specify the difficulty level of the new game. This affects only the starting conditions, i.e. how many cities are on your island compared the enemy's one. The rules of the game are always the same and apply to you as well as to the enemy.

A new map will be generated. The size of the main window is adjusted to the new map size. Generating large maps may need some time.

You may close the current game at any time. The game will be saved automatically even if you are in the middle of a round.

## Preferences

Beside the use of the menu the whole game may be controlled by keystrokes as mentioned in the previous parts of this document. Since your keyboard layout may be different from the English/American one you may change all key mappings in the Preferences:

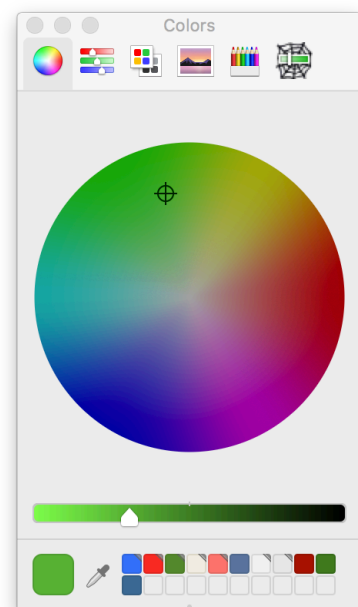


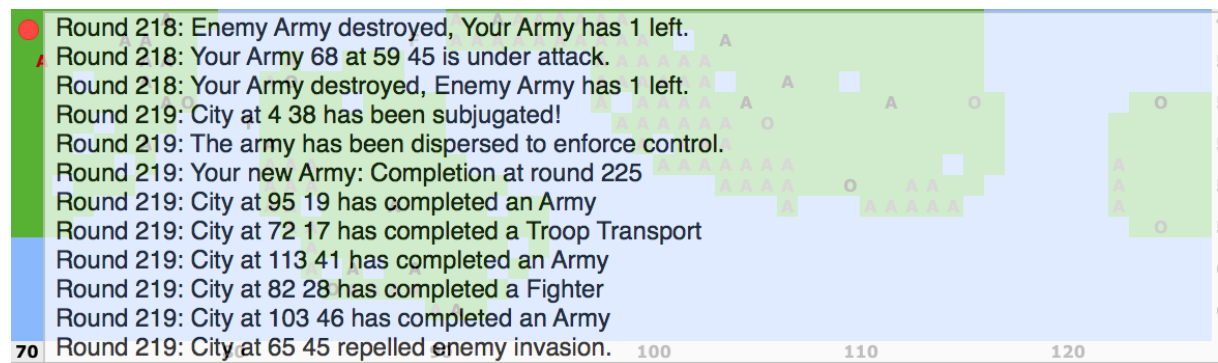
If you change a key mapping to a key, which is already used at some other place, the old key of your changed mapping will be put at the colliding mapping and is marked in **red** color. In this example “Z” (for southwest in the directions) is exchanged by the “Y” key (for change of city production).

You may also change the colors of the pieces. All changes of colors and key mappings may be reset to its default values.

There are three other options you may switch on or off:

- **Play Sounds:** A short sound is performed when you win or loose a fight or when a craft or yours is destroyed (e.g. a fighter crashed due to lack of fuel).
- **Show Messages Automatically:** Occasionally Empire sends messages to you (e.g. when a new piece was produced or when a craft of yours is getting attacked). These messages arrive in a half transparent palette in the bottom right corner. When a new message arrives and this option is set the palette comes up automatically and will disappear after a short time. You may bring up the message palette with the command “Show Messages” from the “Window” menu (cmd I). Clicking on the red dot left of the palette will make it disappear.



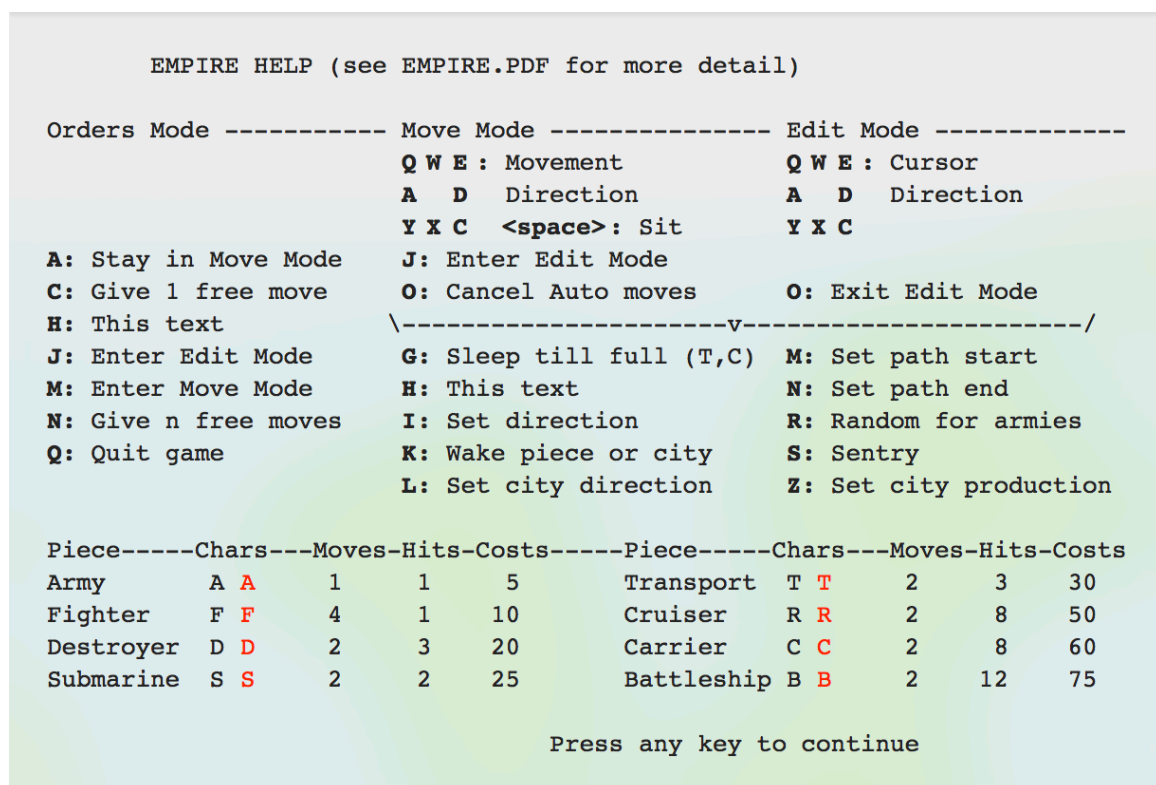


- Delay Production Dialog: If this option is set there is a short delay before the dialog box with the production demands appear. You have some time to enter the production demands via the keyboard.

The change of the preferences will be in effect immediately and for all games. It is saved in the user preferences and will be present in all future program launches.

## The “Help” key

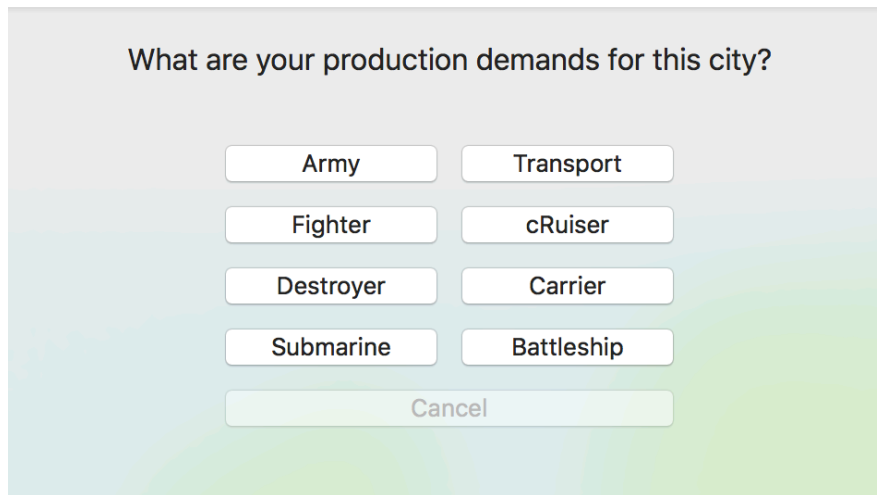
By pressing the “Help” key (by default: “H”) any time you get a quick help overview:



A possibly changed key mapping is also reflected in this short help.

## City Production

If you just conquered a city you must select a city production. Possibly after a short delay (so that you can study the city’s location) a dialog box pops up where you can select the piece the new city should produce. You may shorten that delay by clicking anywhere.



Instead of clicking on the button of the piece you want to produce you can press the first letter of the name of that piece (i.e. “A” for Army, but “R” for Cruiser). Pressing the RETURN- or the ENTER-key causes the production of armies.

The “Cancel” button is disabled because you must select a piece.

Instead, if you change the production of one of your old cities you may change your mind and press the “Cancel” button. The production of that city is not changed and the piece currently produced will be finished in time.

## Shortcuts

There are quite a lot of shortcuts in the GUI of the Mac version of Empire.

### Enter Edit Mode

If you are in Orders Mode you may click anywhere on the map to enter Edit Mode. If you are in Move Mode, clicking some other piece of yours will enter Edit Mode for that piece. Clicking anywhere else on the map will be interpreted as a direction of the movement of the current piece (see below).

### Zooming the map

Holding down the Alt/Option-Key during turning the mouse wheel will zoom the map. This has the same effect as using the slider at the top left corner of the map display.

### Direction in Move Mode

In Move Mode the direction of the movement of a piece may be selected with a mouse click. Just move the mouse cursor to a position in which direction you want to move the piece and click the mouse. Empire translates this click into the appropriate Direction command.

### Destination function in Move Mode

In Move Mode you may assign a Move (Destination) function (see above) directly for a piece. Just move the mouse cursor to the desired destination of the piece and press the “Path End”-key. The piece will move towards this destination if it is reachable.

### Cursor position in Edit Mode

To position the cursor (blinking rectangle) in Edit Mode just move the mouse cursor to the desired position and click the mouse button. The cursor will move to this position directly.

## Cursor keys

You may also use the cursor keys to specify a direction of movement. If you are in Orders Mode the cursor keys will scroll the map if it doesn't fit in the window.

## Destination function in Edit Mode

In Edit Mode you may check or assign a Move (Destination) function (see above) directly for a piece or city. The cursor (blinking rectangle) must be over the desired piece (or city). If it has a destination function set, pressing the "Path End"-key will bring you to this destination. Otherwise just move the mouse cursor to the desired destination of the piece or city and press the "Path End"-key. The piece will move towards this destination if it is reachable.

## Specials

### Fighter bridge with carriers

You may put carriers into a fighter bridge in pretty much the same way as cities. Set a Destination (Move) or Direction function to the carrier and set it to sleep (S) (otherwise the carrier will also run to the destination). Fighters landing on that carrier will pick up the destination function and move towards it. If you wake up the carrier (K) the fighter path is cleared as well.

### Information about pieces and cities

If you are in Move or Edit Mode the blinking rectangle in the map shows the current position. If that indicates a piece of yours (i.e. your craft or your city) the status line below the map display gives you all relevant information:

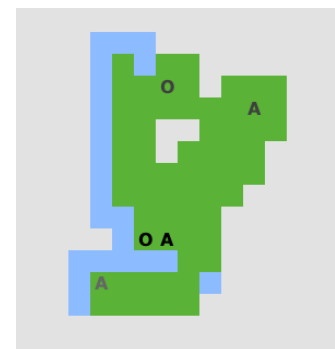
0	10	20	30	40	50	60
Your Aircraft Carrier 1 at 51 40 Function: Sentry Hits left: 8 Fighter Path: Destination 47 53 Nothing aboard.						

For pieces, the status line displays position, function, range (for fighters), hits left (for ships), fighter path (for carriers) and pieces aboard (for troop transports and carriers). Cities display production, fighter paths, and any pieces in the city.

If the blinking rectangle is not at a piece of yours the status line shows the current position.

Position: 54 38

If a piece of yours is put on sentry its color turns to a light gray like the army bottom left in this example. If some other kind of function is set (e.g. a Direction or Destination) its color turns to a dark gray like the army in the upper right. This applies also to a city where a fighter path is set like in the upper city of this example.



If there is no function set at all your piece comes up with the unchanged color (pure black by default).

If your troop transport or carrier has some guests aboard (i.e. armies on troop transports and fighters on carriers) it is marked with an underline. If the number of guests is 6 (or more on carriers) the underline is thick.

### Display size and indicators

Above the map display there several controls and indicators:

- With the size scroller you may adjust the block size of the pieces displayed on the map for your convenience. If the map doesn't fit on the screen anymore you may scroll the map with the usual gestures. If you have to move a piece the map display will be adjusted automatically so that the piece is visible.
- The second indicator shows the current round number.
- If you are in Edit Mode a red label reminds you about that.
- If you have entered an unknown or illegal keyboard command a short beep is played and another red label expresses the computer's lack of understanding.

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This implementation of EMPIRE is Postcard-Ware. Please send me a postcard of your home city. Maybe I will visit you once.

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