

EMPIRE

THE WARGAME OF THE CENTURY
Version 4.0

EMPIRE is a simulation of a full-scale war 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 600*1000 miles on a side. The resolution is 10, so the map you see is 60*100. 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 O 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 that 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 4-digit numbers. the first two digits are the row, the second two digits are the column.

The pieces are as follows:

Piece	Yours	Enemy	Moves	Hits	Cost	Maximum Number
ARMY	A	a	1	1	5(6)	500
FIGHTER	F	f	4	1	10(12)	200
DESTROYER	D	d	2	3	20(24)	200
SUBMARINE	S	s	2	2	25(30)	200
TROOP TRANSPORT	T	t	2	3	30(36)	100
CRUISER	R	r	2	8	50(60)	100
AIRCRAFT CARRIER	C	c	2	8	60(72)	100
BATTLESHIP	B	b	2	12	75(90)	100

The second column shows 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.

Cost is the number of rounds needed to produce another of the same unit.

The number in parenthesis is the cost for a city to produce the 1st unit.

The last column is the maximum number of that unit that you can have.

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DESCRIPTION OF THE PIECES

Army: Armies move only on land. ONLY ARMIES CAN CAPTURE CITIES. They have a 50% probability of doing so. Attacking one's own cities results in the army's destruction. Armies can be carried by 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. YOU CANNOT MOVE BACK ON A CITY WITH AN ARMY.

Fighter: Fighters move over sea or land. They move 4 times per round. They are refueled at controlled cities and carriers. They are shot down over uncontrolled cities. They have a max range of 20 spaces.

Ships, general: All ships can move only on the sea. They move two times per round. Ships can also dock in a controlled city. Docked ships have damage repaired at rate of 1 hit per day. If a ship is hit badly, 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 * (the number of hits left) of armies. Armies that cannot be carried will drown.

Cruisers: Typical ship.

Aircraft Carriers: Carriers are the only ships that can carry fighters. Carriers carry a maximum of the number of hits left of fighters.

Battleship: Typical ship.

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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 player to move the piece, wake up if an enemy piece comes within sensor range.

direction: move in specified direction, wake up if an enemy piece, enemy city, or unoccupied city is encountered. Temporary wake up if an obstacle is in path of movement, after getting a manual move from you, THE UNIT IS STILL ASSIGNED A DIRECTION. A direction assignment is represented by the key which sets that direction (e.g.: D means east).

move: move towards location assigned to the piece (in editing mode). Wake up if enemy piece is encountered. Wake up temporarily if obstacle is in path of movement. Represented by the coordinate the piece is moving toward.

fill: (troop transports and aircraft carriers only) go on sentry duty until full to capacity of armies or fighters.

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.

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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 to be played by you and the computer.
- N: Give the computer the number of free moves you specify. The game gets more interesting if you give the computer 10 to 30 free moves at the start.
- P: Re-display current sector on screen.
- R: Display the round number.
- S: Clears the screen.
- T: Request a printout of the entire map. You must supply a file spec for where you want the map put.
- Q: Quit the game. Be sure to save first.
- V: Save game.

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MOVEMENT MODE

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:

H: display Help text (hit any character to continue moving)

J: enter Editing Mode

G: fill: put the troop transport (or aircraft carrier) to sleep until it accumulates 6 armies (or 8 fighters), then wake it up. If the ship is damaged, the ship will wake up when it has all it can take.

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 fighter path for city to be the direction following the "L".

O: cancel auto move. At the end of the round, Orders Mode will prompt. Doesn't affect current piece.

P: refresh the screen

R: if it's an army, set it to moving at random.

S: put on sentry duty.

?: display information about the piece. Shows the function, hits left, range and number of armies or fighters aboard.

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.

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

Fighters moving under the command of a 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 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 fatal move that involve terrain restrictions, like, drive armys into the sea and ships into land, you are given a chance to reconsider. Answer with an "N" if you want to commit suicide. You cannot move onto the edge of the world.

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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 the next round.

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

QWE
A D
ZXC

Other commands are:

H: Display Help text (hit any character to continue editing).

O: Exit from editing mode.

I: Give piece (or city) the function 'direction', enter the key specifying the direction following the 'I'.

K: Wake up piece (or cancel city fighter path).

M: Put piece (or city) in 'move' function. Type M over piece (or city), then move the cursor to where you want it to go, and type 'N'. Assigning a 'move' to a city, effects any fighters that land there.

N: Specify the end point of a move (see M command).

P: Display new sector. Each sector represents a 20*70 area of the map, arranged as follows:

0 5
1 6
2 7
3 8
4 9

the sectors overlap by 8 vertically, and 40 horizontally.

R: Put 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, key in the letter corresponding to what you want produced.

? : Display information about piece or city. For pieces, displays function, range, hits left, any pieces aboard. Cities display production, fighter paths, and any pieces in the city.

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NOTES:

You can give cities functions. This doesn't affect the city any, 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.