
Imperialist Bastards

(Prototype-Beta Phase)



0. Introduction

Prototype of a turn-based strategy game based on the Industrial Revolution and its aftermath. As one of the major nations, colonize or exploit less developed nations, develop rail-lines and factories, trade goods on the World Market, build a great army and navy, and develop a thriving middle class.

The game is, in many ways, inspired by the 1997 *Imperialism* PC game. I would very much love that game were it not for a few serious problems I have with it.

Imperialist Bastards is also somewhat inspired by Paradox's *Victoria* games, as it takes place in the same period.

The GUI may be pretty slow unless you are using a computer with a fairly fast CPU. This is partly a Python Tk thing and partly (I believe) an appJar thing. *AppJar* makes

GUI building far easier than any other library I have tried out.

1. Install

The game can be run by an .exe file (coming soon) or uncompiled via Python 3. Playing through the .exe is simpler but performance is somewhat slower (it is also less useful for bug testing).

Running through Python involves the following:

(a) Python 3

Imperialist Bastards is written in Python 3.6.1, which must be installed on your computer.

<https://www.python.org/downloads/> (It should run on 3.6.4, which is the latest version).

(b) Appjar

The GUI is made using appJar, which is a Tk wrapper. To install Appjar, simply type the following on the Windows command line:

```
pip install appjar
```

Or download and install from:

<https://github.com/jarvisteach/appJar/raw/appJar/releases/appJar.zip>

(c) jsonpickle

jsonpickle is used for creating and reading save game files. To install type the following in the command line:

```
pip install -U jsonpickle
```

Once all dependencies have been installed, you can run Imperialist Bastards from the command line by going to the folder to which you installed it, then going into the "game" folder and typing:

```
python gui_main.py
```

If this leads to an error try

```
python3 gui_main.py
```

4. Whether you wish music to play¹

The **Semi-Historical** scenario allows you to choose one of 22 nations. These nations come in three categories: Major Power, Minor Power, and Old Empire.

The Major powers consist of the more prominent European nations between the late 18th century through to the early 20th century.



Minor Powers are minor European nations. There are a few that you really should not play as - most notably the minor German and Italian states, as the setup makes it fairly easy for both Germany and Italy to unify. Denmark would probably not be much fun either, but Portugal and

2. Starting a Game

Once the start page appears you will want to go into the menu at the top left part of the page and select **NEW GAME**

You will then be taken to the **OPTIONS** page where you choose

1. Which Scenario to play
2. Whether or not to have AutoSave on
3. Which Nation you would like to play



¹ The last feature is not fully implemented at the time of this writing.

Sweden can be interesting to play.

The Old Empires are nations like China and India. Old world Empires with large territories and populations but are set up to fall behind technologically.

The game is mostly designed for players to play as a Major Power, but the other nations are playable as well and pose a greater challenge.

The scenario is semi-historical in the following respects:

- There are currently no historical events or historical figures
- Nations do not begin with any colonies even though the Industrial Revolution is about to start
- The strength difference between some nations is not quite as great as in history
- Only Europe, North Africa, and Asia are in the game

Regarding the *first* respect, this is intentional, as the game is intended to be relatively fast and simple to play through in comparison to Paradox's Victoria games. Regarding the *second*, it seemed more fun if nations could gather their colonies themselves rather than begin with them.

Regarding the *third*, this is basically to make the game a bit more fun. In particular, Spain tends to be fairly weak early in the game but often becomes a contender toward the end. Nevertheless, England, France, and Germany, are generally the easiest nations to play.

The Netherlands and Austria are both more of a challenge to play. Netherlands has a lot of colonial potential but a very small core. Austria is ordinary in size but has no

colonial potential, is has several enemies for neighbors, and most of her provinces are not culturally German (while results in some stability problems). Regarding the *fourth*, this is to keep the scale of the game relatively small and intimate.

In addition to Major Powers, Minors, and Old Empires, there are "**Old Minors**" -- basically the smaller non-European nations. Unless you are England, most of your colonies will be Old Minors (if you are England, you will be going after India).

The **Fictional** scenario is more symmetrical in that the Major Powers are of roughly equal strength (there are no Old Empires). Also, "territory claim" system is different than in the Semi-Historical Scenario. The Fictional Scenario may also be given a distinct system for gaining colonies and influence over Minors. These differences would make the Fictional Scenario's game mechanics a bit more like a board game (and possibly more fun).

After choosing a scenario, you will be asked to **choose a nation type**: Major Power, Minor Power, Old Empire. In the Fictional Scenario you can only really play as a Major Power so do not choose one of other two, or you will crash the game. Then you will be asked to choose a **nation**. Finally, you will be asked if you would like the game to **Autosave** at the end of each turn.

This is followed by a **long** load time (actually, it is not so bad for the Fictional Scenario, as it has fewer provinces). So you might want to grab a snack or do a bit of web browsing


3. Main Tab (Map)

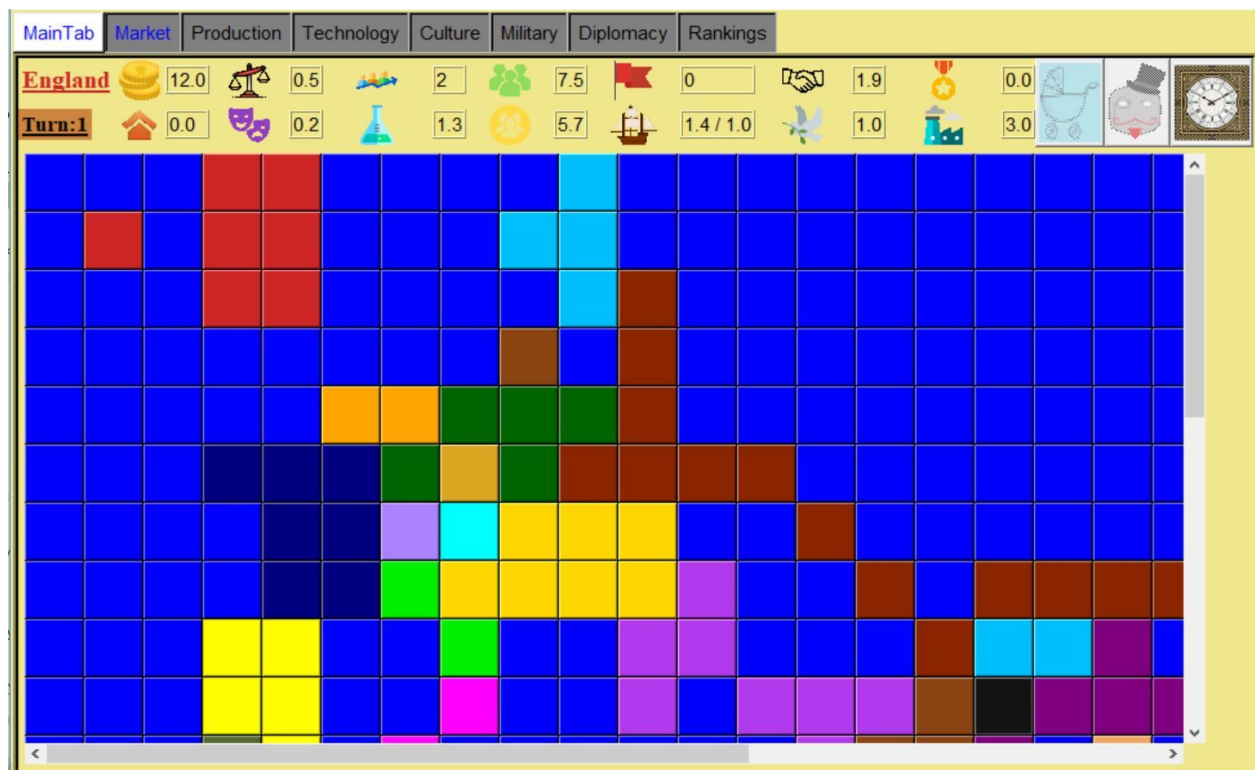
We finally made it! Wooooooo! Now your eyes may behold one of the ugliest maps in gaming history. No, you are not looking at a Tetris screen, it really is a map. It is made of a whole bunch of little coloured square buttons, which makes it look a bit like our favorite Russian video game.

At the top left corner you will see your flag (these are larger in the Fictional Scenario, just because). We are playing as England, the biggest Imperialist Bastards of them all! Our colour is Redish. It is turn one (the first

given turn. Next we have the Increase POP


(population)  button. **Increasing POP by 1 (unit) costs 1 Food and 1 Clothing.** Finally, you will see the Increase

Development Level button . This is used when you want to effectively increase the size of your **middle class**. They are like semi-specialist POPs. The idea is that the development level of a nation can be roughly measured in terms of the size of its middle class. When increase your development level you will be asked to



is 0, so on turn has gone by).

To the right of "Turn 0", there are three

buttons. The first,  is the end of turn button. Don't press this until you have done all the horrible things you plan to do on a

choose an area in which nation will become more developed: **Military, Science, Culture, Bureaucracy, and Management.** More on these later. But for now I will note that if you choose "Military", that you will be further promoted to choose a particular kind of military **doctrine**, which improve the

effectiveness of your military units in various ways.

What is the **cost** of increasing your development level? It varies. The cost gets higher as your level increases. You can always check the current cost within the **culture** tab. But it will always require **0.2 POPs**.

Note that these last two buttons are currently **greyed out**. This is because England does not currently have the resources needed for either.

A bit further below you will see a bunch of little icons with numbers (yes, they have **tooltips** - so do nearly all buttons). These tell you how much you have of



Coins: You need these shiny gold coins to buy things on the world market. Some gold can be obtained from mines, but these are very few in number. So you will need to sell things in order to also buy things.



Culture: You get culture points each turn based on your Culture Level. These points can be used to do various things in the culture tab [the culture system might get revamped in the future].



POP: The number of POPs in your nation



Stability: The stability of your nation (real number between -3 and 3). Low stability results in reduced resource collection in your provinces, reduced throughput of your factories, and the number of research points you get each turn. High stability results in bonuses in each such category (At -3 it is a **scalar** of **0.67** is applied to these values; at 3 a scalar of **1.25** is applied).



Diplomatic Points: You collect diplomatic points based on your Bureaucracy Level and your Reputation. These can be spent on various things in the **Diplomacy** tab.



Free POP: These are the number of Free POPs that you have. The indicated how many POPs are currently free to be assigned to various roles or tasks.



Action Points: Aside from resource collection, any task that requires a lot of manpower requires a Action Point (AP). The number of AP you gain is largely determined by the number of POPs that have been assigned as **Urban Workers** (this is done in the **Production** tap). AP is required to do the following:

- Building/Upgrading a Factory
- Developing Infrastructure of a province
- Creating goods from resources (either with Craftsmen or Factory)
- Building a Naval Unit
- Upgrading your fortifications
- Upgrading your Shipyard



Science Points. The number of science points you get each turn is determined by your Research level and Stability. Science points are used to gain technologies, which is done in the **Technology** tab.



Middle POP: This is the number of POPs in your middle class. It is effectively your development level multiplied by 0.2, so maybe a bit useless, but hey.



Development Level: The total number of development levels you have between Military, Science, Culture, Bureaucracy, and

Management. The late game is not quite finalized, but *this will be the most important factor when determining Victory Points*.



New Industry: It is not quite enough to have the ability and material to develop industry, you must also have investors and know-how. Whenever you build/upgrade a factory, improve a province (build railroads), or upgrade your shipyard, you will spend a New Industry point. You always get at least one New Industry point when increasing your Development Level and you get two if you choose Bureaucracy or Management. Moreover, you gain 0.1 New Industry points whenever a manufactured good of yours is sold on the world market.



Reputation: This value is essentially a scalar that modifies the number of diplomacy points you earn each turn. It goes down when you do aggressive things and goes up when you do sweet things. It can also be increased under the **culture** tab by spending both one culture point and one diplomacy point.



Number of Colonies: Not much to explain here. This counts the number of colonies you have added to your glorious empire.



Colonial Points: This displays two values. The first is the number of colonial points you presently possess and the second is the number of colonial points you need to establish a colony. The number of colonial points you gain each turn is determined by the size of your navy and your Bureaucracy level. The number of

colonial points you need is 1 plus the number of colonies you currently possess.²

The Map itself

Yes, I know the map is ugly. If it is really bothering you that much, maybe you should have a few drink and see if it looks better.

The map is essentially made up of little square buttons. If you are playing the *historical scenario* and you stare at it long enough, you will eventually understand that it is a map of Earth sans the Americas, South Saharan Africa, Australia, or Greenland, with an oversized Europe.

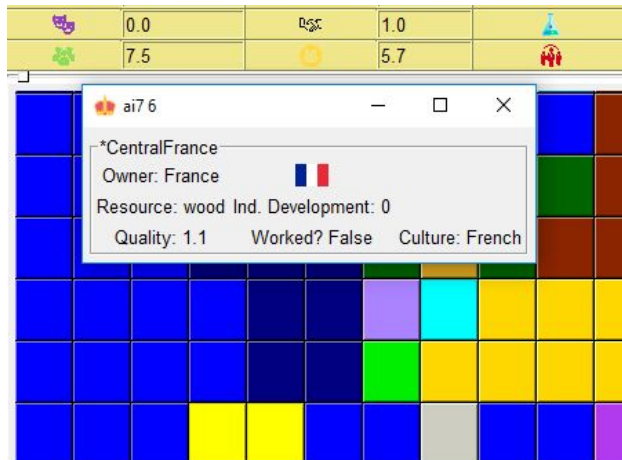
If you are playing the Fictional Scenario, the Major and Minor Powers are all situated on a continent in the middle of the map, with potential colonies circling around it as little islands.

Provinces:

Aside from water, each square on the map represents a Province. Each province is able to produce one kind of resource each turn. The *quality* of a province is its base production level, i.e., the base amount of the resource it produces each turn. The Ind. Development value denotes its level of industrial infrastructure. If the level is 0, there is no effect. If it is one, production is multiplied by 1.75. If it is 2, production is multiplied by 2.5. Each province is either worked by 1 POP or not. If it is not worked, it does not produce anything. If it is worked, it does. Finally, each

If you click on a province that does belong to you, you will get some basic information on that province.

² The Gold Medal icon stands for Victory Points, which have not been integrated yet.



It will tell you who owns the province (which is also indicated by province colour) as well as the *culture*.

Each nation has a national culture. When the culture of a province does not match that of its owner, that province will not produce as much as it otherwise would. In particular, it will its resource produce at 70%, unless it belongs to the nations "Accepted Cultures", in which case it produces at 85% capacity.

Moreover, after turn 20, nations will suffer a small decrease in stability (0.05) for each province not of its own culture, but this amount it made smaller if the culture is accepted (0.025).

When clicking a province belonging to your own nation, you will be presented with some



Information as well as a few buttons. The leftmost button it to "work" the province by assigning a Free Lower Class POP to it. The middle button is to remove a POP from working a province, returning it to the Free POP pool. The rightmost button is used to increase the development/infrastructure level of the province.

Province Development Costs:

- Action Point
- 1 Parts
- 1 Wood
- 1 Industrial Development Point

Turn Report

The bottom of the Main Tab contains a report on the actions of the other nations during the previous turn.

5. Production Tab

In this tab you can issue commands to manufacture goods, build/upgrade factories (to increase manufacturing capacity), upgrade your nations fortifications, build/upgrade shipyards, and, once you have the required technologies, create synthetic materials.

If you produce goods without a factory, 1 action point yields 1 unit of the good. In this case, the item is “crafted”. This can only be done once/turn regardless of how many AP you have.

Crafting Material Costs:

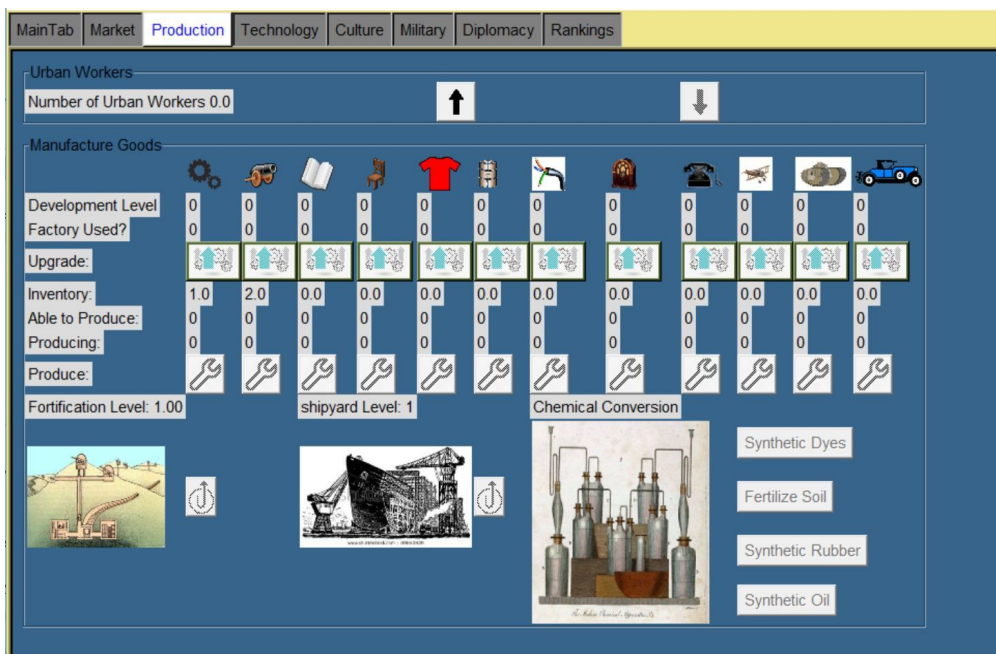
Parts: 0.67 Iron, 0.33 coal
Cannons: 0.67 iron, 0.33 coal
Paper: 1 wood
Clothing: 0.9 cotton, 0.3 dyes
Furniture 0.67 wood, 0.33 cotton

The base throughput of a level 2 factory is 8 and it has the same modifiers.

Manufacturing Material Costs:

Parts: 0.67 Iron, 0.33 coal
Cannons: 0.67 iron, 0.33 coal
Paper: 1 wood
Clothing: 0.9 cotton, 0.3 dyes
Furniture: 0.67 wood, 0.33 cotton
Chemicals: 1 coal
Gear: 0.6 rubber, 0.2 iron, 0.2 coal
Radio: 0.85 gear, 0.15 wood
Telephone: 0.85 gear, 0.15 wood
Fighter: 1 wood, 1 gear, 1 parts, 1 cannon
Auto: 0.5 rubber, 1 gear, 1 parts, 0.5 iron
Tank: 1.5 iron, 1.5 cannons, 0.5 rubber, 1 gear, 1 parts

The material needed to manufacture is reduced by 10% for each **management** level you have obtained.



The base throughput of a level 1 factory is 4. This value is modified by stability and is increased by certain technologies.

Fortification Level:

Your nation's fortification level is a scalar that is applied when determining your defense strength in combat. At the beginning of the game it will be 1.0, which makes no difference.

Increase Fortification Level Cost:

1 AP
1 Cannons
1 New Industry

Prior to the invention of Cement it can only be increased once, to 1.1. After that, it can be increased a second time to 1.2.

Shipyards Level:

Level 1 is required to build Frigates
Level 2 is required to build Ironclad ships
Level 3 is required to build Battleships

Increasing shipyard Level Cost:

1 AP
1 Parts
1 Wood

Chemical Conversion:

After discovering *synthetic dyes*, you may convert 1 Chemical to 1 DYES

After discovering *fertilizers*, you may convert 1 Chemical to 1 Food (each turn, this can be done once for each Food producing province you possess)

After the discovery of *synthetic rubber*, you may convert 1 chemicals and 1 oil into 1 rubber.

After the discovery of *synthetic oil*, you may convert 3 chemicals into 1 oil.

6. Technology Tab

This page contains a list of all the technologies in the game with their Research Point cost and Minimum Development. Recall from the main tab that you have a Development Level, “min dev” refers to that value.

For each technology there are two buttons.



The first one will cause the right hand side of the tab to display a picture related to the technology and a short description.



Press the button to research a technology. If the button is disabled, you either have insufficient Research Points or Development Level

The screenshot shows the 'Technology' tab selected in a game interface. At the top, there are tabs for 'MainTab', 'Market', 'Production', 'Technology', 'Culture', 'Military', 'Diplomacy', and 'Rankings'. Below the tabs, the 'Research Status' section shows 'Current Research Points: 1 52' and 'Research Points Per Turn: 1 27'. The 'Technology List' section displays a list of technologies with their costs and minimum development levels. Each technology has two buttons: a notepad icon and a lightbulb icon. The 'Technology Description' section on the right shows a picture of a steam engine and a text box describing the effect of the 'pre_industry' technology.

Technology	Cost	Min Dev	Notepad Button	Lightbulb Button
basic_civ	1.00	0	Enabled	Enabled
pre_modern	2.00	0	Enabled	Enabled
professional_armies	1.00	0	Enabled	Enabled
flint_lock	1.00	0	Enabled	Enabled
pre_industry	2.00	0	Enabled	Enabled
high_pressure_steam_engine	1.00	1	Enabled	Enabled
square_timbering	2.00	1	Enabled	Enabled
cotton_gin	2.00	1	Enabled	Enabled
steel_plows	2.00	1	Enabled	Enabled
saw_mill	2.00	1	Enabled	Enabled
cement	2.00	2	Enabled	Enabled
bessemer_process	3.00	2	Enabled	Enabled

Technology Description

Your nation may finally embark upon the road of modern industrialization!
Effect: You may now construct Level 1 Factories of the following kinds: Parts, Arms, Clothing, Paper, and Furniture.
(Requires: pre_industry)

7. Culture Tab

In the culture tab you can use your Culture Points for various purposes. It also contains some additional information that did not seem to fit anywhere else.

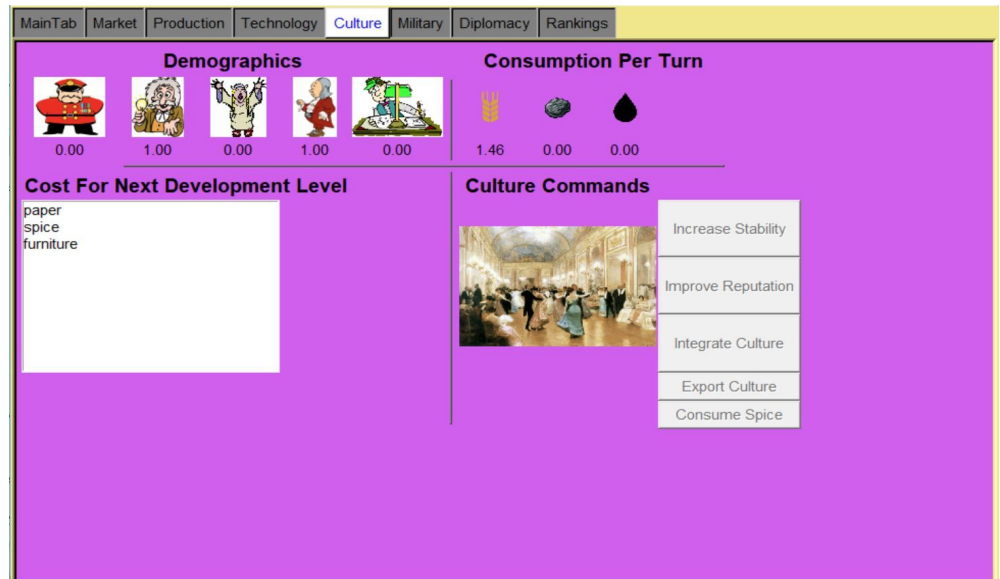
The **Demographics** section show how your overall Development Level is distributed over five main areas (i.e., five different middle class specializations). Officers correspond to Military, Scientists correspond to Research, Artists correspond to Culture, Bureaucrats correspond to Government and Managers corresponding to Management.

The **consumption** section tells you how much you need of various “upkeep” resources. At the beginning of the game, Food is the only such resource. Before long, however, you will need coal to keep your Railroads running (Province Infrastructure /Development). During the late game, oil will also be needed to keep combustion vehicles running.

Next, we have a **Cost for Next Development Level**. This is a list of the goods that must be consumed in or gain a new Development Level. The list becomes progressively longer as the game progresses.

Note: Add how much the player is presently producing of each of these resources.

Finally we get to the actual **Culture Commands** themselves.



1. Increase Stability: Spend a culture point to improve your nation's stability
2. Improve Reputation: Spend a culture point to improve your nation's'
3. Integrate Culture: Attempt to integrate the culture of a province whose primary culture is not the same as yours.
 - a. 33% success rate on Old World colonies
 - b. 25% success rate on Modern provinces.
4. Use a culture point to collect 1 coin for each great power (they are buying your cultural goods and maybe going on trips to your cultured nation).
5. This is not exactly a cultural thing, but you can also consume spice to improve stability.

8. Military Tab

The top portion of this tab displays your total army strength and total navy strength. Army strength is divided into Attack and Defense values. These provide an approximation of your overall capacity in each field.


Below, the **number** of each kind of unit is presented as well as the specification of each.

Each kind of unit has an attack and defense strength that is altered as you gain more technologies and military doctrines.

The maneuver values contribute to the ability of your units to effectively carry out sophisticated military maneuvers on the battlefield (for more on which see the section in **Waging War**).

All units use a certain amount of **ammunition** (in Cannons) when in battle. If you do not have sufficient ammunition, you will suffer a penalty.

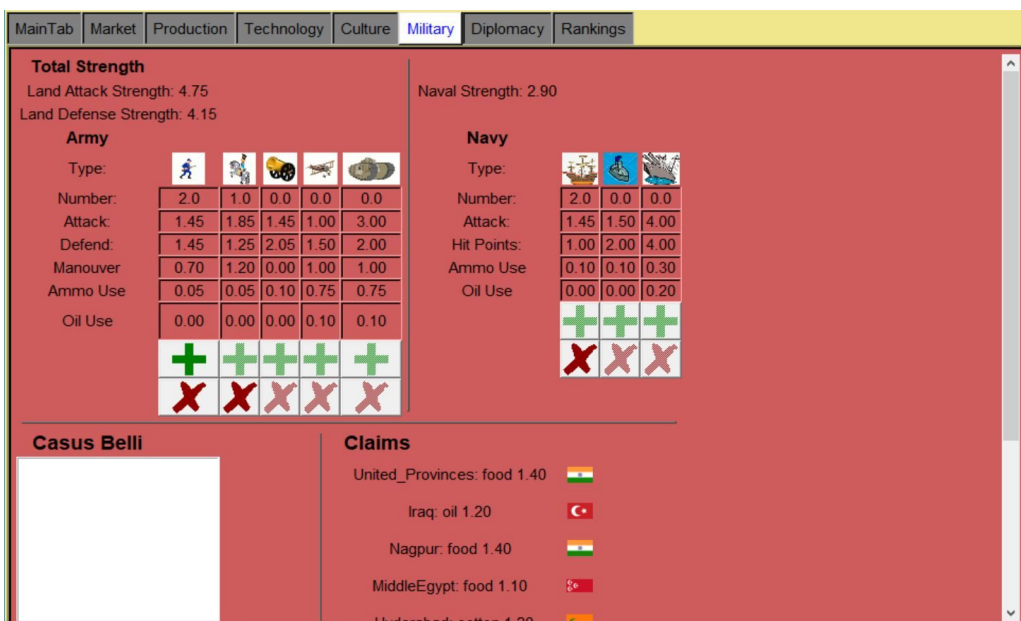
Late units like Fighters and Tanks also require **oil** to function normally.

Pressing the  button will **recruit** a new unit (if the required materials are met).

Pressing the  button will **disband** a unit.

When disbanding a unit, 0.2 POP will be returned to your Free POP pool and you will receive some iron that was recycled.

Recruitment Costs



The screenshot shows the Military Tab interface with the following sections:

- Total Strength:** Land Attack Strength: 4.75, Land Defense Strength: 4.15, Naval Strength: 2.90
- Army:**
 - Type: Infantry, Cavalry, Artillery, Fighter, Tank
 - Number: 2.0, 1.0, 0.0, 0.0, 0.0
 - Attack: 1.45, 1.85, 1.45, 1.00, 3.00
 - Defend: 1.45, 1.25, 2.05, 1.50, 2.00
 - Manouver: 0.70, 1.20, 0.00, 1.00, 1.00
 - Ammo Use: 0.05, 0.05, 0.10, 0.75, 0.75
 - Oil Use: 0.00, 0.00, 0.00, 0.10, 0.10
 - Buttons: Green plus (+) for recruitment, Red X (-) for disbanding.
- Navy:**
 - Type: Frigate, Ironclad, Battleship
 - Number: 2.0, 0.0, 0.0
 - Attack: 1.45, 1.50, 4.00
 - Hit Points: 1.00, 2.00, 4.00
 - Ammo Use: 0.10, 0.10, 0.30
 - Oil Use: 0.00, 0.00, 0.20
 - Buttons: Green plus (+) for recruitment, Red X (-) for disbanding.
- Casus Belli:** A list of provinces with claims.
- Claims:**
 - United_Provinces: food 1.40 (India flag)
 - Iraq: oil 1.20 (Turkey flag)
 - Nagpur: food 1.40 (India flag)
 - MiddleEgypt: food 1.10 (Egypt flag)
 - Unlabeled: cotton 4.00 (Spain flag)

Infantry	1 Cannons
Cavalry	1 Cannons, 1 Food
Artillery	2 Cannons
Fighter	1 Fighter
Tank	1 Tank

Frigate	1 Wood, 1 Cotton, 1 Cannon
Ironclad	1 Iron, 1 Parts, 1 Cannon
Battleship	3 Iron, 3 Cannons, 1 Parts, 1 Gear

Casus Belli (CB)

This box will list any Casus Belli you may have against other players along with the number of turns they will remain in effect.

Claims

This is a list of provinces on which you have some claim. If you gain a CB on the owner of this province, you may demand it when going to war.

9. Diplomacy Tab

The Diplomacy Tab contains a list of all other nations in the game and, for each item in that list, your current relations with that nation and a row of buttons. Most of these actions cost 1 Diplomatic Point.

Relations between two nations range between - 3.0 to 3.0.



Improve Relations

Costs 1 Diplo Point

The amount raised is inversely proportional to the target nations population size.⁴



Damage Relations

Cost 1 Diplo Point. Amount decreased is inversely proportional to the target nation's population.



Gain Casus Belli

Costs 1 Diplo Point

Relations must be - 2.5 or less.



Destabilization Nation

Costs 1 Diplo Point

Has greater effect on Old World nations than on Modern nations.



Bribe Nation

Cost 2 gold

For when you have no diplomacy points left but want to make friends.



Sabotage Relations

Costs 1 Diplo Point

Reduces relation between two nations inversely proportional to their population size.



Embargo Nation

Free Action

Target nation will no longer have access to goods you have placed on the global market.



Wage War

Free Action

Go to war with target nation
(Combat is immediately resolved)



Nation Details

Provides a report with information on the target nation.

(The ranking tab has not been completed yet, but it not essential for gameplay)

⁴ Will later change this to being inversely proportional to number of victory points.

10. War and Combat

Once you have a CB against a nation you are free to Wage War until the CB expires (usually 5 turn).

Transport - If you do not share a land border with the target nation, you will have to send you units by sea with your navy. Different units have different transport weights.

Infantry:	1
Calvary:	2
Artillery:	2
Tank:	3
Fighter:	3

Naval units provide the following transport capacities:

Frigate:	2
Ironclad:	3
Battleship:	6

If you are attacking by sea the targeted nation may intercept with it navy if it believes that it may win.

Combat

Wars in Imperialist Bastards are very quick - one decisive battle. After all, each turn represents about two or three years. So everything goes down in a single turn. Moreover, you do not directly control the battle. The results are immediately produced. War is 100% about *preparation*. This involves building the right units at the right time, keeping with with technology, and creating General by increasing your Military Level.














(This also means that you need to keep an eye on the military strength of other players who may try to stick it to you).

Nevertheless, there are a few phases in the way that battles are determined.

First, if there are fighters on both sides, the fighters will engage in a dogfight. The winner of the dogfight earns a bonus in the second phase, which is the artillery bombardment phase. In this phase artillery on both sides fire on the opposing army.

The third phase is a maneuver phase, determined by the manoeuvrability of the infantry and cavalry/tanks of the opposing armies. The winner of this phase gets a bonus in the final phase: direct engagement. The side with the strongest remaining army wins.

If you win a war you will typically gain a province, unless you decided to attack a nation against whom you have no territorial claims. In either case, you will also gain 25% of that nations gold and possibly do some infrastructure damage.

Land Battle		
		
2.00 / 2.00		2.00 / 2.00
1.00 / 1.00		0.00 / 0.00
0.00 / 0.00		0.00 / 0.00
0.00 / 0.00		0.00 / 0.00
0.00 / 0.00		0.00 / 0.00
Ammo: 2.00, Need: 0.15, Penalty: 1.00		
Oil: 0.00, Need: 0.00, Penalty: 1.00		
0.00		0.00
0.80		0.20
0.00		0.00
0.70		0.30
0.39		0.86
		

11. Winning the Game?

So how do you win?

Initially, I was going to make the first player to reach a Development Level of 20 win the game. Since then, I decided to have a Victory Point system where Development Level is the biggest but not the only factor.