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Contents

INTRODUCTION

"I came, I saw. I conquered."
-JULIUS CAESAR

Welcome, Cadet, to Empire Deluxe, the finest computer simulation for the training and practice of the long neglected and much desired skill of Planetary Conquest. It is hoped that, through the extensive use of this program, you can master the art of conquering planets and go on to conquer your own worlds for fame and power (assuming, of course, that the worlds you wish to conquer, are worlds that exist on two-dimensional, pixilated cathode ray tubes that are not inhabited by any sentient beings that might object to having their planet ruthlessly invaded and violently conquered). Vast exhaustive research and much governmental funding have determined that the best way to learn something is through repetition, or, to use the technical term, "Practice." More vast exhaustive research and much more governmental funding determined that most people find practice boring. Even more vast exhaustive research and even more governmental funding finally resulted in a unique idea to get potential world conquerors like yourself to really want to practice. We call this idea "Having Fun." With that in mind, we hope that Empire Deluxe will bring you many hours of "Having Fun."

Empire Deluxe is a game of strategic conquest. You, the player, start with one city on a vast and random world. You decide what your cities will produce; armies, planes or ships. Then explore the world and conquer neutral cities. Expand your power base as you attempt to conquer the entire planet. There's only one small problem: There may be up to five other players out there trying to do exactly the same thing, and you're in their way.

Beginning as a novice 2nd Lieutenant or Ensign, you can start your training in the Basic game and advance through the Standard and Advanced game. Finally, you can create your own worlds and even specific scenarios using the Game Editor. Keep track of your progress using the Player History. Then watch as each victory brings you closer to the vaunted ranks of General of the Army or Fleet Admiral.

Note: Appendix 1 - Glossary of Terms, contains a list of terms frequently used in *Empire* Deluxe. If the contextual meaning of a word is not clear when reading the manual, refer to the Glossary.

Meet Fred. Fred, as we call him, is an arbitrary name given to a fictional, non-existent, but avid *Empire* Deluxe player used in various examples in this manual. Fred is not a very good Empire Deluxe player but he tries hard. Any resemblance of Fred to anyone currently living or dead is really a pathetic coincidence. If you feel that the use of Fred is sexist, Fred assures me that he does not. However, if it really bothers you, he said it was all right to change his name (or is that her name?) to Fredricka.

TUTORIAL

This section of the manual is designed to take you through a quick runthrough and overview of *Empire* Deluxe. The tutorial will cover the main options available to you when playing the game, but not all the options. It also will not cover in depth, the rules by which *Empire Deluxe* is played. Once you have gone through this tutorial, we suggest that you read the sections entitled Rules of Play and Playing the Game. These will cover in more detail the items skimmed over here. For purposes of this tutorial, we are assuming you are using and are familiar with a mouse. This is done to cut down on confusion during the tutorial. If you do not have a mouse, you may use the appropriate hot keys list in the Playing the Game section of this manual or in Appendix V - Hot Key Quick Reference.
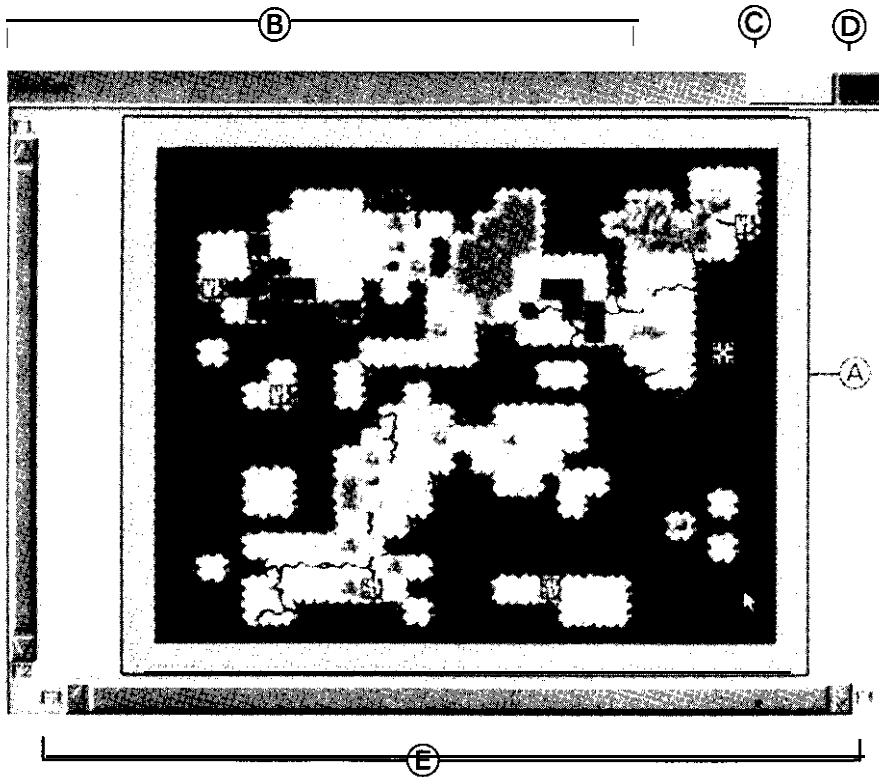
Figure 1: Game Screen

If you have not already installed *Empire Deluxe,* take the time now to follow the instructions on the installation card. When you have done this, start the game. The first thing you will see upon starting the game is the title screen and the Game Options Menu. Using the mouse, click on the button marked Play Game. This will take you to the Game Start Options Menu. Select the button marked Standard Rules, under the heading New Games. The World Options Menu will then appear. Select the button marked Load Game Scenario. This will bring up the File Requester. Move the mouse pointer down to the large box in the lower left hand corner of the File Requester and click on the file TUTORIAL.SCN. Now click on OK. The computer has now called up the Tutorial scenario and the Scenario Values screen will appear. This screen tells you the limits set within the particular scenario. Select OK to continue. The Player Setup Menu will appear next. This screen shows two players listed. You will be player one. We want the computer to be player two, so go to the line marked Player 2 and click on the button labeled Person - Local. A pop-up menu will appear listing various player types. Double click the option Computer - Easy. Computer - Easy should now appear in the list for Player 2. Go down to the bottom of the Player Setup Menu and select OK. A requester box will appear asking you to enter your name. After entering your name, click on the OK button. This will take you into the game proper.

Ⓐ Map
Ⓑ Unit Info/Message/Menu Bar
Ⓒ View Mode Indicator
Ⓓ Turn Indicator
Ⓔ Map sliders

The first thing that will appear on the game screen is the Pop-up Production Menu for the city of Breed's Hill. You will start this game with two cities, Breed's Hill and Melbourne. The computer will start the game with one city, Denver. At the very beginning of the game, *Empire Deluxe* asks you what you wish to produce at each city you own. Eight buttons will appear listing the eight different units available to you in the standard game. Three of them, Carrier, Fighter and Submarine, are ghosted. These units are available in the standard game, but will not be available to you in this tutorial. Click on the button marked Transport and then select OK. The Pop-up Production Menu for Melbourne will then appear. Select Army from the choices given and hit OK. You can change these decisions later if you like, but for now, leave them alone.

Now that the production choices have been made, you will see the game screen in its entirety. A sample game screen is shown in Figure 1.

Using the mouse, move the pointer up to the top of the screen to the Unit Info/Message/Menu Bar and click the right mouse button. Several menu buttons will appear in the Menu Bar. Click and hold on the button marked Commands. A pull down menu will appear with several other options. Highlight the command labeled Survey Mode and select it.

This enters you into Survey Mode. From here you will be able to move the cursor about and study the map without accidentally issuing orders. The map is divided into many squares to help define the rules of the game. Each square can be defined by its grid coordinates. For instance, the square at the top left corner of the map is square 1,1; the square at the top right corner of the map is square 28,1. If you want to learn about something on the map, simply move the mouse pointer over the desired square and click it. A brief description of the items located in the square in question will appear in the Message Bar at the top of the screen, You can get more information by double clicking the desired item. This will call

up a Pop-up Information Window with more information on that item. When you are done studying the Pop-up Information Window, click on the button marked OK. This will return you to the map. So go ahead and do some exploring. Double click on interesting looking items on the map. Make sure to identify each of the eight terrain types and five unit types. If you accidentally exit Survey Mode, you may reenter it by clicking on the desired menu option or just clicking on the right mouse button while the pointer is on the map.

Now, lets give orders to your units. All the units and cities belonging to you are colored red. All the units and cities belonging to the computer player are green. You may only give orders to your own units, i.e., the red ones. *Empire* Deluxe is played using a sequence of turns. Since you are player 1, you get to move all of your piece's first, then the computer player will get to go.

Move the cursor over the top left corner of the map so that it rests on top of the Destroyer *Higbee* at square 1,1. Double click on the *Higbee.* When the pop-up information window appears, click on Orders. A list of orders available to the Higbee will then appear in another pop-up window. Click on Move To. The window will disappear and a dotted square will appear around the *Higbee.* Move the mouse pointer to another water square on the map. Hold down the left mouse button until a dotted line appears between the mouse pointer and the *Higbee.* You have just issued the order for the *Higbee* to move to the square where your mouse pointer was. To have the *Higbee* execute that order, move the cursor back over the *Higbee* and click on the right mouse button. You will then see the *Higbee* move towards the chosen destination. If that destination was more than three squares away, it may take several turns for the *Higbee* to reach it. Units in *Empire Deluxe* are limited in the number of squares they may move in a turn. This limit will vary from unit type to unit type.

Now you're going to learn another way of giving orders. There are usually several different methods of doing the same thing in *Empire* Deluxe. When you find a method you like; stick with it. Go back into Survey Mode and find the Battleship *Prince of Wales.* Move the cursor over the *Prince of Wales* and click on the right mouse button. This is called Activating the unit. You are again in orders mode. Note that the *Prince of Wales* is now flashing. Units flash when they are requesting orders. Each unit that does not already have orders for that turn, will, one at a time, ask for orders. You are now going to move the Prince of Wales using the keyboard. Press the right arrow key once. Notice that the *Prince of Wales* moves one square to the right. The *Prince of Wales* can move further than one square per turn so it is still requesting orders. Let's tell it to attack the green Transport directly to the right of it. To attack a unit in *Empire* Deluxe, all you have to do is move into the same square as the enemy unit. So to tell the *Prince of Wales* to attack the enemy Transport, just hit the right cursor key one more time. A battle will then ensue. A Battleship is a much more powerful unit than a Transport, so the odds are that you will win the battle. Just like real combat, however, there is always an element of chance. The *Prince of Wales* may have come out of the battle with damage on it or it may even have lost.

Let's do some more attacking. Go back into Survey Mode and find the Battleship Graf *Spee* at square 14,12. Activate the *Graf Spee.* Now move the mouse pointer to the square just to the left of the *Graf Spee* and click on the left mouse button. This is yet another way you can move units in *Empire Deluxe.* Now we want to attack the green Army next to the *Graf Spee,* so move the mouse pointer over that unit and click on the left mouse button. Again, the Battleship, being more powerful than the Army, will most likely win the battle. Notice this time, however, that the Graf Spee did not move into the square where the enemy Army was. This is because sea units may not move into land squares. Different units in the game are limited to what kind of terrain squares they may move into. Land units, for instance, may not enter sea squares. Likewise, some types of units may not be able to attack other types.

Now that you have learned how to attack enemy units, let's learn how to attack and capture cities. Go back into Survey Mode and find the neutral (white) city of Ravenna. The city is surrounded by your Armies. Pick one of the Armies and activate it. Combat against cities is conducted the same as against other units except that only land units can do it. So move the chosen unit into the same square as Ravenna. This battle is at equal odds, so your first attack may not be successful. Keep activating Armies and attacking Ravenna until you are successful. When you capture Ravenna, a pop-up production menu will appear asking what you would like to produce at Ravenna. You will also notice that the only unit it will allow you to produce is an Army. This is because Ravenna is land locked and cannot produce any sea units as they would have no way of exiting once produced. Select the Army to be produced and hit OK. Don't worry about what you're producing right now; it will take several turns for even the weakest of units to be produced. Notice that the captured city of Ravenna has changed color to red and that the Army you used to attack it with is no longer there. The Army has now become Ravenna's new permanent garrison. If you have any remaining Armies, move them also into the city of Ravenna. Unlike the rest of the map squares, cities can hold an unlimited number of units.

You now know how to capture a city by land. Lets learn how to capture one by sea. Reenter Survey Mode and find the Transport *Seaddler.* You use Transports to carry as many as six Armies at a time over sea squares. The *Seaddler* is already loaded with six Armies. Move the *Seaddler* next to the city of Waterloo, just to the north and right of it. Press the <SPACE BAR> to Skip Move for this unit. Notice that the *Seaddler* is no longer requesting orders, but that the armies on her are. Move an Army into the same square as the city of Waterloo. You may continue to do so until you capture the city or run out of units.

You should be starting to get the hang of playing *Empire Deluxe,* so we're going to let you continue on without any further assistance. Experiment with the various reports, orders and commands from the pull down menus. Don't worry about beating the computer player, this is just a practice to get you familiar with the game. So go ahead and explore thevarious options and don't forget to "Have Fun."

RULES OF PLAY

This section discusses the rules for playing *Empire Deluxe.* We suggest that once you have gone through the tutorial, that you start with the basic game. Once you have mastered the playing and rules of the basic version of *Empire Deluxe, you* may move on to master the standard and advanced versions. The rules used in the three versions of *Empire Deluxe* have many similarities but are not all identical. You should pay close attention to the differences in each section.

BASIC GAME

The Map

The map used in *Empire Deluxe* is the board on which you play the game, much as a chessboard is the board on which you play chess. Unlike the 8 square by 8 square chessboard, the basic *Empire* Deluxe "board" measures 50 squares by 50 squares and has a random assortment of different terrain types on it. These terrain types include mountains, water, cities, forests, and more. The edges of these squares are not visible on the map as they are on a chessboard, but assumed.

Land - Various terrain types represent land; clear, forest, mountain, river and rough. In the basic game, all these terrain types are the same. For a more detailed description of each type, see Appendix 111 - Terrain Descriptions. Only land units may enter land squares.

Water -Water divides the various sections of land into islands and continents. Only sea units may enter water squares.

Cities - Cities are the most important terrain squares to the would-be conqueror. It is these squares that you must take to win the

game. Without them, the player would be unable to produce new units and repair damaged ones.

The color of a city varies with the ownership. Cities owned by the player are the same color as the player's units. Cities owned by another player are the same color as that player's units. White cities are neutral ones, simply sitting there waiting for the player to conquer them. Each city square represents a separate city, even if multiple city squares are adjacent.

Edge - Around the edge of the map is a white, regular border. This represents the edge of the playing board and no units may move on or beyond the edge.

The Units

"The bodies of men, munition, and money may justly be called the sinews of war."
-SIR WALTER RALEIGH

The basic version of *Empire* Deluxe uses five different playing pieces or units. These consist of one variety of land unit: Armies, and four varieties of sea units: Transports, Destroyers, Cruisers and Battleships, These units represent the playing pieces that you will move about the map to conquer the world, and just like the playing pieces in a game of chess, each unit has its own characteristics and abilities, strengths and weaknesses. Units belonging to the player will be the same color as that chosen by the player at the beginning of the game. Units that are not the same color as the player belong to another player and are enemy pieces. To help keep track of individual units, *Empire* Deluxe allows you to name each unit whatever you wish. If you decide not to name a unit, the computer will name it for you.

Following is a brief description of each type of unit (piece). You can find additional information in Appendix II - Unit Description:

Army

Armies are the basic land unit of Empire Deluxe. They are slow and can fight well, but they take little damage. They are, however, the only unit capable of capturing cities and are thus indispensable to victory. They are also the only units capable of moving on land. Armies may also cross water with the assistance of Transports. Armies are the easiest unit to produce in the game.

Transport

Transports are the vital link between different bodies of land. They may carry up to six Armies on them and are thus the only way to get Armies from one continent or island to another. Transports are faster than Armies but can only enter water or friendly city squares. They fight poorly but can take more damage than an Army.

Destroyer

Destroyers are the fastest unit in the basic game. They can fight as well as an Army and can take as much damage as a Transport. They are the easiest sea unit to produce in *Empire* Deluxe, and like all other sea units, may only enter water or friendly city squares

Cruiser

Cruisers are the smallest of the Capital Ships used in *Empire* Deluxe. They fight as well as an Army but can both inflict and take considerably more damage. They move as fast as a Transport and, just like Transports, can only enter water or friendly city squares. They are also one of the two units in the game to be able to perform the powerful function of shore bombardment.

Battleship
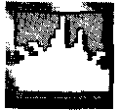
Battleships are powerful behemoths who roam the seas almost with a free will. They fight as well as an Army but can inflict and take even more damage than a Cruiser, They move the same as a Cruiser and, also like a Cruiser, can only enter water and friendly city squares. Also like Cruisers, Battleshipsmayperformshore bombardment. Simply put; Battleships are larger, more powerful versions of Cruisers.

Turns

You play *Empire Deluxe* in a sequence of turns. At the beginning of a turn the first player, here after referred to as player 1, receives information on all the units produced that turn. Player 1 then has the option of changing that production. Player I then gives orders to all of his/her units and may look at various reports and information. Some types of orders given include; move to a given location, patrol an area, explore, attack an enemy unit and so on. You can find a more detailed explanation on giving orders in Chapter VI - Playing the Game. When all the player's units have executed their orders, the player may be asked if they are done with their turn. If the player then ends their turn, the game moves on to the next player, player 2, who follows the same sequence player 1 did. It then becomes player 3's turn and so on. When all the players have taken their turn the process starts all over. There is no limit to the number of turns a particular game of *Empire Deluxe* will last. Play continues until someone wins.

Note: Turns are quite short at the beginning of a game because there are fewer units - and thus fewer things to do. If you are playing a game with multiple human players on one computer, since each player must take turns sitting in front of the machine when it is their turn, this will require much seat swapping. To help reduce this problem, the computer will allow players to take several turns at a single seating before play goes on to the next player. Since players do not start a game very close, they can take several turns at a time without it interfering with another player. As the game progresses, and players come closer to each other, and are thus more likely to interact, the number of turns a player may get in a single seating will slowly reduce until, at the point when players can finally interact with each other on the map, they will only get the normal one turn per seating.

Example: Fred has just started a game of *Empire Deluxe.* He gives orders to all his units and ends his turn. Since no one else is close to Fred on the map he gets to take another turn immediately; in fact he gets to take six turns in a row before anyone else gets to play. Don't get too excited Fred; all the other players get to play six turns in a row too.

Movement

All units in *Empire Deluxe* can only move a maximum number of squares each turn. This number of maximum squares varies with each unit, and is hereafter referred to as that unit's "Move." A unit does not have to move its full Move if the player doesn't wish it to. In fact it doesn't have to move at all. Movement is from square to adjacent square and can be to the left or right, up or down, or to

**TABLE I
BASIC UNIT MOVE RATINGS**

Unit	Move
Army	1
Transport	**2**
Destroyer	**3**
Cruiser	**2**
Battleship	**2**

any adjacent diagonal square. This gives a unit eight basic directions it may move in. Units with a Move greater than one square per turn do not have to move in a straight line. They may zigzag, weave or even double back and go back the way they came.

The maximum numbers of squares each unit can move in the basic game are listed on Table I.

Example: Fred's Destroyer can move a maximum of three squares in one turn. So during any one given turn, Fred may move the Destroyer 0, 1, 2 or 3 squares in any of eight different directions and does not have to move them in a straight line.

Some units are not able to enter certain types of squares. Land units may only move into land or city squares. Sea units may only move into water or friendly city squares. No unit can enter an edge square. No unit may enter a square occupied by another friendly unit, even if it is to get to a square that is on the other side of that unit. There are two exceptions to this:

Friendly Cities - There is no limit to the number of units that may enter a friendly city square. Units that enter a friendly city square will disappear from view until they ask for orders. Cities with no units in them have a grey background. Cities with units in them have the same background color as the players color. This is to indicate that the city square now has at least one unit located in it. It does not indicate the exact number of units in that city square.

Transports -Six Armies may enter the same square as a Transport. This is how you load a Transport. Armies loaded on a Transport move with the Transport wherever that Transport may go. They may do nothing else except unload, i.e., move off that Transport. They may follow no other orders until they do unload. Armies automatically unload when the Transport they are on enters a city that is the target of its move. If a Transport exits a city square that also has land units in it, the maximum number of units that

Transport can carry will automatically load onto the Transport and exit with it. Armies loaded onto a Transport that have not exceeded their Move that turn, may still move even if the Transport they are on has moved its maximum Move for that turn.

Example: Fred's Transport, the *Lusitania,* has an Army on it that had been loaded on the previous turn. Fred moves the *Lusitania* two squares, its maximum Move, bringing it next to a strip of land. Fred may still move the Army, which has not yet moved that turn, off the *Lusitania* one square, which is the maximum Move of an Army.

The icon for a Transport that has at least one Army loaded on it will have portholes appear on it to indicate this. As with cities, it gives no indication of the number of Armies that are on it.

Sighting

In the basic game of *Empire Deluxe* there is no limit to what each player may look at. All players are able to see the entire map, as well as all the units of all the players and which players own which cities.

Combat

**"The chance in war is equal,
and the slayer oft is slain."
-HOMER**

Combat is the meat of conquest and thus a very important part of *Empire Deluxe.* Initiating combat is quite simple. If you wish to attack an enemy unit or city, just like chess, all you need do is move the unit you wish to do the attacking, into the same square as the unit you wish to attack. Unlike chess, the results of this attack are not a forgone conclusion, but instead are determined randomly using a calculation of odds, The exact mechanics of combat in *Empire* Deluxe are quite complicated. If you wish to know more

about them, read Appendix IV - Combat Mechanics. Roughly speaking, two identical units fighting each other have equal odds of winning. Some units fight better than others. Once combat starts in *Empire* Deluxe, there are no ties or retreats. Combat will always result in one, and only one, of the units involved being destroyed and removed from the game.

Combat between units.

Combat between two units is described above, If the defending unit wins the battle it remains where it is. If the attacking unit wins the battle, it will move onto and occupy the square the defending unit was occupying, unless that square is not a square that the attacking unit can normally move into. If it cannot occupy the defender's square, it will stay in the square it started the attack from.

Example: Fred's Army attacks another Army and wins, so Fred's Army will move into the square that the defending Army previously occupied. If Fred's Army attacks a Destroyer and wins, it will remain where it started, since an Army cannot enter the water square that the Destroyer occupied.

If an attacking unit that wins a combat has not moved its maximum Move that turn, it may still continue to move, including moving into another unit to attack it, until it has reached its maximum Move. Even if the attacking unit is not able to move into the defender's square, the attack still counts as moving one square for determining the maximum number of squares that unit can move that turn. There is no limit to the number of battles a unit may initiate in one turn, as long as it keeps winning and does not move farther than its maximum Move.

If a combat involves a Transport that has Armies loaded on it, only the Transport is involved in the combat calculation for determining combat results. The Armies on that Transport, however, suffer

the results of that combat calculation, i.e., a Transport that has no Armies loaded on it fights just as well as a Transport that has six Armies on it, If a Transport is damaged, some Armies on it may be destroyed. If the Transport is destroyed so are all the Armies that were on it. Armies on a Transport can not be individually targeted; only the carrying Transport may be attacked. Armies on a Transport may only attack off a Transport if they can move into the defending unit's square when they do so, i.e., Armies on a Transport may not attack sea units from that Transport, since they would be unable to enter the water square that sea unit occupied should they win.

Capturing Cities

Capturing cities works much like attacking an enemy unit. To attack an enemy or neutral city, you simply move the unit you wish to do the attacking into the defending city square. Only land units, i.e. Armies, may attack and thus capture cities. Cities can never attack a unit but can fight as well as an Army when defending.

If the Army attacking the city loses the combat, it is destroyed. If the Army wins, however, the city is not destroyed, but is captured. When an Army captures a city, it disappears and the losing city becomes a friendly city and changes color to match the colors of the victorious attacker. The Army is assumed to be the city's new garrison and for all practical purposes, no longer exists. When an Army captures a city, the attacking player will be immediately prompted on what he would like to produce in that city (see the section on Production later in this chapter).

As with loaded Transports, units located in cities that are being attacked have no bearing on the results of that attack. If a city is captured, all units that are in that city are immediately destroyed. Units in cities may not be targeted for attack, as with loaded Transports. Only the city itself may be attacked. Thus units in a friendly city square are immune to attack from enemy units other

than land units. Unlike units loaded on Transports, units in cities may perform any orders, including attack out of that city, they would normally be able to perform.

Shore bombardment

Land units may always attack, i.e., initiate combat by moving into, sea units in *Empire Deluxe.* Sea units, however, normally do not attack land units. The sole exception to this is shore bombardment. Only two types of sea units may perform shore bombardment; Cruisers and Battleships. Combat involving shore bombardment is identical to normal combat accept that the defending land unit always fights weakly.

Effects of Damage

Each time a unit wins a combat, it may suffer damage from that combat. As long as that unit remains in the game this damage is carried with it, and may accumulate if that unit wins other battles. Each type of unit has a maximum amount of damage it can take. If the accumulated damage total equals or exceeds the maximum damage allowable for a unit, that unit is destroyed.

The maximum amount of damage each unit can take in the basic game is listed on Table II.

TABLE II
BASIC UNIT DAMAGE RATINGS

Unit	Maximum Damage
Army	1
Transport	3
Destroyer	3
Cruiser	8
Battleship	12

Damage may have adverse results on a unit other than making it more vulnerable in further battles. A unit that has taken a total accumulated amount of damage equal to or greater than half the maximum amount of damage it can take is "Crippled." A unit that is Crippled has the maximum number of squares it can move immediately reduced to 1, If that unit was the attacker in a combat, its maximum Move is now one and it may no longer move that turn. If a Transport takes damage, it also has the number of units it may carry reduced by 2 for every 1 point of damage that has accumulated on it. If the number of units loaded on that Transport exceeds the maximum number it may now carry, those units in excess of that number are immediately destroyed.

Example: An enemy Destroyer attacks one of Fred's undamaged Transports loaded with 5 Armies and leaves that Transport with an accumulated damage total of 2 before being destroyed. Fred's Transport is now Crippled and can only move 1 square per turn and may now only carry 2 Units. Since the number of Armies on Fred's Transport now exceeds the maximum number of units that his Transport may hold, i.e., 2, the remaining 3 Armies are immediately destroyed. Too bad, Fred, you should have protected your Transport better.

Repairing Damaged Units

Damage that has accumulated on a unit can only be removed by repairing that unit. A unit may only be repaired in a friendly city and automatically repairs each turn it is in that city. Each full turn that a damaged unit spends in a friendly city removes 1 from the accumulated damage total of that unit until it has no more accumulated damage remaining on it. Effects of accumulated damage, such as reduced movement due to being Crippled and reduced hold capacity, disappear as that damage is repaired. A unit need not repair all the accumulated damage on it if the controlling player wishes, and may move out of the repairing city at any time before or after all the repairs are completed.

Example: Fred's Crippled Transport in the example above moves into a friendly city on turn 67. Since the Transport did not spend all of turn 67 in that city, it does not repair any damage. On turn 68 Fred has the Transport sit in the city the whole turn. So at the end of turn 68 it has now has 1 removed from its accumulated damage total. This reduces the accumulated damage total from 2 to 1. Since the amount of accumulated damage on Fred's Transport no longer exceeds or matches half of its maximum allowable damage of 3, i.e., Fred's Transport is no longer Crippled; it no longer has a Move of only 1. On turn 69, if Fred decides to move the Transport out of the city with an accumulated damage total of 1 remaining on it, it would have its normal Move of 2 but only be able to carry a maximum of 4 Armies. If he chooses to let the Transport remain in the city one more turn, the last bit of accumulated damage on it will be repaired and it would be able to leave the city on turn 70 with no accumulated damage. Fred would then have a Transport able to perform as if it was brand new and had never suffered damage in combat.

Production

"I believe in the Providence of the most men,
the largest purse, and the longest cannon."
-ABRAHAM LINCOLN

No matter how good a general you are, it is difficult to win a war without a continued supply of reinforcements to support the war effort. Cities are the production centers in *Empire* Deluxe. Each city is capable of producing one unit at a time. Unlike real life, the player need not spend any money, fill out any paperwork, petition for any government funding or even hire any laborers to accomplish this. All the player need do is tell the city what he/she would like it to produce and then wait. Producing units takes time and some units take longer than others.

The numbers of turns it takes to produce each unit in the basic version of *Empire Deluxe* are listed on Table III.

TABLE III
BASIC UNIT PRODUCTION RATINGS

Unit	Turns to Produce
Army	6
Transport	3 0
Destroyer	2 4
Cruiser	4 2
Battleship	6 0

A city that is producing a unit may not produce any other unit until the first is completed. If ordered to produce another type of unit, it will scrap all production of the first unit and start at the beginning with the new one.

Example: Fred told one of his cities to produce a Destroyer. This is going to take 24 turns. Eight turns later, however, Fred changes his mind and decides he wants the city to produce a Cruiser, which takes 42 turns. Production on the Destroyer is stopped. The 8 turns spent trying to produce it is wasted, and Fred gets a nasty letter from the shipbuilder's union. Even if Fred ordered the city to resume production of the Destroyer on the very next turn, he would still have to wait a full 24 more turns for it to be produced.

The type of units a city may produce is restricted by that city's location. A city that does not have a water square next to it on any of its 8 sides, including the corners, cannot produce sea units. Cities do not have to produce anything if the player does not wish.

Other Players

"A man-of-war is the best ambassador."
-CROMWELL

Before you get too excited about conquering a world, don't forget that there is always at least one other player out there trying to do exactly the same thing and only one of you will succeed. There are always at least two players in a game of Empire Deluxe and there may be as many as six. The default for a basic game is two players, one human and one computer controlled. Other players in a game of Empire Deluxe may be humans you are playing against on the same computer; someone at a remote location talking to your computer via modem or a network setup, they may be your computer itself or any combination of these. The computer can control any number of the six players in a game. In fact, it can control all six while you sit back and watch it schizophrenically battling with itself. The computer thinks separately for each player it controls; it will not gang up to overwhelm you. Exactly who or what your opponents are is selected at the beginning of each game.

Empire Deluxe makes no provisions for diplomacy. It is war to the finish and to the victor goes the spoils.

Winning the Game

"War does not determine who is right-only who is left."
-ANONYMOUS

Empire Deluxe is a competitive game of world conquest and as such there will always be only one winner. Unlike chess, there are no stalemates. The winner is the last player left in the game.

So how are the other players eliminated from the game? There are two ways.

First, a player may resign at any time he/she chooses to do so. A player who resigns has all of their pieces removed from the map and all of their cities become neutral.

The second, and the more likely way, is for a player to be knocked out. A player is automatically knocked out of a game when, at the end of their turn, they control no cities on the map and have no units. If a player is knocked out of the game, that player is then removed from the turn sequence.

When you win a game of Empire Deluxe. you will be rewarded with an extravagantly lavish (well, at least pretty) victory screen, and your victory will be logged in the Player History. If you did well enough you might be promoted. You may view your successes and failures by referencing the Player History section *of Empire Deluxe.*

As an additional reward, after the victory screen, you will be allowed to view all the different players that were in the game from their point of view. You can study their reports, units, and distribution to find out what strategies they used.

This completes the basic rules for playing Empire Deluxe. Now that you have read all the basic rules, we suggest that you skip the standard and advanced games and read Playing the Game. After reading that section, play several games until you feel comfortable with the basic rules and then go on to the standard and advanced rules.

STANDARD RULES

All the rules that applied in the basic version of *Empire Deluxe still* apply in the standard version, but with a few additions.

The Map

There are three major differences in the map in the standard version of *Empire Deluxe.*

The first is that the map dimensions are no longer limited to always being 50 squares by 50 squares. At the beginning of a game the player may choose the size of the map he will be playing on. It may be as small as 20 squares by 20 squares, as large as 150 squares by 200 squares or any size in between.

The second difference is that, if the player so chooses, the standard game may be played on a wrap around map. A wrap around map is one in which the far left side of the map connects with the far right side of the map, much as the eastern hemisphere of the earth connects with the western hemisphere. A wrap around map is best pictured as playing the game on the outside of a cylinder rather than on a flat board.

The last major difference is the existence of unexplored terrain.

Unexplored Terrain – Unexplored terrain appears as solid black squares. It is not truly a terrain type, but is used to obscure those squares that the player has not yet explored. Exploring a square is done by moving next to it. Unexplored terrain can be looked at as a set of black tiles covering the map. Each time a player moves one of their pieces next to one of these tiles, it is removed and the true terrain type underneath it is revealed. Each player must explore the map separately. Your opponents' exploration does not benefit you.

All other terrain types used in the standard game of Empire Deluxe are identical to those used in the basic game.

The Units

Perhaps the biggest difference between the basic and standard version of *Empire* Deluxe is the introduction of three new unit types, These are Fighters, Submarines and Carriers. The other five unit types used in the basic game are also used in the standard game and perform identically to those rules.

Following is a brief description of each of these new unit types. Additional information may be found in Appendix II – Unit Descriptions:

Fighter

Fighters are the only air units used in the standard version of *Empire Deluxe.* Many new rules apply to them, especially in the movement section, so read these carefully. Fighters are the fastest unit in the standard game. Because they fly, they may go almost anywhere, but because they have limited fuel, they are restricted to how far they may go at one time. Fighters may enter water squares, land squares, friendly city squares; and may even fly through squares occupied by friendly units. Fighters perform in combat identically to Armies. They make excellent scouts.

Submarine
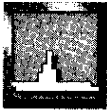
Submarines are stealthy, deadly hunters of the oceans. They move as fast as a Cruiser. They attack well but defend poorly. Submarines do as much damage as a Battleship, but can take even less damage than a Transport. The main power of a Submarine is its ability to be invisible. Only certain types of units can see Submarines. For more information on this, see the section on Sighting further on. Submarines may not shore bombard Armies and they are the only sea unit that cannot be attacked by Armies.

Carrier

Carriers, or Aircraft Carriers to be precise, are basically Transports for Fighters. Unless otherwise mentioned, the same rules that apply to Armies and Transports apply to Fighters and Carriers. Carriers may hold up to eight Fighters on them. They can travel as fast as a Transport. Carriers attack poorly but defend well. They can only do as much damage as a Destroyer but can take as much damage as a Cruiser. Carriers are the only Capital Ship that cannot shore bombard.

Turns

There is no difference in the turn structure between the basic and standard version of *Empire Deluxe.*

Movement

The same rules that applied to movement of land and sea units in the basic game still apply to those units in the standard game. With the introduction of air units, certain new rules now exist.

Fighters may enter any water, land or friendly city square. They may move into any square containing another friendly unit to pass through it, but may not end their movement in the same square. Unlike other varieties of units, air units must move their full Move every turn. Even if ordered not to move they still are treated as if they have moved their full Move.

Perhaps most importantly, air units have a limited number of squares they may go before they must land to refuel. This limited number of squares is referred to as "Range." Fighters have a Range of 20 squares. Since Fighters have a Move of 5, this means they may travel for four turns before refueling. Refueling is accomplished by entering the same square as a friendly city or Carrier. A Fighter that enters the same square as a friendly city or Carrier automatically ends its turn, lands and refuels. A Fighter that moves 20 squares without refueling crashes and is destroyed.

Example: Fred has decided he would like to use his 23 1 st Fighter unit, currently in the city of Trafalgar, to explore some terrain 13 squares away from the city. He orders the 23 1 st to go to that location. Since the 23 1 st Fighter unit has just refueled at Trafalgar, it may move a total of 20 squares before it must land again. Fred's 23 1 st Fighter unit, with a Move of 5, gets to its destination 3 turns later. Fred is in luck, his Fighter's exploration of the area reveals a neutral city ripe for conquest. Unfortunately for Fred, his 23 1 st Fighter unit is now 13 squares away from the city it started from. Since it has already moved 13 squares, the Fighter will have to move a total of 26 squares to get back to Trafalgar. This number is greater than the Fighter's Range, so unless Fred has another city or Carrier within 7 squares of his Fighter unit's current location, the 23 1 st Fighter unit will have to receive its reward for finding a new city   posthumously.

Fighters may load onto Carriers just as Armies may load onto Transports. Unlike Armies on Transports, Fighters loaded on Carriers may perform any normal action they choose. Up to eight

Fighters may be loaded onto a Carrier at any one given time. The icon for a Carrier that has at least one Fighter loaded on it will have portholes in its side.

The Moves for each unit in the standard version of *Empire Deluxe* are listed on Table IV.

**TABLE IV
STANDARD UNIT MOVE RATINGS**

Unit	Move
Army	1
Fighter	5
Transport	2
Destroyer	3
Submarine	2
Cruiser	2
Battleship	2
Carrier	2

Sighting

**"The whole art of war consists in getting at what
is on the other side of the hill, or, in other words,
in learning what we do not know from what we do."
-DUKE OF WELLINGTON**

Another big change between the standard and basic versions of *Empire Deluxe* is the introduction of sighting rules. You have already been introduced to the fact that you may not see all the map now. You will also not be able to see all the enemy's units or cities on the map, either. Basically, sighting works very simply. Units and cities may only see things that are in squares next to them and the player may only see things on the map that his units

and cities see. Since terrain does not change, the player may always look at that portion of the map that they have already seen before, i.e., the explored portion of the map.

Enemy units that were next to friendly units, but no longer are, will still have their icons appear on the map in the last location they were known to be in. They may or may not still be at this location. To indicate this the icon for that unit will have its background turn black one turn after it was last spotted, and then will completely disappear from the map three turns after it was last spotted. **If** a friendly unit moves next to the icon and the enemy unit is no longer at that location, the icon will disappear.

Example: At the beginning of his turn, Fred moves his Destroyer 1 square. This places the Destroyer next to a square containing an enemy Battleship, which Fred had not previously seen since none of Fred's other units had been next to it. Fred wisely decides that discretion is the better part of valor, and moves his Destroyer the remainder of its Move, i.e., 2 squares, away. Fred can no longer see the Battleship since he no longer has any units next to it, but the icon for it remains on the map. In the next turn Fred decides he would really like to know exactly where that Battleship is. He moves the Destroyer so that it is again next to the icon of the Battleship. The Battleship, however, has moved, so the icon for its old location disappears. Fred continues to move his Destroyer and, again, brings it next to the enemy Battleship whose icon now reappears on the screen. On Fred's next turn he is relieved to find that the Battleship did not destroy his puny Destroyer. In fact, it hasn't even moved. Fred decides not to take any chances and moves his Destroyer away from the enemy Battleship as quickly as possible. The icon for the Battleship again remains on the screen even though Fred's Destroyer can no longer see it. Fred decides to avoid that area of the map for a while and, three turns later, the icon for the enemy Battleship disappears.

Special sighting rules apply to Submarines. Submarines cannot be seen by some units and are unable to see other units, even if they are next to each other. The icon for an enemy Submarine will only appear on the map if it is next to a friendly city, Destroyer, Submarine or Cruiser, or if it is involved in combat with a friendly unit. Enemy land and air units do not appear on the map if the only unit next to them is a friendly Submarine.

Combat

The combat rules and mechanics of the standard version of *Empire Deluxe* are identical to those of the basic version with the following special exceptions and additions:
- Submarines and land units may not attack each other.
- Sea units may not attack air units that are on land squares.
- Land units may not attack air units that are on water squares.
- The number of Fighters a Carrier may hold is decreased, on a one for one basis, by the amount of accumulated damage that the Carrier suffers from. Fighters loaded on the Carrier, in excess of its new hold capacity, are destroyed.

TABLE V
STANDARD UNIT DAMAGE RATINGS

Unit	Maximum Damage
Army	1
Fighter	1
Transport	3
Destroyer	3
Submarine	2
Cruiser	8
Battleship	*12*
Carrier	8

The maximum amount of damage each unit can take in the standard version of *Empire Deluxe* is listed on Table V.

Production

Production rules in the standard version of *Empire Deluxe* are the same as those of the basic version, with one addition.

Cities that continue to produce the same type of unit now gain a production benefit to represent that they do not have to retool their factories. If a city produces the same exact type of unit consecutively, every unit after the first one produced has its production time reduced by 1/6th. This bonus only lasts as long as the city continues to produce that unit consecutively.

Example: Fred ordered the city of Trafalgar to produce an Army on turn l. The Army will be produced six turns later, at the beginning of Fred's seventh turn. Fred decides he would like at least three more Armies so he tells Trafalgar to continue producing Armies. This reduces the production time for the Armies to five turns each. So five turns later. on turn 12, Trafalgar produces another Army for Fred, and again on turns 17 and 22. At this point, Fred decides he wants to produce a Transport at Trafalgar. Since the last unit Fred produced at Trafalgar was an Army, not a Transport, it will take a full 30 turns to produce his Transport. Thirty turns later, on turn 52, Fred's Transport arrives. Fred can now either produce another Transport, which will now take only 25 turns, he can produce an Army again, which will take six turns since the last thing Fred produced was not an Army, or he can start from scratch with another type of unit.

The numbers of turns it takes to produce each unit in the standard version of *Empire Deluxe* are listed on Table VI.

TABLE VI
STANDARD UNIT PRODUCTION RATINGS

Unit	Turns to Produce
Army	6
Fighter	12
Transport	30
Destroyer	24
Submarine	24
Cruiser	42
Battleship	60
Carrier	48

Winning the Game

Winning the game in the standard version of *Empire Deluxe is* exactly the same as winning it in the basic version, except that it may be a little more satisfying.

This completes the standard rules for *Empire Deluxe. We* suggest you practice these by playing several games using the standard rules before you move on to the advanced game.

ADVANCED RULES

The advanced version of *Empire Deluxe* adds additional complexity to the game and should not be attempted until the standard and basic versions have been mastered. The rules that applied in the standard version of the game still apply here, unless otherwise stated.

The Map

The major change between the maps used in the standard version of *Empire* Deluxe and the advanced version is that there are now differences between the various types of land terrain. What once appeared as an attractive but pointless range of mountains, may now be an impassable obstacle for some units. All the rules that applied to land squares before, still apply, plus some special rules. Each type of land square and its effects are described below.

Clear - Clear squares appear as solid green areas. They behave identically to the regular land terrain described in the basic and standard rules.

Rough - Rough squares appear as brown areas on the map. Armor units (see below) have their Move reduced to one upon entering rough squares.

River - River squares appear as clear terrain with an irregular blue line running through them. Although river squares have water passing through them, they are still land squares and sea units may not enter them. Armor units have their Move reduced to 1 upon entering river squares. Infantry and Armor units (see below) defend better against other Armor units when they are in a river square.

Forest - Forest squares appear as irregular bright green areas. Armor has its Move reduced to I when entering forest squares. Land units that are defending themselves from attack from Armor, aircraft, or ships while in forest squares fight better.

Mountains - Mountain squares appear as irregular areas of gray. Armor units may not enter mountain squares, although they may attack units in them. Land units defending in mountain squares fight better when attacked by Armor, aircraft, or ships.

The Units

The advanced version of Empire Deluxe   adds four new units to the game; two land units, Infantry (which replace Armies) and Armor, and a new air unit, Bombers. Advanced *Empire Deluxe* also introduces a new type of unit, the Airbase, which is not created as other units are. With the exception of Armies and Fighters, all other units that are used in the basic and standard games are used in the advanced.

Following is a brief description of each of these new unit types; additional information may be found in Appendix II - Unit Descriptions:

Infantry

Infantry units perform identically to Armies. All rules that previously applied to Armies now apply to Infantry. One new advantage of Infantry is its ability to turn itself into an Airbase unit.

Armor

Armor units are more powerful versions of Infantry. All the rules that normally apply to land units apply to Armor units. Armor moves twice as fast as Infantry except when moving in rough, river and forest squares. Armor units may not enter mountain squares. They fight identically to Infantry but can take twice as much damage. Armor units take up twice as much space as an Infantry when loaded on a Transport. Armor units may also turn themselves into Air-base units.

Fighter

Fighters in the advanced game appear and function very similarly to Fighters in the standard game. They move even faster than standard Fighters but have a shorter Range. They are excellent for scouting, patrolling and destroying Bombers. Advanced Fighters may land on Carriers.

Bomber

Bombers are slower than Fighters but have a longer Range. They fight well normally, but fight weakly when in combat against Fighters. They can do as much damage as a Cruiser. Bombers may not land on Carriers.

Airbase

Airbases are not produced at cities, as are other units. They are instead made by transforming an Infantry or Armor unit into and Airbase by choosing the "Build Airbase" command, or the "Unload" command. Once a unit has been transformed into an Airbase, it cannot change back. Airbases cannot move or attack. They fight as well as an Infantry when defending themselves. Airbases perform similarly to land locked Carriers, although they may carry Bombers while Carriers cannot. Just like a city, an Airbase has no limit to the number of air units it may hold.

Turns

Turn structure in the advanced game is the same as that in the basic and standard games.

Movement

All previous movement rules that applied in the basic and standard games still apply.

The new land squares apply some restrictions to Armor units. As stated in the map section of the advanced rules, Armor has its Move reduced to 1 whenever it enters rough, river or forest squares. It may not enter mountain squares. Armor takes up twice as much space as Infantry when loaded on a Transport. A Transport can therefore hold either: three Armor units, six Infantry units, two Infantry and two Armor units, or four Infantry units and one Armor unit.

Bombers may not load onto Carriers but may land on Airbases. Fighter units may use Carriers as well as cities and Airbases to refuel at. The icon for an Ah-base will change to show buildings on

it **if** at least one air unit is loaded on it. The Range and Move for Fighters are different from that of the standard game.

The Move and Range for units in the advanced game are listed on table VII.

TABLE VII
ADVANCED UNIT MOVE AND RANGE RATINGS

Unit	Move	Range
Infantry	1	N/A
Armor	2	N/A
Fighter	6	18
Bomber	4	24
Trnsport	2	N/A
Destroyer	3	N/A
Submarine	2	N/A
Cruiser	2	N/A
Battleship	2	N/A
Carrier	2	N/A
Airbase	0	N/A

Sighting

In the standard game, all units could only sight other units and unexplored terrain at a range of 1 square, i.e., they could only see things that were next to them. Some units may now see at a distance of 2 squares. All air units, cities and Airbases can see units and unexplored terrain that is within 2 squares. In addition, all units that can see air units, can see them if they are within 2 squares.

All other standard rules for sighting apply to the advanced version of the game.

Combat

While combat in the advanced version of *Empire* Deluxe remains basically the same, many new factors figure into each battle. If you wish to have a better understanding of how these factors affect the success rates of your units in combat, you may wish to study Appendix IV - Combat Mechanics.

The following new rules apply to combat in the advanced game:

A land unit that is located in a forest, mountain or river square fights better if it is defending against a Armor attack.

A land unit that is located in a forest or mountain square fights better if it is defending against a sea or air attack.

When an undamaged Armor unit captures a city, an Infantry unit will immediately appear in that newly captured city. The newly created unit will not have any remaining movement that turn, nor will it have any affect on the production of that city. An Infantry unit will not be created if the Armor unit is damaged.

A Bomber in combat against a Fighter fights poorly.

Any unit that is Crippled attacks poorly.

All sea units that attack air units, except Carriers, fight poorly.

- If an Airbase is destroyed, all air units currently loaded on that Airbase are destroyed with it.

The maximum amount of damage each unit can take in the advanced game of Empire Deluxe. is listed on Table VIII.

TABLE VIII
ADVANCED UNIT DAMAGE RATINGS

Unit	Maximum Damage
Infantry	1
Armor	2
Fighter	1
Bomber	1
Transport	3
Destroyer	3
Submarine	2
Cruiser	8
Battleship	12
Carrier	8
Airbase	1

Bombing

Besides the above rules, the advanced version of Empire Deluxe introduces a new type of attack called "bombing." Bombing attacks are initiated in the same manner as a normal attack by trying to move the air unit into the same square as the city. If the city wins the battle, the air unit is destroyed. if the air unit wins the battle, it does not capture the city (land units are still the only units that may capture cities) nor does it move into the same square as the city. Instead, the air unit expends one square of movement and remains where it is and one of two things, randomly determined, will happen to the city. Either the city will lose all accumulated turns towards the production of the unit it is currently trying to produce and the city will have to start production of that unit all over from scratch, or a randomly determined unit located in that city will be destroyed.
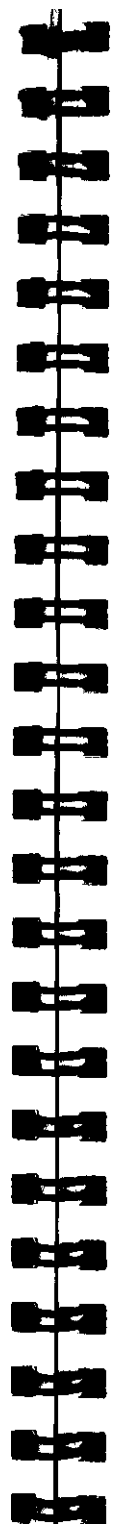
Fighters have a 1 in 3 chance of successfully bombing a city, Bombers, being better suited to the task, have a 50-50 chance of success. In addition Bombers that successfully bomb a city will reduce the production efficiency of the city by 1/10.

Example: Fred has a Battleship, two Infantry, and a Transport located in the city of Trafalgar. Trafalgar has been producing a Fighter for 10 turns and has only 2 turns left before its completion. Its production efficiency is 100%. An enemy Bomber next to Trafalgar expends one square of movement to perform a bombing attack. It succeeds and wipes out the city of Trafalgar's production, making Fred now wait a full 12 turns, the time it normally takes a Fighter to be produced from scratch, to get his Fighter. But it's not over yet. The Bomber has not yet reached its maximum Move of 4. It decides to expend another square of movement and bomb Trafalgar again. Again it succeeds and again destroys Trafalgar's production. However, since the production wasalreadydestroyed that turn, the only real effect from this is the 10 % reduction in production efficiency. Fred will still have to wait 12 turns for his Fighter, but only 12 turns. Not to be put off, the Bomber attacks one more time. Fred is not so lucky this time, and one of his units located in Trafalgar is destroyed. Even more unlucky for Fred, that unit just happened to be his Battleship. With one square of movement left from its original Move of 4, the Bomber decides to go for broke and bomb Trafalgar one last time. Luck finally sides with Fred and the Bomber is destroyed, with Trafalgar suffering no additional damage. Because Trafalgar was attacked by a Bomber, Trafalgar's production was reduced to 73 % for the 3 successful strikes against it.

Production

The advanced rules for production introduce several new facets to *Empire Deluxe*.

Unit Specialization

Some cities that are discovered in the advanced game may have specialization in one particular type of unit. A city that is specialized in production produces the unit that it is specialized in in 20 % less time than it normally would. Unfortunately, it will take that city 10 % more time to produce any other type of unit.

Example: Fred's city of New Orleans is specialized in Fighters. The first time Fred produces a Fighter at New Orleans it will only take him 10 (12 minus 20 % of 12 which is approximately 2) turns instead of 12. Each consecutive Fighter will only take 8 turns instead of the usual 10. Fred, however, has decided to produce a Battleship at New Orleans next. Fred's first Battleship will take him 66 (60 plus 10 % of 60) turns to complete. Any Battleships he produces consecutively after that will take him 55 turns to produce.

Production Efficiency

Each city in the advanced game has a Production Efficiency. This Production Efficiency is a measure of how good that city is at producing units and is expressed as a percentage. In a random map, this percentage may range from 60 % to 160 % , with 1 10 % being the average. A city with a 100% Production Efficiency produces units in the normal times listed for them to be produced. A city with a Production Efficiency lower than 100% is less efficient and takes more time to produce a unit. A city with a Production Efficiency greater than 100 % is more efficient and will take less time to produce a unit. The exact effect on time depends on the exact Production Efficiency. As a general guideline, a city with a Production Efficiency of 50% will take twice as long to produce a given unit; a city with a Production Efficiency of 150 %

will take 1/3rd less time to produce a given unit. Production Efficiencies will be reduced 10 % by successful bombing from a Bomber unit or whenever an enemy Army captures the city. Cities may improve their Production Efficiencies slowly by selecting "No Production."

Unit Support

"An army marches on its stomach."
-NAPOLEON I

Unfortunately in real life, war materials are not just expended on creating new units, but also in supporting, repairing and supplying those that already exist. To simulate this effect, the advanced version of Empire Deluxe limits the number of units a player may have on the board before his production of new units is affected. This number is determined by the number of cities the player currently owns. As the ratio of friendly units to cities increases, the amount of time it takes to produce a new unit also increases. The exact effect it has on production is too complicated to describe herein, but begins to effect production when the ratio of units to cities roughly exceeds 2 to 1 Note that cities with "No Production" act as two cities in this calculation.

The effects of Continuous Production, Unit Specialization, Production Efficiency and Unit Support all figure into the amount of time it takes to produce a new unit and are cumulative.

The base number of turns it takes to produce each unit in the advanced version of *Empire Deluxe* is listed on Table IX.

TABLE IX
AVANCED UNIT PRODUCTION RATINGS

Unit	Turns to Produce
Infantry	6
Armor	12
Fighter	12
Bomber	12
Transport	30
Destroyer	24
Submarine	24
Cruiser	42
Battleship	60
Carrier	48

Winning the Game

The advanced version of *Empire* Deluxe is won in exactly the same manner as the basic and standard versions. Of course, you may feel even more satisfaction winning the more complex advanced game.

PLAYING THE GAME

This section of the manual describes how Empire Deluxe is actually played. It will explain which buttons to push and which menu options to select to accomplish what you desire. The descriptions assume the user is using a mouse, but hot key selections are also included in brackets for each command. If you select a choice that is not available under the circumstances, the computer will ignore the choice and give you a warning beep.

Game Options Menu

When you start a game of *Empire* Deluxe you will be greeted with an introduction screen. At the bottom of the introduction screen is the Game Options menu. This consists of four buttons. Clicking on these buttons has the following effect:

Play Game [P] - This button will start you into playing a game of *Empire* Deluxe. Use of this option is what we will be discussing in this section of the manual.

Game Editor [E] - This button will get you into the game editor for Empire Deluxe. For more information on the game editor see Chapter V - Using the Game Editor.

Player History [H] - This button will allow you to study the player history section. For more information on this option see Chapter VI - Viewing the Player History.

Quit Game [Q] - Selecting this button will end this session of *Empire* Deluxe and exit you out of the program,

GETTING STARTED

Game Start Options Menu

After you have selected Play Game, you will be greeted by the Game Start Options menu. This menu gives you another set of options to choose from.

YOU may start a new game of *Empire Deluxe* by selecting any of the following three options:

Basic [B] - Choosing this option selects the basic rules of play for the game and will continue your game start sequence by taking you to the Basic Rules Player Selection Menu.

Standard [S] - Choosing this option selects the standard rules for play and moves the player to the Player Setup menu.

Advanced [A] - Selecting this option is used for playing a game using the advanced rules. It will take you to the Player Setup menu.

There are four other options on the Game Start Options menu you may choose from:

Load Saved Game [L] - This button will call up the File Requester so that you may recall a previously saved game. More information on the File Requester is given in the Using the File Requester section of this chapter. After you have recalled a saved game that uses the Advanced Setup options, *Empire Deluxe* will prompt you with the Player Setup menu. This will allow you to change the player options for a game already in progress.

Remote Slave [R] - Remote slave will bring up the options for playing against someone on a different computer with your machine being a slave machine. When playing with more than one computer, one must be the Master while all other machines will be

designated as slaves. For more information on Remote Slave see Chapter VII - Playing with Other Computers.

Cancel [C] - Selecting cancel will exit you from the Play Game section and bring you back to the introduction screen.

Help [H] - Selecting help will move you to the Help Screen.

About Help

Help is just that. If you are confused about which choices to make or don't know the effects of a certain choice and would like to, all you need do is select Help from the choice of options. Help will call up an instruction window relevant to the section of the game you are in. You may scroll up and down in the window by using the slider co the left of the window. There are two buttons on the Help window.

Index [I] -This calls up a list of other subjects that you may access information on. Selecting them will move you to another Help window with information on that subject.

Exit[E]- This exits the help window and returns you to the portion of the game you were in when you first selected Help.

Basic Rules Player Selection Menu

If you have chosen the Basic Rules, you will be asked to wait while the computer generates a world for you play on. The time it takes for the computer to generate a completely *new* world will depend on the speed of the computer you are playing on. You may watch the progress of the world generation by watching the growing bar in the window. Once a new world has been created for you, you will be given several options from the Basic Rules Player Selection menu.

Person vs. Computer[C]   -Choosing this option will start you into a game against one computer controlled opponent.

Person vs. **Person** [P] - This option will start a game with two human players and no computer controlled ones.

Advanced Setup Options [A] - Selecting this will take you to the Player Setup menu. This menu will allow you more control over the type and number of players you may have in the game.

Cancel [N] - The cancel option takes you out of the play section of *Empire* Deluxe and returns you to the introduction screen and Game Options menu.

Help [H] - Calls up Help.

Player Setup Menu

If you have chosen the advanced setup options you will again be greeted with another series of choices from the Player Setup menu. A selection table will appear that will allow you to customize what each type of player will be in the game. The Player Setup Menu is shown in Figure 2.

You may use the up and down arrows or mouse to select the player number you wish to customize. Use the mouse or hot keys to select the option you wish to change. Pop-up menus will give you a list of the choices available to you.
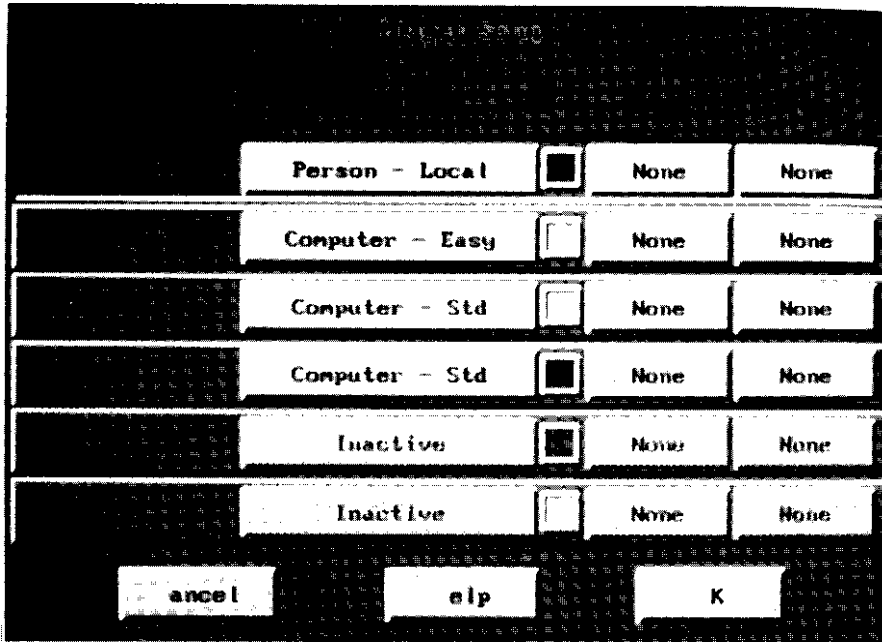
Figure 2: Player Setup Menu

Player Type [P] - This chooses the type of player that player number will be. Clicking on this option will call up a pop-up menu with the choices available to the user. You may use the mouse or up and down arrows to make your choices

Person - **Local** - Selects that player to be a human player that will be playing on that computer.

Person - **Play by Mail** - Selects that player to be a human player. The game will automatically save after each player's set of turns, so that the file may be transferred to another com-puter for the next player to play. If you are playing in this mode, you will be asked to provide a password that you must enter at the beginning of each turn. This is so your opposition doesn't accidentally see your screen or give orders to your units.

Computer - **Easy** - This option selects that player to be controlled by the computer. The computer at this level will not play very intelligently.

Computer - **Standard** - This option selects that player to be controlled by the computer. The computer at this level will play a fairly intelligent game.

Computer - **Expert** - This option selects that player to be controlled by the computer. The computer at this level will play a very intelligent game.

Person - **Remote COMl** -This option only appears if you have set your COM 1 port as connected either to a modem or directly to another system in the Configuration Editor (ECONFIG.EXE). This player is a human on another machine connected through COM1.

Person - **Remote COM2** - This option only appears if you have set your COM2 port as connected either to a modem or directly to another system in the Configuration Editor. This player is a human on another machine connected through COM2.

Person-**Remote COM3** - This option only appears if you have set your COM3 port as connected either to a modem or directly to another system in the Configuration Editor. This player is a human on another machine connected through COM3.

Person -**Remote COM4** -This option only appears if you have set your COM4 port as connected either to a modem or directly to another system in the Configuration Editor. This player is a human on another machine connected through COM4.

Person - **Remote Net** - This option only appears if you have set your configuration to indicate that you are connected to a

NetBIOS network in the Configuration Editor. This player is a human on another machine connected to the network.

Inactive -This option will only appear if more than two players have already been selected. It will unselect that player from the menu, removing it from the current game.

Note that the Play-by-Mail and Remote connections cannot both be used in the same game.

Color [L] - This option allows the user to change the color of that player to another color. You may select the color by using the mouse or pressing the corresponding number key.

Handicap-Production [R] - This option allows you to handicap that player by increasing the amount of time it takes that player to produce units, thus making it harder for that player to win. This feature can be used to balance a game with both experienced and inexperienced *Empire Deluxe* players in it. The handicap selection may be made by using the mouse or up and down arrows. The choices range from None (no effect on production) to Impossible (triple the normal production times).

Handicap-Combat [M] - Same as above, but affecting combat probabilities.

Cancel [C] - Exits out of the Play Game section and returns you to the Game Options menu.

Help [H] - Calls up the Help screen.

OK [O or <ENTER>] - Choosing this option keeps whatever customization options you may have made and starts the game.
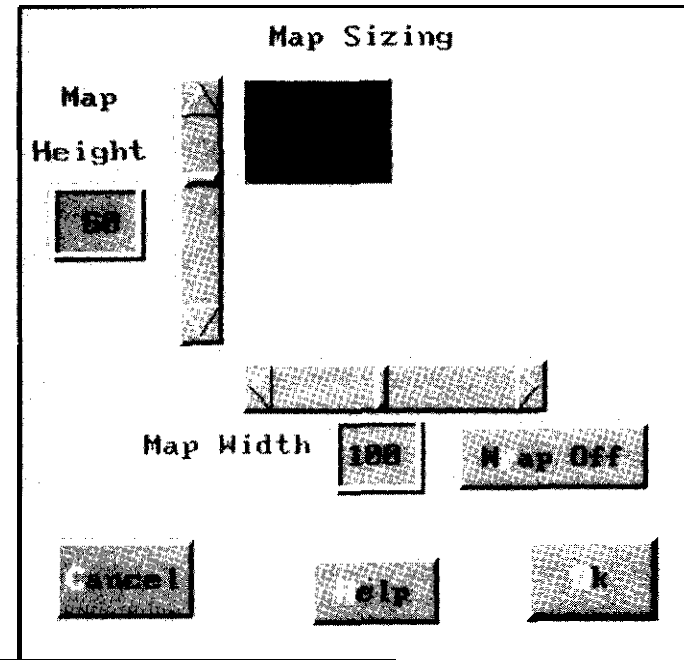
Figure 3: Map Size Screen

World Options Menu

If you chose to play a standard or advanced game, you will be greeted by another set of choices from the World Options menu.

Generate Random World [R] - This option moves you on to the Map Size screen. The Map Size screen, as pictured in Figure 3, shows a graphical representation of the dimensions of the map you will be playing on in its center, plus the physical dimensions of the map in the Map Height and Map Width boxes. The initial default for a random map is 60 x 100, but the game will remember and default to the size that you last used. You may resize the map to whatever specifications you want by moving the sliders located to the left of and under the graphical representation. You may also type in the width and height by selecting the width or height and typing in the desired value. As you move them, you will see the

graphical representation and values change. These sliders may be moved using either the mouse or the arrow keys. There are four buttons on the Map Size screen.

Wrap [R] - Allows the game to be played on a wrap-around map. The default for this button is off.

Cancel [C] - Quits out of the Play Game section and exits the player back to the Game Options menu.

Help [H] - Calls up the help screen.

OK [0 or <ENTER>] - Accepts the currently chosen options and proceeds.

After you have selected OK, you will be asked to wait while the computer generates a map. When the map is completed, you will be presented with the Player Setup menu described above. After selecting your player options and hitting OK, the game will start.

Generate Named World [N] - This option will generate a random wrap-around world with random dimensions. You will first be asked to name the world that you wish to play on. A named world may be called up later and used for any new game you wish. The computer will not generate a name for the world; you must give it one. There are two buttons on the naming window.

Cancel [C] - This button exits the naming window and returns the user to the World Options menu.

OK [0 or <ENTER>] - This accepts the chosen name and continues with generating a named world.

After you have named the world, you will be asked to wait while the world is generated. You will then be given the Player Setup menu.

Empire Deluxe Page 58

Load World Map [Ml - Allows you to load a specific pregenerated map to play on. This option will call up the File Requester. For more information on using the File Requester, see Using the File Requester. After you have selected the map you wish to play on you will be greeted by the Player Setup menu.

Load Game Scenario [S] - This allows you to load a specific pregenerated scenario to play. Selecting this calls up the appropriate File Requester. After you have selected the scenario you wish to play you will be greeted by the Player Setup menu. Since scenarios are set up with a given number of players, some of the players on this screen may be ghosted.

Cancel [C] - Exits the Play Game section and returns the user to the Game Options menu.

Help [H] - Calls up the Help screen.

Using The File Requester

Before you can load or save games, scenarios or maps, you will first have to learn how to use the File Requester. The File Requester is shown in Figure 4. Any time you select one of the previously mentioned options, the File Requester will appear. It contains all the information needed for loading and saving files in *Empire Deluxe*. The <TAB> key moves the cursor between the files and drive selection, and the <ESC> key exits the File Requester.

The File Requester is divided into six different sections.

Dir [D] - On the uppermost portion of the File Requester is the directory window. This window contains the full directory path that Empire Deluxe is looking for the requested file under. It will
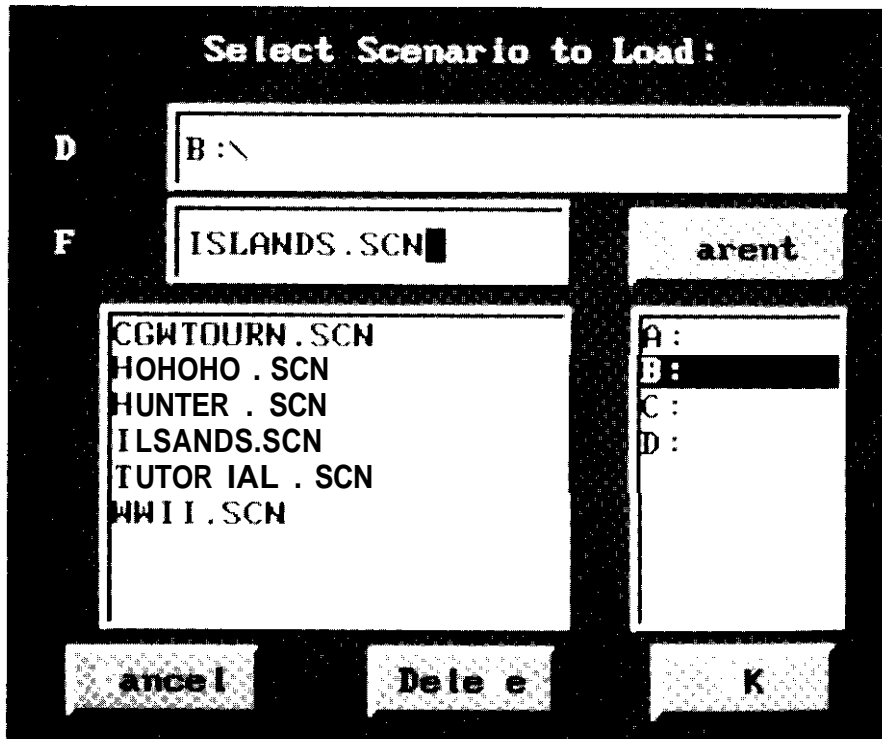

Select Scenario to Load:

D   B:\

F   ISLANDS.SCN   arent

CGWTOURN.SCN
HOHOHO.SCN
HUNTER.SCN
ILSANDS.SCN
TUTORIAL.SCN
WWII.SCN

A:
B:
C:
D:

ancel   Dele e   K

Figure 4: File Requester

default to the appropriate path for that particular file. You may change the path by accessing this window.

File [F] - Below the directory window is the file window. This window lists the file you are currently working with. You may change this file anytime you like. Directly below the file window is the file list window. This window contains a list of all files with the appropriate file extensions for the type of file you are looking for, plus any additional sub-directories under that path. Saved game files have the extension .SVG. Saved scenario files have the extension SCN. Saved map files have the extension .MAP. You may select a particular file from this list by using the mouse or arrow keys.

Parent [P] - Directly to the left of the file window is the parent button. This button allows you to move to the parent directory of the subdirectory currently listed in the directory window. Below the directory window is the drive window. The drive window lists the different drives available for loading and restoring files. You may select a different drive by using the mouse.

Cancel [C] - This option exits the File Requester and returns you to your previous location.

Delete [T] - Selecting this option will delete whatever file is currently in the file window. You will be asked to confirm this decision.

OK [O or <ENTER>] - Selecting this will accept the file name currently in the file window for saving or loading, and move on to the next step in the process you are currently involved in, or back to your previous location.

IN THE GAME

If that player has played before, their name may appear in the name box. You may enter any name in the name box up to I 2 characters long. *Empire Deluxe* will use your name to keep track of your progress in the Player History section. There are two buttons on this requester.

Cancel [C] - Erases any changes you may have made in the name box.

OK [O or <ENTER>] - Uses the name vou have entered in the name box and continues on with the game.

After you have entered your name, you will be given a pop-up production information window for your starting city. If you are playing a created scenario, you may be given several cities to select
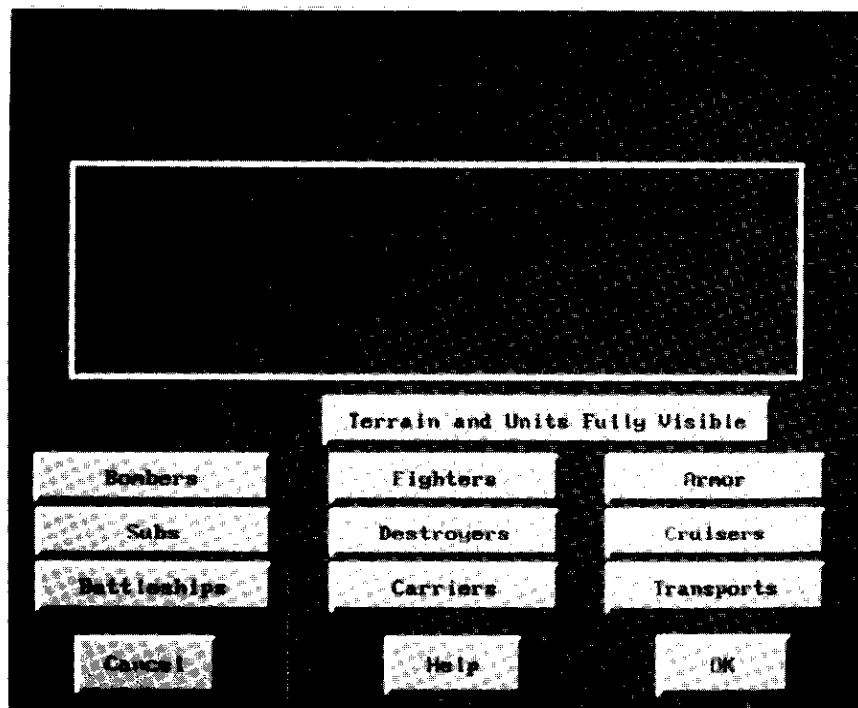

Terrain and Units Fully Visible		
Bombers	Fighters	Armor
Subs	Destroyers	Cruisers
Battleships	Carriers	Transports
Cancel	Help	OK

Figure 5: Sample Game Screen

production for. More details on pop-up information windows are given later in this section. After you have made your production choices for the beginning of the game, you will then have the full game screen available to you. An example of a game screen is shown in Figure 5.

Game Screen

Unit Info/Message/Menu Bar - At the top of the screen is a multi-purpose bar. What is displayed in this bar will depend on what the player is currently doing.

Unit Info - the top bar on the screen will supply information on a unit that is currently selected for giving orders. The information given is:

- Unit name
- Range - How much farther that unit may move that turn. This number will be followed by a hash mark if the unit is an air unit. The number after the hash mark will be the total number of squares that unit may move before running out of fuel and crashing.
- Order - The current orders that unit is operating under. For more information on orders, see that section late in the manual.

Game Mode Indicator - At the top left of the screen, this tells which view mode is currently being used.

Turn Indicator - At the top far left of the screen, this indicates what turn number is currently being played. The color of the turn indicator tells which player is currently taking their turn.

Map Sliders - Located at the far left and bottom of the screen, these are used to reposition the map to whatever area the plaver desires. You may use either the mouse or function keys F1-F4 to

operate them. Holding the shift key down while using the appropriate function key will shift the map larger amounts.

Map -The map lies in the center of the screen and takes up most of it. This is the game board you will be playing *Empire Deluxe* on. It will show all visible terrain and units.

Cursor - The cursor for *Empire* Deluxe appears as a set of crosshairs one square in size. It will not appear visibly while in Orders mode. If you are in Orders mode, the cursor is considered to be on the unit currently requesting orders. The cursor may be moved to a new location by entereing Survey mode and clicking on the new location or using the arrow keys to move it around.

Pop-up Information Windows

Pop-up information windows give information on the unit, square or city that the cursor is currently located on. You may call up a pop-up information window by selecting the information option from the Reports pull down menu, by hitting <Alt> I or by double clicking the left mouse button on the location or unit you wish to have information on. You may exit them by selecting OK [O or <ENTER>]. The various pop-up information windows are:

Production Information-This window gives information on the production of the selected city. The name of the selected city is on the top of the window. Below that are three columns. The column on the left gives the list of units that city may produce. Each unit has a button that can be used to select its production. The unit currently under production in that city will have its button depressed. If that city has a specialization, the specialized unit will appear highlighted. Selecting No Production will stop all production in that city.

The middle column gives a listing of the current total number of turns it will take to produce each unit. The far right column lists the

total number of each type of unit the player is currently producing in the game.

There are two other buttons on the City Production Window.

City [C] - This takes you to the City Information window.

OK [O or <ENTER>] - Exits the window.

City Information - This window gives information on the city selected. In the upper right you may find an animation for the city. This will depend on the current video mode you are using. The location of that city by grid coordinates is given in the lower half of the screen. Below that is an information box containing the name of the city, what unit it is currently producing and how many turns it will take to complete that unit. If you are playing the advanced game, the Production Efficiency of the city and the type of unit it is specialized in will also appear. If the city in question is not owned by the player, its production will not appear in the information box. Up to four buttons will appear on this window.

Rename [R] - Allows you to change the name of any city that you control.

Units [U] - This button will only appear if there are units located in that city and the city is owned by the current player. Selecting this button will take you to the Unit Information window.

Production [P] - This button will not appear if the current player does not own the city. Selecting it will take the player to the Production Information window.

OK [O or <ENTER>] - Exits the City Information window.

Unit Information - This window gives information on the selected unit. If there is more than one unit at that location, you will

first be greeted by a list of all units in that square. After you have selected the unit you wish to view you will be given the Unit Information window.

In the upper right may be an animation for that unit. The location of that unit is given in the lower half of the screen. Below that is an information box that holds that unit's name, current orders and current accumulated damage total. If the owning player is not the one requesting information on the unit, only the name of the unit will appear. Four buttons may appear in this window.

Rename [R] - Allows you to rename a unit that you control.

City [C] - This button will appear only if the unit selected is a friendly unit located in a city square. This button will take you to the City Information window.

Orders [D] - This button will appear only if the selected unit is friendly. Clicking on this button will take the player to the Orders window.

OK [0 or <ENTER>] - This button will exit the Unit Information window. If there are other units in the same square, you will be returned to the list of available units.

Terrain Information - This window will give information on a selected terrain square. An animation for that terrain type will appear in the upper right hand corner of the window. In the lower section of the window will appear the square's location, Below that will be an information window with the type of terrain listed. There is only one button on the Terrain Information window.

OK [0 or <ENTER>] - Selecting this will exit the player from the Terrain Information window.

Orders - The orders window will list the orders available to that type of unit and allow the player to select one of those orders. For more information on orders see the appropriate area later in this section.

Production Report - The production report window is the only pop-up information window that cannot be selected by the player. It will appear automatically whenever the player produces a new unit. At the top of the window is the city doing the production and the unit it has just produced. Below that is an entry screen for the name of that unit. There are four options in this window.

Rename [R] - The computer automatically selects a name for the new unit. If you wish to change the selected name, choose this option.

OK [0 or <ENTER>] - This option accepts the current settings and exits the window.

Help [H] - Calls up the Help window.

Production [P] - Accepts the current settings and takes the player to the City Production window for the producing city.

PULL DOWN MENUS

The primary means of choosing options in Empire Deluxe is through pull down menus or their hot key equivalents. There are several sets of pull down menus each explained hereafter. These menus can be accessed by clicking the right mouse button onto the Menu bar and dragging the menu down, by clicking on the Menu bar with the right mouse button and then clicking on the chosen menu with the left mouse button, by pressing and releasing the <Alt> key, and then using the arrow keys to select an item or by using the proper hot key to call down the appropriate menu.

File Menu [<Alt> F]

This menu gives access to the various file manipulation controls in the game. There are five options under the File Menu.

Save Game [<Ctrl S] - This option calls up the File Requester so that the game may be saved at any time. For more information, see the above section on Using the File Requester.

Save as Scenario -This saves the current game as a Scenario, saving the map and all currently held cities and units. You will be presented with the Scenario Definition window, which allows you to set further rules for the scenario.

Save as Map - This will save the current world in which you are competing as a Map, to be played again in a subsequent game, or modified in the Game Editor.

Autosave - This will cause the game to save automatically at the end of most human turns. The game will be saved in the file "AUTOSAVE.SVG" in the directory "SVGAME."

Resign [<Ctrl> R] - You may select this option if you wish to resign from a game. Since resigning the game means losing, you will be asked to confirm your choice. Once you have resigned from the game, you may watch the remaining players continue to play.

Exit [<Ctrl> X] -This selection lets you exit the current game and return to the Game Options menu. If the game has not been saved, you will be presented with four choices after selecting this option.

Save Game and Exit [S] - Calls up the File Requester so that you may save the game and exit to the Game Options menu.
Exit, Lose Current Game [E] - Allows the player to resign the game and then exits to the Game Options menu.
Cancel - **Do Not Exit** [C] - Cancels the selection of the Exit button and returns you to the game.
Help [H] - Calls up the Help screen.

Quit [<Ctrl> Q] -This option is identical to the above Exit option except, rather than exiting the game and returning to the Game Options menu, Quit will take you completely out of *Empire Deluxe* program.

Help [<Ctrl> H] - Calls up the Help window.

Reports Menu [<Alt> R]

The Reports Menu lists the types of reports that can be called up in *Empire Deluxe.* These reports, like the pop up information windows, are designed to give the player information that will help the player during the game. There are six selections under the Reports Menu.

Status [<Alt> S] - Selecting this option calls up the Status Report shown in Figure 6.

The middle portion of the Status Report gives the following information:

- **Cities Captured** - Total number of cities currently owned by player.
- **Cities Known** -Total number of cities currently known to exist in the world.
- **Cities Eff.** - The current base production efficiency of all friendly cities. In the basic and standard games this number is constant based on the player's handicap. With the advanced game, this number may be reduced due to overproduction of units.
- **World Explored** - Percentage of the total world currently explored.
- **Combat Eff.** - The current base combat efficiency of all friendly units. The number is a constant for a game, based on the players handicap.
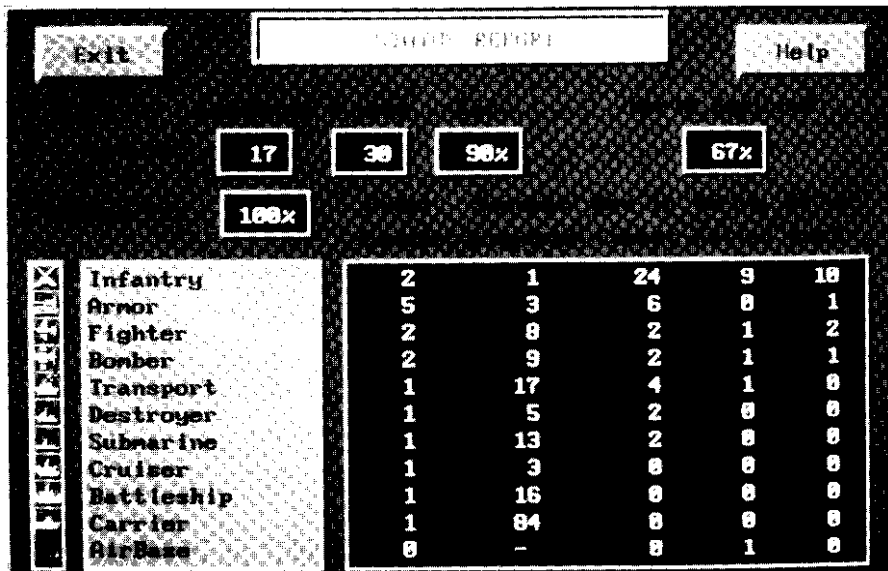

Figure 6: Status Report
Empire Deluxe Page 70

On the lower portion of the screen is information on the player's overall production and forces. To the lower left of the report is a column of each of the units available in the game. To the right of this column are several other columns containing information relevant to the units listed on the left. The "Under Construction" column lists the total number of that type of unit the player is currently producing. The 'Soonest Complete" column lists the number of turns before the next unit of that type will be produced. The "Are in Combat" column lists the number of that type of unit the player currently has on the board. The "We've Killed" column lists the total number of that type of enemy units that the player has destroyed. The "We've Lost" column lists the total number of that type of friendly units destroyed. There are two buttons on the Status Report.

Exit [E] - Exits the Status Report and returns to the game.
Help [HI - Calls up the Help window.

Information [<Alt> I] -This option will call up a pop-up information window that is appropriate for the location of the cursor.

Production Map [<Alt> P] - Selecting this will take you into production game mode. When in this mode, the icons for all units will disappear from the map and cities will appear as the icons for the type of unit they are currently producing. Placing the cursor over a city will reveal the city's name, the unit type being produced and the number of turns remaining to produce it in the Message bar. Double clicking on a city will immediately bring up the Production Information pop-up window. Exiting this mode by going to any other mode will return the view to normal. This command is excellent for making large scale changes in your overall production structure and seeing just what units are being produced where.

Combat Report [<Alt> M] - Selecting Combat Reports allows you to watch all battles that were initiated against you during other

players' turns. It will only show battles that have occurred since your last turn. If there was no combat, this option will be ghosted.

Recon Report [<Alt> N] - This command functions similarly to the combat report option. Instead of showing you all battles that took place during the last turn, however, you will see all sightings of enemy units that had occurred.

About Empire [<Alt> E] - This option will take you to the Help window and give you information on the marvelous and hard working talents that have brought you *Empire Deluxe.*

Orders Menu [<Alt> O]

This menu is probably the most important menu for playing *Empire Deluxe.* As such, more time will be spent on this than other sections.

Giving orders to units is the only way to move them about the map and thus conquer the world. Each unit can execute only one order at a time. If a unit is currently executing one order and is given a new one, it will disregard the first order in favor of the new one. Units will follow their given, orders until they are given new orders, are interrupted, or have finished completing their orders. Completing orders can take less than one turn or as long as the rest of the game, depending on the orders given. A unit will have its orders interrupted when it cannot, complete them, when it has been attacked by an enemy unit, or when it sights an adjacent enemy unit. A unit that has no place it can currently move to, will not request orders. A unit that is temporarily prevented from carrying out its orders (usually because it is being blocked by another unit) will request alternate orders for that turn only. The units will retain the previous orders given as long as the new orders do not require it to move more than one square.

During a player's turn, after he has decided his production, each unit that does not currently have orders will, in turn, request orders. A unit requesting orders will appear on the screen, flashing. A message will also appear in the Message bar telling the player which unit is requesting orders. When a player issues orders to a unit, that unit will immediately begin carrying them out, as long as it has not yet reached its full Move. The player's turn ends after all units have orders. If a player has all their units on orders that will last for several turns, it is possible for a player's turn to end without them ever issuing new orders.

IMPORTANT: If the computer is executing orders for your units and you wish to interrupt, press the <ESC> key.

If you do not wish to issue any of the specific orders listed below to a unit, you may move that unit one square at a time by clicking on the square you wish them to move to with the mouse or using the arrow keys or numeric key pad. This method is the best way to order a unit to attack another unit.

There a **11** options under the Orders menu.

Move To [T] - This option will allow you to order a unit to move to a particular location. When you issue this order a dotted line will appear around the subject unit. This line is called the path line. You may stretch the path line to the location you wish the unit to move to by using the mouse or cursor keys. You may also give this command to a unit that is requesting orders, by holding down the left mouse button until the path line appears, then dragging the path line to the desired location and letting up on the button. A unit ordered to Move To a location it cannot move to will disregard the order. Once ordered to Move To a location, a unit will take the fastest possible route it can to that location.

When in the process of giving a Move To order, the player may check the route the computer will chose. To do this, either hold down on the right mouse button while holding down the left at the same time, or by keyboard, hitting the space key.

Patrol [P] - This option allows you to tell a unit to patrol (move back and forth constantly in search of the enemy) between its start location and a selected end location. The patrol route is selected using the path line as described under the Move To order. It is, however, possible to set up a multi-leg patrol path. Drag the path line to the location of the of the first destination square or "Way Point." A dotted box will appear around the square. Draw another path line from that square to the second Way Point, and so on. You may set up to 3 Way Points this way, giving you a maximum of up to 4 legs to the patrol path. The final leg of any patrol path must always end at the same square that the unit originally started its patrol from. The starting location in the patrol path of an air unit must be located in a square that the air unit may refuel at. If a Carrier is used in the patrol path, the path will move with the Carrier.

Go **Home [H]** - This command orders a unit to move to the closest friendly city - or Airbase or Carrier for air units - it can reach. **If** multiple cities are equidistant, one will be chosen at random.

Explore [X] - A unit issued this command will immediately begin exploring any unexplored terrain it can get to. It will move in a manner that will maximize the amount of terrain it can explore. If there is no unexplored terrain within reach, or at least a reasonable number of turns away, the unit will disregard this order. Land units that pass near neutral cities while exploring will ask for new orders.

Escort Ship [E] - This order allows a friendly ship to escort another friendly ship. It may only be given to sea units. To select the ship to escort you must move the path line from the escorting ship to the target ship. A unit escorting another ship will follow the escorted ship about to the best of its abilities.

Sentry [S] - Putting a unit on sentry tells that unit simply to stay put and not request any more orders until it is given new orders or is interrupted. Air units may not be ordered to Sentry unless they are at some place they may refuel at. The background of the icon for a unit that has been given the Sentry order will turn light gray for as long as it is performing that order.

Load Ship [L] - This order may only be given to Transports. If the Transport is in a city, a requester listing all land units also in the city will appear. Select those units you wish to load onto the Transport from the list. Note that a Transport leaving a city without first selecting the Load Ship command will automatically load as many land units as possible.

If the Transport is not in a city when ordered to load it will not move or request orders. Any land unit that moves next to a Transport that is loading will automatically have its orders changed to Move To the Transport. Once a loading Transport has loaded the maximum number of units it may hold on it, it will request new orders. Any land unit that loads onto a Transport is automatically given the Sentry order.

Unload Ship [U] - This order may only be given to a loaded Transport but applies to the units on it. All land units on that Transport will be taken off Sentry orders and will immediately ask for new ones, as long as there is someplace for that unit to go. Unload may also be used to clear orders for Fighters that are on Sentry on a Carrier.

The Unload command has a secondary function of being used in the advanced game to order a land unit to transform into an

Airbase. Airbases can only be created in Clear terrain. When you give a unit this order, you will be prompted to confirm your decision since it will be irrevocable. After you have confirmed the order, the unit will turn into an Airbase at its current location.

Clear Orders [<Ins>] - This order simply cancels any currently standing orders that unit may have, allowing it to be more easily given new ones.

Skip Move [<space>] - A unit given this order will either resume it's current orders if it was interrupted by an enemy unit or simply sit and do nothing for that turn if it has no orders. In the second case, the unit will again ask for new orders on the following turn.

Disband Unit [<Del>] - Disband destroys the unit, removing it from play. This command is useful for reducing the number of units you must command and in reducing the support production penalty used in the advanced game. Since this command is irrevocable once given, you will be asked if you are sure you really want to do this.

Commands Menu [<Alt> C]

The Commands menu allows you to enter several different modes for easier control of certain game features. The Orders mode is the usual mode that *Empire* Deluxe will be played in. Each mode has restrictions on what can and cannot be done in it. The Command mode you are currently in will appear in the game mode box.

The default mode used in *Empire* Deluxe is the Orders mode. This is the mode that each player will began their turn in. All the orders described above work normally when in this mode. The cursor is invisible while in Orders mode and is assumed to be located with the unit currently requesting orders. Trying to move the cursor in this mode will result in moving the requesting unit instead of the cursor.

There are seven options under the Commands menu. The first five allow you to change command modes.

Survey **Mode** [F6] - This mode pauses the game and allows the player to move the map about to observe things. Orders may be given to units in this mode and production can be changed at cities, but only by pop-up information windows. Besides the normal means, a player may enter Survey mode by clicking on the right mouse button while the mouse pointer is on the map or by pressing <ESC>. If you are currently in Survey mode, you may enter Orders mode by doing the same thing.

Group Mode [F7] - This mode is similar to Survey mode but will allow you to give orders to several units at a time. When you select this option a yellow box will appear on the screen. To give multiple units orders, position the cursor over a corner of the area you wish to give orders to and drag the box so that it covers the desired area. When you then give an order, that order will be given to every unit within the box that is eligible to accept the order. Giving the order will take you out of Group mode and put you in Orders mode. Note that you can also enter Group mode by holding down the < Shift > button while dragging with the mouse.

Paths Mode [F8] - Entering Path mode allows you to set up various paths from one city or Airbase to another location. You create a path by selecting path mode, then clicking on the starting city and drawing a path line from there to the destination city or location. Once you have done this you will be asked whether you want the path to apply to land units, air units, sea units or any combination of these. You may only have air paths if the path selected starts or ends at an Airbase or city. Other types of paths may be denied you if such units could not reach the destination selected. The color of the path line will change depending on which

type of path is selected. Once a path has been established, all units of the type designated by the path without orders that enter the starting city will be given the order to Move To the destination location.

Paths must start in a friendly city or Airbase. The path disappears if the starting location or the destination city or Airbase is captured or destroyed by the enemy. Paths are invisible except when in Path mode, at which time all current paths will appear on the map.

You may change a path at any time by redrawing it. You may remove a path by redrawing it from its starting location back to its starting location. An existing path can be removed by redrawing it and then specifying that it applies to No Land Units, No Air Units, and No Sea Units.

Paths are most useful for shuffling back line units up to the front from their production centers without the bother of giving each one individual orders.

View Mode [F9] -View Mode is only available at the end of a game or when all players in a particular game are computer controlled. After you have won a game of Empire Deluxe, the screen will be set to View Mode and you will be asked which player you wish to look at. You may study the various reports, positioning, production and other aspects of any of the other players, but may not issue orders or make any changes.

If you are watching a game with only computer controlled players involved, you can only do so while in View Mode. You may exit View Mode to use the Display or File menus. If you wish to continue watching, select View Mode again.

Resume [F10] - The Resume command changes the current game mode back to Orders mode.

Two options under the Command menu are commands that may only be given to units. These commands are not true orders, as they only have a temporary effect and do not use up movement.

Wait [W] - A unit commanded to wait will stop requesting orders until the end of that particular turn, after all other units have carried out their order. This command is best used when you haven't decided what orders to give a particular unit yet or to help relieve "traffic jams" that may occur when too many units are trying to go to the same place.

Activate [A] - This command, usually used from Survey mode, makes the selected unit the very next unit to carry out its orders. This command is most useful when you want a particular unit to move right then, You may also activate a unit by double clicking it with the right mouse button. Units that have already moved their full Move that turn, may not be activated.

Display Menu [<Alt> D]

The Display menu allows *you* to select how *Empire Deluxe* is displayed for you. It has no direct bearing on the game, only on how you perceive it. There are five different options on the Display Menu.

Zoom Mode [Z] - Zoom mode allows the player to zoom in and out of the map. This lets you study a small section of the map closely or a larger section of the map all at once. There are five levels of zoom with Level 1 covering the smallest area and Level 5 covering the largest. The default setting for a regular game is Level 2. Note that the different Zoom Levels can be selected using the hot-key sequences <Alt-1> through <Alt-5> for levels 1 through 5.

Screen Mode [M] - Selecting this option allows you to choose the video mode you will be viewing Empire *Deluxe* in on your com-

puter system. There may be as many as six different choices depending on the video capabilities of your particular computer, These options affect both the resolution of the screen you are watching and the maximum number of colors that may appear on the screen at any one given time. If you feel the map scrolls too slowly, you may wish to reduce the video mode you are currently using to a less demanding one.

Center Screen [C] - This display command centers the screen over the cursor or selected unit.

User Prefs [<Alt> U] - Selecting this option calls up the User Preferences window as seen in Figure 7.
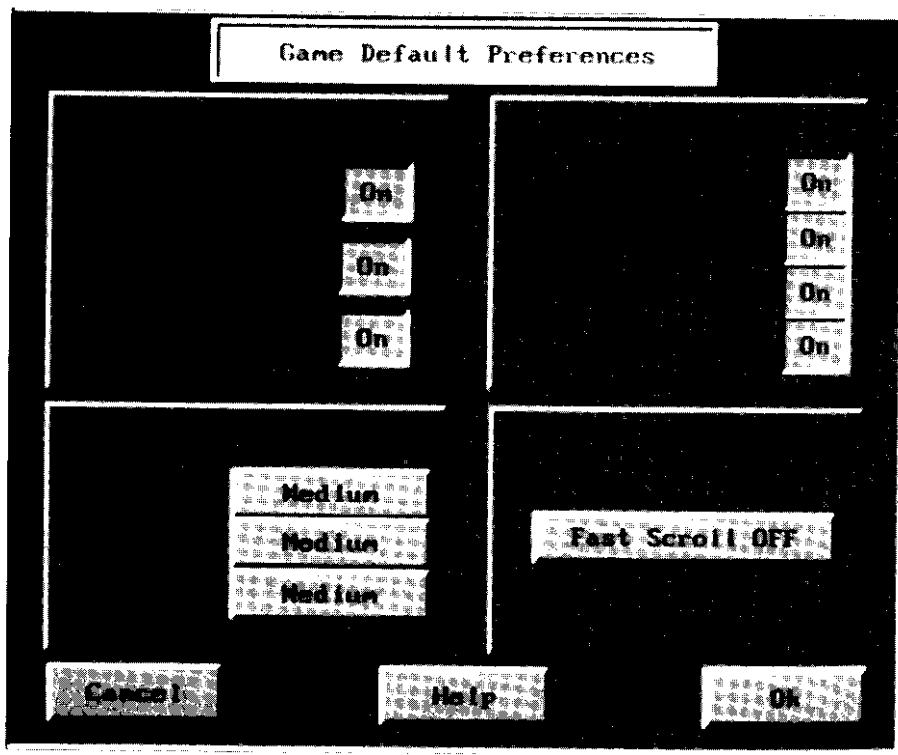
Figure 7: User Preferences Window

The User Preferences window has four sections, each affecting different aspects of the display of the game. Any of these display options may be reset at any time during the game and each set of options may be different for each human player in the game.

Production Reports - This section allows the user to turn on and off whether they will be greeted with the production reports of each of the three basic varieties of units at the beginning of their turn. If you turn off a production report, the computer will not prompt you to name any units of that variety produced during the game, but will instead name them itself.

> **Air** [A] - Turns on and off the production reports for air units.
> **Land** [L] - Turns on and off the production reports for land units.
> **Sea** [S] -Turns on and off the production reports for sea units.

Sound/Music -This section affects the sounds you will hear while the playing of the game. It is most useful for keeping your world conquest from waking your spouse late at night.

> **Player Prompts** [P] - Turns on and off the music at the start of a players turn. Each player is given a theme tune to indicate when it is their turn.
> **Unit Orders** [U] - Turns on and off the music when a unit is waiting for orders.
> **Battles/Movement** [T] - Turns on and off the sound effects during battles and movement.
> **Warnings** [W] -Turns on and off the warning beep that occurs when an invalid selection is made, and when a new sighting of an enemy unit occurs.

Delays-**This** section affects the amount of physical time, but not game time, that it takes for different tasks to be done during the game. Each option can be set to either a long amount of time, a medium amount of time or a short amount of time.

Messages [M] - Affects the time each message will last on the Message bar.

Battle [B] - Affects the time it takes each battle to occur.

Movement [V] - Affects the time it takes for a unit to move from one location to another.

Map Scrolling [F] - This section has only one button. If the fast scrolling is off, the screen will gently scroll from one area to another. If it is on, the screen will jump from one location to another. If your screen seems to be scrolling too slowly, you may wish to turn this feature on.

There are three other buttons on the User Preferences window.

Cancel [C] - Exits you from the window without accepting any changes you may have made and returns you to the game.

Help [H] - Calls up the help screen.

OK [0 or <ENTER>] - Accepts any changes you have made and returns you to the game.

Prior Msg [-] - Selecting Prior Messages will play back the previous message that had appeared in the Message Bar. Continuing to select this option will cycle through the last five previous messages that appeared on the Message Bar that turn.

USING THE GAME EDITOR

"Had I been present at the Creation, I would have given some useful hints for better ordering of the Universe." -ALFONSO THE WISE, KING OF CASTILE

Now that you have mastered playing *Empire Deluxe,* it's time to create custom worlds and scenarios. The Game Editor lets you do this. You may create specific scenarios with set cities and units already on the board. You may create scenarios from the pages of history or out of your own imagination. You may also limit the types of units that can be produced during a given scenario. The scenario editor will also allow you to select certain sighting rules used in a game.

GETTING STARTED

To get into the Game Editor, select the Game Editor button from the Game Options menu. This will take you to the Game Editor window.

Game Editor Window

This window will allow you to select from several different options.

New World **[N]** - The create a world option allows you to create a world from scratch, After you select this option you will be given the World Sizing menu to size the world you want to create. Once you have done this, you will be put in the Game Editor proper.

Load a Map [M] - This options calls up the File Requester and allows you to load an already created world into the Game Editor for modifying.

Load a Scenario [S] - This option will call up the File Requester and allow you to load an already created scenario into the Game Editor.

Cancel **[C]** - Exit takes you back to the Game Options menu

Help [H] - Calls up the Help window

IN THE GAME EDITOR

The Game Editor appears much as the game screen does when playing Empire Deluxe. See Figure 8 for more details. The map you are editingwill be located in the center portion of the screen. If the entire map is not visible, you may scroll around it using the slide bars on the side. At the top of the screen is the Menu Bar that you may access the same way you did when playing the game. To the right of the screen are the brushes and palettes you may use to create your own worlds.
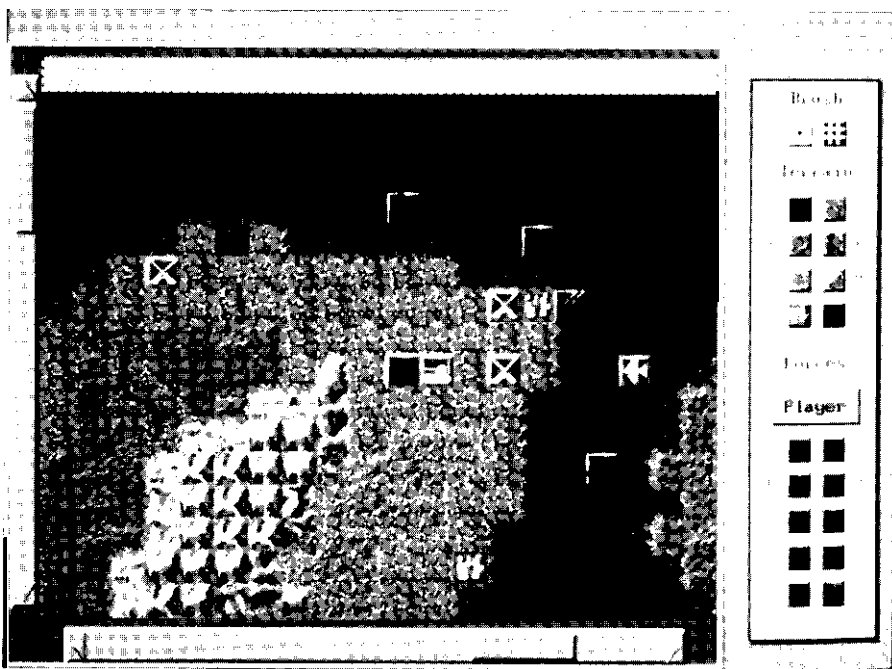
Figure 8: Game Editor Screen

Menus

The menus used in the Empire Deluxe Game Editor are similar to those used when playing the game.

File Menu [<Alt> F]

The file menu gives access to the various file manipulation controls used in the Game Editor. There are five options under the File Menu.

New World [<Ctrl> N] - This option removes whatever world you are currently working on and allows you to create an entirely new one. If you have not saved the current world, you will be prompted to do so.

Save [<Ctrl> **S]** -The save option allows you to save the map or scenario you are currently working on. You may call up a saved world or scenario later in either the Play Game or Game Editor sections. You will be given the option of either saving the map you are working on or the scenario. If map is chosen, only the terrain designed and map dimensions will be saved, not the units or ownership of cities. Saving as a scenario allows you to save the terrain features and all units and city ownership you have selected. In addition, you will be able to select certain rules that will apply to that scenario and you can attach a text description to the scenario. The default is to save the game as a map.

Scenarios
When you save or load a scenario you will be greeted with the Scenario Values screen shown in Figure 9.

This screen will allow you to set various options for the scenario when you are saving it, and view, but not change, the various set options when loading one.

Empire Deluxe includes a number of prepared game scenarios. Each scenario has units, landscape, and rules preset and ready to play - just select **load a scenario** from the World Options menu to begin playing one.

If you feel creative, you can set up your own scenarios using the game editor. New World Computing is interested in receiving your scenarios, and we may include player submissions in future releases of Empire Deluxe.

Description [D] - The description section allows you to add text to describe the scenario to would-be players. You can add up to six lines of text for this purpose.
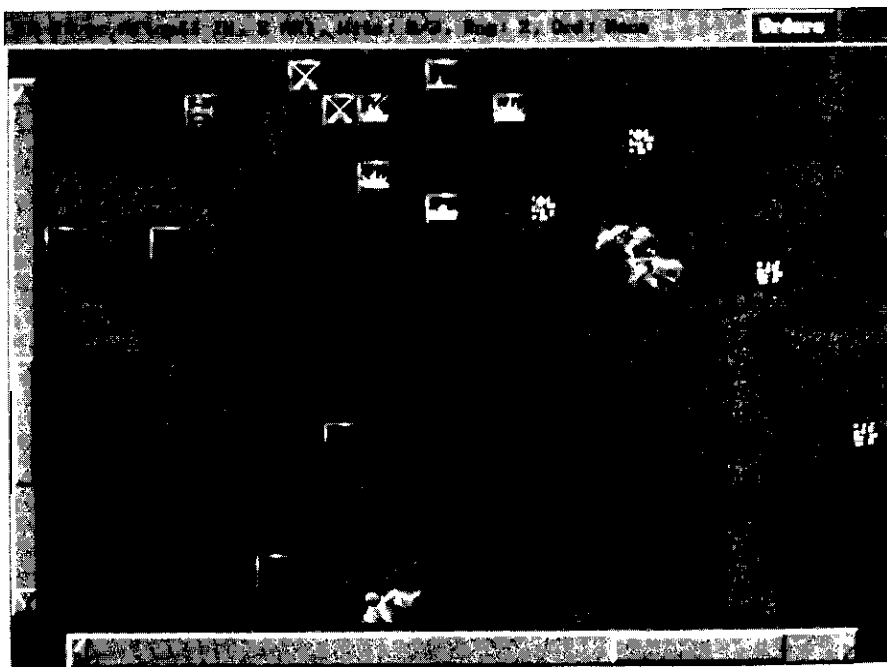
Figure 9: Scenario Values Screen

Exploration Rules [E] - This button allows you to set the sighting rules for the game. The basic setting is for the standard game where all terrain and units are invisible until sighted. You may also choose for all terrain to be visible but not the units, or for both units and terrain to always be visible. The former option works well for historical scenarios.

Units - Below the Exploration Rules are buttons for each of the units available in the game. Selecting one of these buttons will turn off or on the ability for cities to produce that type of unit when playing the scenario. The keystroke command for each unit is listed below.

Bomber [B]
Subs [S]
Battleships [L]
Fighters [F]
Destroyers [Y]
Carriers [I]
Armor [A]
Cruisers [C]
Transports [T]

Cancel [N] -This option exits out of the Scenario Values screen and returns you to the Game Editor, the Game Editor Menu or the World Options Menu.

Help [H] - This option calls up the Help window.

OK [O or <ENTER>] - This option accepts the current settings and continues on with either loading or saving the scenario.

Load [<Ctrl> L] - The load option will call up the File Requester and allow you to load either another world or another scenario into the Game Editor. If you have not already done so, you will be

prompted to save the map you are currently working on. The default is to load the game as a map.

Exit Map Editor [<Ctrl> X] - This option exits the Game Editor and returns you to the Game Options menu. You will be prompted to save any currently unsaved work when you do so.

Quit Empire [<Ctrl> Q] - The quit option takes you out of Empire Deluxe and returns you to the operating system. You will be prompted to save any maps you have not already saved.

Help [<Ctrl> **H]** - This option calls up the Help window.

Map Menu [<Alt> M]

The map menu contains options for the actual creation and modification of a world. There are five options under it.

Build World [<Alt> **B]** - This option generates a random world in the same manner *Empire* Deluxe would when a random world is selected for playing a game. You may then edit this world as desired.

Resize Map [<Alt> **R]** - Allows you to change the map dimensions and/or **WRAP** option without destroying the current terrain and units, as long as those locations remain within the new boundaries.

Clear to Sea [<Alt> **S]** - This option will remove all land and city squares from the map, leaving only sea.

Clear to Land [<Alt> **L]** - This option removes all other types of terrain from the map, leaving only clear terrain.

Clear all Units [<Alt> U] - This option will remove all units from the current map, leaving only the terrain.

Display Menu [<Alt> **D]**

The Display menu allows you to select how the Empire Deluxe Game Editor is displayed for you. There are two options on the Display Menu.

Zoom Mode [Z] - Zoom mode allows the player to zoom in and out of the map. This lets you study a small section of the map closely or a larger section of the map all at once. There are five levels of zoom with Level 1 covering the smallest area and Level 5 covering the largest. The default setting is Level 2.

Screen Mode [M] - Selecting this option allows you to choose the video mode you will be viewing *Empire Deluxe* in on your computer system. There may be as many as six different choices depending on the video capabilities of your particular computer. These options affect both the resolution of the screen you are watching and the maximum number of colors that may appear on the screen at any one given time

Brushes

The Game Editor uses brushes to allow you to "paint" the map you want. To use them, select the brush size and palette options you want and move the cursor or mouse pointer to the location you wish to paint. Clicking the left tnouse button once will paint only at that one spot. You may paint whole areas by holding down the mouse button. There are two different size brushes available to you.

Small Brush [-] -The small brush rakes up only one square when painted on the map. Use this for fine adjustments.

Large Brush [=] - The large brush paints a 3 x 3 section of the screen at a time. Use this brush for painting large areas at a time.

Terrain Palette

The terrain palette allows you to paint terrain squares onto the map. After selecting the brush size you wish to use, select the terrain you wish to paint onto the map. The keystroke commands for each of the eight types of units are listed below. Selecting Player city will allow you to place cities on the map that the selected player will own. If you place a unit in a city, you cannot remove the city from the map without removing the unit first.

Water [S]
Clear [C]
Forest [F]
River [R]
Rough **[G]**
Mountain **[M]**
Neutral City **[Y]**
Player City **[Z]**

Forces Palette

The forces palette allows you to paint units onto the map to create a particular scenario. Units may not be placed in locations that they cannot normally enter. To remove a unit from the map, click the left mouse button on the unit you wish to remove. If you place a unit in a city, you cannot remove the city from the map without removing the unit first.

Player [P] - The Player button will call up a list of the six players available in the game and their colors. You may use this option to change the color, and thus ownership of the player cities and units you are painting on the map.

Below is a list of the keystroke commands used to select the forces brush. Infantry and Armor units will become Army units if you are playing the scenario using the standard rules. Note: There is no

palette selection for an Airbase. Place two Infantry units in the same square to create an Airbase.

Infantry [I]
Armor [A]
Fighter **[H]**
Bomber **[B]**
Submarine **[U]**
Destroyer **[D]**
Cruiser [E]
Battleship **[Q]**
Carrier [V]
Transport **[T]**

The Empire Deluxe Game Editor allows you to name each unit and city located on your created map. To do this, unselect the brush you are using with the - or = key. Move the cursor over the unit or city you wish to edit and select it. If you selected a unit, a requester box will pop-up with the current name of the unit. Type the new name into the name box in the requester and click OK to accept or Cancel if you changed your mind. If you have selected a city, you will also be prompted by a requester. You can not only change the name of that city using the requester, but that city's Production Efficiency and Specialization, as well. Production Efficiency can be set to a maximum of 250% and a minimum of 0%.

VIEWING THE PLAYER HISTORY

When you select the Player History [HI button from the Game Options menu, the Commanders Past and Present screen will appear. This screen lists all human players to have played *Empire* Deluxe with this computer and gives information on their performance history. Listed below is the information given in each column.

Name - The name of each player recorded in the Player History log.

Missions - The number of worlds that player has battled over.

Won - The number of worlds that player has battled over and won.

Lost - The number of worlds that player has battled over and lost.

Resigned - The number of worlds that player has battled over and resigned from.

Rank - The current rank of that player. Promotions to higher ranks are given based on that player's performance to date. When a player reaches the ultimate rank of General of the Army or Fleet Admiral, they are truly a world conqueror to be reckoned with.

Done [D] - This button exits you from the Player history section and returns you to the Game Options menu.

PLAYING WITH OTHER COMPUTERS

Empire Deluxe allows you to play against opponents on other computer systems than the one you are currently using. This section of the manual is designed to instruct you on how to do that. There are four basic ways *you* may play *Empire* Deluxe with someone on a different computer system.

You may use the Play by Mail option from the Player Setup menu. This allows you to play your turn, save the game and transfer the save file to your opponent so that he may take his turn. This can be accomplished any number of ways. You can send it via Electronic Mail service or BBS, or physically deliver it via disk by mailing or otherwise delivering it. Since you can set up a cycle in your delivery pattern, you can play the game with up to six players at six separate locations. Using this method is explained under its description in the Player Setup menu.

You may link two computers together using a direct connection such as a null modem cable. This will allow you quick and clean data transfers, but requires that the two computers used be within close proximity to each other. Multiple serial ports on at least one system would be needed to connect more than two computers for a single game.

You can link with another computer via modem directly. This may be slower than direct connect depending on the speed of modems used. You can play against anyone you can call on the phone, but you would need more than one phone line and extra modems and serial ports to connect to more than one other computer.

You can also play over a local area network system. This option is usually the hardest to arrange as most people do not currently have networks installed in their home. It can, however, be one of the

most rewarding. Using a network will allow for simultaneous play on up to six different computers at the same time. You will still be limited to using computers that are in the same building, however.

Several combinations of the above options can be used also.

To use the latter three options, one player must be designated as the "Game Master", and all other players will be considered "Slave Systems." The Game Master will start the game in the same way as starting a single-system game, but will set the Player Type(s) for his opponents as the appropriate "Remote - xxxx." The Slave System players must choose the Remote Slave option from the Game Start Options Menu.
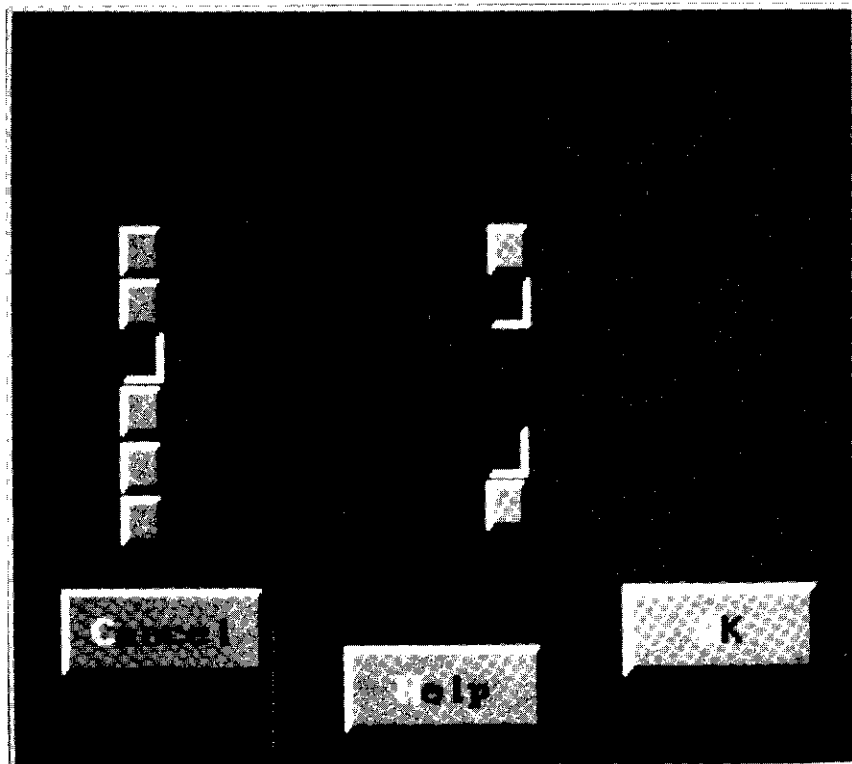
Figure IO: Serial Connection Options Menu

If you have defined more than one possible available Remote Connection capability for your system, you will be presented with a list of the valid options (COM1 , COM2, COM3, COM4, Network) that you have enabled. Select the option through which you will be connecting to the Game Master.

If you select the Network option, you will be asked for your name and logged in to the Network. You will now wait for the Game Master to log in to the network and contact you. At that point, he will send the game information to your computer (map, number of players, etc.).

If you select one of the serial port (COMn) options you will be presented with the Serial Connection Options Menu.

Serial Connection Options Menu

The Serial Connection Options Menu is shown in Figure 10.

From this menu you can set the various parameters you will be using for remote connection. If you have not already configured your remote hardware in the Empire Deluxe Preferences screen, you will have to exit out of the game and run "ECONFIG" before you can proceed onward.

Baud Rate - The baud rate listing allows you to select the speed at which you will be communicating with the other remote terminals. The higher the baud rate, the faster the communications and the smoother the game play. However, using a rate that is too fast for your computer can cause things to work very poorly. It is strongly recommended that, except for the fastest systems or those with a special "buffered" serial port like a 16550AF UART, you should not use a setting higher than 2400 baud. If you are having difficulties with the connection, you should try lowering the baud rate.

If you are using a modem for the connection, you must select the same baud rate on both systems, and should not exceed the rate supported by either modem.

Below are the keystroke listings for the baud rates available in *Empire Deluxe.*

300 [3]
1200 **[1]**
2400 [2]
4800 [4]
9600 [9]
19200 [0]

Connected to: - This section allows setting of the type of serial connection you will be using.

Direct [D] - Select this button if you will be using a direct connection with a null modem cable.

Modem **[M]** - Select this button if you will be connecting via modem.

Connect Control - The options under this section allow different methods of control over your connection process.

Automatic [A] - This button will automatically perform the necessary functions to connect to the other system and start the game. The computer will prompt you for whether you want to wait for an incoming call, or dial from this machine. You can enter the phone number of the modem you wish to link up with and the computer will dial it. The party at the other end must have their computer booted up and in *Empire* Deluxe, and the option to wait for incoming calls must be selected in their remote setup. The connection will not be completed if this is not done. Note that the built-in Dial and Answer commands *assume* that you are using a HAYES-standard compatible modem.

Manual [N] - Manual control allows more flexibility in your connection and transmission, but is more complex. Selecting this option will take you to the Chat Window, which provides you with a limited Telecommunications program. You can use this option if your modem does not support the HAYES-standard modem commands. It is also useful for connecting to national networks like CompuServe, which provide areas in which you can connect to an opponent for a play-by-modem game.

Cancel [C] - This button will exit you out of the Serial Connection Option Menu and return you to the Player Setup Menu.

Help [H] - Selecting Help will call up the help window.

OK [O or <ENTER>] OK will accept the current settings.

Automatic Modem Dial Menu

Tone **[T]** - The Tone option sets your modem up to dial out using a touch tone phone.

Pulse [P] - The Pulse option set your modem to dial out using a pulse phone system. You will need to set the appropriate button for the phone service you have.

Number [N] - Enter the number you wish to dial in this box. (e.g., "555-l 234")

Status - This will display messages from your modem as it is dialing and waiting for an answer. The program is waiting for the "CONNECT" message.

Cancel [C] - Selecting this will stop the current dialing sequence or exit from the attempt to connect.

Dial [D] - Selecting this tells the program to tell your modem to dial the number you entered above.

Chat Window

The Chat Window provides you with a limited Terminal Program. Everything you type will be sent to your serial port, and optionally to your own screen. Everything received from the serial port, i.e., from your modem or from the system to which you are connected, will also be displayed on the screen. You can use this to send commands manually to your modem, or to converse with your opponent once your two systems are connected if your opponent also chose the "Manual Connection" option.

While in the Chat Window, you have the following command menu available:

Modem Control Menu [<Alt> **M]**

This menu gives the options for controlling the modem. There are five options under this menu.

Dial [<Alt> D] - This causes the program to ask you for a phone number to call and sends a dial command to your modem using the HAYES-standard commands. Refer to the "Automatic Modem Dial Menu" above. You will return to Chat Mode when the dial sequence completes or is canceled.

Answer [<Alt> A] - This causes the program to go into a "Wait for the phone to ring and have the modem answer when it does" mode. This option also assumes that your modem supports the HAYES-standard command set. You will return to Chat Mode when you either connect with the remote calling system or you cancel the "Waiting for RING" requester.

Hangup [<Alt> H] - This sends the HAYES-standard hangup command to your modem.

Play Game [<Alt> **P]** - After you have connected with the remote system, selecting this command will actually start the game. Once you have begun the game, you will not be able to get back to this chat window, so complete your conversation first. Both players should select this option at approximately the same time.

Quit to Main **[<Alt> Q]** - This will cancel your attempt to begin the game, and take you back to the initial Game Options screen.

Other Menu [<Alt> O]

The other menu contains commands that do not otherwise apply to direct modem control. There are three options on this menu.

Local Echo [<Alt> E] - Some computer systems and modems automatically echo the characters that you send to them back to your system. Others do not. This command controls whether the characters that you type are displayed on your system. If Local Echo is "on", then all characters will appear as you type them. If the remote system is also echoing back to you, you will see double characters. By turning Local Echo "off", the program will not display the characters as you type them, but will rely on the fact that they will be displayed when the remote system echoes them back. If what you are typing does not appear on your screen, turning Local Echo "on" will correct this.

Send Break [<Alt> B] - This sends a special BREAK character to the remote system. This is only needed in rare cases. The Modem-to-Modem area of Compuserve requires that a BREAK be sent *after* you have finished playing your modem game to return you to the CIS system.

Help **[<Ctrl> H]** - This option opens up the Help Window

Once the game has begun.. .

The game play with remote systems connected is identical to playing on a single system. Each player plays their turn(s) in sequence - only one player is actually executing orders at a time. However, as a passive player, you will still have the opportunity to scroll around the world in Survey Mode, add and/or change a unit's orders, or even change a City's Production type. Please note that these changes will only take effect upon your next active turn.

Also, while you are in the passive mode, any new sightings that occur due to the movement of enemy units and any battles effecting your cities and/or units will be shown to you as they occur. Note that these events will also be available for after-the-fact viewing via the Reconnaissance Report and the Combat Report, which will be available during your next Active Turn.

The game display while playing *Empire Deluxe* with one or more remote systems is almost identical to the display used during a single-system game, except that there are three new elements displayed at the bottom of the display. These are (looking from right to left) the Remote Player Indicator, the Remote Message Line, and the Remote Message Button.

The Remote Player Indicator will show the name and color of the currently Active remote player. This will allow you to follow the progress of the game if you are connecting to multiple remote systems. Note that the Turn Indicator will also indicate the player and current turn number for the player currently in control.

The remote Messaging facility allows you to send short messages to the other players in the game. The Remote Message Button will start flashing when there is one or more messages waiting to be displayed. The color will indicate the player from whom the first message in the Remote Message Line area. If more messages are queued, the button will remain flashing.

Selecting the Remote Message Button when no messages are waiting will activate the Remote Message Line as an Input Area, allowing you to type a short message. This message will be sent to all the remote systems connected, after you press the <ENTER> key to complete the message. To cancel a message before sending it, simply press the **<ESC>** key.

APPENDIX I -
GLOSSARY OF TERMS

Attacker-The player who moves a unit into combat with another unit, i.e., the player whose turn it currently is.

Attack Rating - The combat ability of a unit when it is the attacking unit. This is expressed as a given number and the ratio of attack rating to defense rating gives the odds of the average number of hits the attacker would score vs. the average number of hits the defender would score; for example, 2/1, 1/1, 1/2.

BA - Abbreviation for Battleship.

Bombing - Bombing refers to a type of attack that only advanced game aircraft may perform against cities. Aircraft that lose a bombing attack are destroyed. Aircraft that win a bombing attack either destroy the defending city's production or a unit currently in that city. Bombing units will also reduce a city's efficiency if successful.

Button - A button is a tool used by *Empire* Deluxe to help make selections. They will appear as raised or depressed physical buttons on the screen. A button may be selected by clicking on it with the mouse or depressing the appropriate hot key. A raised button signifies off, a depressed on.

Capital Ship - A large ocean going warship. Specifically; Cruisers, Battleships and Carriers.

Click - To select a menu option or button by moving the mouse pointer over it and pressing the left (usually) mouse button.

CR - Abbreviation for Cruiser

Crippled - A unit is described as Crippled when the total amount of accumulated damage it possesses is equal to or greater than half the Damage rating of that unit.

Damage Rating - Amount of total shot damage a unit can take before being destroyed, i.e., an Infantry can take 1 point of shot damage, a Cruiser 8, etc.

DE - Abbreviation for Destroyer.

Defender - The player whose unit was moved into by an attacking player.

Defense Rating - The combat ability of a unit when it is the defending unit. This is expressed as a given number and the ratio of attack rating to defense rating gives the odds of the average number of hits the attacker would score vs. the average number of hits the defender would score; for example, 2/1, 1/1, 1/2.

Double Click - To select a menu option or pop-up menu by moving the mouse pointer over the pertinent choice or location and pressing the left (usually) mouse button twice in rapid succession.

Enemy - Enemy refers to those units and cities that do not belong to the player but instead belong to another player,

Friendly - Friendly refers to any unit or city that is on the same side as and controlled by the player. Friendly units and cities will always appear as the same color as that chosen by the player at the beginning of the game.

Ghosting - Ghosting is a method of shading or patterning menu selections to make them appear lighter or faded when compared to the other options on that menu. An option that is ghosted is one that is not presently available due to some currently existing condition.

Hit - A successful attack or defense against an enemy unit resulting in that unit taking damage equal to the shot damage of the successful unit.

Hold Capacity - The number and types of units another unit or terrain square can hold at any one given time.

Hot Keys - Hot keys are quick methods of making a selection by only pressing one key or set of keys. The exact hot key to select will vary depending on the section of the game you are currently in. The hot key for each selection will appear as a highlighted letter in that selection. Upper or lower case usage is irrelevant to hot keys.

i.e. - Standard dictionary abbreviation meaning "that is."

Icon - An icon is the representation of a unit on the *Empire Deluxe* map.

Move - The maximum number of squares a unit can move in one turn.

NA - Standard dictionary abbreviation for "not applicable."

Pop-up Menu - Pop-up menus are selected by clicking or double-clicking certain buttons or icons in *Empire Deluxe.* They will give you a list of options to choose from for whatever circumstance applies. You may exit a pop-up menu by making a selection from the list, by pressing <ESC>, or clicking the right mouse button.

Production Efficiency - The efficiency of a city, expressed as a percentage, at producing units. Production efficiency may vary From 0 % to 250 % The lower the percentage, the longer it will take to produce a unit. Production Times are based on a city with a production efficiency of 100 % Decreasing the production efficiency of a city would increase the Production Time of units in that city and thus increase the number of turns it would take that city to produce a particular type of unit. Increasing the production efficiency would decrease the Production Time of units in that city.

Production Time - The number of turns it takes to produce a particular type of unit in a city with a production efficiency of 100 % This may be expressed by two numbers divided by a slash. The first number is the number of turns it would take to produce that unit from scratch. The second number is the number of turns it would take to produce that unit if the city had just finished producing that exact same type of unit on that turn, i.e., an Infantry, which has a production rating of 6/5, would take 6 turns to produce the first time and 5 turns to produce from then after as long as the production is not changed in that city.

Pull-down Menu - Pull-down menus are a type of menu that is invisible to the viewer until activated. They may be accessed by dragging them open by clicking on the Menu bar with the right mouse button and holding it down. You may select a menu option by releasing the right mouse button when the selection is highlighted.

Range-The number of squares an air unit can move before it must land or the number of squares a unit has remaining from its Move that turn. The Range divided by the movement of an air unit is the number of turns that air unit may stay airborne before it must land.

Shore Bombardment - Attacking a land unit using either a Cruiser or Battleship. Land units have only half their normal defense factor when being shore bombarded. Ships using shore bombardment do not move into the defenders square if they are victorious.

Shot Damage Rating - The amount of damage a unit does each time it scores a hit.

Sighting Range - The number of squares away at which a unit can see an enemy unit or unexplored terrain square.

Slider-Sliders are a tool used to resize or move about in a window or change a set of values. There are two ways to use a slider. At the ends of the slider are directional arrows. Clicking on these will move the slider in the appropriate direction 1 increment. Between the direction arrows is the drag bar. You may move the drag bar within the slider by either clicking on it with the mouse, holding the mouse button down and then dragging the drag bar in the direction you wish it to go, or by clicking on an open portion of the slider in the direction you wish the drag bar to move. Using the drag bar is good for large changes. For fine changes, use the direction arrows.

SU - Abbreviation for Submarine

Unsightable - The types of units that a particular unit cannot see, even if that unit is within sighting range.

Window - Windows appear as small screens within your computer screen. They are used to give you information or options without leaving the screen you are currently on. Windows may often have sliders associated with them to allow you to control them.

APPENDIX II – UNIT DESCRIPTIONS

Included in this Appendix are the descriptions of each type of unit used in the basic, standard and advanced games of Empire Deluxe. These descriptions include the individual statistics on each unit, picture of the unit and a text description of its abilities and uses. An explanation of the terms used to describe each unit can be found in Appendix I - Glossary of Terms.

APPENDIX II-a – Basic Game Unit Descriptions

Land Units

Land units are the only units in *Empire Deluxe* that can capture cities. They can move onto any land square, but cannot enter water squares except on a Transport. Armies are the only type of land unit in the basic game
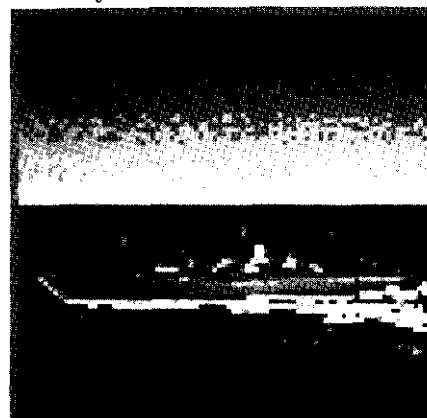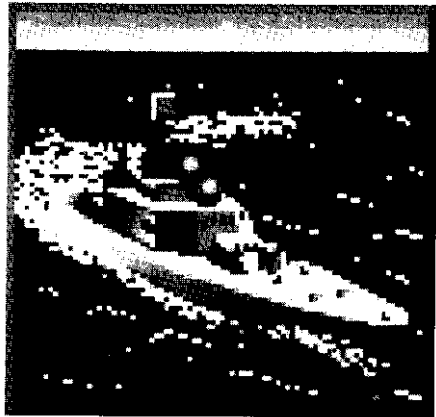
Army

Move- I
Damage- 1
Shot Damage- 1
Attack- 2
Defense- 2*
Hold Capacity- NA
Sighting Range- NA
Unsightable- NA
Shore Bombardment- No
Range- NA
Production Time- 6

Armies are the basic currency of conquest. While slow and weak compared to sea units, Armies are vital to victory, as they are the only units capable of capturing cities. An Army's biggest advan-

tage lies in its ability to be produced rapidly. Many Armies can be produced in the time it takes to produce one Battleship.

Armies are best used for capturing enemy cities and defending your own cities and coastlines by cautious placement of sentries.

*-Armies defend vs. shore bombardment at a defense rating of I.

Sea Units

Sea units represent ships. They can enter water and friendly city squares but not land squares. There are 4 types of sea units in the basic game: Transport, Destroyer, Cruiser and Battleship

Transport

Move- 2
Damage- 3
Shot Damage- 1
Attack- 1
Defense- I
Hold Capacity- 6 Armies
Sighting Range- NA
Unsightable- NA
Shore Bombardment- No
Range- NA
Production Time- 30

Transports are second in importance only to Armies in *Empire* Deluxe. Transports are the only unit capable of carrying Armies over water and thus are the only way to capture cities on other land masses. Transports start with a hold capacity of 6; i.e., they can hold up to 6 Armies. If they are damaged, their hold capacity is reduced by two for every increment of damage taken. If the number of Armies held on a Transport exceed its hold capacity, the excess units are eliminated. If a Transport is sunk, all units on the Transport are destroyed as well.

Transports fare poorly in combat and should be kept out of it at all costs. Since the loss of a single Transport can also result in the loss of up to 6 Armies, they should not go unescorted even in relatively safe areas. For similar reasons, enemy Transports are always targets of opportunity

Destroyer

Move- 3
Damage- 3
Shot Damage- 1
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- NA
Unsightable- NA
Shore Bombardment- No
Range- NA
Production Time- 24

Swift and agile, Destroyers perform a variety of tasks well but none superbly. They are the fastest of all units in the basic game, allowing them to successfully chase or flee slower ships. Their fast Production Time makes them relatively easy to amass in large numbers.

While they cannot shore bombard Armies, Destroyers are excellent for chasing down weak or damaged enemy ships, escorting Transports and protecting friendly shorelines from incursions by enemy Transports.
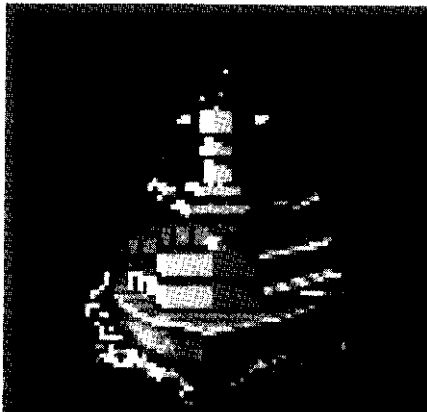
Cruiser

Move- 2
Damage- 8
Shot Damage- 2
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- NA
Unsightable- NA
Shore Bombardment- Yes
Range- NA
Production Time- 42

Cruisers are the easiest and quickest to produce of the capital ships. They fight very well. Cruisers are capable of shore bombardment and are excellent for escorting Transports and weakening enemy land defenses

Battleship

Move- 2
Damage- 12
Shot Damage- 3
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- NA
Unsightable- NA
Shore Bombardment- Yes
Range- NA
Production Time- 60

Battleships are the largest and most powerful of all the units in *Empire Deluxe.* The large amounts of hits they can take make them durable and very hard to kill. Battleships are best used to gain sea superiority by sinking enemy ships. They also perform well as softeners for an invasion by use of their shore bombardment

ability. Due to their enormous production times, Battleships are far too valuable to be wasted on simple chores such as shoreline patrol and Transport escort.

APPENDIX II-b-Standard Game Unit Descriptions

Land Units

Land units are the only units in *Empire* Deluxe that can capture cities. They can move onto any land or city square, but cannot enter water squares unless on a Transport. Armies are the only land unit in the game.

Army

Move- 1
Damage- 1
Shot Damage- 1
Attack- 2
Defense- 2 *
Hold Capacity- NA
Sighting Range- 1
Unsightable- SU
Shore Bombardment- No
Range- NA
Production Time- 6/5

Armies are the basic currency of conquest. While slow and weak compared to sea and air units, Armies are vital to victory. They are the only units capable of capturing cities. An Army's biggest advantage lies in its ability to be produced rapidly. Many Armies can be produced in the time it takes to produce one Battleship.

Armies are best used for capturing enemy cities and defending your own cities and coastlines by cautious placement of sentries.

*-Armies defend vs. shore bombardment at a defense rating of 1.

Air Units

Air units represent airplanes in *Empire Deluxe.* They can fly over any terrain square except for non-friendly cities and edge. Because of their limited fuel capacity, all air units have a restricted Range. If they move more squares than their Range before landing in a friendly city or Carrier, they crash and are destroyed. Unlike other units, air units must always move their maximum allotment of movement. Even if they sit still the entire turn, they are still assumed to have moved their full Move, An air unit that flies over a friendly city or Carrier automatically lands and ends its turn. Fighters are the only type of air unit in the standard game.

Fighter

Move- 5
Damage- 1
Shot Damage- 1
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- 1
Unsightable- SU
Shore Bombardment- No
Range- 20
Production Time- 12/1 0

Fighters are the swiftest units in *Empire Deluxe* and make excellent rapid attack/rapid deployment units. They fight as well as an Army and can move considerably faster. They can travel over land or water. They can also fly over, but not end their turn on, friendly units. They cannot, however, capture cities. Fighters make excellent scouts for exploring unexplored territory and for patrolling against enemy incursions, but are limited by their Range. They are as effective.as Destroyers in killing Submarines once the Submarine has been located by other units.

Sea Units

Sea units represent ships. They can enter water or friendly city squares but not land squares. There are 6 types of sea units in the standard version of *Empire* Deluxe: Transport, Destroyer, Submarine, Cruiser, Battleship and Carrier.
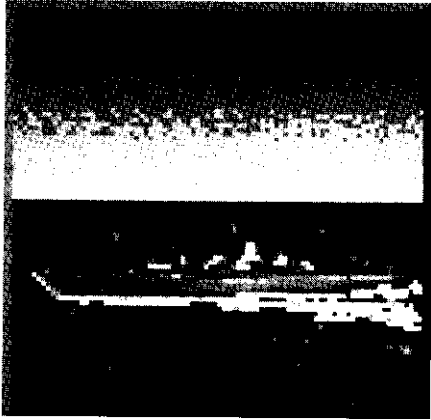
Transport

Move- 2
Damage- 3
Shot Damage- 1
Attack- 1
Defense- 1
Hold Capacity- 6 Armies
Sighting Range- 1
Unsightable- SU
Shore Bombardment- No
Range- NA
Production Time- 30/25

Transports are second in importance only to Armies in Empire Deluxe. Transports are the only unit capable of carrying Armies over water and thus are the only way to capture cities on other land masses. Transports start with a hold capacity of 6; i.e., they can hold up to 6 Armies. If they are damaged, their hold capacity is reduced by two for every increment of damage taken. If the number of Armies being held on a Transport exceeds its holding capacity, the excess units are eliminated. If a Transport is sunk, all units of the Transport are destroyed as well.

Transports fare poorly in combat and should be kept out of it at all costs. Since the loss of a single Transport can also result in the loss of up to 6 Armies, they should not go unescorted even in relatively safe areas. For similar reasons, enemy Transports are always targets of opportunity. Submarines are the bane of all Transports.
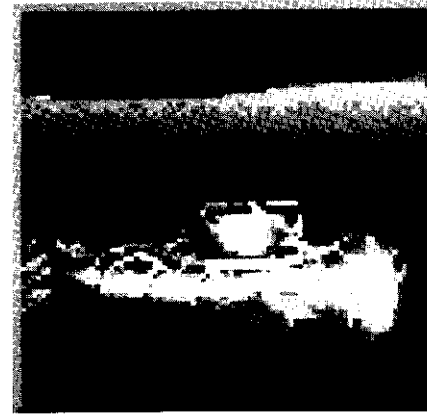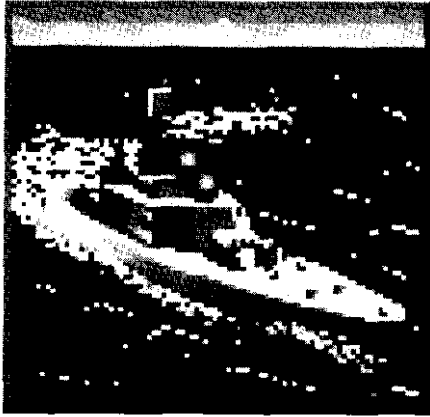
Destroyer

Move- 3
Damage- 3
Shot Damage- I
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- I
Unsightable- NA
Shore Bombardment- No
Range- NA
Production Time- 24120

Swift and agile, Destroyers perform a variety of tasks well, but none superbly. They are the fastest of all sea units in the game, allowing them to successfully chase or flee other slower ships. Their fast Production Time makes them relatively easy to amass in large numbers.

While they cannot shore bombard Armies, Destroyers are excellent for chasing down weak or damaged enemy ships, escorting Transports, protecting friendly shorelines from incursions by enemy Transports, scouting unexplored terrain and hunting down enemy Submarines.

Submarine

Move- 2
Damage- 2
Shot Damage- 3
Attack- 2
Defense- 1
Hold Capacity- NA
Sighting Range- 1
Unsightable- Land and air units
Shore Bombardment- No
Range- NA
Production Time- 24/20

Submarines are the assassins of the seas. Few units can sight them, making it easy to sneak them behind enemy lines. They can kill very effectively but, if caught, are easy to destroy. Submarines are the bane of Transports. Submarines are effective in disrupting sea movement behind enemy lines, weakening capital ships, scouting out enemy protected territory and allowing at least some navy when the enemy has gained sea superiority. The best defense for a Submarine is a good offense.
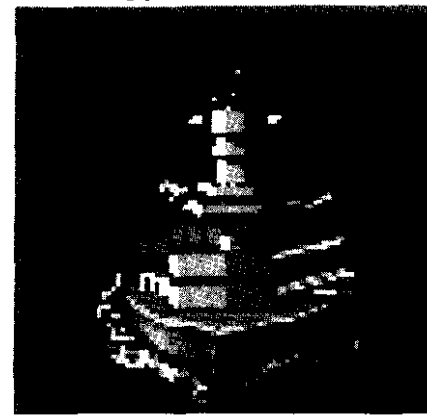
Cruiser

Move- 2
Damage- 8
Shot Damage- 2
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- I
Unsightable- NA
Shore Bombardment- Yes
Range- NA
Production Time- 42/35

Cruisers are the easiest and quickest to produce of the capital ships. They fight well and are capable of shore bombardment. They are excellent for escorting Transports, weakening enemy land defenses and Submarine hunting.
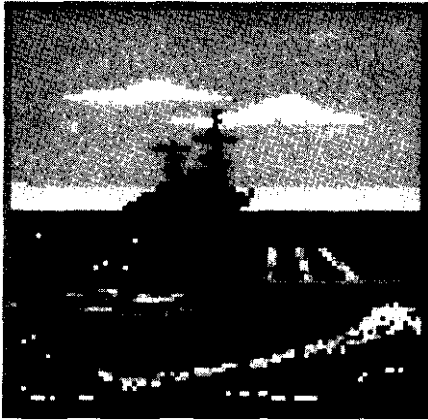
Battleship

Move- 2
Damage- 12
Shot Damage- 3
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- I
Unsightable- NA
Shore Bombardment- Yes
Range- NA
Production Time- 60/50

Battleships are the largest and most powerful of all the units in *Empire Deluxe.* The large amounts of damage they can take make them durable and very hard to kill. Battleships are best used to gain sea superiority by sinking enemy ships. They also perform well as softeners for a prelude to an invasion by use of their shore bombardment ability. Due to their enormous production times, Battleships are far too valuable to be wasted on simple chores such as shoreline patrol and Transport escort.

Carrier

Move- 2
Damage- 8
Shot Damage- 1
Attack- 1
Defense- 2
Hold Capacity- 8 Fighters
Sighting Range- 1
Unsightable- SU
Shore Bombardment- No
Range- NA
Production Time- 48/40

Almost as hard to produce as a Battleship, Carriers are a vital part of any major fleet action in *Empire* Deluxe. Carriers are as durable as Cruisers but do not have the same innate offensive ability. The strength of a Carrier lies in its ability to transport Fighters to vital areas on the map. As such, a Carrier and its Fighters are best used as invasion support troops, as a defensive screen for large sea task forces and as a staging area for land based Fighters to extend their Range. A Carrier with a few Fighters on it can also make an excellent scout force. Carriers can hold up to 8 Fighters at any one time. Each increment of damage inflicted on a Carrier reduces the number of Fighters it can carry by 1. Any excess Fighters over that amount at the time the damage is taken are eliminated. Because Fighters may stay in the air for several turns, it is actually possible to base more than 8 Fighters off a single Carrier. This is, however, a difficult juggling feat.

Carriers are difficult to replace and the loss of a Carrier may also mean the loss of up to 8 Fighters. Because of this, Carriers should be protected almost as well as Transports. Carriers function best when fully loaded with Fighters and escorted by other capital ships.

APPENDIX II-c-Advanced Game Unit Descriptions

Land Units

Land units are the only units in Empire Deluxe that can capture cities. They can move onto any land or city square, but cannot enter water squares unless on a Transport. There are three types of land units in the advanced version of *Empire* Deluxe; Infantry, Armor and Airbase.
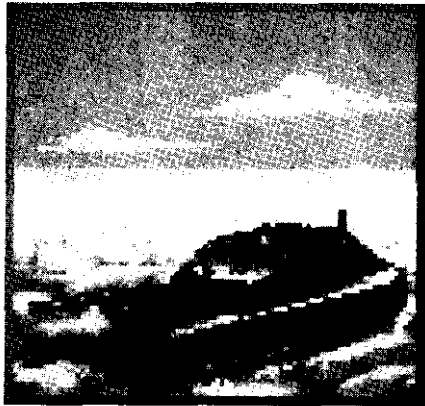
Infantry

Move- 1
Damage- 1
Shot Damage- 1
Attack- 2
Defense- 2*
Hold Capacity- NA
Sighting Range- 1
Unsightable- SU
Shore Bombardment- NO
Range- NA
Production Time- 6/5

Infantry units are the basic currency of conquest. While slow and weak compared to other units, Infantry is vital to victory as they are one of only two units capable of capturing cities. An Infantry's biggest advantage lies in its ability to be produced rapidly. Many Infantry can be produced in the time it takes to produce one Battleship.

Infantries are best used for capturing enemy cities and defending your own cities and coastlines by judicious placement of sentries. They are also capable of creating Airbases.

*-Infantry defend vs. shore bombardment at a defense rating of **1.**

Armor

Move- 2 *
Damage- 2
Shot Damage- 1
Attack- 2
Defense- 2* * *
Hold Capacity- NA
Sighting Range- 1
Unsightable- SU
Shore Bombardment- No
Range- NA
Production Time- 12/1 0

Armor units play a vital role in land offenses but have peculiar weaknesses that require a certain amount of skill to circumvent. Their function is much the same as Infantry and they can do many of the same things. They are twice as fast and can take twice as much damage, but otherwise perform the same. It is important to note that when defending against shorebombardment and Bomber attacks, Armor has no advantage over Infantry. Armor cannot enter mountains. They cannot enter water squares except on Transports and take up twice as much space as an Infantry unit. If an undamaged Armor unit takes a city, it will immediately produce an Infantry unit at that city. They are also capable of creating Airbases.

*-Entering rough, forest or river squares reduces an Armor's Move to 1.

***-Armor defending against shore bombardment has a defense rating of 1.

Airbase

Move- 0
Damage- 1
Shot Damage- 1
Attack- NA
Defense- 2*
Hold Capacity- Unlimited
Sighting Range- 2
Unsightable- NA
Shore Bombardment- No
Range- NA
Production Time- NA

Airbases are the only unit in the game that are not produced directly by cities. They are created by an Infantry or Armor unit that has been given the "Unload" order. Once a unit has changed itself to an Airbase, it cannot change itself back again. Airbases cannot move or attack, but are otherwise identical to Infantry in combat. They have the added advantage of being able to see 2 squares instead of one, but their primary use is as a place to land and refuel air units. In this, they are similar in performance to Carriers, but can hold any type of air unit, not just Fighters. Airbases can hold up to 8 air units at any one given time, but may hold no other unit types. An Airbase only takes one hit to kill. If destroyed, all air units at the Airbase are destroyed with it.

Air Units

Air units represent airplanes in Empire Deluxe. They can fly over any terrain square except for non-friendly cities and edge. Because of their limited fuel capacity, all air units have a restricted Range. If they move more squares than their Range before landing in a friendly city, Airbase or Carrier, they crash and are destroyed. Unlike other units, air units must always move their maximum allotment of movement. Even if they sit still the entire turn, rhey are still assumed to have moved their maximum movement. An air unit that flies over a friendly city, Airbase or Carrier, automatically lands and ends it's turn if it can. There are two types of air units in the advanced version of Empire Deluxe; Fighter and Bomber.
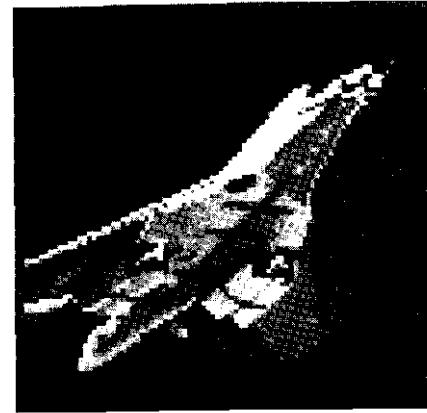
Fighter

Move- 6
Damage- l
Shot Damage- l
Attack- 2
Defense- 2
Hold Capacity- NA
Sighting Range- 2
Unsighrable- SU
Shore Bombardment- No
Range- 18
Production Time- 12/10

Fighters are the swiftest units in *Empire Deluxe* and tnake excellent rapid attack/rapid deployment units. They fight as well as an Infantry and can move considerably faster. They can travel over land, water and fly over, but not end their turn on, friendly units. They cannot, however, capture cities. Fighters make excellent scouts for exploring unexplored territory and for patrolling against enemy incursions, but are limited by rheir Range. They are as

effective as Destroyers in killing Submarines once the Submarine has been located by other units

Bomber

Move- 4
Damage- l
Shot Damage- 2
Attack- 2*
Defense- 2 *
Hold Capacity- NA
Sighting Range- 2
Unsightable- SU
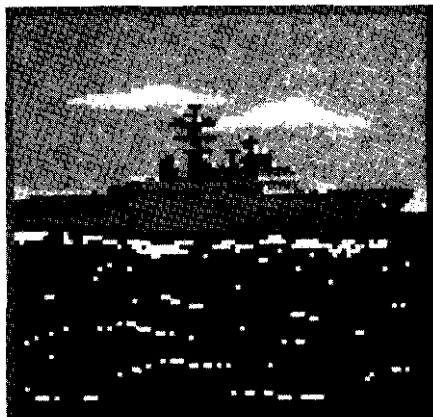Shore Bombardment- No
Range- 24
Production Time- 12/1 0

While they are slower than Fighters and cannot land on Carriers, Bombers make up for this by their greater Range and their ability to stay in the air longer. In addition to their bombing capability, Bombers do well in damaging and sinking enemy ships, scouting unexplored terrain and can kill an Armor unit as easily as an Infantry unit.

*Bombers have an attack and defense rating of l when in battle against Fighters.

Sea Units

Sea units represent ships They can enter water and friendly city squares but not land ones. There are 6 types of sea units in the advancedgame; Transport, Destroyer, Submarine, Cruiser, Battleship and Carrier.
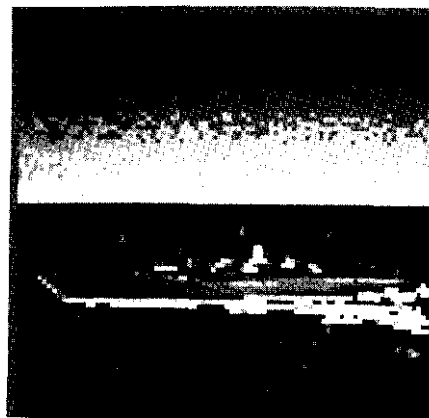
Transport

Move- 2
Damage- 3
Shot Damage- 1
Attack- 1
Defense- 1
Hold Capacity- 6 Armies
Sighting Range- 1
Unsightable- SU
Shore Bombardment- No
Range- NA
Production Time- 30125

Transports are second in importance only to Infantry and Armor in Empire Deluxe. Transports are the only unit capable of carrying land units over water and thus are the only way to capture cities on other land masses. Transports start with a hold capacity of 6; i.e., they can hold up to 6 Infantry or 3 Armor. If they are damaged, their hold capacity is reduced by two for every increment of damage taken. If the number of units held on a Transport exceed its holding capacity, the excess units are eliminated. If a Transport is sunk, all units of the Transport are destroyed as well.

Transports fare poorly in combat and should be kept out of it at all costs. Since the loss of a single Transport can also result in the loss of up to 6 other units, they should not go unescorted even in relatively safe areas. For similar reasons, enemy Transports are always targets of opportunity. Submarines are the bane of all Transports.
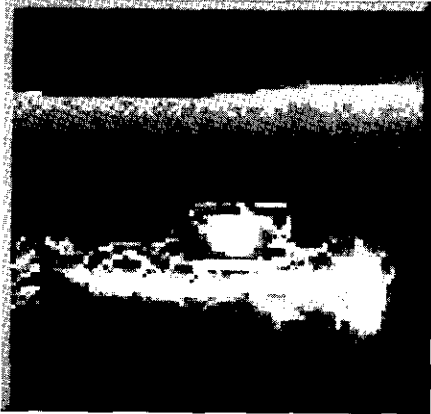
Destroyer

Move- 3
Damage- 3
Shot Damage- 1
Attack- 2*
Defense- 2
Hold Capacity- NA
Sighting Range- 1
Unsightable- NA
Shore Bombardment- No
Range- NA
Production Time- 24/20

Swift and agile, Destroyers perform a variety of tasks well, but none superbly. They are the fastest of all sea units in the game, allowing them to successfully chase or flee other slower ships. Their fast Production Time makes them relatively easy to amass in large numbers.

While they can not shore bombard land units, Destroyers are excellent for chasing down weak or damaged enemy ships, escorting Transports, protecting friendly shorelines from incursions from enemy Transports, scouting unexplored terrain and hunting down enemy Submarines.

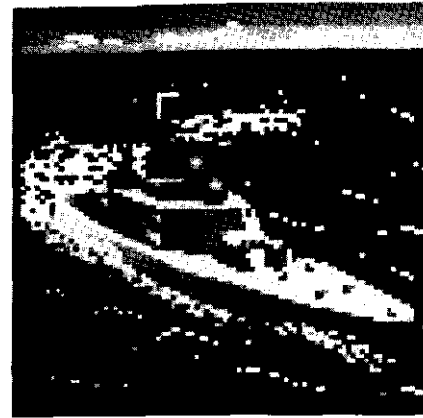*- Destroyers have an attack rating of 1 when attacking air units.

Submarine

Move- 2
Damage- 2
Shot Damage- 3
Attack- 2*
Defense- I
Hold Capacity- NA
Sighting Range- I
Unsightable- Land and air units
Shore Bombardment- No
Range- NA
Production Time- 24/20

Submarines are the assassins of the seas. Few units can sight them, making it easy to sneak them behind enemy lines. They can kill very effectively but if caught, are easy to destroy. Submarines are the bane of Transports. Submarines are effective in disrupting sea movement behind enemy lines, weakening capital ships, scouting out enemy protected territory and allowing at least some navy when the enemy has gained sea superiority. The best defense for a Submarine is a good offense.

*- Submarines have an attack rating of I when attacking air units.

Cruiser

Move- 2
Damage- 8
Shot Damage- 2
Attack- 2*
Defense- 2
Hold Capacity- NA
Sighting Range- I
Unsightable- NA
Shore Bombardment- Yes
Range- NA
Production Time- 42/35

Cruisers are the easiest and quickest to produce of the capital ships. They fight well and are capable of shore bombardment. Cruisers are excellent for escorting Transports, weakening enemy land defenses and Submarine hunting.

*- Cruisers have an attack rating of I when attacking air units.

Battleship
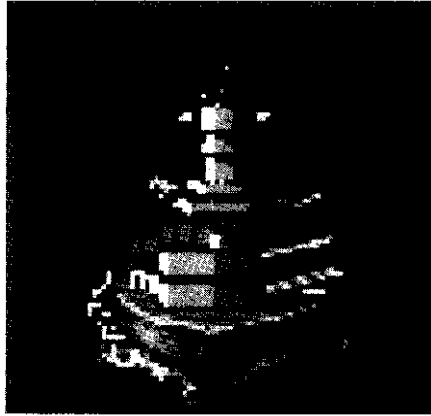
Move- 2
Damage- 12
Shot Damage- 3
Attack- 2 *
Defense- 2
Hold Capacity- NA
Sighting Range- I
Unsightable- NA
Shore Bombardment- Yes
Range- NA
Production Time- 60/50

Battleships are the largest and most powerful of all the units in *Empire* Deluxe. The large amounts of damage they can take make them durable and very hard to kill. Battleships are best used to gain sea superiority by sinking enemy ships. They also perform well as softeners for a prelude to an invasion by use of their shore bombardment ability. Due to their enormous production times, Battleships are far too valuable to be wasted on simple chores such as shoreline patrol and Transport escort.

*Battleships have an attack rating of I when attacking air units.

Carrier

Move- 2
Damage- 8
Shot Damage- I
Attack- 1
Defense- 2
Hold Capacity- 8 Fighters
Sighting Range- 1
Unsightable- SU
Shore Bombardment- No
Range- NA
Production Time- 48/40

Almost as hard to produce as a Battleship, Carriers are a vital part of any major fleet action in *Empire Deluxe.* Carriers are as durable as Cruisers but do not have the same innate offensive ability. The strength of a Carrier lies in its ability to transport Fighters to vital areas on the map. As such, a Carrier and its Fighters are best used as invasion support troops, as a defensive screen for large sea task forces and as a staging area for land based Fighters to extend their Range. A Carrier with a few Fighters on it can also make an excellent scout force. Carriers can hold up to 8 Fighters at any one time. Each increment of damage inflicted on a Carrier reduces the number of Fighters it can carry by 1. Any excess Fighters over that amount at the time the damage is taken, are eliminated. Because Fighters may stay in the air for several turns, it is actually possible to base more than 8 Fighters off a single Carrier. This is, however, a difficult juggling feat.

Carriers are difficult to replace and the loss of a Carrier may also mean the loss of up to 8 Fighters. Because of this, Carriers should be protected almost as well as Transports. Carriers function best when fully loaded with Fighters and escorted by other capital ships.

APPENDIX III - TERRAIN DESCRIPTIONS

Empire Deluxe uses a total of eight different terrain types on the map. Each terrain type has different rules that apply to it during a game and these rules may vary depending on the current game being played.

Clear - Clear squares appear as solid green areas. They may only be entered by land or air units. They have no effect on combat or movement. In the basic and standard game, all land squares are considered clear.

Rough - Rough squares appear as brown areas on the map. Only land and air units may enter rough terrain. They are treated as clear squares in the basic and standard game. In the advanced game, Armor units have their Move reduced to one upon entering rough squares.

River - River squares appear as clear terrain with an irregular blue line running through them. Only land and air units may enter river terrain. River squares are treated as clear terrain in the basic and standard game. If the advanced rules apply, Armor units have their Move reduced to one upon entering river squares. Land units have their Defense rating doubled when they are defending in a river square against Armor units.

Forest - Forest squares appear as irregular bright green areas. Only land and air units may enter forest terrain. They are treated as clear terrain if using the basic or standard rules. In the advanced game, Armor has its Move reduced to one when entering forest squares. Land units that are defending themselves from non-infantry units while in forest squares have their Defense rating doubled.

Mountain - Mountain squares appear as irregular areas of gray. Only land and air units may enter mountain terrain. They are treated as clear terrain in the basic and standard rules. In the advanced game, Armor units may not enter mountain squares although they may attack units in them. Land units defending in mountain squares when attacked by non-infantry units have their Defense rating doubled.

Water-Water squares appear as blue areas on the map. Only sea or air units may enter water squares. They have no other effect on movement or combat.

Edge - Around the edge of the map is a white, regular border. This represents the edge of the playing board and no units may move on or beyond the edge.

City - City squares appear as areas of irregular rectangles. They are unusual, compared to other terrain, in that they exhibit characteristics of both terrain squares and units. Cities have a Defense rating of 2 and Damage rating of 1. They may not attack but may defend themselves when attacked. They may only be attacked by ground units. Only friendly city squares may be moved into but there is no limit to the number of units that may enter a friendly city square.

Unexplored Terrain - Unexplored terrain appears as solid black squares. It is not truly a terrain type but is used to obscure those squares that the player has not yet explored. Unexplored terrain can be looked at as a set of black tiles covering the map. Each time a player explores that area of the map, these tiles are removed and the true terrain type underneath it is revealed. Each player must explore the map separately. Your opponents' exploration does not benefit you.

APPENDIX IV – COMBAT MECHANICS

**"The decision will come from God,
from the God of battles, when He lets fall
from His hand the iron dice of destiny"
-BISMARK**

The exact algorithm (computer calculation) for combat results in *Empire* Deluxe is quite complicated. Below is a rough description of how it works.

Each unit has four attributes, or ratings, that apply to it during combat. These attributes, expressed as numbers, define the unit's various combat strengths and weaknesses. These ratings are Attack, Defense, Damage, and Shot Damage. Combat can be described as taking place in a series of invisible mini-turns, or Rounds. These Rounds do not actually exist but are used here to illustrate a point. When combat is initiated, the attacker's (the unit that moved into the other unit and thus started the combat) Attack rating is compared to the defender's (the unit that was moved into to start the combat, i.e., the unit that isn't the attacker) Defense rating. This comparison can be expressed as a ratio of numbers. The ratio, in turn, is an expression of the odds that the attacker will hit the defender during a Round, instead of the defender hitting the attacker. Only one of the two units involved in a combat will score a hit during any given combat Round. When a hit is scored, the unit that is hit takes damage equal to the Shot Damage rating of the scoring unit. This damage is cumulative. When the total damage taken from hits equals or exceeds the Damage rating of that particular unit, that unit is destroyed and removed from the game. The rounds of combat continue until one of the two units has been destroyed. Damage received from a combat remains on that unit until it is repaired.

The exact Attack, Defense, Damage and Shot Damage ratings for each unit may be found under the descriptions of each unit in Appendix Ⅱ - Unit Descriptions and on Table X following. The effects of terrain on combat ratings can be found under Appendix Ⅲ - Terrain Description or on Table X following. In addition, one special rule applies to combat in the advanced game. That is, a unit that is Crippled has it's Attack rating halved.

Example # 1: Armies have an Attack of 2, a Defense of 2, a Damage of 1 and a Shot Damage or 1. Fred decides to use one of his Armies to attack an enemy Army. The ratio of the attacker's Attack rating versus the defenders Defense rating is 2 to 2, or reduced to the lowest whole numbers, 1 to 1. Thus the odds of Fred's Army scoring a hit on the defender before the defender scores a hit on Fred's unit are 1 to 1 or 50 % Since the Shot Damage rating of an Army is the same as the Damage rating, only one hit is required for an Army to destroy another Army. Thus Fred's Army has a 50 % chance of destroying the defending Army. Sadly, therefore, the defending Army has a 50 % chance of destroying Fred's Army as well.

Example #2: Fred decides to attack a Transport with his Cruiser. Transports have an Attack of **1,** a Defense of **1,** a Damage of 3 and a Shot Damage of 1. Cruisers have an Attack of 2, a Defense of 2, a Damage of 8 and a Shot Damage of 2. The ratio of Attack to Defense ratings is 2 to 1, or a 66 % chance in favor of the attacker scoring a hit first, On the first round (as stated before, rounds do not really exist, you will not see them when playing the game, you will only see the results) Fred's Cruiser scores the hit, thus giving 2 points of damage, its Shot Damage rating, to the Transport. Since the Transport has a Damage rating of 3 it lives on to fight the second round. Any hit on in now, however, would destroy it.

On the second round, the Transport beats the odds and scores a hit on the Cruiser. The Cruiser, previously undamaged, now has an

accumulated damage total of 1, considerably less than the 8 needed to sink her.

On round three, the Transport again beats the odds and the accumulated damage total on Fred's Cruiser is now 2.

Round four occurs and Fred's Cruiser finally scores another hit on the Transport, bringing the Transport's accumulated damage total to 4. Since this is greater than the Transport's Damage rating of 3, the Transport is sunk, Fred's Cruiser has escaped from the battle with an accumulated damage total of 2.

Example #3: Fred is playing an advanced game of *Empire Deluxe.* He decides to attack an Armor unit sitting in a forest square, using shore bombardment from a Crippled Battleship. Armor units have a Defense rating of 2. Battleships have an Attack rating of 2. The Armor unit is sitting in a forest square, which doubles it's Defense to 4. The Battleship is using shore bombardment which cuts the Armor's Defense in half, bringing it back down to 2. The Battleship is Crippled, which cuts it's Attack rating in half, reducing it to I The Attack to Defense ratio, then, for this combat is 1 to 2. Not very good odds for a Crippled Battleship.

TABLE X
UNIT CAPABILITIES CHART

Unit	Move	Move Range	Attack	Defense	Damage	Shot Damage	Sight Range	Unsightable	Production Times
Army	1	N/A	2	2(c)	1	1	1	Subs	6/5
Infantry	1	N/A	2	2(c,h)	1	1	1(g)	Subs	6/5
Armor	2(j)	N/A	2(l)	2(c,i)	2	1	1(g)	Subs	12/10
Fighter (a)	5	20	2	2	1	1	1	Subs	12/10
Fighter (b)	6	18	2(m)	2	1	1	2	Subs	12/10
Bomber	4	24	2(d,m)	2(d)	1	2	2	Subs	12/10
Transport	2	N/A	1(e,i)	1	3	1	1(g)	Subs	30/25
Destroyer	3	N/A	2(e,l)	2	3	1	1(g)	–	24/20
Submarine	2	N/A	2(e,l)	1	2	3	1	Land, Air	24/20
Cruiser	2	N/A	2(e,f,l)	2	8	2	1(g)	–	36/30
Battleship	2	N/A	2(e,f,l)	2	12	3	1(g)	Subs	60/50
Carrier	2	N/A	1(l)	2	8	1	1(g)	Subs	48/40
Airbase	0	N/A	N/A	2	1	1	1(g)	Subs	N/A
City	0	N/A	N/A	2	1	1	2(k)	–	N/A

Notes:

a) Statistics apply to Fighters when using the standard rules.
b) Statistics apply to Fighters when using the advanced rules.
c) Defense Rating is X 1/2 against shore bombardment
d) Defense and Attack Ratings are x 1/2 when in combat against Fighters.
e) Advanced game only-Attack Rating is x 1/2 when attacking air units.
f) This unit may conduct shore bombardment.
g) Advanced game only - May sight air units at a range of 2.
h) Advanced game only - Defense Rating x2 when in forest, mountain or being attacked by a land unit when in a river square.
i) Advanced game only - Defense Rating x2 when in forest or being attacked by a land unit when in a river square.
j) Move is reduced to I in forest, river and rough terrain.
k) Cities have a sighting range of I when using standard rules.
l) Advanced game only - Attack Rating x1/2 when Crippled.
m) May bomb cities.

APPENDIX V - HOT KEY QUICK REFERENCE

PRE-GAME MENUS

Game Options Menu
Play Game [P]
Game Editor [E]
Player History [H]
Quit Game **[Q]**

Game Start Options Menu
Basic [B]
Standard [S]
Advanced [A]
Load Saved *Game [L]*
Remote Slave [R]
Cancel [C]
Help **[H]**

Help Menu
Index [I]
Exit [E]

Basic Game Flayer Selection Menu
Person vs. Computer [C]
Person vs. Person [P]
Advanced Setup Options [A]
Cancel [N]
Help [H]

Player Setup Menu
Player Type [P]
Color [L]
Handicap - Production [R]
Handicap - Combat [M]
Cancel [C]
Help [H]
OK [0 or <ENTER>]

World Options Menu
Generate Random World [R]
Generate Named World **[N]**
Load World Map [M]
Load Game Scenario **[S]**
Cancel [C]
Help [H]

Map Sizing Menu
Wrap [R]
Map Height [E]
Map Width [W]
Cancel **[C]**
Help [H]
OK [0 or <ENTER>]

File Requester
Dir [D]
File [F]
Parent [P]
Cancel **[C]**
Delete **[T]**
OK [0 or <ENTER>]

IN THE GAME

Name Requester
        Cancel ICI
        OK [0 or <ENTER>]

Pop-up Information Windows [<Alt> I]
        Production Information
                city [Cl
                OK [O or <ENTER>]
        City Information
                Units [U]
                Production [P]
                Rename [R]
                OK IO or <ENTER>]
        Unit Information
                city [C]
                Orders [D]
                Rename [R]
                OK [O or <ENTER>]
        Terrain Information
                OK [O or <ENTER>]
        Production Report
                Rename [R]
                on [0 or <ENTER>]
                Help [H]
                Production [P]

File Menu [<Alt> F]
        Save [<Ctrl> S]
                Save as Scenario
                Save as Map
        Resign [<Ctrl> R]
        Exit [<Ctrl> X]
                Save Game and Exit [S]
                Exit, Lose Current Game [E]
                Cancel - Do Not Exit [C]
                Help [H]
        Quit [<Ctrl> Q]
                Save Game and Quit [S]
                Exit, Lose Current Game [E]
                Cancel - Do Not Quit [C]
                Help [H]
        Help [<Ctrl> H]

Reports Menu [<Alt> R]
        Status [<Alt> S]
                Exit [E]
                Help [H]
        Information [<Alt> I]
        Production Map [<Alt> P]
        Combat Report [<Alt> M]
        Recon Report [<Alt> N]
        About Empire [<Alt> E]

Orders Menu [<Alt> O1
      Move To [T]
      Patrol **[P]**
      Go Home [H]
      Explore [Xl
      Escort Ship [El
      Sentry **[S]**
      Load Ship [L]
      Unload Ship **[U]**
      Clear Orders [<Ins>]
      Skip Move [<space>]
      Disband Unit [<Del>]

Commands Menu **[<Alt> C]**
      Survey Mode [F6]
      Group Mode [F7]
      Paths Mode [F8]
      View Mode [F9]
      Resume [F10]
      Wait [W]
      Activate **[A]**

Display Menu [<Alt> D]
      Zoom Mode **[Z]**
      Screen Mode [M]
      Center Screen **[C]**
      User Prefs **[<Alt> U]**
            Production Reports
                  Air [Al
                  Land [L]
                  Sea **[S]**
            Sound/Music
                  Player Prompts [P]
                  Unit Orders [U]
                  Battles/Movement **[T]**
                  Warnings [W]
            Delays
                  Messages [M]
                  Battle [B]
                  Movement [V]
            Map Scrolling [F]
            Cancel [C]
            Help **[H]**
            OK [O **or** <ENTER>]
      Prior Msg [-]

THE GAME EDITOR

Game Editor Window
      New World [N]
      Load a Map [M]
      Load a Scenario **[S]**
      Cancel [Cl
      Help [H]

Scenario Values Screen
    Description [D]
    Exploration Rules [E]
    Units
        Bomber [B]
        Subs **[S]**
        Battleships [L]
        Fighters [F]
        Destroyers **[Y]**
        Carriers [I]
        Armor [A]
        Cruisers [C]
        Transports [T]
    Cancel [N]
    Help [H]
    OK **[O** or **<ENTER>]**

File Menu [<Alt> F]
    New World [<Ctrl> N]
    Save [<Ctrl> **S]**
    Load [<Ctrl> L]
    Exit Map Editor [<Ctrl> X]
    Quit Empire [<Ctrl> Q]
    Help [<Ctrl> H]

Map Menu [<Alt> M]
    Build World [<Alt> B]
    Resize Map [<Alt> R]
    Clear to Sea [<Alt> S]
    Clear to Land [<Alt > L]
    Clear all Units [<Alt> U]

Display Menu [<Alt> D]
    Zoom Level [Z]
    Screen Mode **[M]**

Brush Sizing
    Small Brush [·]
    Large Brush **[=]**

Terrain Palette
    Water [S]
    Clear **[C]**
    Forest **[F]**
    River **[R]**
    Rough [G]
    Mountain [M]
    Neutral City [Y]
    Player City [Z]

Forces Palette
    Player [P]
    Infantry [I]
    Armor [A]
    Fighter **[H]**
    Bomber [B]
    Submarine [U]
    Destroyer [D]
    Cruiser [E]
    Battleship **[Q]**
    Carrier [V]
    Transport [T]

PLAYING WITH OTHER COMPUTERS

Serial Connection Options Menu
    Baud Rate
        300 [3]
        1200[1]
        2400 [2]
        4800 [4]
        9600 [9]
        19200 [0]
    Connected   to
        Direct [D]
        Modem [M]
    Connect Control
        Automatic   [A]
        Manual **[N]**
    Cancel [CI
    Help **[H]**
    OK [O or <ENTER>]

    Dial   Requester
        Dial [D]
        Wait [W]

Automatic Modem Dial Menu
    Tone [T]
    Pulse [P]
    Number **[N]**
    Cancel **[C]**
    Dial [D]

While Playing
    Retrieve or Compose Message [M]

Chat Window
    Modem Control Menu **[<Alt> M]**
        Dial [<Alt> **D]**
        Answer **[<Alt> A]**
        Hangup [<Alt> **H]**
        Play Game [<Alt> **P]**
        Quit to Main [<Alt> **Q]**
    Other Menu [<Alt> **O]**
    Local Echo [<Alt> **E]**
    Send Break [<Alt> **B]**
    Help [<Ctrl> **H]**

APPENDIX VI – STRATEGY TIPS

**"Strategy is the most important department
of the art of war, and strategical skill is the highest
and rarest function of military genius."
-GEORGE S. HILLARD**

This section of the manual will give some useful tips and strategies for playing *Empire* Deluxe. These tips are by no means definitive and you will undoubtedly develop many of your own techniques in the course of playing the game.

BASIC GAME

Certain underlying strategies apply to the playing of all versions of Empire Deluxe. Many of the tips that are presented in this section may also be used in playing the standard and advanced versions of the game.

A successful strategy in playing *Empire Deluxe* can best be described in three words; Expand, Expand, Expand. There are two basic elements to expansion; exploration and conquest. Your production should always be selected with these elements in mind. Since exploration is not a concern in the basic game, you should concentrate on conquest.

In the beginning of a basic game, you should produce an Army to capture any cities that exist on the same continent as you. Always capture the closest cities first and expand outward from there. If there is another player on the same continent as you, you should produce nothing but Armies until you have wiped him off the continent. If you feel you are going to lose this conflict, produce a Transport as quickly as possible and flee to an uncontested continent.
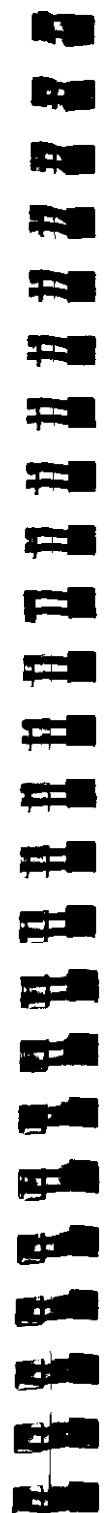
You should start production on a Transport as soon as possible, usually after you have captured your second or third city. This is so that you may start expanding onto other continents. If your starting continent is not too large, you should have your first Transport done about the same time you are finished conquering that continent. Most of your initial cities should be used to produce Armies to load onto the Transport, Try to stick with your production decisions until the selected unit is produced. Changing a city's production in mid stride is wasteful.

Once you have gotten off your home continent, you should choose carefully how you wish to go about conquering the rest of the map. Continents with many cities on them are always preferable to continents with only a few cities. Continents with no cities are a waste of time. Try to pick uncontested continents to attack first as these will be easier to take and defend. However, should an opponent unwisely leave an easily accessible area unprotected, you should consider it your duty to point out his strategic blunder. Always have the first city you conquer on a multi-city continent produce more Armies to insure conquest of the remaining cities.

Two basic approaches can be used with success in the initial stages of expansion. The first is the "Johnnie Appleseed" approach. In this strategy, your Transports capture one city on each continent they come to and allow the captured city to produce Armies to capture the rest. This strategy works well if your opponents start at a distance From you, as it allows rapid expansion. The draw back is that your continents will not have as much time to consolidate if your opposition becomes aggressive early on.

The second strategy is to drop all the Armies on a given Transport off at one time and take the continent as quickly a possible. This form of expansion is not quite as quick as the "Johnnie Appleseed" approach, but allows for more rapidconsolidation ofterritory. This strategy is good when your opposition starts the game close to you.

Depending on the layout of the map, you may find it useful to use variations on both techniques.

One tricky part to expansion is keeping a proper balance of Armies and Transports. You should always try to have enough Armies available to fill your Transports to their maximum limit of six. You should also be careful not to produce so many Armies that you do not have enough Transports to conduct your conquests efficiently. If forced to choose, it is better to side with the former than the latter.

You should begin producing your fighting navy - Destroyers, Cruisers and Battleships - as soon as possible. The capital ships take a long time to produce, so the earlier the better. The first player to have capital ships will have free reign of the oceans for as long as the other players don't have any. One nasty trick is to produce a Destroyer very early in the game and use it to hunt down and sink enemy Transports. This tactic can sometimes cripple the opposition during the early portions of the game. It is also nice to have one if your opponent decides to do the same thing.

Once fighting ships appear on the map, Transports should never go unescorted. Since all the units on the map are visible, it is difficult, if not impossible, for a Transport to flee from enemy ships, and they are very vulnerable in battle. Remember, losing a Transport may also result in the loss of up to six Armies. Enemy Transports should always be your primary naval targets and you can bet they will also be your enemy's as well.

Do not engage the enemy's fighting navy unless you have decisive odds, are protecting your Transport fleet, or can do a lot of damage to your opponents Transport fleet. Crippled ships should never be used in battle unless absolutely necessary. Repair your ships as often as possible. You never know when they might be needed, and repairing ships is easier than replacing them. Capital ships are very powerful and take a long time to produce. This combination

makes them very valuable units in the game. You should never use them in a haphazard manner. Victory will often lie with the side who possesses the biggest fighting fleet. If your opponent has amassed a fleet of capital ships you cannot hope to match, you may try building a lot of Destroyers. Destroyers can outmaneuver the **capital** ships and allow you to race past his fighting fleet and sink his Transports. All the capital ships in the world won't do him any good if he can't move his Armies off his continents.

Once you have taken the uncontested continents, you will then have to turn towards the contested ones. Your strategy here will have to change. Taking continents with only a few cities on them will be easier than continents with many cities on them. Likewise they are harder to defend. What took one Transport full of troops to take will now take several, as your oppositions forces will have to be overwhelmed as well as their cities. Using capital ships to shore bombard the enemy continent just prior to and during your invasion can work quite well. Your success rate will be higher than using Armies to do it and repairing ships is usually easier than creating new Armies. Placing a capital ship in a city to attack enemy units can work as long as your opponent does not amass more than two units on the city at one time. Be careful with this tactic, as a ship in a city dies when that city is captured.

When you attack an enemy continent, the cities should be your primary objective. When you take them, you rob your opponent of necessary production and reduce his reinforcements while increasing your own. Always produce Armies on a contested continent until you are assured of victory.

It is important that you amass sufficient forces to take a continent once you decide to invade it. Doing otherwise is usually a waste. There are a few exceptions, however. A single Transport filled with Armies can cause a lot of damage to the opposition if used properly. Attacking an important continent with a small force will make your opponent divert necessary resources to reconquest of

the continent or risk losing it. Running an Army loaded Transport into an unprotected enemy city that is producing or repairing a capital ship can do much to curtail that players amassing of a fighting fleet.

A good offensive strategy will win you the game, a good defensive one will keep you from losing. Don't over extend yourself. Try to keep a few Armies on each conquered continent as a reserve. This reserve can be used to retake cities captured by the enemy and can be used as emergency reinforcements for nearby invasions. A good fighting fleet, however, will always be your best defense. Always keep an eye on the enemy fleet. Incoming capital ships and/or Transports often signifies an invasion and enemy Destroyers can often sneak in behind your lines and sink Transports if not watched.

Always try to keep a definable front. Do not let the opposition possess continents behind your lines. Doing so will allow you to concentrate your forces on the front lines and not require you to try to protect every city you own at the same time. If you find that your defensive land forces are being wiped out by enemy shore bombardment, retreat away from the shore. If you cannot, attack the ship before it attacks you. The Army will still probably die, but it will cause more damage in return. Another trick is to use cities to hide units in that are in danger of attack from Destroyers or capital ships. Since these ships cannot attack the city, units in them are invulnerable, but beware the loaded Transport.

Always attack where the enemy is weak and defend where he is strong.

STANDARD GAME

The advent of hidden movement and unexplored terrain in the standard game allows for many new and different strategies. You will now have to concentrate on exploration and scouting, as well as conquest, in order to win the game.

If you start the game from a city that has other cities visible from it you will want to produce an Army immediately. Otherwise, it may be prudent to produce a Fighter first and then start producing Armies, The Fighter will be able to explore your starting continent rapidly and find other continents to invade later, when your Transports come on line. Fighters make the best scouts but Destroyers can also be useful, especially if the continents on that map are far enough apart that Fighters cannot often reach them. Capital ships should never be used to explore unless they have nothing better to do, although a Carrier loaded with Fighters can explore a lot of territory rapidly. Since Submarines are hard to spot, they can be very useful in exploring enemy protected territory.

Always try to have a good idea of the layout of an enemy continent before invading it. Invading a continent blind can lead to disaster. Fighters are useful for keeping tabs on enemy troop and fleet movements. Their speed makes them hard to catch and their quick production time makes them less than desirable targets and easy enough to replace.

Hidden movement will allow you to sneak forces into areas that before you would have to muscle into. This allows you to accomplish things with smaller forces than before. It also means you will have to watch out for your opposition doing the same thing. Setting Fighters and Destroyers on patrol can warn you of incursions by enemy fleets and Submarines. Armies patrolling your shoreline can also be very beneficial, Try to keep sufficient forces on the front line to warn of incoming invasions and discourage nuisance

attacks. Assemble your strike forces behind the lines. This will allow you the surprise the opposition when you are ready.

Carriers are best used to extend the Range of your Fighters. Although they can meet with some success when used to sink enemy Transports, Carriers should not engage in combat Just like with Transports, try to keep your Carriers full. The best place for a Carrier is in the middle of a large surface fleet. Here they can use their Fighters to range out to spot enemy units. Carrier based Fighters can also be used to clear continents of enemy defenders that shore bombardment cannot reach,

Fighters can be used for quick support of invasion forces, although using them too often in this capacity can be expensive.

Submarines can be very useful in the game. They can be used to sneak behind enemy lines and wreak havoc on the enemy Transport fleet. They are useful in softening up enemy capital ships to increase your chance of victory with your own capital ships. If you Find the enemy's surface fleet far superior to yours, Submarines may be the only type of fleet you will be able to successfully amass. If a Submarine is in danger of being attacked, attack with it first. Your chance of success will be higher, Conversely, if you are in danger of being attacked by a Submarine, attack it first. Remember, a Submarine attacking a Battleship has a one in four chance of sinking it, but only a one in eight chance if the Battleship attacks it.

Destroyers are great at spotting Submarines but not so great at sinking them. Fighters are cheaper and just as effective once the Submarine has been spotted. Cruisers are the best anti-submarine units.

Try to come up with a production strategy early in the game and stick with it. Since cities now gain a production bonus for continued production of a unit, changing a ciry's production is wasteful.

Being too rigid in this can also have its downfalls, however. produce ships near enough to the front that they can reach it in a relatively short period of time, but not so close that their cities are vulnerable. A city that is on turn 59 of producing a Battleship is just as easy to take as one that is on turn 1.Produce Fighters in your back lines as these can be quickly shuffled up to the front. Use the path command to help facilitate this.

ADVANCED GAME

The advanced version of *Empire* Deluxe adds more complexity to the game. More careful and judicious use of forces and production will be necessary.

Armor adds more versatility to land combat. Armor units are faster and more powerful than Infantry but suffers greatly from terrain. Try to use Armor in clear terrain as much as possible. When using Infantry against Armor use the terrain to your advantage. Try to stay in forests, rivers or mountains. If you are not waging a land battle, land units will always defend best in forests and mountains. Produce Infantry in the initial stages of conquest and expansion, as they can be produced quickly. Use Armor as your staple ground forces. They can fight as well as two Infantry, react faster and only count as one unit for support purposes.

Airbases are useful as cheap Carriers and can extend the Range of Bombers, as well as Fighters. Continents without cities can now be useful for air unit staging areas. Placing an Airbase in a non-coastal square on a continent without any cities on it, makes it hard for the enemy to locate and difficult to kill.

Bombers are one of the most powerful new units in the game. They are as effective at killing Armor as they are at killing Infantry. They are effective in softening up capital ships and are especially effective in killing Submarines. Their longer Range makes them useful scouts. Hiding units in cities to protect them is dangerous with Bombers about.

Fighters are best used to destroy enemy Bombers. Defending Bombers against Fighters is a difficult feat and will require your own force of Fighters. Their speed makes Fighters useful in patrol duties and keeping tabs on enemy troop and fleet movements. They are also good at exploring small areas in a short amount of time. Fleets protected by Fighter-loaded Carriers become more important with Bombers on the prowl.

Careful management of production is a must in the advanced game. Try to arrange your production strategy so that cities with specialization produce what they are specialized in. You will have to watch the effect the number of units you have on the map has on your production times. Long time producing units will suffer more from this than short time ones. You may find it necessary to disband unnecessary units. Disband out of the way land units first since they are difficult to relocate. Remember, an Army takes up just as much support as a Battleship. Build more powerful, long time producing units in favor of short time, less powerful ones. Chose cities that have poor production efficiencies or are in poor positions to stop production at, but remember that it is not the number of units you are producing that counts against support, only the number you have on the map. You may wish to discard the above techniques if you are engaged in a war that is causing a great deal of attrition on your part. Be careful not to produce long term units too near the front. A Bomber can destroy the production of a Battleship as easily as that of an Infantry.

APPENDIX VII -
Fine Tuning The Game

Empire Deluxe is designed to be used on a large number of different machines, with a large number of configurations. In combination with this, the balance between speed and aesthetics is different for each individual. *Empire Deluxe* incorporates several options for the user to meet his or her own balance.

SCREEN UPDATE SPEED

The first question is the display map. As a characteristic of resolution and colors, the higher the resolution used in *Empire* Deluxe, the slower the screen will update. Depending on the machine you are running *Empire* Deluxe on, you may feel this speed is too slow. What we recommend is to experiment with the different screen resolutions until you find one that has the best balance between visual aesthetics and screen update speed.

Also, try turning on 'Fast Scroll' in the user preferences, and see if that manner of screen update meets your taste better.

MEMORY USAGE

Empire Deluxe tries to adapt to as many memory configurations as possible. *Empire Deluxe* recognizes both Extended and Expanded memory (that memory past 640K), but would like as much free conventional memory as possible. Over 600K is very nice. **If** you are encountering "Out of Memory" messages, these are normally a result of not enough free conventional memory for your current configuration. Some things that can ease memory problems include:

- Remove any TSRs (Terminate and Stay Resident programs) you normally load into your computer.
- Run the game at a lower screen resolution.
- Use smaller maps.
- Use less players (especially computer players).
- Do not use the sound drivers. To do this, select No Sound Effects and/or No Music in the sounds option from the "ECONFIG" program. Note that deselecting sound during play of the game will not release the sound drivers,
- If you are running in a multitasking environment, i.e., Windows or DesqView, try running outside the environment.

FINAL WORDS

BIOGRAPHIES

MARK LEWIS BALDWIN

Previous rumors have debated over the birthplace of Mark, Some place it on the three hundred and twenty-second planet of the Betelgeuse system from which he was stolen away by space gypsies in his second year. However, many years of research have proven that said planet is missing from the system, so the more unlikely possibility that Mark was born in Detroit Michigan in 1952 must be believed.

Mark spent a semi-normal life growing up in Michigan, Indiana, Alabama, Japan, Georgia, Germany and Florida. It was during this time that he picked up an interest in strategy games of which he claims that he now has nearly a thousand. College was next on the agenda, where in 1974, Mark received both Bachelors and Masters degrees in Engineering from Purdue University. It was also during this time that Mark picked up his interest in computers. That was due to the fact that as a freshman, one could avoid taking drafting by taking a computer class.

Since Uncle Sam had paid for Mark's four years at Purdue, Mark was obliged to return the favor at SAC Headquarters in Omaha, Nebraska. From this, he learned everything there was to know about Soviet ICBM'S which has been of absolutely no value in designing computer games.

Realizing this failure of value, Mark left life in a blue suit to work on the Space Shuttle Program in Houston Texas in 1979. There he worked on shuttle flights for seven years, It was during this time that Mark also started writing games for the computer, first amateur, then commercial.

In 1986 Mark left the Shuttle Program to move to Colorado to design games full time. It was during this time that he co-authored the award winning EMPIRE, along with many other products. Later he helped form White Wolf Productions, one of the top computer game design houses in the country today.

So now, Mark is still wasting away his time on computer games, and spending his free time in the mountains panning for gold.

BOB RAKOSKY

The other month, I heard a song on the radio that pretty much sums up my life to date. Its main lyric went: "First I was a hippie, then I was a stockbroker, now I'm a hippie again. Oh yea!."

Coming of age in the early 70's on the East Coast, the first part of that song lyric definitely applies. (Yes, he even inhaled.) Attending College (and Winter Camp) at Clark University in Worcester, Mass., Bob graduated Magna Cum Laude with a BA in Mathematics in 1974. Emerging from this with a liberal arts education and a sense of social consciousness, Bob obtained a job teaching math in a small, private high school/boarding school for emotionally disturbed adolescents in rural, Northern Virginia. After three years of extremely low pay, long hours and high stress, Bob decided there had to be a better way to live life.

After moving to Colorado for a short while, Bob ended up back in the Boston area, working as a Production Potter earning 50 cents apiece to create the same simple hand-made pot over and over again. One could say that it was not particularly enriching, in any sense of the word (financial, intellectual, or artistic). That, coupled with the pressures of a recent marriage, signaled time for another lifestyle change.

At the time, the business world was beginning to expand greatly their use of computers and Data Processing, and there was a real shortage of programmers available. Some of these companies were so desperate that they set up their own training programs and were hiring people who had the "potential" even if they didn't have any training or experience. With his math background and aptitude, Bob was able to get hired by one of the largest banks in Boston for such a program. Enter the "stockbroker." After a six-week training program that taught him how to spell COBOL, Bob was told "You are now a programmer. Now get to work!"

In the ensuing years, Bob taught himself IBM mainframe Assembly language and started moving away from pure "Applications Programming" to the area of "Systems Programming", which dealt more with how computer systems worked than with how someone's bank statement was created. He also ended up leaving Boston, moving to Denver (because he couldn't get a good taco in Boston), and leaving his marriage (because < omitted >).

For the next 10 years, Bob continued to work in the mainframe computer world, earning a good salary and learning that he disliked the politics of the business world. During this time he "discovered" personal computers and began to appreciate the wonders of these "appliances" as hobbyist toys. With his first computer (an Apple II), he was fascinated with the ways that the software for these systems was put together. Working with both the native Apple operating system and the "industry standard" CP/M system, Bob did a lot of "playing" and learning, and released a couple of small programs into the Public Domain.

When Commodore introduced their new Amiga computer in 1986, Bob was intrigued. Here was a personal computer with a true multitasking heart that strongly appealed to the "systems weenie." The fact that it had great graphics and sound capabilities just added to the magic. What a neat hobbyist machine!

After a couple of hobbyist projects (including a telecommunications program), Bob decided to try to break into the commercial software arena. He needed a hard disk backup program for himself, and noted that there was little available for the Amiga, although Amiga users were starting to be able to buy hard disks to augment their systems. Thus was born "saf-T-net", one of the first commercial backup utilities for this new market. Bob now got his exposure to the other side of software development - trying to find a publisher for your work and trying to see that it gets marketed!

Soon after the publication of saf-T-net, Bob was introduced to Mark at an Amiga Users' Group meeting. Mark was looking for someone to convert his Empire to the Amiga and Bob was looking for a project. While not a heavy-duty game player, Bob was intrigued by the technical requirements of games and looked at the challenge of games programming as an excuse to explore some new programming areas (like graphics and sound). Of course, halfway through this project, Bob got "hooked" by Empire and it became more than a "technical opportunity."

After the successful completion of the Empire project, Bob did another project with Mark (for Interstel) – the conversion of the game D.R.A.G.O.N. Force for the Amiga. This project turned out to be a lot more difficult and time-consuming than first projected. The stress of trying to complete this project on a part-time basis while trying to hold down a full-time job to pay the bills led to another turning point. Bob decided that he couldn't maintain both the day job in the business world and still meet the expectations of producing commercial-quality entertainment software in a timely manner. It was a tough decision. He could give up the security of a steady paycheck to work on projects that he enjoyed doing, or give up on the "fun stuff", except as a hobby.

Against all logic and reason, when the opportunity to work on The Perfect General came up, Bob said (to himself, and borrowing heavily from an old Firesign Theater album) "Pluck the duck. What haveIgottolose?"andgaveupthedayjob.   Now I'm a hippie again. Of course, this did lead to the forming of White Wolf Productions, but we are definitely not "the business world."

Oh yea!

Index

Quick Reference
Empire Game Keyboard Commands

Command	Menu	Hot Key
About Empire	Reports	\<Alt> E
Activate	Commands	A
Autosave	File - Save	
Center Screen	Display	C
Clear Orders	Orders	\<Insert>
Combat Report	Reports	\<Alt> M
Disband Unit	Orders	\<Delete>
Escort Ship	Orders	E
Exit Game	File	\<Ctrl> X
Explore	Orders	X
Go Home	Orders	H
Group Mode	Commands	F7
Help	File	\<Ctrl> H
Information	Reports	\<Alt> I
Load Ship	Orders	L
Move To	Orders	T
Paths Mode	Commands	F8
Patrol	Orders	P
Prior Message	Display	—
Production Map	Reports	\<Alt> I
Quit Game	File	\<Ctrl> Q
Recon Report	Reports	\<Alt> N
Resign	File	\<Ctrl> R
Resume (Orders Mode)	Commands	F10
Save Game	File - Save	\<Ctrl> S
Save Map	File - Save	
Save Scenario	File - Save	

Empire Game Keyboard Commands cont.

Command	Menu	Hot Key
Screen Mode	Display	
Sentry	Orders	S
Skip/Continue	Orders	\<Space>
Status	Reports	\<Alt> S
Survey Mode	Commands	F6
Unload	Orders	U
User Prefs	Display	\<Alt> U
View Mode	Commands	F9
Wait	Commands	W

Empire Editor Keyboard Commands

Command	Menu	Hoi Key
Build World	Map	\<Alt> B
Clear all Units	Map	\<Alt> U
Clear to Land	Map	\<Alt> L
Clear to Sea	Map	\<Alt> S
Exit Editor	File	\<Ctrl> X
Help	File	\<Ctrl> H
New World	File	\<Ctrl> N
Quit Empire	File	\<Ctrl> Q
Save Map	File-Save	\<Ctrl> s
Save Scenario	File-Save	
Screen Mode	Display	
Zoom Level	Display	\<Alt> 1 - 5,

Basic Game Quick Reference

Unit Type	Move	Max Damage	Hit Damage	Attack/Defense
Army	1	1	1	2/2
Transport	2	3	1	1/1
Destroyer	3	3	1	2/2
Cruiser	2	8	2	2/2
Battleship	2	12	3	2/2
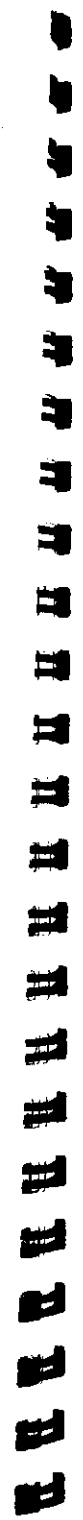
Standard Game Quick Reference

Unit Type	Move/ Range	Max Damage	Hit Damage	Attack/ Defense	Cannot See	Notes
Army	1	1	1	2/2	Submarine	(b)
Fighter	5/20	1	1	2/2	Submarine	
Transport	2	3	1	1/1	Submarine	(c) (e)
Submarine	2	2	3	2/1	Army, Fighter	(e)
Destroyer	3	3	1	2/2		(e)
Cruiser	2	8	2	2/2		(a) (e)
Battleship	2	12	3	2/2	Submarine	(a) (e)
Aircraft Carrier	2	8	1	1/2	Submarine	(d) (e)

Notes:
(a) - May Bombard Armies, Attack value is 4
(b) - May Bombard all ships except Submarines
(c) - May carry up to 6 Infantry.
(d) - May carry up to 8 Fighters
(e) - Movement is 1 when damage is 1/2 or greater than Max Damage

Advanced Game Quick Reference

Unit Type	Move/Range	Max Damage	Hit Damage	Attack/Defense	Cannot See	Notes
Infantry	1	1	1	2/2	Submarine	(d)
Armor	2	2	1	2/2	Submarine	(a) (d) (l)
Fighter	6/18	1	1	2/2	Submarine	(b) (f) (h)
Bomber	4/24	1	2	2/2	Submarine	(b) (g) (h)
Transport	2	3	1	1/1	Submarine	(i) (l)
Submarine	2	2	3	2/1	Air & Land	(e) (l)
Destroyer	3	3	1	2/2		(e) (l)
Cruiser	2	8	2	2/2		(c) (e) (l)
Battleship	2	12	3	2/2	Submarine	(c) (e) (l)
Aircraft Carrier	2	8	1	1/2	Submarine	(j) (l)
Air Base	0	1	1	-/2	Submarine	(k)

Advanced Game Terrain Types

Terrain Type	Reduces Armor Move to 1	Impassable to Armor	Units Defense Improved*
Clear	No	No	No
Rough	Yes	No	No
River	Yes	No	Yes
Forest	Yes	No	Yes
Mountain	No	Yes	Yes

*Does not apply to attacks by infantry