

EMPIRE

The War Game of the (last) Century



```

EEEEEEEE MM      MM PPPPPPP IIII RRRRRRR EEEEEEE
EE      MMM      MMM PP    PP  II  RR    RR  EE
EE      MMMM     MMMM PP    PP  II  RR    RR  EE
EEEEEE  MM MMMM MM  PPPPPPP  II  RRRRRRR EEEEE
EE      MM  MM  MM  PP          II  RR  RR  EE
EE      MM      MM  PP          II  RR  RR  EE
EEEEEEEE MM      MM  PP          IIII RR    RR EEEEE

```

The war game of the century

Original Version (VAX-FORTRAN): 4.3
 MVS-Version (IBM-FORTRAN): 5.04 (3JMN)
 Mac-Version (MPW-C) : 1.00 (3FPP)

Abstract

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

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

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

Playing Instructions

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

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

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

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

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

The pieces are as follows:

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

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

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

Description of the Pieces

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

Functions to which you can assign your pieces

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

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

Orders Mode

The top level prompt is: Your Orders?

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

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

Movement Mode

The following commands are valid during Movement:

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

QWE
A D
ZXC

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

Other commands are:

- J: Enter Editing Mode.
- P: Refresh the screen.
- H: Display Help text (hit any character to continue moving).
- S: Put on sentry duty.
- G: Fill: Put the troop transport (or aircraft carrier) to sleep until it accumulates 6 armies (or 8 fighters), then wake up. If the ship is damaged, it will wake up when it has all it can take.
- K: Wake up piece. If piece is a troop transport or carrier, all armies or fighters on board are also woken up.
- I: Set unit to moving in a direction specified by the next character typed in, i.e.
QWE
A D
ZXC
- L: Set army and fighter path for city to be the direction following the "L".
- R: If it's an army, set it to moving at random.
- Y: Change phase of city that cursor is on top of. When program asks for production demands, select the type of craft you want produced.
- O: Cancel auto move. At the end of the round, Orders Mode will prompt. Doesn't affect current piece.

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

NOTES:

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

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

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

Editing Mode

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

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

QWE
A D
ZXC

Other commands are:

- O: Exit from Editing Mode.
- H: Display Help text (hit any character to continue editing).
- S: Put piece in Sentry Mode.
- G: Fill: Put the troop transport (or aircraft carrier) to sleep until it accumulates 6 armies (or 8 fighters), then wake up. If the ship is damaged, it will wake up when it has all it can take.
- K: Wake up piece (or cancel city path).
- I: Give piece the function “direction”, enter the key specifying the direction following the “I”.

- L: Set army and fighter path for city to be the direction following the "L".
- R: Put an army in "random".
- Y: Change phase of city that cursor is on top of. When program asks for production demands, select the type of craft you want produced.
- M: Put piece (or city) in "move" function. Type "M" over piece (or city), then move the cursor to where you want to go, and type "N". Assigning a "move" to a city, effects and fighters that land there.
- N: Specify the end point of a move (see M command).
- P: Display a new sector. Each sector represents an area of the map which fits on your screen. The number of sectors depend on the size of your screen. They are arranged as follows:
 0 5
 1 6
 ...
 e.g. 4 9
 The sector overlap by at least half a sector vertically and horizontally.
- ?: Display information about piece or city. For pieces, displays function, range, hits left, any pieces aboard. Cities display production, fighter paths, and any pieces in the city.

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

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

Mac-Specific Extensions

Menus

In the Macintosh version of Empire all keyboard commands are also available as menus (and some more). The keyboard commands work with the apple key (🍏) as well as without.

The menus in the Macintosh version of Empire are designed to keep the highest possible degree of compatibility with other Macintosh applications as well as with the original version of Empire. This leads to some compromises especially with the keyboard shortcuts.

Here are the menus:

Command	Edit	M
New...		
Open...		
Close		
Save		⌘U
Save as...		

Edit		
Move		⌘M
Automatic Move		
1 Free Move		⌘C
n Free Moves		⌘N

Refresh		⌘P
Help		⌘H

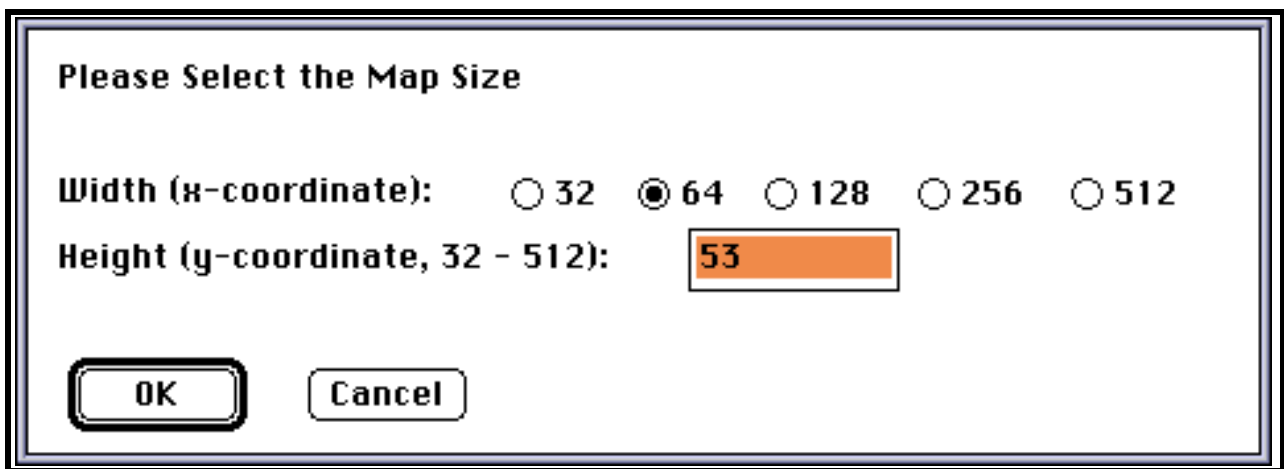
Quit		⌘Q

When starting EMPIRE (without opening a specific save file) EMPIRE tries to open the file "Emsave.dat". If it succeeds this game is continued. Otherwise you have to open an other save file or generate a new map.

With the New... command you can start a new game. You will be asked for a save file with a modification of the standard Macintosh file dialog box.



The map size of the current game is displayed below the suggestion of the file name of the new game. You may change the map size by pressing the button “Map Size...”.



The width of the map is limited to some discrete values (because of some software reasons). These reasons do not apply to the height of the map, so you can choose all values between the limits. The limits are set to some reasonable but arbitrary values. For larger maps you need more main memory for EMPIRE (2 MB available for EMPIRE should be enough for map size 512 x 512).

The old save file will be closed and a new map will be generated. The size of the main window is adjusted to the new map size. Generating large maps may need some considerable time (i.e. as long as one hour).

With the Close command you may stop the current game any time. Note that there will be no explicit save of that game! You may open an other game, start a new one or quit EMPIRE.

With the Open... command you can continue a previously saved game. You can select the save file with the standard Macintosh dialog box. The current save file will be closed and the selected game will be continued.

With the Save as... command you can create a new save file for the current game. The current save file will be closed and all subsequent saves apply to the new save file. The name of the current save file appears in the title bar of the map window.

The Edit command may have a check mark (✓) which means that you are in Edit Mode. If the Edit command has no check mark, selecting it has the same effect as the command 'J'; if it has a check mark, selecting it has the meaning of 'O' (see above).

The same applies for the Automatic Move command.

The Help command displays a screen for a quick help:

```

      EMPIRE HELP (see EMPIRE.DOC for more detail)

Orders Mode ----- Move Mode ----- Edit Mode -----
QWE: Movement      QWE: Cursor
A D Direction      A D Direction
ZXC <space>: Sit    ZXC
G: Sleep till full (T,C) same as in
H: This text              Move Mode + :
I: Set direction          M: Set path start
J: Enter Edit Mode        N: Set path end
K: Wake piece             Y: Set city production
L: Set city direction
O: Cancel Auto moves
P: Refresh sector
R: Random for Armies
S: Sentry
O: Exit Edit Mode
P: Change sector
?: Info

Piece-----Chars-----Moves-Hits-Costs-----Piece-----Chars-----Moves-Hits-Costs
Army      A a      1      1      5      Transport T t      2      3      30
Fighter   F f      4      1     10      Cruiser   R r      2      8      50
Destroyer D d      2      3     20      Carrier   C c      2      8      60
Submarine S s      2      2     25      Battleship B b      2     12     75

      Press any key to continue

```

Move	Direction	Extr
Sleep		⌘S
Sleep Till Full		⌘G
Wake Up		⌘K
Set Direction		⌘I
City Direction		⌘L
Random Army		⌘R
City Production		⌘Y

The Move menu collects the commands available in Move Mode (see above).

Edit	Move	Direction
Path Start		⌘M
Path End		⌘N
Change Sector		⌘P
Info		⌘?

The Edit menu is only available in Edit Mode and contains the commands which are additionally available in this mode.

Direction	Extra
North	⌘W
North East	⌘E
East	⌘D
South East	⌘C
South	⌘H
South West	⌘Z
West	⌘A
North West	⌘Q
Sit	⌘

The Direction menu is available in Move Mode and in Edit Mode. In Move Mode it controls the movement of a piece; in Edit Mode it positions the cursor. For the Set Direction commands (I and L) it selects the direction function for the further movements.

Extra	Extra
✓ Sound	✓ Sound
Color...	Color...
Land	Land
Water	Water
Unexplored	Unexplored
Player	Player
Enemy	Enemy
Unoccupied City	Unoccupied City
Standard Colors	Standard Colors

The Extra menu contains commands only available in the Macintosh version of Empire. There are no shortcuts for these commands.

The Sound command toggles the sound output of Empire. If it is switched on (check mark as above) the destruction of a piece is notified with a sound. There are different sounds for several reasons of destruction.

You win a fight.

The enemy wins a fight.

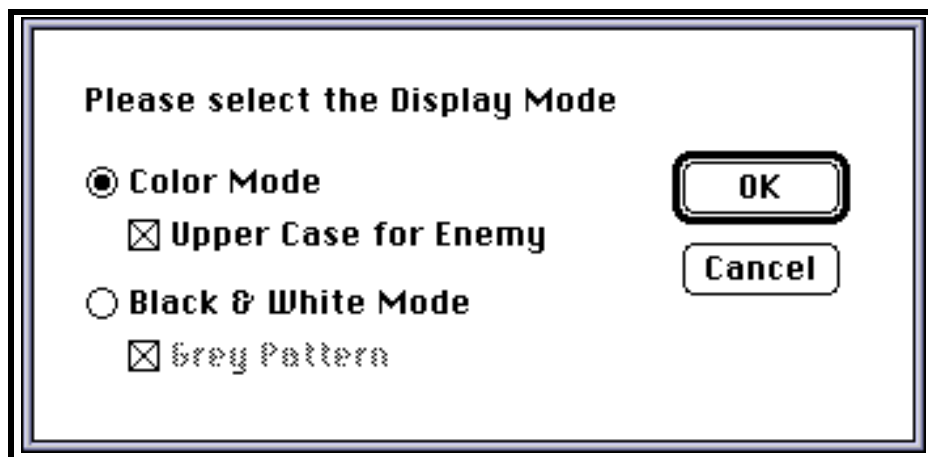
Your fighter runs out of fuel and crashes.

Your army jumps into sea.

Your ship strands.

If the Sound command is not checked, you will not be notified acoustically.

The Color command brings up a dialog box where you can select the Display Mode.



In Color Mode the map will be displayed in color. Land will be displayed in green, water in blue. Your pieces are black, enemy's pieces red. Unoccupied cities are orange.

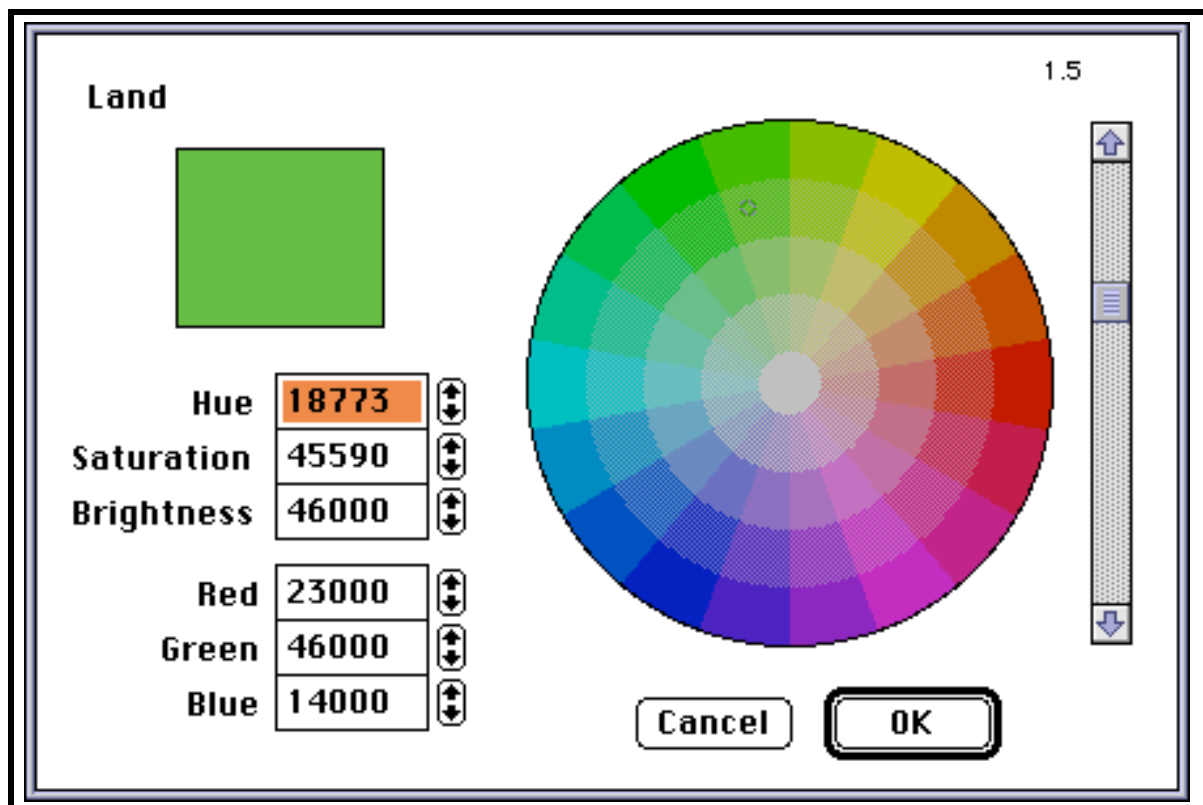
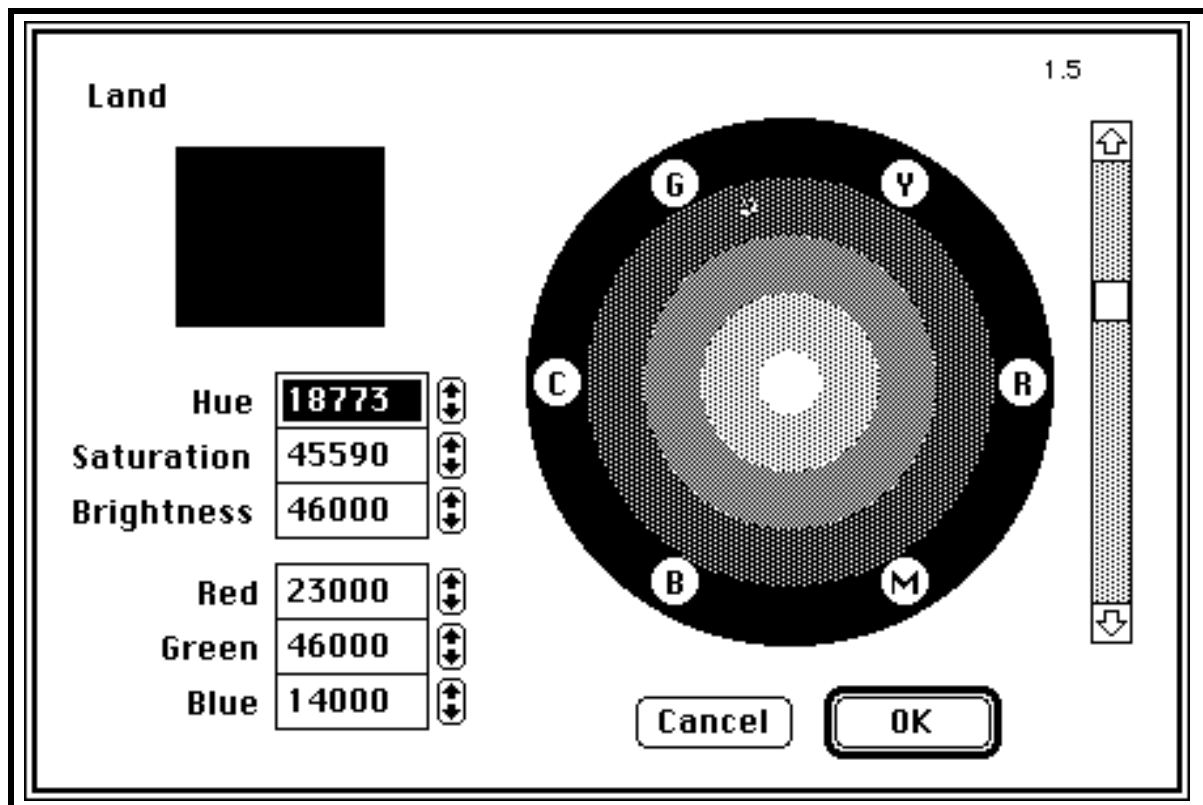
If the check box “Upper Case for Enemy” is selected as well, also the enemy's pieces are marked with upper case characters. You can only distinguish them from your own pieces by color. If this is not appropriate you should disable this option.

In Black & White Mode no colors will be used.

If the check box “Grey Pattern” is selected, different shades of grey patterns are used for Land and Water. If this box is not checked you have the highest degree of compatibility with the classic Empire display (i.e. '+' for Land and '.' for Water).

If your Macintosh system has no Color QuickDraw the Color Mode is not be selectable.

With the following commands (Land, Water, Player, Enemy, Unoccupied City) you may select the specific colors if your system has Color QuickDraw. Selecting one of these commands brings up a dialog box for the selection of the new color.



The usage of this dialog box is similar to that of the “Color” control panel.

The map will be displayed with the new color for the selected item. The new color will be saved with the other information of the current game. So, in the next session the map will be displayed with your special colors.

The Standard Colors command resets the display colors to the default values.

City Production

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



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

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

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

Shortcuts

Direction in Move Mode

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

Destination function in Move Mode

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

Cursor position in Edit Mode

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

Destination function in Edit Mode

In Edit Mode you may assign a Move (Destination) function (see above) directly for a piece or city. The cursor (blinking rectangle) must be over the desired piece (or city). Just move the mouse cursor to the desired destination of the piece or city and press the N-key. The piece will move towards this destination if it is reachable.

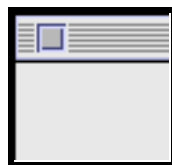
Changing sectors

In Command Mode and in Edit Mode you may change the current sector of the map directly by using the scroll bars of the main window. Pressing one of the arrows changes the sector by one (half a screen), pressing in the “page up” or “page down” regions changes the sector by two if possible (a full screen width or height).

In the other modes the scroll bars are disabled.

Quitting the current game

You may click into the Close Box to quit the current game. Note that there will be no explicit save of that game! You may open an other game, start a new one or quit EMPIRE.



Specials

Move (Destination) function

If a destination is assigned to a piece it will try to reach this destination also if there is an obstacle in the way. It will try to figure out a workaround. This is only possible if the destination is reachable at all. Otherwise the piece will wake up temporarily to get your input.

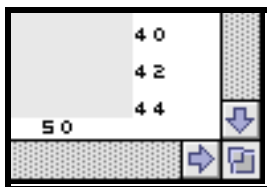
Fighter bridge with carriers

You may put carriers into a fighter bridge in pretty much the same way as cities. Set a Destination (Move) function to the carrier and set it to sleep (S) (otherwise the carrier will

also run to the destination). Fighters landing on that carrier will pick up the destination function and move towards it.

Resizing window

In Command Mode you may resize the main window with the standard Macintosh Grow Box:



Since the ordering of the sectors must be recalculated and the current sector number becomes obsolete, sector 0 is displayed after resizing.

Clicking in the Zoom Box will reset the size of the main window to the default size corresponding to the current map size. Clicking again will resize it to the previous size.



License Agreement

This implementation of EMPIRE is Freeware. If you like it send me a postcard of your home city please. Maybe I will visit you once.

Frank-Peter Poschmann
Schaaphusen 3a

D-21147 Hamburg 92
Germany

Frank-Peter.Poschmann@novedas.de