

# EMPIRE

From  
SHARDS  
Software

... there is no  
hiding place ...



Custom Manufactured  
**TANDY** CORPORATION  
For  
BILSTON ROAD WEDNESBURY WEST MIDLANDS

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## EMPIRE:

Can you halt the progress of the evil Dragon Empire as it conquers country after country?

Your computer controls the empire's armies with variable strategy and much skill.

You must conquer the world . . . but remember, the empire has the same goal and none of your human compassion or weaknesses!

### Loading:

See page 36 of manual.  
load "empire"

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**LOADING INSTRUCTIONS** —See side of Cassette. There are two copies of this program on this tape. The first one is for the Tandy Colour 32K Extended Basic, the second version is for the Dragon 32.

**SCENARIO:** The Dragon Empire is a ruthless, aggressive power, intent on conquering the world through an uncompromising strategy of relentless attacking. You control the defending armies and although you may not be as strong as the Empire, you may win through cunning and tactical thinking. The world is divided up into 39 territories, grouped within 6 continents (North America, South America, Europe, Africa, Asia and Australasia). At the start of the game you and the Dragon are given 39 armies each, with 39 neutral armies. So you start on equal footing . . . and end with victory or defeat.

**THE GAME:** All necessary instructions in the game are displayed in the "comment box", at the bottom right of the screen. All scoring and indicators appear in the "scoring box" at the bottom left of the screen.

**PLAYING THE GAME:** Firstly, select the difficulty level. Level 1 has the Dragon Empire at its weakest and level 8 has it at its strongest. **NOW FOLLOW THE INSTRUCTIONS, PAYING ATTENTION TO THE "COMMENT BOX".**

**NEUTRAL ARMIES:** The 39 neutral armies are assigned, grouped into 13 territories.

**CHOOSE TERRITORIES:** The green "cursor" will skip between territories. You must select 13 (green) territories, by pressing the space bar when the cursor falls on your chosen territory. The Dragon Empire will do the same. This carries on until 39 territories are allocated.

**ALLOCATE ARMIES:** The right hand column of the scoring box indicates that there are 26 armies for both you and the Dragon to "ALloCate". To do so, use the following keys to move between the continents:

<> = left and right    W = World map    ↑ ↓ = up and down

When you are within a continent, use the space bar to select a territory, in which to place armies (follow the yellow star)

**HOW MANY ARMIES:** Now you must allocate armies to this territory (any number between 1 and 9). If you don't want to allocate any more armies this round, press the 'X' key (these armies will be lost, though). When you have used up your armies, it is the Dragons turn to allocate its armies.

**DRAGONS ARMIES:** The Dragon will now assign its armies, throughout its occupied territories, in territories which will be indicated as blue.

If you now look at the "scoring box" you will see that both you and the Dragon have 39 "ARMies" each, within 13 "CountryS". The remaining columns are "C" which tells you how many complete continents are occupied (every complete continent grants 5 extra armies to allocate) and "VIC", which indicates your victories (each victory grants an extra army to allocate).

**DRAGONS ATTACK:** The Dragon Empire will now start attacking — so sit back and watch (and cringe!) . . . it will attack (often blindly) with the utmost ferocity. During battles, the situation can be observed by looking at the "comment box", at the constantly changing number of "ATTacking" and "DEFending" armies. A battle is over, and a victory is won, if either of these figures drops to zero. If the "ATT" figure drops to zero, the Empire has lost the battle and it is your turn to attack! (If the "DEF" figure drops to zero, the Dragon Empire moves in armies to occupy the territory and continues attacking).

**ALLOCATE ARMIES:** It is now your turn. But be warned . . . if you don't touch the keyboard for 20 seconds, control passes back to the Empire (though, if you wish to leave the game for a while, press Shift@; press any key to continue). You are given, as before, armies to allocate. This figure depends on the number of countries and continents you occupy and the cumulative number of victories to your credit. Allocation of armies is as before.

**YOUR ATTACK:** Now it is your turn to strike back at the Empire! Use the direction keys (as before) to browse through the continents then, when you have decided your attack (you may also attack neutral territories), move to the relevant continent and press the space bar when the yellow star falls on the territory to attack from. The star will then move around all territories which you are allowed to attack (if there are none, you must reselect your attacking territory). Press the space bar to attack and observe the "comment box" to see how you are doing. If you are losing and wish to withdraw your forces before it is too late, press the space bar again. If you are defeated, the enemy will move an army to occupy you, and it is the Empires turn to attack.

**ARMIES 1 — 9:** If victory is yours, you can move between 1 and 9 armies to occupy the territory (press the number key). If you have moved 9 armies across, you are asked, 'MORE Y/N', to see if you wish to move any more across (if so, type 'Y'). If you have only 1 army left, the judge grants you an extra army to occupy the territory with.

**ATTACK Y/N:** Type 'Y' to continue attacking. If 'N' is typed, control is passed to the Dragon Empire.

The winner of Empire is whatever empire (yours or Dragons) completely destroys the other (neutral armies are not included). Now go ahead and save mankind from the evil red menace.

**DRAGON**

**EMPIRE**

**A colourful game of worldwide strategy.  
100% high-res graphics. One player.  
[No joystick needed]**

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