MISSION: EMPIRE!

THE GAME:--You start the game with only one planet-HOMEWORLD, with limited financial, industrial and population resources. Building on this base, you must conquer the 19 systems in your corner of the galaxy. As you conquer each system you can add its resources to your own until you build a force strong enough to take on some of the really BIG planets. At the end of the game you will receive a final score. The score depends not only on conquering all planets, but on how fast you do it. But be warned that haste can make waste. An aborted attack can set you back many years. Additionally, losing all your Naval Squadrons will automatically end the game. By taking advantage of the fact that interstellar travel is at nearly the speed of light (the relativity effect) and the ready availability of suspended animation, you will have 1000 years to complete your conquests. Time will pass only during travel or sleep.

TO RUN FROM DISK--To prepare a game disk, place the tape in your cassette player. Type <CLOAD> <ENTER>. After the program loads, place a formatted disk in Drive 0 and type <VERIFY ON> <ENTER>; <RUN2650> <ENTER>. You can make backup copies for your personal use using the same procedure except that subsequent copies can be made by LOADing the program from disk. To play the game from disk, type. <VERIFY ON> <ENTER>; <RUN"MISSION"> <ENTER>.

TO RUN FROM TAPE--Type <CLOAD> <ENTER>; after the program loads, type <RUN> <ENTER>. Before running the program for the first time make a backup copy (for your personal use only, please) by putting a blank tape in your recorder, pressing record and typing <CSAVE"MISSION"> <ENTER>. In fact you will have to do this because the cassette you have received has had the write protect tab removed and, in any case, is not long enough to save a game in progress. Before trying to save an unfinished game to tape. make sure the cassette player is in the record mode.

you are on the tape, you can actually save more than one game. If you ever get a disk and want the disk version, send me a SASE and I will send instructions to convert the program.

After the program starts, you will be asked a series of questions. Answer "DO YOU WANT TO:" with <1>, assuming, of course, that this is the first time you've played. You can then choose the level of difficulty at which you want to play. Then be patient. The program takes about 1-2 minutes to set up (it creates an entire universe after all!). After set up is completed, the screen will clear in the soon to be familiar "MODE:COMMAND".

TO PLAY--In "COMMAND MODE" the computer tells you where you are and what year it is (upper left), what mode it's in (upper right), provides information about current strength and financial resource levels (right center) and shows the LOCAL STARMAP (lower left), centered on your current location. There are several options from "COMMAND MODE". These are listed in the lower right portion of the screen.

In "COMMAND MODE", valid keyboard inputs are <1> to <6>, <M> and <Q>. Type <M> to toggle the musical effects on or off. Type <Q> only if you want to quit. If you do type <Q>, the program will give you several options. You can save the game to disk or tape. The program will then ask you if you want to play again. If you answer yes you will be offered the options of "NEW GAME", "DISK FILE" ("FROM TAPE)" or "RESTART". "RESTART" allows you to restart the game you just halted without loading an old file. This option makes it easy to save the game at some momentous decision point and then continue playing.

Most commands are entered by simply hitting the appropriate key. Some commands must be followed by <ENTER>. When this is necessary, the computer will prompt with a flashing cursor. One very important command is <X>. This enables you to exit the routine you are in (including breaking off an attack) and return to some main menu. It will sometimes be necessary to hold the key down until the computer reaches that point in the program where it checks the keyboard (don't worry, it will). The STARMAP and ATTACK routines can be particularly slow. At some points, you are asked for a "Y/N" (YES/NO). Type <Y> for yes or <N> for no. The <N> is an exit command and the computer will ignore an <X>. When you are expected to enter a planet name, simply enter the first letter of

Two routines require some further comment.   Use "TAX/BUILD" to
collect taxes, to build new units and to recruit to fill your MARINE
CADRES (meaning transport ships, officers, NCO's, equipment, etc.)
up to combat ready MARINE BATTALIONS.   Although you can raise taxes
and recruit troops on all types of planets, you can only build new
units on those planets with a technological level of SPACEFARING or
ADVANCED.   Average costs are 25, 15 and 4 MC (MegaCredits)   for
NAVAL SQUADRONS, MARINE CADRES and SCOUT SHIPS, respectively.   You
can order new ships to be built nearly as far in advance as you
want, sending them to any planet you wish.   But be warned that no
new unit, or returning SCOUT SHIP, will last longer than 6 years
after arriving at its destination planet.   If they have not joined
the main fleet by that time they will disappear.

Population of all planets increases during the course of the
game. Recruiting, or creating new MARINE BATTALIONS, will decrease
the population of the planet.   You can only recruit up 2 MARINE
BATTALIONS (requiring 2 MARINE CADRES) per 10 million population.
Taxes are collected at the rate of 1 MC (MegaCredit) per every
million population.   You may only TAX or RECRUIT once without first
leaving and then returning to a planet.

Your "C.C." or Central Computer can be a big help if you only
use it. It has information about interstellar distances, planet
types and strengths, the starmaps and the status of scouts and new
units. You will want to order out scouts to fill in the gaps in the
data held by your C.C. The planets you will have to conquer come in
four technological classes: PREATOMIC, ATOMIC, SPACEFARING and
ADVANCED. The first two will require only land forces, i.e. MARINE
BATTALIONS; the last is more advanced than you.   Scouting
expeditions will only report back population ranges. Upon arrival
at a previously unscouted planet, your C.C. will automatically order
the equivalent of a scouting mission.

Asking for the LOCAL STARMAP will turn on a cursor at the
bottom of the LOCAL STARMAP display. Asking for the GALAXY STARMAP
will cause the entire screen to clear up showing all systems in your
region of the galaxy.   In both routines, move the blinking cursor
which appears at the bottom of the screen with the four arrow keys.
When you are directly on top of a planet the name will appear at the
bottom of the screen. Type <C> when you are ready to continue
moving the cursor to another star system. As usual, an <X> returns
you to a main menu: to the "C.C." routine from the LOCAL STARMAP and
to "COMMAND MODE" from the GALAXY STARMAP.

There are several built-in limitations. There are upper limits on the number of concurrently allowed scouting missions and on the total number of outstanding orders for new units.

One unavoidable program bug is caused by the limitations of the Color Computer's‡‡ low-res graphics. During the display of the GALAXY STARMAP, two star systems may occasionally blink together. This will not happen on the LOCAL STARMAP and does not otherwise affect the game.

GOOD LUCK!

ERROR TRAPPING--Should the program ever bomb out on you with an error message, type <GOTO700> <ENTER> (do not type <RUN> <ENTER>!); store the game and restart. If through some unfortunate series of circumstances, the screen display should get screwed up, either finish the routine you are in, if you know or can decipher the commands, or exit with an <X>. Then enter the C.C. routine, choosing the GALAXY STARMAP option <2>. Typing <X> to exit this routine should get you back to a new main screen. Another way, allbeit somewhat risky, is to type <BREAK> <GOTO700> <ENTER> (do not type <RUN> or <RUN700> <ENTER>!). If you continue to have trouble please let me know.

Comments and questions are welcome (particularly BUGS!). If you want a reply send a SASE. Write to: David W. Cochran c/o Strictly Color Software, PO Box 382, West Point, PA 19486 or leave a message on CompuServe‡‡‡ ID# 71545,1460. Two copies of the program are included on each cassette, one on each side. If despite this, the program will not load or run properly, send me the cassette and I will replace it. No other warranty is expressed or implied nor will any responsibility be assumed for damages incidental to the use of the program.

‡SYSTEM REQUIREMENTS are a Color Computer‡‡ or a TDP SYSTEM 100 (TM RCA) with Extended Basic, 32K and either disk or cassette.
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‡‡‡ Registered Trademark of CompuServe, Inc.