

EMPIRE

Wargame of the Century

Version 2.0

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for ATARI ST[®] and COMMODORE AMIGA[®]



by

interstel[™]
corporation

EMPIRE

Command Reference Card

Not all commands and orders are available in all game modes. The table below lists all the commands and orders, and indicates which commands/orders can be executed in each game mode. Also those commands and orders which can be executed without exception (i.e., can be given to all your combat units), are indicated by "●". Some commands have exceptions, and these are listed as notes at the end of the table.

Commands Versus Game Modes

COMMAND/ ORDER	GAME MODES										
	D e s k t o p	M o v e	S u r v e y	D i r e c t i o n	M o v e T o	P a t r o l T o	M a r k F l P t h	E s c o r t	G r p S u r v e y	P r o d u c t i o n	V i e w
About Empire...	●	●	●	●	●	●	●	●	●	●	●
Activate			7								
Center Screen		●	●	●	●	●	●	●	●	●	●
Clear Orders		●	1,2,3						●		
Combat Report		●	●								●
Commanders	●	●	●							●	●
Delay	●	●	●	●	●	●	●	●	●	●	●
Escort Ship		2	2					●			
Exit Game		●	●	●	●	●	●	●	●	●	●
Flight Paths		5	5				●				
Go Direction		●	1,2,3								
Go Home		1,2	1,2						●		
Go Random		2,3	2,3						●		
Group Survey Cmd		●	●								
Information		●	●								●
Load	●										
Load Ship		4	4						●		
Map Editor	●										
Move Mode Cmd			●	●	●	●	●	●	●	●	●
Move To		●	1,2,3		●						
New Game	●										
Patrol To		●	1,2,3			●					
Production Map		●	●						●	●	
Quit	●	●	●	●	●	●	●	●	●	●	●
Save		●	●						●		●
Save As		●	●						●		●
Sentry		6	6						●		
Set Production		5	5						●	5	
Ship Report		●	●								●
Skip Move		●									
Sound	●	●	●	●	●	●	●	●	●	●	●
Status		●	●	●	●	●	●	●	●	●	●
Survey Mode Cmd		●		●	●	●	●	●	●	●	
Unload Ship		4	4						●		
View											●
Wait		●									
World Map		●	●	●	●	●	●	●	●	●	●

Notes :

1. Active only when the cursor is on a fighter.
2. Active only when the cursor is on a ship.
3. Active only when the cursor is on an army.
4. Active only when the cursor is on a troop transport or aircraft carrier.
5. Active only when the cursor is on a friendly city.
6. Active only when the cursor is on an army, ship, or fighter aboard an aircraft carrier.
7. Active only when the cursor is on a friendly unit which has movement available this turn

Commands and Orders

COMMAND/ORDER	MENU	KEYSTROKE(S)
About Empire...	Desk/Project	[Alt][E]
Activate	Commands	[A]
Center Screen	Commands	[C]
Clear Orders	Orders	[O]
Combat Report	Reports	[Alt][R]
Commanders	Other	[Alt][C]
Delay	Other	[Alt][D]
Escort Ship	Orders	[E]
Exit Game	File/Project	[Control][E]
Flight Paths	Commands	[F]
Go Direction	Orders	[D]
Go Home	Orders	[H]
Go Random	Orders	[R]
Group Survey Command	Commands	[G]
Information	Reports	[Alt][I]
Load	File/Project	[Control][L]
Load Ship	Orders	[L]
Map Editor	File/Project	[Control][M]
Move Mode Command	Commands	[M]
Move To	Orders	[T]
New Game	File/Project	[Control][N]
Patrol To	Orders	[P]
Production Map	Reports	[Alt][X]
Quit	File/Project	[Control][Q]
Save	File/Project	[Control][S]
Save As	File/Project	[Control][A]
Sentry	Orders	[S]
Set Production	Reports	[X]
Ship Report	Reports	[Alt][H]
Skip Move	Orders	[Space]
Sound	Other	[Alt][O]
Status	Reports	[Alt][S]
Survey Mode Command	Commands	[V]
Unload Ship	Orders	[U]
View	Other	[Alt][V]
Wait	Commands	[W]
World Map	Reports	[Alt][W]

Pull-Down Menus

File*

New Game
Load
Save
Save As
Exit Game
Map Editor
Quit

Other

Sound
Delay
Commanders
View

Reports

World Map
Status
Combat Report
Info
Ship Report
Set Production
Production Map

Orders

Go Home
Go Direction
Go Random
Move To
Patrol To
Escort Ship
Sentry
Clear Orders
Load Ship
Unload Ship
Skip Move

Commands

Move Mode
Survey Mode
Group Survey
Wait
Flight Paths
Activate
Center Screen

Map Editor Pull-Down Menus

File*

Load Map
Save Map
Save Map As
Clear Map
Fill Map
Exit Editor

Pieces

Sea
Land
City

Growths

Grow Land Mass
Grow Sea Mass
Blotch
Blotch Sea
Sprinkle Cities
Build a World
Watch Build

Other

Validate Cities
Center Screen
World View

*Note: On the Amiga, this menu is named **Project**.

Symbols



Direction Cursor



Survey Cursor



City



Destroyer



Army



Submarine



Army on Sentry Duty



Cruiser



Fighter



Battleship



Troop Transport
(empty)



Aircraft Carrier
(empty)



Troop Transport
(armies on board)



Aircraft Carrier
(fighters on board)

Colors Used in EMPIRE

Item	Amiga	Atari ST	Monochrome
Land	Green	Green	Dark Grey
Sea	Blue	Blue	Light Grey
Unexplored Area	Black	Black	Black
Neutral Cities	Lt. Green on Black	Black on White	White on Grey
Player 1 Units*	White	White on Black	White on Black
Player 2 Units	Red	Green on Black	Black on White
Player 3 Units	Black	Blue on Black	Black on Grey

*NOTE: Player's units include conquered cities as well as armies, fighters and ships.

EMPIRE World Building Commands

MAP COMMAND	MENU	KEYSTROKE
Blotch	Growths	[B]
Blotch Sea	Growths	[Alt][B]
Build a World	Growths	[W]
Center Screen	Other	[C]
City	Pieces	[X]
Clear Map	File/Project	[Control][C]
Exit Editor	File/Project	[Control][E]
Fill Map	File/Project	[Control][F]
Grow Land Mass	Growths	[G]
Grow Sea Mass	Growths	[Alt][G]
Land	Pieces	[L]
Load Map	File/Project	[Control][L]
Save Map	File/Project	[Control][S]
Save Map As	File/Project	[Control][A]
Sea	Pieces	[S]
Sprinkle Cities	Growths	[K]
Validate Cities	Other	[V]
Watch Build	Growths	[A]
World View	Other	[Alt][W]