

A STAR FLEET Planetary Campaign

EMPIRE

'Wargame Of The Century'™

*by Walter Bright
& Mark Baldwin*

DOORMAN 6007



interstel™

EMPIRE™

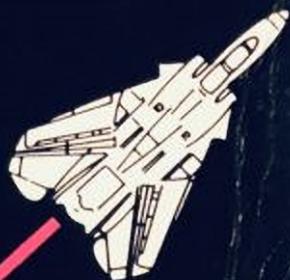
'Wargame Of The Century'

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In a well-known sector of Alliance controlled space, Krellan-induced hostilities threaten to eliminate the very life of a small but significant civilized planet. Alliance leaders, recently apprised of the Krellans' 'Operation Big Brother,' are readying a special task force to try and unite the planet by forming a counter-empire . . .

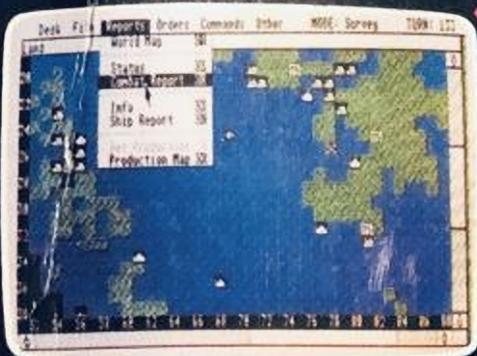
Your level of experience and performance as an Alliance Commander has earned the respect not only of Alliance leaders, but also that of the Alliance's armed forces. Their survival has often depended on your strategic expertise, skill and cunning in several of your past missions. This unique level of experience has earned you the offer of Generalship of the Special Task Force. As an emissary emperor on the planet you will have locally produced land, air, and sea forces at your command in a full-scale planetary state of war . . .

Your opponent will be formidable and cunning! The decision to accept the challenge is before you . . . Accept the mission! Conquer and establish an EMPIRE!



EMPIRE - 'Wargame of the Century' is a game of strategic conquest and empire building. Starting with only a single city in a vast uncharted world, you set out on your quest of exploration and conquest. As your armies encounter and subdue hostile cities, your production capacity increases. You must decide what each city should produce to best aid your war effort. As your empire increases, you will soon have at your command armies, fighters, and a powerful navy. Your navy can be comprised of your choice of aircraft carriers, battleships, cruisers, destroyers, submarines and troop transports. However, your aspirations to be emperor are not achieved easily. Somewhere in this vast world are one or two opponents who are also attempting to build empires. Eventually your forces will meet, and a life and death struggle of epic proportions will begin. There can only be one winner in this war, and only through exceptional strategic and logistics skills will final victory be yours!

Screens are from Atari® ST version.



Convenient command windows help you in your task of building an empire.



World Map display shows you the extent of your exploration and overall situation.

This program is the improved authorized edition of "EMPIRE - The Wargame of the Century", written by Walter Bright in 1977, which subsequently became one of the most popular and addictive games to ever appear on mainframe and minicomputers. Several illegal versions and imitators have since appeared on microcomputers, but this is the only AUTHORIZED version being published. With the many enhancements added by Interstel, this edition is also by far the best of this genre available anywhere.

FEATURES OF EMPIRE

- Real strategy game
- One to three human or computer players
- Computer players use advanced artificial intelligence (choice of standard or expert levels)
- Land, air, and sea combat
- Unit types include armies, fighters, submarines, destroyers, aircraft carriers, battleships, cruisers, and troop transports (you can even name your ships!)
- Supports color or B&W displays using full windowing
- Mouse or keyboard control (some versions may not support mouse control)
- Save and resume games in progress
- Multiple difficulty levels
- Hidden movement - you never know what your opponents are up to!
- Over 30 commands available
- Millions of different worlds available to conquer
- Unique world building feature - the computer can build a new world or you can design your own
- A permanent battle record is kept for each player
- Unique play-by-mail feature

WARNING: This program is highly addictive. Considerable otherwise productive time might be lost. Play only during vacations.

interstel™
corporation

P.O. Box 57825
Webster, TX 77598
(713) 486-4163

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