

# EMPIRE

## Wargame of the Century

Version 2.0

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for ATARI ST<sup>®</sup> and COMMODORE AMIGA<sup>®</sup>



by

**interstel**<sup>™</sup>  
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 y P a t h	E s c o r t	G r o u 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

<b>File*</b>	<b>Reports</b>	<b>Orders</b>	<b>Commands</b>
New Game	World Map	Go Home	Move Mode
Load	Status	Go Direction	Survey Mode
Save	Combat Report	Go Random	Group Survey
Save As	Info	Move To	Wait
Exit Game	Ship Report	Patrol To	Flight Paths
Map Editor	Set Production	Escort Ship	Activate
Quit	Production Map	Sentry	Center Screen
		Clear Orders	
<b>Other</b>		Load Ship	
Sound		Unload Ship	
Delay		Skip Move	
Commanders			
View			

## Map Editor Pull-Down Menus

<b>File*</b>	<b>Pieces</b>	<b>Growths</b>	<b>Other</b>
Load Map	Sea	Grow Land Mass	Validate Cities
Save Map	Land	Grow Sea Mass	Center Screen
Save Map As	City	Blotch	World View
Clear Map		Blotch Sea	
Fill Map		Sprinkle Cities	
Exit Editor		Build a World	
		Watch Build	

\*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]