

DARK EMPIRE

In the outer regions of the universe there is a large world. A world similar to ours - made up of land and sea. The land split up into islands and continents. There are Cities on the continents and islands, inhabited by ordinary people, living an ordinary way of life.

Or so it seems. They are in fact dominated by an evil alien force. This evil force is called the Dark Empire. The Dark Empire are masters of illusion - giving other planets the impression that all is well with the people of the world into which they have infiltrated. In fact nothing could be further from the truth. The Dark Empire have dominated and repressed the world's inhabitants to such a degree, that they cannot communicate to the outer universe for help. It is possible that they've grown accustomed to a particular way of life simply because they know of nothing better. Certainly, they have never tasted freedom as we know it. But one thing is for sure - this world needs help fast. It is crying out to be freed from the bonds of slavery.

The Deep Space Authorities have responded to this information by sending a Liberation Task Force. As Captain-General of the Liberation Task Force, you have at your disposal Armies, Naval forces - Battleships, Submarines, Cruisers, Aircraft Carriers, Transport Ships and Aircraft. The mission will be to seek and destroy the Dark Empire forces and capture the cities on the mainland and islands. Thus liberating the people from slavery and giving them a chance to shape their own future.

The personal satisfaction gained from saving a lost, helpless world and defeating the evil forces of the Dark Empire will be monumental... Go for it, Captain-General!!

GAMEPLAY

The player starts with one city and one army unit. Capturing cities is the key to winning the game. There are numerous cities spread over the map, and they are captured by successfully attacking with an army. Possession of a city means it can be used to build new units - armies, destroyers, submarines, cruisers, battleships, aircraft carriers, transports and aircraft. The army units are transported overseas by embarking onto troopships.

The game can be played in turns between two players or against the computer.

Press "Break" for "Break In" Menu.

"Break In" Menu.

Save Game: Option to download the game, and upload it at a later date.

Continue: Continues the existing game.

Restart: Starts a fresh game.

Redefine: This mode enables you to select Joystick or Keyboard, and redefine the Keyboard controls. You can also change the map colours, background colours and both players colours.

Options: This gives you a separate menu of optional orders. The orders are given on a Yes/No basis, and naturally, affects the progress of the game.

Exit Game: Ends the program.

Unit Orders Menu.

To move the units around the map, you will need to issue specific orders. The Unit Orders menu is obtained by moving the cursor over the desired icon, and pressing "Order"/"Fire". Orders are given by moving the cursor over the desired Order icon, and pressing "Order"/"Fire".

Halt: Stops the unit moving until further orders are given.

Move: This order moves the unit in a particular direction. The unit will continue in the ordered direction until it hits an obstruction or land/sea. It is also possible to instruct units to move at random.

Advance: Enables the unit to advance to a given position, attack the enemy or capture a city. This is done by moving the cursor over the target and pressing "Order"/"Fire".

Disembark: This icon appears when an Army has embarked on a transport ship, and the ship is near enough to land to disembark.

As you build up your armed forces, further orders may appear on the menu - for example using aircraft for long-range reconnaissance.