MAP EDITOR PULL DOWN MENUS

File	Pieces	Growth	Other
Load Map	Put Sea	Grow Land Mass	Validate Cities
Save Map	Put Land	Grow Sea Mass	Center Screen
Save Map As	Put City	Blotch Land	World View
Delete	All Sea	Blotch Sea	Set City Info
Exit Editor	All Land	Sprinkle Cities	
		Build a World	

EMPIRE WORLD BUILDING COMMANDS

MAP COMMAND	MENU	KEYSTROKE
All Land	Pieces	[F5]
All Sea	Pieces	[F3]
Blotch Land	Growth	[B]
Blotch Sea	Growth	[Shift][B]
Build a World	Growth	[W]
Center Screen	Other	[C]
Delete	File	[Shift][G]
Exit Editor	File	[Shift][E]
Grow Land Mass	Growth	[G]
Grow Sea Mass	Growth	[Shift][G]
Load Map	File	[Shift][L]
Put City	Pieces	[X]
Put Land	Pieces	[L]
Put Sea	Pieces	[S]
Save Map	File	[Shift][S]
Save Map As	File	[Shift][A]
Sprinkle Cities	Growth	[K]
Validate Cities	Other	[V]
World View	Other	[F1]

COLORS USED IN EMPIRE

ITEM	COLOR
Land	Green
Sea	Blue
Unexplored Area	Black
Neutral Cities	Purple
Player 1 Units*	White
Player 2 Units*	Yellow

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

EMPIRE

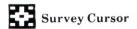## Wargame of the Century™

Version 2.0
by Walter Bright & Mark Baldwin

for the Apple® II

COMMAND REFERENCE CARD

SYMBOLS

- Survey Cursor
- City
- Army
- Army on Sentry Duty
- Fighter
- Troop Transport (empty)
- Troop Transport (armies on board)
- Destroyer
- Submarine
- Cruiser
- Battleship
- Aircraft Carrier (empty)
- Aircraft Carrier (fighters on board)

SUMMARY OF ALL COMBAT UNITS

	Army	Fighter	Troop Transport	Sub-marine	Destroyer	Cruiser	Aircraft Carrier	Battle-ship
Moves per Turn	1	5	2	2	3	2	2	2
Hits to destroy	1	1	3	2	3	8	8	12
Damage per hit	1	1	1	3	1	2	1	3
Attack Factor	1	1	$\frac{1}{2}$	1	1	1	$\frac{1}{2}$	1
Defense Factor	1 $\frac{1}{4}$*	1	$\frac{1}{2}$	$\frac{1}{2}$	1	1	1	1
Bombardment	No	No	No	No	No	Yes	No	Yes
Cargo Capacity	-	-	Six armies	-	-	-	Eight fighters	-
Cannot See	Subs (1)	Subs	Subs	Armies Fighters	-	-	Subs	Subs
Initial Prod (2)	6	12	30	24	24	35	48	60
Cont Prod (2)	5	10	25	20	20	30	40	50

Notes:
* Against bombardment only.
1 Abbreviation for "Submarines."
2 Production turns given are for a production efficiency of 50 percent.

COMBAT UNIT PRODUCTION TIMES

COMBAT UNIT	START PRODUCTION	CONTINUE PRODUCTION
Army	6	5
Fighter	12	10
Destroyer	24	20
Troop Transport	30	25
Submarine	24	20
Cruiser	35	30
Aircraft Carrier	48	40
Battleship	60	50

PULL DOWN MENUS

File
New Game
Load
Save
Save As
Exit Game
Map Editor
Delete

Reports
World Map
Status
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
Ground Paths
Sea Paths
Activate
Center Screen
Center Cursor

Misc
Sound
Display
Commanders
Surrender

COMMANDS AND ORDERS

COMMAND/ORDER	MENU	KEYSTROKE
Activate	Commands	[A]
Center Cursor	Commands	[Control][C]
Center Screen	Commands	[C]
Clear Orders	Orders	[O]
Commanders	Misc	[Z]*
Delete	File	[Control][G]*
Display	Misc	[Control][D]
Escort Ship	Orders	[E]
Exit Game	File	[Control][E]
Flight Paths	Commands	[F]
Go Direction	Orders	[D]
Go Home	Orders	[H]
Go Random	Orders	[R]
Ground Paths	Commands	[J]
Group Survey Command	Commands	[G]
Information	Reports	[I]
Load	File	[Control][L]*
Load Ship	Orders	[L]
Map Editor	File	[Control][M]*
Move Mode Command	Commands	[M]
Move To	Orders	[T]
New Game	File	[Control][N]*
Patrol To	Orders	[P]
Production Map	Reports	[Control][P]
Save	File	[Control][S]
Save As	File	[Control][A]
Sea Paths	Commands	[K]
Sentry	Orders	[S]
Set Production	Reports	[Control][X]
Ship Report	Reports	[Control][R]
Skip Move	Orders	[Space]
Sound	Misc	[Control][O]
Status	Reports	[Control][T]
Surrender	Misc	[Control][U]
Survey Mode Command	Commands	[V]
Unload Ship	Orders	[U]
Wait	Commands	[W]
World Map	Reports	[Control][W]

* Available from the desktop only - not while game is in progress.