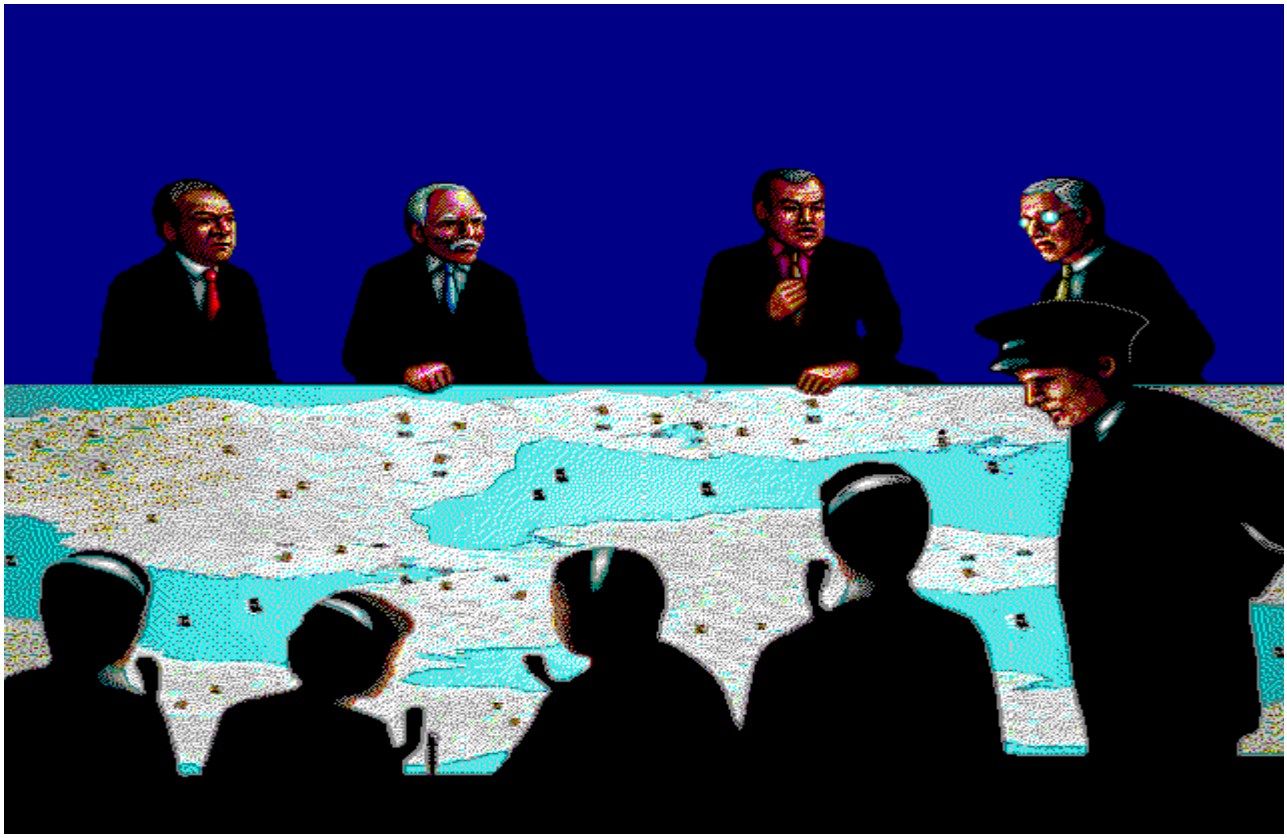


Empire Deluxe Combined Edition Manual

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01/25/25

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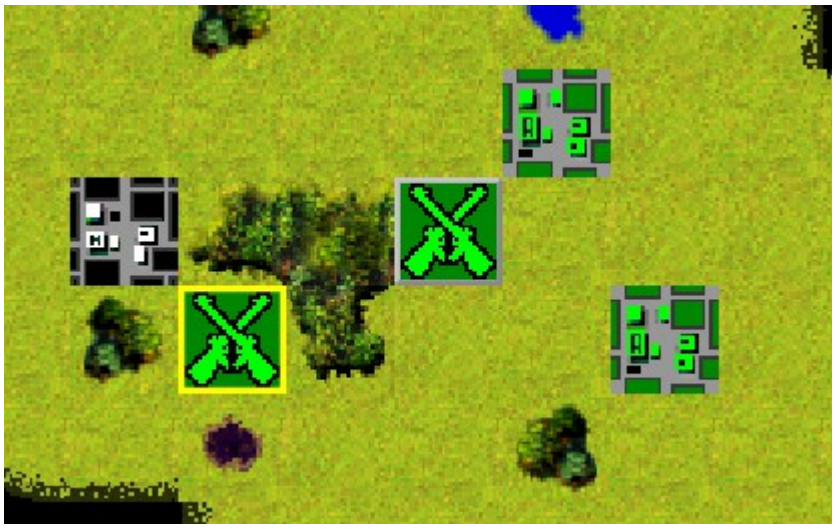
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Introduction

Thank you very much for your purchase of *Empire Deluxe Combined Edition*. If this is the first time you have played the game, you are about to embark on a historic journey already began almost fifty years ago. But don't worry, the game has been proven to wait for you. Soon you too will be a veteran player, and you too will sit around the fire with others and talk of your experiences and strategies.



What is Empire Deluxe?

Empire Deluxe is a game about taking cities. Starting with just one, the city enables a commander to produce units. These units in turn can directly attack or support the attack of more cities. Your imperialistic desires are not satisfied until you have taken every city on the map.

Then there is an added complication:

There can be multiple opponents with the same goal. You cannot work with them to capture all of the cities. They don't want to work with you. You must work against them. You spend a good amount of time preventing them from taking *your* cities, and you try your best to capture *their* cities.

Additional rules can be added to the game at your discretion. The games can range from simple to moderately complex in nature, being small affairs or large epic conflicts, depending on how you configure the game.

Examples of some of the different ways you can set up a game:

- Sighting/Exploration - Have the full map revealed and know where all units are, or make it a mystery you must discover

•Number/Types of Players - Add players, both human and AI

•Choose a unit set - Work with the simplest of units, to just take cities, or add submarines, aircraft carriers, artillery, engineers, spy satellites and even nuclear missiles.

•Buy Points - start the game with a set of buy points to insta-build your force at the game start

•Production Rules - Enable penalties for creating to much, have cities specialize in building a unit type or how efficient they are.

•Supply - Exploit resources on the map to use for faster and more efficient production

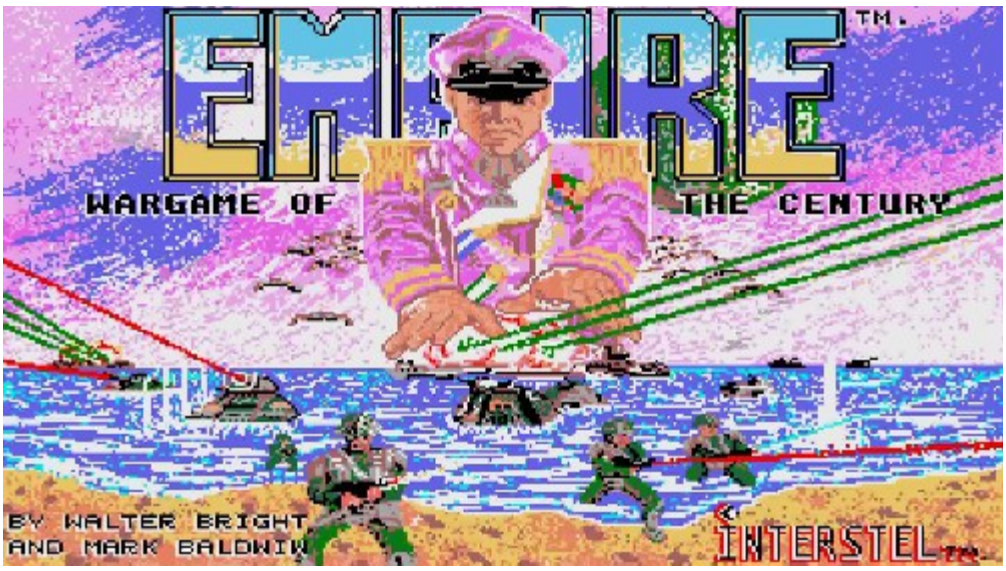
•Maps/Scenarios - use predefined maps and scenarios to approach a game from a different perspective, or configure the random map generators to make a certain map topography for you

•Alter Victory Conditions - change the challenge so that victory is achieve through regicide or a capital kill, or perhaps taking over a number of specially marked cities.

If working within the box is not enough, you can also modify the game with new and unique sets of units, use your C# programming skills to make a new computer player (or make adjustments to the current ones), build your own custom map generation, and even change all artwork in the game.

A Brief History

The game itself is now in its fifth decade of existence, based on Walter Bright's "*Empire, Wargame of the Century*". Originally a Unix Platform game in the 70's, Bright and programmer Mark Baldwin developed a PC version of the game, which was published by *Interstel*.



Mark Baldwin and his development partner, Bob Rakosky, took the game concept and added further ideas to the game and released the game *Empire Deluxe* in 1993.



The release of Empire Deluxe was when the most modern concepts of the game were formed. With a maximum map size of 250 x 250, Empire Deluxe introduced three game sets and rules:

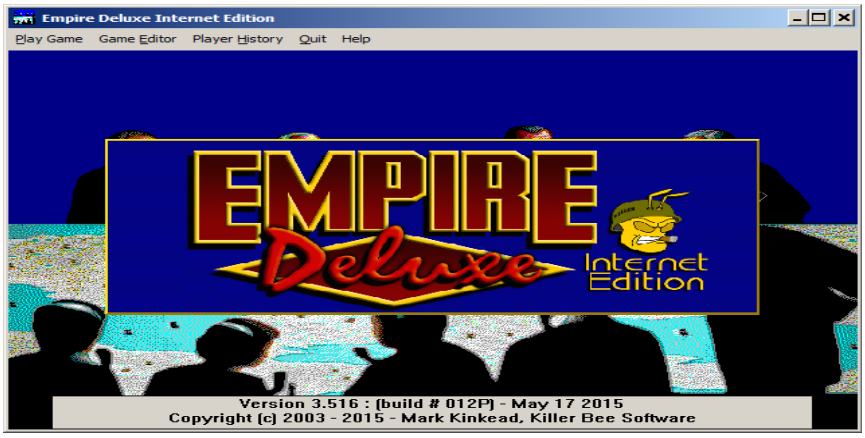
The Basic Game – designed to satisfy the simplest of play as an introductory set of units.

The Standard Game – Designed as a bridge game to introduce some new rules and concepts, such as the novel idea of map exploration, and reminiscent of Interstel Empire play.

The Advanced Game – an extremely well balanced and elegant unit design with some additional rules.

About a decade later, in late 2002, as an obsessed fan Mark Kinkead acquired the rights to Empire Deluxe, and produced two separate versions:

Empire Deluxe Internet Edition: Very near a direct port of the 1993 Empire Deluxe.



Empire Deluxe Enhanced Edition: Additional units and rules for the game, much more modifiable access, and unlimited size maps.



Now, fifteen years after that and nearly fifty years after the journey began, there will be a new version of the game, ***Empire Deluxe Combined Edition***.

Setting Up A Game In Detail

Setting up a game can be a simple process. However, the first time you set up a game there are several things that need to be addressed.

Tutorials and Explanations



Open This Help File *Explanation Of Setup Controls* *Run Through Tutorial*

There is a tutorial available if needed. This will take you through the setup process and then walk you through some simple command and control activities in a game.

There is also a “Round The Horn” walk-through of the setup screen. This will explain the features available during setup.

Select A Unit Set



Choose A Unit Set

The *unit set* you will want to play with must be specified. You will have the choice at this time to choose which set you like. All unit sets have game rules which are suggested by the unit set creator for play. When a set is selected, the rules are set to these suggestions. If changes to the rules are desired, they must be manually selected/deselected.

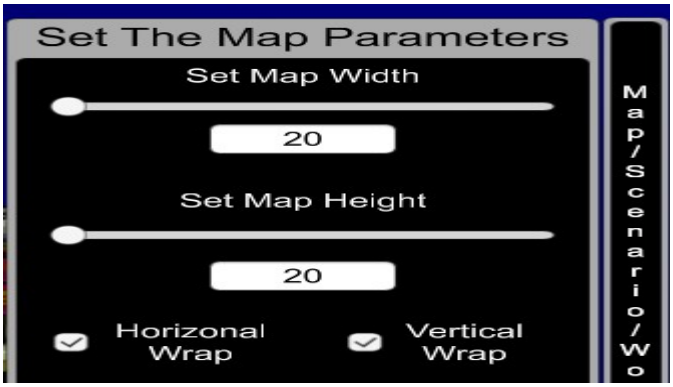
Give The Game A Name



The Game Name

The game is given a name based on a list of over 3000 battles or wars from history and fiction. If you want to try a different name, touch the Generate Name button for a new one. The name can also manually be entered during setup. This name will be used when displaying available game to play when you want to reload a game.

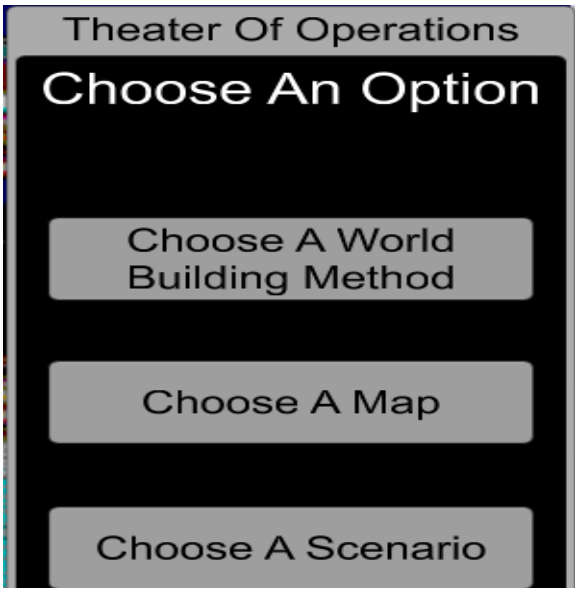
Set The Map Parameters



Map Parameters

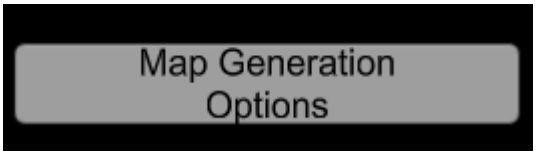
As with previous versions of Empire Deluxe, *the map/scenario parameters must be set*. The button tab for this is on the far right. This will include the map width and height, the wrap capabilities (horizontally and vertically), and which Map Maker DLL you would like to use. Alternatively, you can also select a pre-made map or scenario to play with.

Select A Map Maker – Or Choose The Map/Scenario



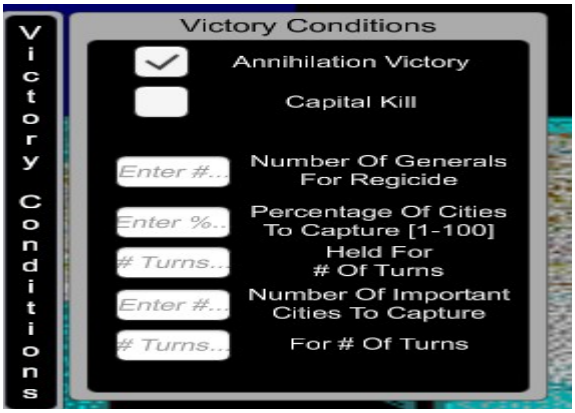
Map Generation

If you are going to use a *World Building map maker* to generate a map for the game, the DLL may have further options or “hints” for you to work with and pass to the map maker to further influence map generation. In setup, you will have the ability to look at the settings of these options and change them to your specifications.



As some map makers may have many options available, the ability to save and load different configurations of these options is available.

Set The Victory Conditions



Victory Conditions

The *Victory Conditions* must also be set for a game. The player can choose as few or as many as he wants. Ultimately, the number of players that will be set in a game will determine if some victory conditions are enforced. (You can play with just one player). The victory conditions are accessed from the tab button on the left.

Set The Game Rules



Game Rules

The *Game Rules* must also be set. Be aware that when you change unit sets, the rules could change. You are able to set the rules the way you want after setting the unit set. The rules are accessed from the tab button on the left.

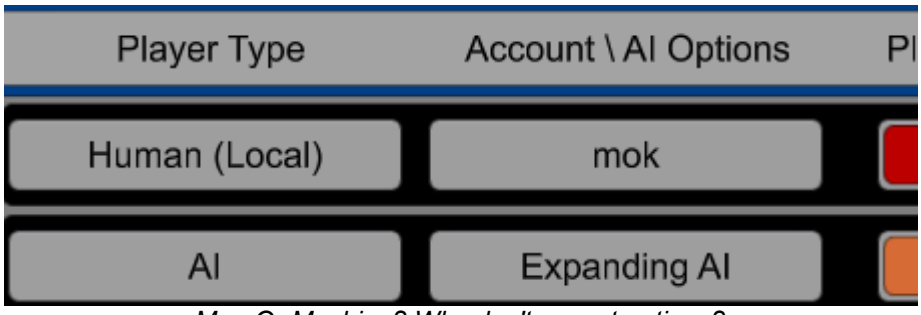
Setup The Players In The Player List



Player List Entries

The most involved aspect of setup is *setting the appropriate number and types of players for the game* as there are many potential options available. Player positions can easily be added or removed from the list except when you are using a pre-made scenario.

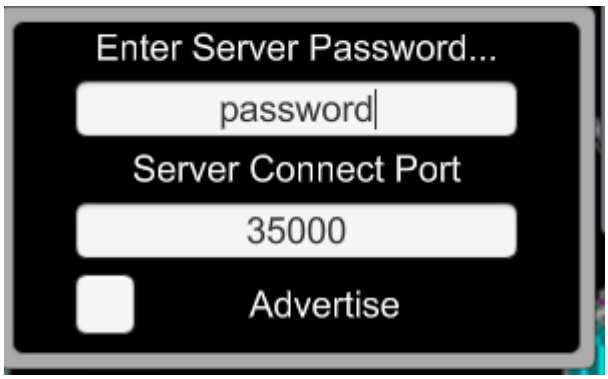
Player List: **Set Player Type**



Man Or Machine? Why don't we get options?

Setting the player type will determine the control of the player. For Human players, these can be Local, Network, and Email. Local players will play on the computer setting up the game. Two or more Local players is a “hot seat” game. When setting up an email game, one player must be a Local player. When setting up a Network game, one player can be Local.

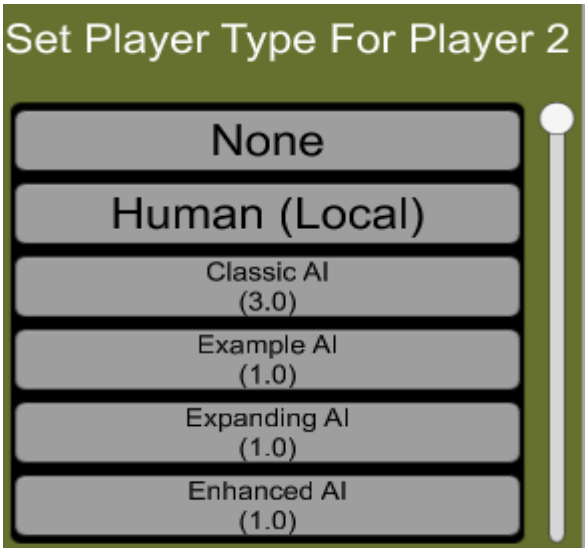
Player List: If Starting A Network Game



Server Network Settings

Any Network game will require you to set a server password, the connection port for others to join, and determine the option to advertise the game. The dialog for networking will appear in the lower right corner if a network player is selected.

Player List: Choose The AI Player Type If AI



Choosing A Player Type

For AI player types, the AI DLL for that player must first be chosen. Then, any options for that player can be set. As with map makers, these options can be stored and loaded for future use.

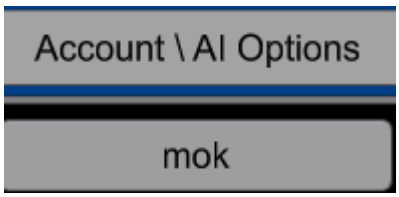
Player List: Set The Player Colors



Setting Colors

The foreground and background colors for each player can be set, as well as the Text Color used when displaying the player's turn number. These color values can later be changed in the game if desired.

Player List: **Set The Player Account If Local**



Account Selection

All Local players in a game must start with an “Account”. This account is used to store your options and game history.

Player List: **Set The Starting Cities If Desired**



Starting Cities Entry – Can Be Left Blank

During a player setup, the number of starting cities can be set. Leaving this blank will default to a value of 1.

Player List: **Set The Buy Points If Desired**



Buy Point Entry – Can Be Left Blank

Additionally, the number of buy points that can be used on the first turn can be set. The default for buy points is zero.

Player List: **Adjust The Handicaps If Desired**



The three handicaps for each player can be set. Each handicap can give advantages or disadvantages to each player. The handicaps are:

- Production – Increase/Decrease the time it takes for a city to produce a unit.
- Combat – Increase/Decrease the odds of combat against other player positions
- Neutral - Increase/Decrease the odds of combat against Neutral cities.

Player List: **Adding or Removing Positions**


Remove Position


Add Position

Each individual position may be removed by touching the Remove Position button at the end of the row. To add a position, touch the Add Position button located in the upper-right of the player list box.

Save The Setup If You Like It



Save A Configuration For Later Use *Load A Configuration*

You are able to save your setups to a file if you wish. This could be helpful, as setting up players and world builders can be quite involved and detailed if you go into the weeds.

Play The Game



This Is Why We Came

Once the setup has enough data to start a game, the Play button will become active and you can start the game. The ability to save and load specific setup configurations is available. When a game is started, the setup used is saved and will be reloaded the next time you go to setup a game.

Turn 1 Activities

Setting Player Name (can be changed later)

You may set your player name for this game at anytime (use the button in the info button area). The player name can be different from the account name.



Buy Points: Add Unit / Remove

Buy Points

Buy points: If your game has buy points, these MUST be spent and deployed on turn one before the regular turn begins or all points are lost.

To Deploy units using buy points, touch the Buy Points control button on the right side and select the type of unit you wish to buy. Then for every location that is touched a unit of the type selected will be added to that location. Touching a unit already on the map that can host the buy point unit type will add a unit of that type if space is available.

Note that the deployment of roads on Sea locations is allowed during this phase.

In addition to exploring units, with the appropriate exploration rule set, you will have the opportunity to reveal a location for a cost. This bargain comes with a “no refunds” clause attached to it.

To remove a unit, select the remove placements control button and touch the location to do the removal. Transporting units will remove their children first before being removed themselves.



City Production

Set Your Initial Production

If you start the game with only a city, it is very important that the city have a production strategy set for turn one, or else the game may process until stopped by a Process Break. Choose your first unit wisely. Do you want to explore by air, land, or sea? Time is not your friend, so consider the production costs and what little terrain you can see.



The Process Break Control

Special Cases: No First Turn Movement

If the game involves either buy points or a scenario, units will not be able to move on turn one. Production settings should still take place.

Command And Control (Techniques For Moving Your Units)

Ultimately, the way you interact with the game will be a matter of personal choice. Here are some suggestions to help facilitate game play. Descriptions to the commands are available in the game by hovering the cursor over a control button.

Command Interface Details

The Command Interface has the map in the middle to provide you with situational awareness. It has various components providing you with information.

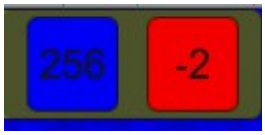
The Status Bar



Status Bar (Top)

The status bar is on top and towards the left. It will give you text information on the current active unit, as well as other information that may be important.

Turn Indicator And Drain Indicator



Turn Indicator / Drain Indicator (Upper Right)

In the upper right corner is the Turn Indicator and, if the appropriate rules are set, the Units Before Drain Indicator. The Turn Indicator will show the foreground color of the player currently taking a turn as well as the turn number. The Drain Indicator shows the production specific *Units Before Drain* count.

Info Box



Info Box (Lower Right)

In the lower right corner is the Info Box. This will provide information regarding the location the pointer is currently hovering over. Note the distance of the location from the active unit is presented.

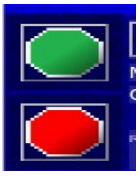
Active Unit Display



Active Unit Display (Lower Left)

If you currently have an active unit awaiting orders, it will be displayed in the lower left corner. This provides information about the unit. Touching the unit icon will center the map on the unit.

Continue Processing / Processing Break Controls



Continue Processing / Process Break (Lower Left)

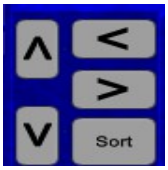
In the lower left corner you have the Continue Processing (Green) and Process Break (Red) controls. Continue Processing will call up the next unit to be processed. If an active unit has pending orders when Continue Processing is touched, the unit will try to execute those orders. If it does not have orders, it will be treated like a skip unless it is an air unit short on fuel which will act as if it was ordered to go home.

Process Break can be used if units are automatically executing orders and you desire to regain control.

Command / Control Button Sections

There are some fifty or so Command/Control Buttons available to you. These will be contextually enabled when they can be invoked. The buttons are organized into three sections on the map:

- Menu (top right): Deal with game program operation.
- Info (right side): Provide display annotations and report information
- Command (bottom): Show available commands in the context of the current active unit.



Section Resize And Sort (One Set Per Section)

Each section has a set of buttons to expand or reduce the section area. There is also a sort button which allows you to reorganize each button in the section. A button can be dragged

and positions exchanged by dropping the button within the section.

Placing the pointer over each control button will provide information and the key binding (if any) for that command.

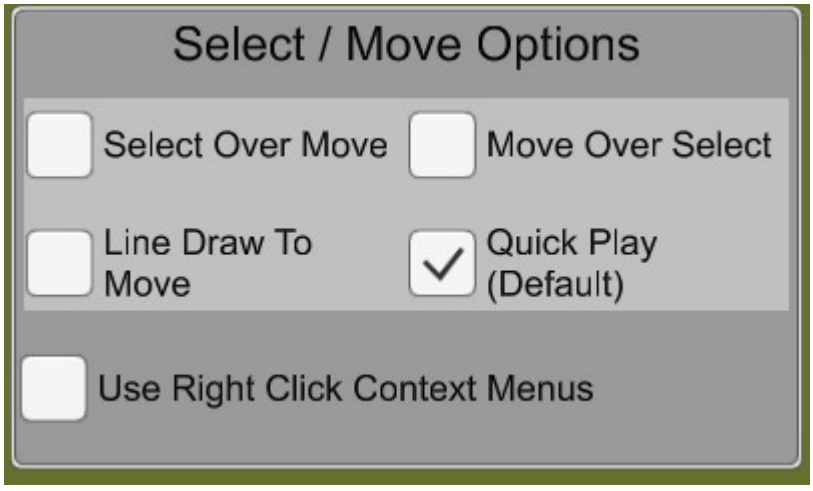
When sorting the Command Button Section, an additional control button row will appear above the two row of buttons. In this section you can drag buttons that you do not want visible at all, even if the section is fully extended and displayed. If you need the button displayed again, just drag it back to one of the bottom two rows. This is useful for hiding buttons you do not use to alleviate crowding in this section. If a button is in this section, though you cannot see it, the bound key command (if assigned) will still function if able.

Synergy: Using Keyboard and Mouse

Empire Deluxe can have many play styles, but all will most likely combine the use of a keyboard (if available) and a pointer. The Keyboard is very useful for giving a unit frequently needed directional step orders, while the pointer is useful for distance oriented movement orders. The ability to assign Key Binds to the Control Button commands is also provided.

The interface has been designed with future portability to mobile touch based platforms in mind, so traditional control and interfacing with Left or Right clicks has been reduced to simple “clicks or “touches”. If using a mouse with the game, most often a left or right click will yield the same result.

Movement Interface Modes



Choose An Interface Option

There are four interface modes which can be selected to play the game. These modes essentially center around the question of : *When you have a unit active, what to do when you click on the map? Are you giving a move-to order? Are you selecting a unit? Are you wanting to move the map?* Some of these modes are present to make the interface

familiar to previous versions of Empire Deluxe. Each is unique in some way. The four modes are:

Quick Play (Default): A slick marketing term for the default mode, this mode facilitates the fastest play, but requires players to be careful with their touches. With this mode, touch any location on the map and and the active unit will attempt to move there if it can. If not, it will try to select and change the active unit if you touch a friendly. Be aware though that touching a friendly that can load/be loaded with the active unit will cause the active unit to move towards that location. Touching the active unit will deactivate it. Touch and hold will drag the map around.

Select Over Move – In this mode, when you touch a location that has a friendly, that friendly will always be selected The exception to this case is if the active unit is directly next to the friendly, it will attempt to load/move . A touch on an enemy or empty location will request a move. Touching the active unit will deactivate it. A touch and hold will drag the map.

Move Over Select – In this mode, a click on a location with a friendly will move the unit towards the friendly. Touching the active unit will deactivate it. Touch and hold will drag the map around.

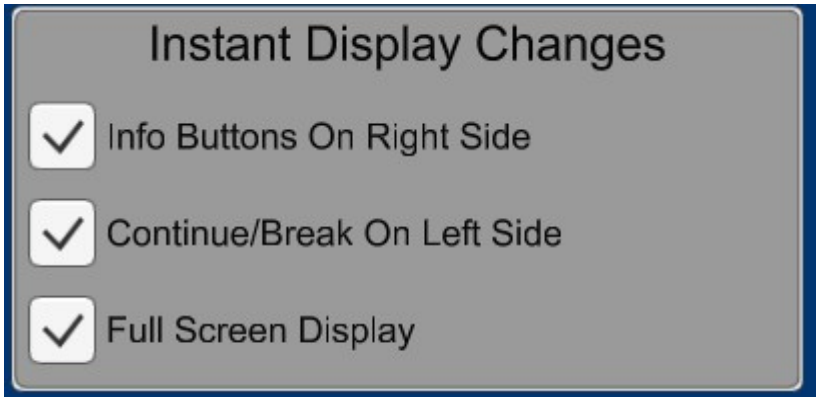
Line Draw To Move – This mode is very mouse oriented, and reflects the old style EDEE interface play. Left click and hold will draw a line from the active unit, which can then be moved around. Upon release, the unit will move towards the release location. Releasing at the active unit's location will cancel the order. Touching the active unit will deactivate it. A left click on an empty location will deactivate the unit. Additional left clicks with no unit active will center the map at that location. Right click and hold can drag the map.

Keyboard or mouse?

There is a long list of possible key binds, a few of which cannot directly be accessed by other means. Theses include:

- Map Scrolling: keys for fast map movement – thought the user can drag the map under most modes.
- Directional one step movements – though the directional step can be fulfilled with a touch, the numeric pad on most keyboards is quite useful for this.
- Keyboard-based Move To Commands: As the the days of the Internet Edition, this command with directional keys can allow you to enter a movement command without the assistance of a mouse.

Many dialogs all have basics arrow key and return controls to navigate some of the buttons and lists.



The Continue/Break button controls (bottom left in the videos) can be flipped to either the left or right side. The set of Information control buttons can now be flipped to either the right or left side with the screen. A Right Click context menu, reflecting the active unit commands is also available.

For mouse or keyboard, the entire bottom portion of the interface can be toggled with a button/key and so you can play almost with a full map screen.

Deactivating A Unit

When a unit is active, It can be deactivated with a pointer by touching the unit. There is also a Control Button use to deactivate the unit (default Keybind is Escape), and the break command (red stop sign) will also deactivate.

Different Ways To Activate (Select) A Different Unit

When one unit is active, it is sometimes desired to select another unit. There are several ways to do this.



Deactivate Unit Control

1) Deactivate the current active unit, then touch the desired unit.

2) If both the units are not air units, and one cannot transport the other, then you can double touch the unit you want active. Always remain aware of active air/transportable units and movement vs select due to the current active unit may think you are giving it orders to move.



Order Of Battle Display

3) A Friendly Unit can be activated through the Order Of Battle Display



Wait One and Wait Controls

4) A Unit in the proximity of the current active unit may be activated by use of the Wait or Wait One command.



Options

If you are having trouble with units getting confused and moving when you are trying to select another, there is an option provided which will allow you to always change to the other unit with a touch, except when the units are adjacent. Full screen or window mode can also be set here.

Moving A Unit

Movement can be done by both keyboard and pointer. Beware that movement is *Touch It Move It*, so the only way to take a move back would be to reload an archive. So think before you order.

Traffic Control, Unloading and Transport / Carrier Maneuvers



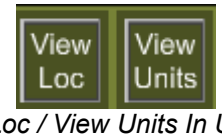
Wait One Control

The Wait One command can be used when you want to pass the active unit ability from one side of a marching column of units to the other.



Activate Child / Activate Hots Commands

The Activate Host / Activate Child commands are also useful in switching between units that are carried.



View Units In Loc / View Units In Unit Commands

At times you may wish to simply view all the units in a location, in a city, or on board another unit. For this you should select View Loc or View Units controls.

Different Ways To Load/Unload Units With Transports

Load Command Buttons

There are several different load commands for Transport management:



Load Till Full

Load Full: The unit will not ask for orders until it is at full capacity.



Load Instant

Load Instant: Picks up only what is available at the time



Unload All

Unload All: All units will activate to unload



Unload One

Unload One: One unit is activated to move



Prepare To Unload All

Prep Unload All: All Units on board will be activated when the transport finishes movement



Prepare To Unload One

Prep Unload One: One Unit will be activated when the transport finishes movement

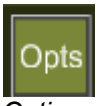
Indirect Ways To Activate A Unit



View Units In City (Production Dialog)

View Units in a City: When viewing transports/cities in a location, units can be dragged between hosts in the tree view. This is accessible through the city's production dialog.

Activation For Transport Assault: When a transport is adjacent to an enemy, the transported units will prepare to be active once the transport has finished movement. However, the commander may want to move the transport later in the turn, and therefore should invoke the Wait or Wait One command on the transport.



Options



Auto Load Toggle

Auto Load/Unload Toggle: Empire Deluxe 3.0/3.5 automatically loaded and unloaded transports when entering or leaving a city. There is an option available to mirror this behavior in game.



Activate Last

This command will go back through the units that have been processed and make them active.

Using Movement Paths To Get To The Front



Movement Path Mode

Movement paths are positions that can order a unit to move from one location to another. This path can be set with a filter to only allow specific unit types to use it. Any unit in the starting location of a path that either has no orders or has a sentry order will begin to move along the

path towards the destination.

To set up a path, first select the paths mode control button (right info button panel) and then select the starting point for the path, then touch the destination.

Then you will select the unit types to use the path. Paths can be deleted while in path mode by selecting the starting location of a path.

Setting Up Patrols For Units



Patrol Path / Patrol Loc

When it is time to command a unit, you can set it on a patrol path or order it to patrol around a location. The unit will do this until it gets further orders from you.

For Patrol Path, you will select a series of locations from the unit's current location, and ending with the units current location. If you wish not to set the path, select the path control button again.

For Loc Patrol, you will select a single location for the unit to patrol.



Continue

If a patrolling unit sights an enemy, it will wait for your orders. You can continue it on its path by selecting the Continue control button.



Clear Orders

You can break a units path by making it active and selecting the clear orders control button.



Toggle Patrol Display

The display of patrol paths on the map can be toggled with the Patrols Toggle on the right info panel.

Understanding The Game Unit Queue and Processing

Every turn every unit is checked and processed in a queue for orders or actions. You will be prompted to give orders to move-able units without orders. The game will attempt to sort the units to be processed based on the location of the last unit processed. Sometimes this works out great when processing several units in close proximity in a coordinated fashion...other times not so much. In order to compensate for the lesser times, several commands exist to help you manipulate the beginning and the end of the queue. These are:

Wait 

.

Activate Host 

Wait One 

Activate Child 

Skip Unit 

Deactivate Unit 

Activate Last 

As a commander you should get to know how these commands behave. Further explanations for these commands can be found in the tool tip when you hover over the appropriate button.

Some special notes regarding activate child/host:

- If a unit is active and in a city or base, activate host will display the Production Dialog for the city, or Base Dialog for the base.
- If a unit is active an being hosted, has no children itself but has “siblings”, using Activate Child will activate a sibling.

Other Commands Used In The Game

It is not the purpose of this help file to list all of the commands used within the game. But some are worth mentioning so you are aware of them. A full list of available commands can be reviewed by looking at the Key Bind dialog.

Map Labels



Map Labels

You can add text to the map. These can be brief reminders, plans or anything else. They can be accessed through the Reports Dialog. When creating map labels, you can also assign them as waypoints. When a mapped to that way point, and the waypoint has been bound to a key, pressing the key will center the map at that waypoint.

Hidden Commands (No Control Button For Them)

Some command do not have a dedicated button. These include:

- Directional “One Step” movement commands, frequently bound to numeric keypad keys.
- Map scrolling commands, frequently bound to arrow keys.
- The Move To Command is done by touching a location you would like the unit to move to, or by using the appropriate keybinds.

Other Unit Commands

No all of the commands will be listed in this manual. Information on the function of all control buttons is available with the mouse by hovering over the button in question.

Group Mode



Group Mode

With Group Mode, you will be able to select a region, then give all the units (excluding cities) a command, or touch a location to give a move to location order. After touching the group mode button, touch a location on the map. The location will become highlighted. Touching a second location will draw a box, and make a limited number of commands available. These are:

- Clear Orders
- Sentry
- Home

- Explore
- Disband
- Sleep
- Dig-In
- Move To (Done by a location touch)

Due to the uniqueness of units or their current movement state, not all units will be able to set or execute all commands.

If the region that has been drawn needs readjustment, touching on the last location that established the region will remove the region. If you wish to start over, you can then go further back in the process by touching on the first location.

Convoy



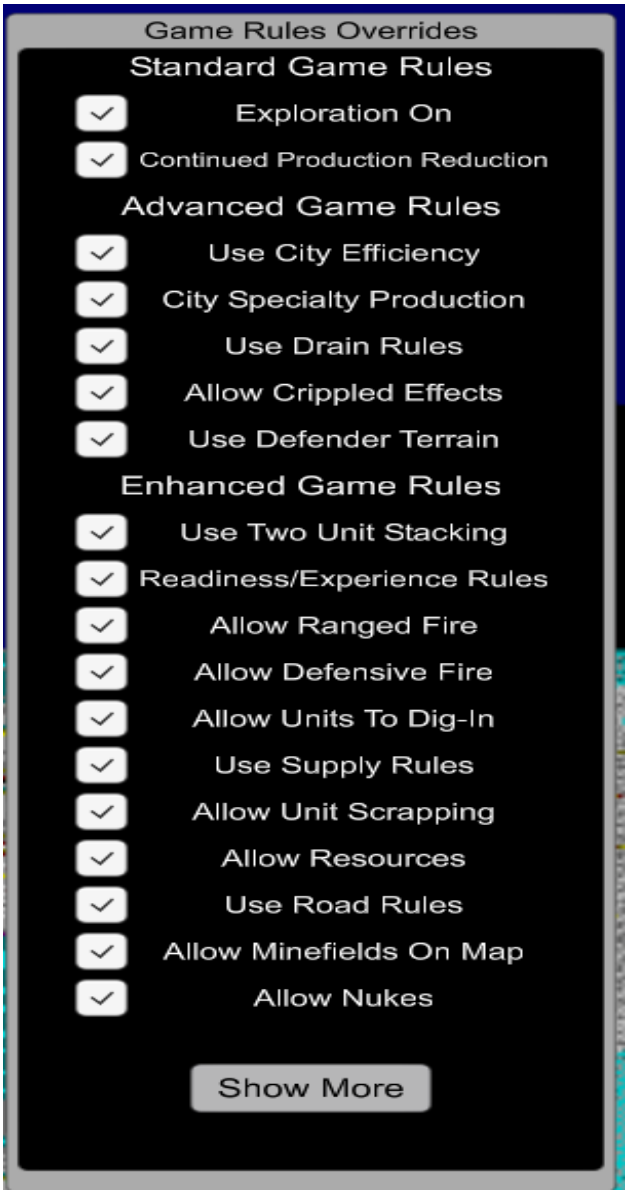
Convoy

Convoy is a command to assign a unit the duties of carrying other units from one location to another. To set up a convoy. After touching the convoy button, the next location touched will be established as the loading location. Touching another location will set the unloading location. When executing the command, the unit will load any available units at the loading locations. If it has picked anything up, it will proceed to the unloading location, and wait for the transported units to disembark.

Game Rules In Detail

The Game Rules In EDCE are for the most part a collection of rules which were used in the various games of play. Veteran players should be able to recognize many of them. The game is now set up so that the rules can be mixed and matched to the setup player's designs.

The rules are provided as a set of check boxes to allow you to make your choices. Each unit set has a list of “Suggested Rules”. So when you select a unit set, the rules are checked/unchecked accordingly. Then you get to mark up the rules to fit your specifications. The hard-coded units sets, (Basic/Standard/Advanced/Enhanced), follow the historical settings for these sets. The author of a custom Unit Set will be able to specify their own set of suggested rules.



Game Rules

- ***Exploration On*** – With this option you will need to move around the map to uncover it. The game begins with everything hidden. Spotting rules will also be in effect.
- ***Continue Production Reduction*** – For every unit produced in a city there is a timed production cost in turns. With this rule enabled, after the first unity has been produced, if the type remains the same, each additional unit of this type will be produced at a different (traditionally one-sixth lower) rate.
- ***Use City Efficiency***– With a city efficiency, not all cities are equal. A particular city will produce a given unit either faster or slower based on its efficiency.
- ***City Specialty Production*** – With this rule enabled, some cities on the map will be designated as having Unit Specialties. With a unit specialty, a City will produce the designated unit faster than it normally would, but will produce other units of a different type at a reduced rate.
- ***Use Drain Rules*** – This enables the per turn production to be impacted by the resource drain. Essentially, this places a cap on the number of units you can have on the map before your production times get longer. The cap is a variable amount mainly determined by the number of cities you control. It is of strategic importance to note that this penalty is only applied when a unit is starting or continuing production. Once the turns to completion drop below the normal starting value, that individual production is not affected by drain until the unit is produced.
- ***Allow Crippled Effects*** – Units are considered crippled when they have 50% or less of their hit points available. With this rules enabled, crippled units will only be able to move at half speed, and will have their battle odds reduced in combat.
- ***Use Two Unit Stacking*** – When this rule is not enabled, you can only have one ground or air unit not hosted in any square at any given time. There is an exception to this, in that air units are permitted to “flyover” ground units but cannot end the turn stacked with another unit. If Two Unit Stacking is enabled, at the end of a turn an air unit and a ground unit can share the same square, or two air units, or two ground units in the case of a road.
- ***Readiness/Experience Rules*** – Readiness is the measurement of fatigue in a unit. Experience determines the levels of Readiness available for a unit. With this rule enabled, combat units will gain experience with each hit scored, and decrease in readiness due to combat. Resting (not moving) will enable the unit to regain readiness.
- ***Allow Ranged Fire*** – Ranged fire Units can actually perform their function with this rule enabled.
- ***Allow Defensive Fire*** – Some Ranged Fire units may have the capability of firing at moving enemy units in range when it is not their turn.
- ***Allow Units To Dig-In*** – Certain ground units can Dig-In to their positions, giving them a defensive advantage but not allowing them to move until they Dig-Out
- ***Use Supply Rules***– With this rule enabled, Supplies can be produced, transferred between cities, and used either to reduce the production drain or to speed up production times.
- ***Allow Unit Scrapping*** – With this rule enabled, units disbanded in a city will create scrap. Generate enough scrap and it can be turned into supply.

- ***Allow Resources*** – With this rule enabled, resource areas can appear on the map. This enables Oilfields to be produced, which in turn help build supply or reduce drain.
- ***Use Road Rules*** – Terrain is a pain, mostly for mobile units like Armor, but some terrain is impassible even to Infantry. A road performs a couple of functions, first it allows some land units to pass through a terrain square at a better speed than they could otherwise, and second it allows land units to stack in a square, other rules permitting.
- ***Allow Mines On Map*** – If you really don't mind those nasty things, enable this rule. Mines basically act like hidden Infantry ready to strike when moved upon.
- ***Allow Nukes*** – Enabling this allows you to Nuke a square if you are able to successfully build, launch and detonate a nuclear missile.

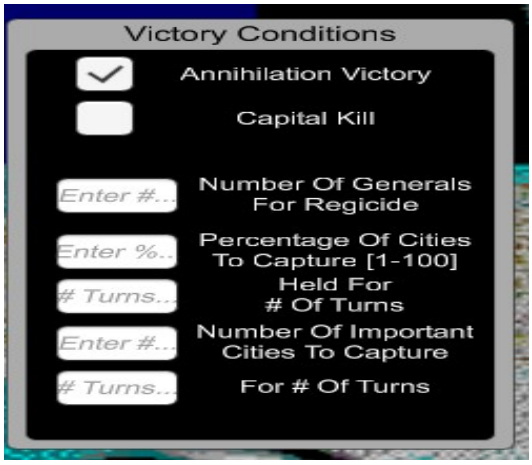


Game Rules – Show More Tab

- ***Reveal Names For Sightings*** – Enemy sighting are fairly unspecific in naming a unit, but enabling this rule will allow you to know exactly which unit you are facing.
- ***Use Harsh Supply Rules*** – Enable this rule and your cities reduce drain less and the number of units in play make it go up more.
- ***Use Limited Resources*** – Every turn an Oilfield tries to build supply or reduce drain, it will decrease the number of resources in a square by one. Once the number of resources reaches zero the Oil Facility may just explode. If an oilfield is set to sentry, it will not do anything and therefore consume no resources.
- ***Remove Loser Units*** – A player loss results in that player's units being removed form play if checked.
- ***Reveal Map Turn One*** – The entire map is revealed on turn on, but fog-of-war still applies.
- ***Reveal Owner Of City in Reveal*** – If *Reveal Map Turn One* is active, city ownership is also reveal.

Victory Conditions In Detail

For many years Empire Deluxe had only one Victory Condition, the Annihilation Victory, which basically meant you win when there is no one else left that can take a City.



Victory Conditions

In EDEE, and now with EDCE, we add some additional conditions that may make the game interesting. Some of the more obscure conditions from EDEE have been removed.

Annihilation Victory – Simply put, you win when everyone else loses.

Capital Kill – If you liked Command HQ you might enjoy this one. You start the game with a capital city, and that is that is the only City that truly matters. Once your opponent takes yours (or looking positively, you take theirs) it's game over for the loser.

Regicide Victory – A special unit, The General, is added to the mix. You cannot produce this unit, but you start the game with a specified number of Generals which you are tasked with keeping alive. Generals act pretty much like Infantry, but they have special powers that allow them to attack a City and, if victorious, are still alive. However, if you lose that fight, you have one less General between you and being a loser. So perhaps it is best you let other units take the spear first.

Capture a Percentage of Cities – In this victory, you have to capture a specified percentage of Cities from the entire map. There is an additional variable to this condition in that it can be specified that once you reach the threshold for a City Percentage Victory, you must hold above that threshold for a specified number of turns.
Number of Important Cities to Capture – An Important City is a City designated as Important on the map. This designation can come either from being defined as a pre-made map from the editor, or from the World Builder you choose which is capable of designating Important Cities. There is also an additional variable to this condition that the cities must be held for a specified number of turns before Victory is declared.

Combat Concepts

There are two main types of combat in Empire Deluxe. Movement Combat and Ranged Fire Combat.

The first is **Movement Combat**, where a unit engages and enemy unit by moving into the enemy's square. Generally, if the attacking unit succeeds it will gain the square. In city combat situations, the city is either bombed or captured upon success.

It is very important to understand that entering into Movement Combat is very much like entering *The Thunder Dome:* Two units enter, one unit leaves. In movement combat, someone always wins and therefore someone always loses. Units do not bounce off each other. Some units are not allowed to engage others, but will defend themselves if attacked. Units engaged in movement combat will lose readiness.

Situations arise where a unit is able to perform movement combat against another even when terrain restrictions prevent movement. An example of this is a Battleship engaging an Infantry or vice versa. The restriction does not prevent combat from happening, but after resolution the attacking unit will not change locations if victorious.

Range Combat is a more indirect way of engaging an enemy unit. The only impact on the attacker is to its readiness if the appropriate rules are on. A unit that conducts ranged fire is firing at a square more than at a unit, so a defending unit that is not spotted can be damaged or destroyed with ranged fire. Unit types like the Anti-Aircraft unit can conduct **defensive fire** if a unit moves in their range when it is not that unit's turn. In order to conduct ranged fire, a unit cannot have previously moved or fired in that player's turn, and must the in the open.



Conduct Ranged Fire

tepra
You can command units capable of Ranged Fire to attack using the Ranged Fire Control Button.

Combat Rounds

Every unit has hit points, and every unit has a damage value. When a unit initiates an attack, the odds of the combat are calculated to a percentage hit for the attacker. Then **combat takes place in a series of rounds**, where if the attacker manages to make the hit percentage, it does damage to the defender, else the defender damages the attacker (or ranged fire combat ends). The hit percentage does not change between rounds.

With the exception of failed ranged fire combat, **someone is going to get hurt every round**. When one of the units, attacker or defender has no hit points left, combat ends and the winner is declared. May it be you.

If a unit loses combat, it is destroyed. If the destroyed unit was transporting other units, they are destroyed as well. If combat results in a city capture, ALL units in the city are destroyed (this is a change from the previous Enhanced version).

With the appropriate rules enabled, a unit will gain an experience point for each hit point of damage it inflicts. Experience points apply towards a unit's next **Experience Level**. When combat is done, the surviving unit's **Combat Readiness** is reduced by a point. Resting (not moving/firing) will enable the unit to regain a readiness point. Experience determines the levels of Readiness available for a unit. In combat between two units, each point of difference in readiness can result in a 3% shift in the hit percentage.
The six readiness levels low to high are:

- Exhausted
- Tired
- Used
- Ready
- Rested
- Fresh

The three Experience Levels low to high with maximum Readiness are:

- Green (max Ready)
- Proven (max Rested)
- Hardened (max Fresh)



Toggle Readiness Display

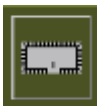
Readiness display for units on the map can be toggled on / off using the Readiness Toggle Control Button.

Artillery and Aircraft units can **bomb cities**. When such a unit successfully bombs a city one of two results occur. If the city has units inside, it is possibly that one of those units will be destroyed. Otherwise, the city production will be reset, and if the attacking unit has the appropriate ability to damage efficiency, (Bombers and Artillery), the city's production efficiency will be decreased.



Mines

A **Mine** is treated like an Infantry unit in terms of combat. However, a mine is not destroyed after combat, instead it loses a charge. Mines generally have 2 charges.
Units with multiple hit points can emerge victorious from combat damaged. This unit can be repaired, generally at a city. Units which have received 50% or more damage will be considered crippled if the appropriate rule is enabled. A **crippled unit** combats less effectively and movement is halved.



Dig In / Out

Infantry units can Dig-In to receive a defensive bonus. In this posture they cannot move and attack until they dig out. To Dig-In / Dig-Out, use the Dig-in Control Button.

Missiles can conduct movement combat while in orbit but not in reentry. The turn after they execute reentry, they are considered armed. The missile then moves on top of the desired target, and can expend its full range without fear of crashing. Then, once over the target, it can use the **detonate** command. If the attack is successful, a conventional unit will destroy the top land/air unit in the square. If it is nuclear, all land and air units in the square are destroyed and the terrain is turned into wasteland. On any attack, a missile is destroyed regardless of the result.

Orbital Unit Details

Orbital Units are available in the Enhanced Unit Set. These units work on a special layer, the Orbital Layer. Orbital Units include Scout and Armed Satellites, Short and Long Range Conventional/Nuclear Missiles.



Launch Command

When produced, Orbital Units do not start in the orbital layer. In order to enter the orbital layer, they must be ***Launched*** from either a City or an Airbase. If not launched, the Satellite or Missile can be transported.

Movement and Combat - After Launching, the unit may move over any land/sea/air units below. It will not engage in movement combat with those units. So this is the exception case where opposing player units can coexist in the same location square. All orbital units can engage in movement combat with other units in orbit. Missiles performing movement combat are destroyed regardless of the combat results. Armed Satellites are able to conduct ranged fire combat and defensive fire.

Spotting - Land/Sea/Air units cannot spot an orbital unit. Cities on the other hand can see them when they are near. Satellites have a very good scanning range, while missiles cannot see any other units at all.



Reentry Command

Missiles are able to perform ***Reentry***. Reentry costs one movement and end movement for the unit that turn. Be aware that Missiles have a limited range. So if you wish to have a missile perform reentry, it must do so before it has exhausted all of its movement points. Anti-Aircraft Batteries can fire at a missile in reentry as if it was an aircraft. When in Reentry, the unit will have one turn left with its full range before it needs to detonate. If it has not detonated at the end of the turn it will crash.



Detonate Command

Missiles: Armed and Detonation - The turn after the missile performed reentry, the missile will be considered armed. The missile will have limited movement points to reach the target's location square. It can use all movement points to reach the target. It will not crash in this case, but if it is not detonated by the end of the turn it will.
Once over the target, the missile can be ordered to detonate, and it will perform its attack. Conventional missiles essentially act as an Infantry for combat purposes. Nuclear missile completely destroy the location if successful in combat.

A detonation over a city is considered as bombing for combat calculations and results. Missiles can do substantial bombing damage.

The initial production times for short/long missile ranges are 16/24 for conventional and 78/120 for nuke. (Conventional times are a change from previous EDEE).

Conventional Missiles are a useful and cheap method for targeting Satellites in your back yard. You would not want to waste a nuke on that.



Wasteland

Nukes are a big deal as they are the only unit in the game that can take out a city. Cities are at the core of victory in the game. A well placed nuke can wipe a capital, or render an island of strategic importance to the enemy worthless. The wasteland also blocks land/sea unit movement.

Construction, Production, Producers and Supply/Drain Rules



Construction Command

Construction

In the Enhanced Set, Engineers construct. Construction is very straight forward, where it takes a specific number of turns to construct a unit on certain terrain. This number does not change under other conditions.



Production Map / Production

Production

Cities are special in that they produce units. Production is like construction in that there is a required to time to produce a unit. However, there are several game rules related to production and supply that can impact the time to complete a unit.

The Production Map will show what all cities are producing on the map.

Continuing Production

With the continuing production rule enabled, when a city builds beyond one unit of the same type in succession, the production time is reduced, usually by roughly 16% or the initial production cost with the hard coded sets.



City Efficiency Display Toggle

Construction Paths For Roads and Mines

Engineering units are able to set up "Construction Paths", which tell the unit the locations where it should build/destroy roads or mines. (Actually, many units can destroy roads, not just engineers). Setting up these paths enable you to have this unit perform road/mine tasks at several locations before seeking further orders. (To build a road from A to B for example).

Set Road Locs / Set Mine Locs

This can be done when the appropriate engineer unit is active, and you choose the command "Set Road Locs" or "Set Mine Locs".



Construction Path Display

"Construction Path Display" toggles the display of the current road/mine construction paths you have set up for for the units on the map, if you have any.

Production Efficiency And Specialty

When the Production Efficiency rule is enabled, cities have an efficiency that will cause them to produce all units faster/slower than normal. Without the rule, the efficiency is set at 100% and cannot change. With the rule in force, a city can increase its efficiency by producing nothing. Generally, the efficiency increases at a rate of 1% per turn in no production, until it reaches 103%, then it begins to take longer. Units such as bombers and artillery, can attack cities and reduce the city efficiency. Efficiency is also reduced by a factor of .1 (a 10% loss on efficiency value) when captured.
When the Specialty Rule is enabled, the city may have a unit type it specializes in. It receives additional time bonuses when producing that unit type, and penalties when producing something else.

But city production times can vary by the turn, depending on conditions such as resource drain, city efficiency and available supply applied.

The Production Drain In Simple Form

The production drain rule impacts a city's production time when the player has produced more units than cities, oilfields and supply counts can support. The rule is fairly complex in detail, but from a simple point of view, if a city has finished producing a unit and is ready to have another go, if the number of units on the map is over a certain limit the production time could be longer than normal.

Production Drain Calculation

The production drain formula is a secret and complex calculation of various factors. It is very dependent on the number of cities you control, and out of those cities the number of cities that are not producing a unit. Though not entirely accurate, you can allocate 2 units for a city in production and 4 units for a city not in production.

Production Drain Impact

At the beginning of a turn, when a city produces a unit, in most cases it will begin working on another one or a new unit type. At this moment, the city determines the time to complete this unit. If a drain penalty is in effect, this is applies to the production time. This new production time will represent a maximum time that it may take to produce the unit. If the penalty is less at the start of a future turn and the current production time exceeds that value, the production time will be reduced to the lesser time. So in subsequent turns, this time may be reduced more than just one if the penalty decreases.

So for example, a city at 100% efficiency may normally produce a continuing Infantry in 5 turns. However, based on current start turn conditions the drain penalty may determine this value is 14 turns. In the following turn, the production time would normally be reduced one turn to 13. However, if the penalty now only requires 8 for the Infantry production, the time would be reduced to 8.

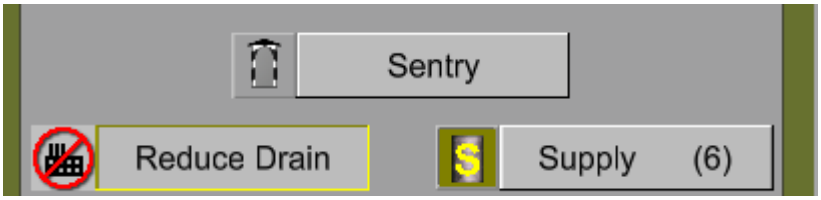
At the start of a player's turn, the actual drain value is calculated. This is done before new units are constructed and produced so those units do not adversely affect production that turn. If any cities or oilfields have supply which is available to put towards drain and there is a drain deficit, each supply consumed will act as a no-production city during drain calculation.

Producers (Oilfields)

In the Enhanced Set, an Oilfield dedicated to reducing drain will act as another no-production city when drain is calculated. When not dedicated to drain, they can produce supply at their location and do nothing towards the drain calculation. Oilfields are dependent on being in a resource location.



Resource Location



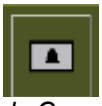
Sentry / Reduce Drain / Produce Supply Options

Oilfields also have the ability to switch between drain and supply production automatically. If working on supply and there is a drain overage, the oilfield may switch to reduce Drain, losing any progress on supply. If there is a drain surplus, the oilfield may switch to Supply. In limited resource games it may be important to conserve resources. Placing an oilfield on Sentry will make that oilfield not attend to Reduce Drain or Supply, and no resources will be consumed at that location.

In limited resource games, constructed oilfields begin in Sentry mode and you must give them orders for Reduce Drain or Supply to remove the Sentry mode.

Using Supply To Reduce Specific Production Times

If a city is producing a unit and it has available supply in the city, this supply can be used to reduce the production time at a rate of one turn per supply used. The production time can never reduced lower than 1 (ready next turn).



Supply Command

Supply Routes

Supplies can be moved between oilfields and cities via supply routes. When a supply route is designated between two points, A and B, the supplies will leave A and move towards B at steady rate based on distance. The ETA for supply delivery can be observed in a city's production screen. If a city is destroyed, all supplies on a connecting supply route are lost.

Units Before Drain Displayed

The Units Before Drain value is a calculation of how many more units you can add to your force before you may suffer from the production drain impact. This is a forward looking number, meaning it is the unit overage pending for the next turn. Unit losses and city captures can reduce this number, as well as changing city production to no production or dedicating an oil field to apply toward the drain (which acts like a city for this purpose).

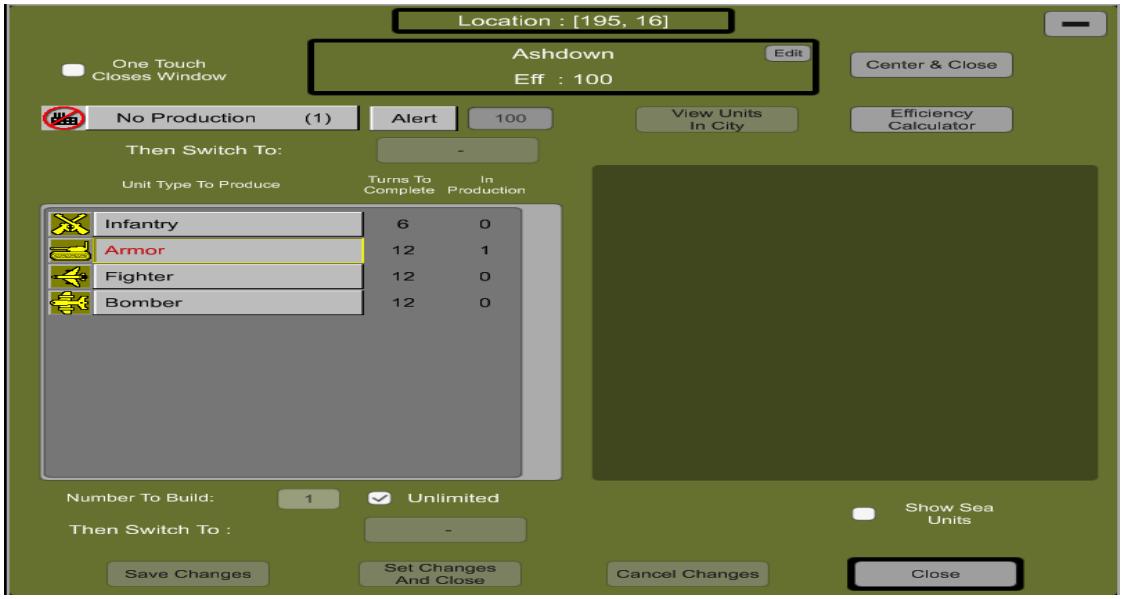
After the determination of production penalty (if any) at the beginning of the turn, the Units Before Drain value is calculated and then updated throughout the turn.

The Units Before Drain value does not take into account the potential reduction due to supply or oilfields which can switch to drain. It only makes an evaluation based on the current city and oilfield status. So with supply in storage or oilfields ready to switch to Reduce Drain, this number may not look correct. Also remember that supply is evaluated at the start of a turn *BEFORE* units are produced, so it is possible you may not be suffering from a drain even when your drain is displayed as a negative value and you are unable to address it. But the following turn you may face the consequences. Look at it like a prediction and not fact, especially when you have a lot of different factors (such as stored supply, oilfields that can switch, or battles during the other player's turn) that can effect supply and decrease its accuracy.

The Production Dialog In Depth

The Production Dialog appears whenever a city is conquered, or when you wish to make some adjustment to a city's production.

For games with supply rules, an entire section is added for supply details. Also, Producer units, namely the Oilfield in the Enhanced Set, will have a separate Producer Dialog where supply commands can be set.



City Production, No Supply Rules

Components of the Production Dialog

Information

The Production dialog has information regarding the city's location, name, efficiency, and specialization. The name can be edited.

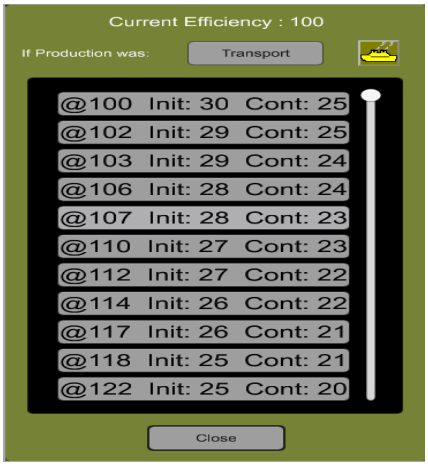
Setting Production and No Production

Production can be set by reviewing the list of production possibilities and touching the desired choice. On each line of the list, the unit type is displayed as well as the predicted time to completion and the number of cities that are currently producing this unit type. If the city is a land locked city, naval units are not normally displayed. However, they can be displayed and selected if the ***Show Sea Units*** option is enabled.

Below the list is a ***Number to Build*** field and checkbox allowing you to set how many of this unit type will be produced. If Unlimited is selected, the city will produce that type forever. If a number is entered, the city will countdown to zero as it produces units. When the count reaches zero, if a unit type to switch to has been set, it will automatically ***Then Switch To*** that unit type (or no production if specified). Do note that when this switching occurs, the count is

considered to be ***Unlimited***. If no switch production is specified, the city will continue to work on the same unit type, a warning will appear in the upper left corner, and you will receive an alert on this city until it is adjusted.

No Production is a special option in Empire Deluxe because with production efficiency rules enabled, the efficiency can increase as time goes by when a city is set to no production. At times, you may wish a city to recoup some of its lost efficiency from capture before you turn production on. To facilitate this, you can set an ***Alert*** efficiency value for the city. When the city reaches this value, a warning will appear in the upper left corner, and you will receive an alert on this city until it is adjusted. There is also an option to set what the city production will ***Then Switch To*** after the efficiency value has been reached.



Efficiency Calculator

To further assist in increasing efficiency and production, the ***Efficiency Calculator*** can be used to instruct the city to run no production to a certain efficiency value, then switch to producing a specific unit type. If you open the efficiency calculator, you can set the unit type you plan to switch to, and the calculator will provide a list of the initial and continuing production times for that unit type for increasing efficiency. Selecting an entry from the calculator will set the current production to No Production, and the switch mechanism to the specified unit type.

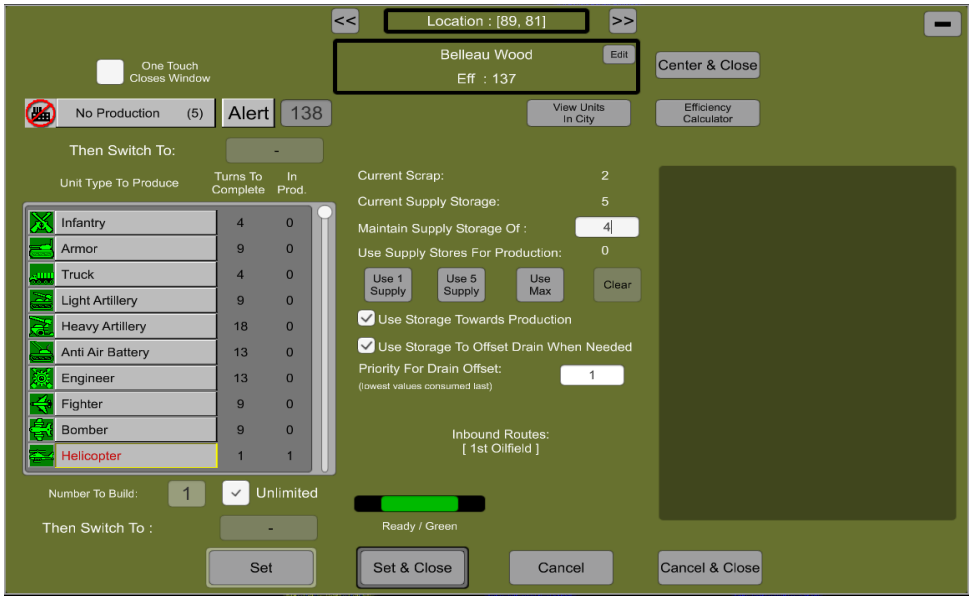
Other Controls

There are a few other controls in the production dialog. The first is an option of ***One Touch Closes Window***. When this option is enabled, if the user selects a type for production or the No Production option, the game will immediately set production to that setting and close the dialog. When enabling this option, it will be in effect for every production dialog opened until it is disabled.

Another control is the ability to ***View The Units In The City***. This can be helpful sometimes during determining production. A tree view of the units will be displayed, and units can be moved around within the city with no movement cost, and there is a limited set of orders which can be applied to the units.

To the right of the city information is the ***Center and Close*** button. Touching this button will close the production dialog and center the city on the map. It will save any unsaved changes you may have made, and if the city has an alert warning, that warning will still be active.

In the upper right corner, there is a ***Minimize Button*** which will hide the production dialog and enable you to look at the map. While you are looking at the map, you will be unable to select other units. Touching on a ***Production For ...*** button displayed in the lower right of the map or on the city itself will bring back the Production Dialog.



City Production Dialog With Supply Rules

Supply Controls For a City
With supply rules enabled, a city is able to produce, use and transfer supply. Information about a city's supply is found on the right side of the dialog.

Current Scrap gives the number of scrap this city possesses. With the appropriate rules enabled, disbanding a unit will produce scrap which can then be converted into Supply. For every six scrap a city has, 1 supply will be created in the following turn.

Current Supply Storage shows how much supply is at this location.

Maintain Supply Storage Of allows you to set the minimum desired supply count for this city before it sends surplus supply on supply routes or uses supply to offset drain.

Use Supply Stores For Production indicates how much supply will be used to increase the specified production of this city once committed. ***The four buttons*** below this enable you to set the value if you have ample supply.

Use Storage Towards Production will automatically apply any storage surplus towards the current unit production. This is applies after drain if drain is also on automatic, and is not applied if producing supply,

The ***Use Storage To Offset Drain When Needed*** option allows the game to automatically pull supplies from storage to offset a negative drain value for the next turn.

The ***Priority For Drain Offset*** value prioritize which cities will pull their supply first. The lowest priority values will lose their supply points first.

List of Inbound/Outbound Supply Routes – If the city has any inbound supply routes, or if it sends its supply elsewhere, this information will be displayed. It will also give estimates as to the next arrival of supplies.

Components of the Producer Dialog



Oilfield Producer Dialog

The Oilfield also has a ***Producer Dialog*** which can be reviewed. Here there are a few new controls to handle the behavior of the Oilfield. The dialog also allows you to change the unit name.

The ***Producer Dialog*** essentially has three commands:

1) ***Sentry:*** Do nothing. Shutdown. In limited resource rules situations, resources are not consumed while the unit is in Sentry. However, it also does not impact Drain or Produce Supply.

2) ***Reduce Drain*** – Do not produce Supply, but reduce the Drain impact on Production. In limited resource rules, a resource is consumed each turn this is set.

3) ***Supply***– Work towards Producing a supply. This is very much like City Production, and if the option is changed any progress will be lost.

The ***Automate Switching Between Drain And Supply When Needed*** option will allow the game to automatically control when the Oilfield should be dedicated to reducing Drain or producing Supply.

The other supply controls function as they do for a city described in the Production Dialog section.

Available Enemies

With the addition of multiple units sets in the game brings a complication to the AI perspective: how will the AIs deal with the various units. Instead of creating one massive AI player to deal with all of the unit sets, out of the box we start with three.

First, there is what I call the ***Classic Game AI***, which will act as the starter AI for the Basic, Standard and Advanced Unit sets. The code from this AI is part of the original 1993 Empire Deluxe, and was in a substantial part written by Mark Baldwin and Bob Rakosky. This AI is still playable with the Enhanced Unit Set, but will not take advantage of the extra units provided in that set.

Second, there is the ***Enhanced AI***, which does work with the Enhanced Units. I would say this AI is not backwards compatible with the three previous unit sets, but does use the Enhanced Units in its endeavors. This AI player has an optional script. This script has several parameters available for tweaking, as well as covering the rules of engagement for the different unit types.

Third, there is the ***Expanding AI***, which should work with all unit sets. This AI tries to come at you hard and causes you to be a little more diligent as you try to expand.

No AI is perfect. In fact, they are extremely imperfect. Nothing beats head to head human play. There are limits in the resources and methods that I can use to make an AI player. We would all love the AI to be just right, but reality is a little different. My hopes are that mod capabilities of the AI and the desire of the community to have an even greater challenge will generate more different and challenging computer opponents. But that does not help us short term...However, there are some things provided in the game setup which can help make the AI opponents more challenging to veteran players. These will take some experimentation on your part if you strive for a more challenging game, and combining the methods suggested below may produce even more interesting results:

- Map Size and Number Of Players – this will take some experimentation on your part, but sometimes adding more players, or giving them room to grow helps the players become more developed before you encounter them.

- Use the editor to make more AI Friendly, human challenging maps and scenarios: The map/scenario editor can be used to set up a game with specific advantages and disadvantages for players with the distribution of cities, terrain and units on a map. One may think this spoils the exploration challenge of the game, but again this can be solved by reaching out to the community. Build such a scenario yourself, and then post it to a forum asking for another in return. I am sure collectively several such scenarios could be generated resulting in lots of hours of challenging play time. Humans can do what procedural generation cannot!

•Give the AI Buy Points, while you get squat: If the AI player does work with Buy points, the assignment of points to those players will allow them to start with additional units which will aid them on their quest to eradicate you.

•Give the AI more Starting Cities: As we all know, when starting a game one is most vulnerable and a misstep or chance of bad luck early has a trickle down effect as to your development in the game. Let the AI player have a little boost by starting with 2 or 3 cities while you only have one.

•Set the handicaps so you are at a disadvantage, and they are at an advantage: Maybe they can produce a little faster, fight a little better, or crush neutrals easier. Maybe you need to plan your production strategy more carefully, bring larger more coordinated forces to bear, or make the conquest of neutrals a more difficult task to slow you down.

I am sure there are other techniques that may have improved your play experience in the epic struggle of man versus machine. If you would like to share in the comments, please do.

Hopefully some experimentation with these techniques will generate some interesting games. If you find something that really works for you, share it with the community and perhaps you will get some information or opportunities back that will make your game play even more challenging.

Notes For Veteran EDIE/EDEE Players

There will be an adjustment curve, which both EDIE and EDEE players will face. The interface for the game is different enough to where even though it looks familiar, it will feel foreign at first as you figure out what and where to click/touch. You have to remember you have been playing the same game program for *practically 15 or 25 years*, so it is in your muscle memory!

If you are aware of this going in, it will be much easier for you to make that adjustment.

The tutorials which are available to activate during setup or in the game should be helpful for this adjustment, and then a few simple/small play-throughs as well as helpful community support should get you used to it. Look for online videos or ask a question in the forum.

Changes For EDIE Players

What's New For Fans of EDIE? This is a really hard question to answer, as EDIE essentially originates back to 1993 and the simple answer would be “a lot” or “almost everything”. But there are some of the few important things that can be quantified. Hopefully some of them will peak your interest.

For those who mostly play EDIE's Basic, Standard or Advanced game, there are some nice things that come with EDCE. One constant goal of EDCE's game design is the **game play rules have not changed.** So you still have the same game as before. But now, you should have a better, more modern program and more options.

Terrain Types: EDCE adds Mountain Peaks, Hills, Snow terrain types. The types can be optionally ignored when using the stock world builders.

Map Making: You get access to the enhanced map maker. Which adds a variety of options for map making. So you will have two map makers to chose from – which will be open sourced for you to improve upon. You can also roll your own.

Unlimited Map sizes: While 20 squares is still the minimum, you determine the max. (or maybe your machine determines it for you when it starts to thrash). The days of 640K hard limits are behind us.

Additional Victory Conditions: EDIE works solely on an annihilation victory. In EDCE, you can add the new Victory Conditions to your game.



Custom Unit Sets: These can be created if you wish to just add one new unit, or a whole bunch.

You can now develop AI players specifically used for the earlier sets. In fact, the easiest AI code for would probably be one that only uses the Basic Game Units.

For further changes, check the EDEE section below.

Notes For EDEE (and EDIE) Players

There have been some changes to the Enhanced unit set. Check the Enhanced Set section of the Unit Descriptions for more information.

There are several interface commands and concepts that are new, and make the game play faster, reducing the micro management pains that you can feel at times in games. I have found that the best way to play is a combination of using the numeric pad for stepping and the mouse for longer movement, as well as key bindings for you most frequently used commands.

The game now has a "*Touch-it move it" paradigm w*hen it comes to setting a movement location. With a unit active, simply touching a location will order the unit to begin movement to that location. This saves a great deal of time issuing these types of orders, so when you touch a location, make sure you mean it!.

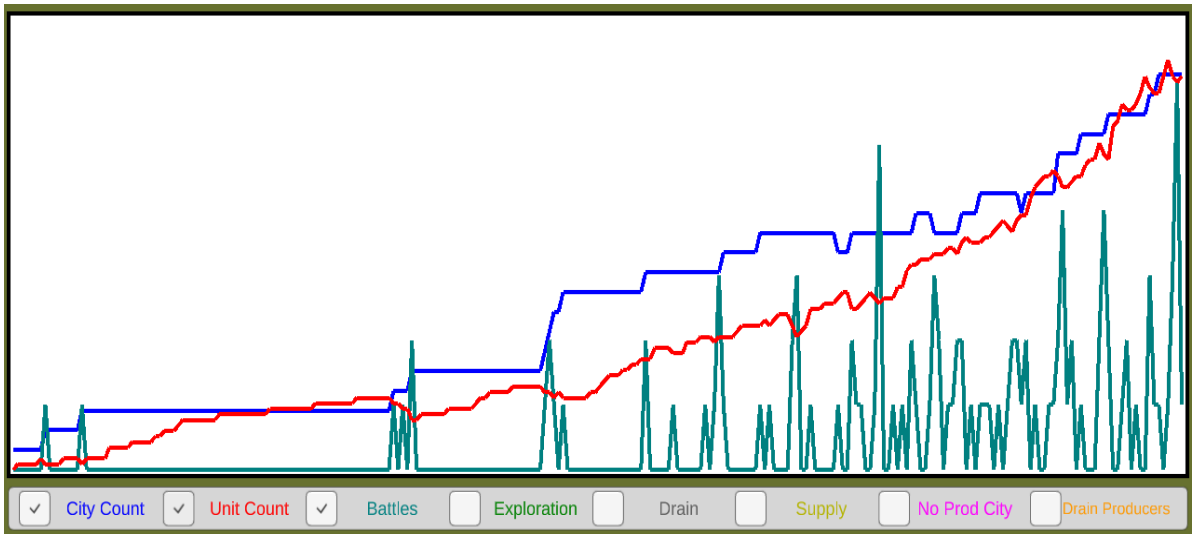


Wait One Command: This command is useful for passing control of the active unit to the other side of a log jam. It tells the active unit to step back in the unit processing line by one. So many situations come up where you would love to just quickly move a neighboring unit first.



Activate Host/Activate Child: These commands are useful in the management of transporting situations like Carrier ops and invasion landings. For example, a transport with units comes up to an enemy and wants to attack, but it has movement points left. With the activate child, suddenly one of the transported units is active and ready to attack. Or perhaps a fighter is active on a carrier, but you want to move the carrier out first. Activating host will allow you to

move the carrier first, without taking your hands off the keyboard or having to do a right-click-activate.



Graphs: Per-Turn data for City Count, Unit Count, Drain, Battle Intensity and other data points. It is always fun to watch your rise (or fall) from a historical perspective.

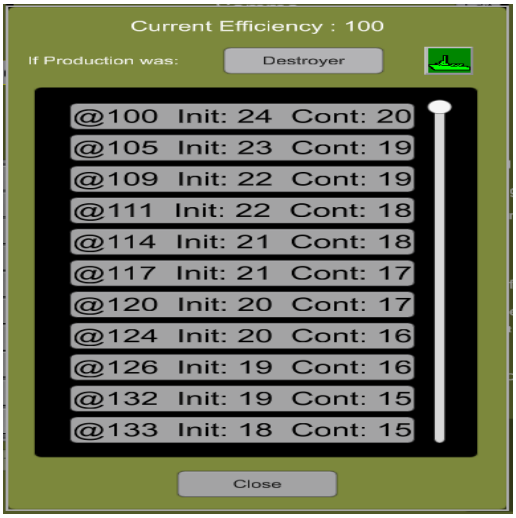


In the Map Editor *you can now place spawn points* – This enables you to build maps that can designate desired starting positions without setting up a scenario. Who gets what spawn point is a random thing.



Change Player Position Colors – If you don't like how someone set the colors for your game? Now you can personalize them. This data is saved for your position within the game.

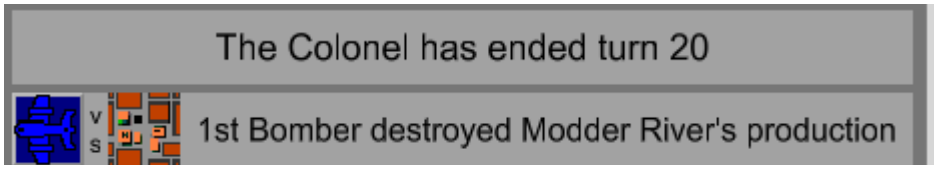
Improved AI Player API: Now the AI player comes with code examples and is written in C#, making AI development much more accessible. The C# compiler from Microsoft is very professional and free, and it will be what you need to build platform independent C# assemblies. Look for “Visual Code Studio” for your platform of choice. There is also another product called ”MonoDevelop” for other platforms.



Efficiency Calculator: Accessible from the production screen, this dialog answers the question: what efficiency should I improve to in order to produce a unit the as efficiently as I want? It will display the number of turns it takes to produce a unit for initial and continuing production based on efficiency (and possibly city specialization). Making a selection will set the production to improve efficiency to the specified amount, then begin producing the desired unit.



Multiple Player Accounts: The account is what tracks your stats and scores. This is NOT an over the Internet thing, but within the game program. You can change your commander name at any time and keep the same account. Want to test strategies and not taint your commander's reputation with false starts and losses? – Now you can run with a separate account. Or perhaps you want to statistically separate human and solitaire play. Use different accounts.



Visual updates and reports – A message report records important game events in list form. These events will have a location context when available. So if you touch an event from this list, you will go to that location. Battles, recon sightings, production events are some of the things reported here. The game will also still have the traditional Combat and Recon reports.



Access To Older Unit Sets - The Basic, Standard and Advanced sets are included. No more switching back to EDIE and a different, older interface. **Fall in love with the Advanced Game all over again.** It's pretty awesome.

One More Time For Veterans Of The Game

If you have been playing continuously on EDIE or EDEE for a long period of time, the interface will appear different in some ways. Take the time to learn what is different and how you will need to adjust your game play. Reach out to the community if you have confusion over something, or please contact Mark Kinkead.

Useful Stuff

There is a lot to Empire Deluxe – and there is a lot that is not really documented. In this section will be some things that may have been overlooked in the rest of the manual.

- Activate child in a transports activates a child. Pressing activate child again will cycle to the next “sibling”.
- Clicking on the active unit's picture n the lower left will center he unit.
- Repeated orders to center will zoom in. If there is no more zooming-in to be done, it takes you back out a bit.
- Continue when an aircraft has no orders and is short on fuel will cause it to seek home.
- You can override your account's service color in the Administration screen.
- If you are frustrated with the way the interface is wanting to respond to your clicks, it most likely means you need to work with a different interface style found in the options.
- Remember that the last setup you used to begin a game is saved in all detail. This includes game rules and victory conditions which are displayed subtly an may be something you want to review before starting. If you think you forgot to change something, check the game rules in-game.
- There are plenty of way to hang yourself with AI scripting, AI coding, World Build coding, and Unit Set Modification. We're not in Kansas anymore.
- The account name IS NOT your player name. You can change the player name whenever you like.
- Accounts receive a unique key, so two accounts can have the same account name. If you feel the urge to do this, ask yourself, do you like living in a state of confusion?
- The World Builder 4.0 can be prone to starting you in a single island city if your setup parameters create a world that cannot balanced otherwise. (some players don't like this). You might play with the parameter settings in the Map Editor, and should consider saving configs that you like. Alternatively, you can play a game with exploration unchecked.
- If you think the game has stopped and is not responding to your orders, you probably don't have a unit active.
- After usage, the Production and Construction dialogs will close with no unit active. You must select a unit or hit continue to activate a unit.
- The command and info button areas are not always open all the way. If you think a command is missing, expand them.
- The command, info, and menu button areas can be sorted to fit your play style.
- Use keybinds for your most commonly used commands. 10 seconds of mapping a key can save you hours of play.
- Though I would like to think I is, the game is not perfect. While Save/Exit is the normal

way for egress, if you feel you are in game in a locked up state, the Bail option should get you out of there.

- You can drag the map. Scroll wheel will do zoom.
- If you are in a runaway no-production situation, try process break.
- Curious about how a unit or command works? Play a simple game with no other players but yourself and do what you want.
- If you make a location command mistake, “Activate Last” is useful to find that unit and clear its orders.
- Some dialogs can be moved around. The Help Dialog can be resized.
- If you select (but not commit) a unit type for production before you hit the Efficiency Calculator, that unit type will be the subject of the calculator.
- “Wait One” is great for transports that still have movement, but you want to do an assault first.
- Neutralizing units is a good way to test combat.
- For non-multi-human games, combat rolls can be observed in the Message report.
- Be mindful of your movement paths, as you may think units are running away if you forgot you put a path there.
- The Reports Keybind will close the Reports Dialog if it is open.
- When working with files (unit images, etc.) remember that Windows has trouble detecting filename case sensitivity.
- If you think you have a bug, sending an archive of the game as a repeatable case is most helpful.
- Load Instant never picks up units which already have orders or have no movement left. (Exception, 0 movement units in a city with the transporter).
- A Dig-In command is not saved, The unit must have movement points available.

Terrain Concepts For The Unit Sets

Terrain can effect movement and combat for many units, as well as construction and construction times. Some units in some sets have special restrictions in regards to individual terrain types.

Movement Effects

Orbital Units are considered to be in an orbital plane, where the movement cost is 1 and terrain type has no impact.

The same can essentially be said for most air units, where the cost to move is also only 1. The exception to this is Mountain and Peak terrain for Helicopters, which are impassible to that unit type.

Sea units are restricted to movement in Shallow and Sea squares. The Patrol Boat can also travel on River and Swamp, and the Sea Bees can travel on Clear, River, and Swamp. The movement cost is 1 for these units.

Land Units are unable to travel in Sea and Shallow squares. All land units with the exception of Engineers are restricted from entering a Peak square.

Armor and Trucks can only move at a cost of 1 through Clear terrain, all other allowed terrain is at a cost of 2. Swamp, Mountain and Peak are impassible to these units.

Be aware that even though a terrain type may be impassible to a land or sea unit type, that unit type is still capable of performing a Movement Combat attack on another unit in the impassible terrain square.

Roads allow Armor and Trucks to move 1 on square otherwise impassible or of higher movement cost. Roads must be connecting for entry into a square the unit would otherwise not be able to go.

Combat Effects

Terrain does not effect combat between orbital and air units.

For terrain purposes, ground level movement combat is considered to take place in the defending unit's location. When defensive terrain is a factor, it usually will reduce the base odds of winning a combat round from 50% to 33%. This reduction occurs when:

Armor is attacking a land unit in Forest, River, Swamp, Mountain or Peak.

Aircraft units attacking a land unit in Forest, Hills, Mountain or Peak.

Artillery units using ranged fire to attack a unit in Forest, Mountain, or Peak.

Sea units attacking an air unit.

Construction Impact

Units can only be constructed under certain terrain conditions. For specifics, the times are available in the Construction Dialog for the unit on that terrain. In general, these restrictions are:

Mines – None

Roads – Cannot build on Sea (Can place during the Buy Points Turn).

Ports – Cannot build on Sea, Hill, Mountain or Peak.

Forts – Cannot build on Shallow or Sea

Airbase – Only build on Desert and Clear.

Oilfields – Must build on a resource.

Unit Set Descriptions

Empire Combined Edition, aka EDCE, comes with four distinct unit sets hard coded/built into the game. Other unit sets can be created, or copies of these can be made and then edited to make up new sets of units. Be aware that the AI opponents originally shipped with the game can only handle the hard coded unit types and may not understand the new functions or abilities that a custom set may grant them.

Useful Definitions

Production: The creation of a unit in a city. The time it takes may depend on the number of units in the game or if a the same unit type has already been produced in that city.

Construction: The creation of a unit by another. This can only occur with engineering units, and then under specific terrain restrictions.

Production Drain: Production Drain, if enabled as a rule, will slow city production if the number of active units in the game reaches a certain total. This total is largely dependent on the number of cities a player owns. The more cities, the more units which can be produced before drain kicks in.

Host/Child: A host is a unit that can internally store another unit. The stored unit is sometimes referred to as a child.

Unit Classifications

Note: Not all sets have all classes.

Cities: Cities can produce specific units from each set. With the appropriate rules enabled, they can also support production drain and produce Supply. Most units that can move can enter cites. Units with multiple hit points can be repaired in the city by resting.

Ground Units: These units do not require refueling, but their movement is restricted by the terrain they are moving into. Some terrain squares may prevent movement. Ground units can fall into two categories, either Land or Sea, but the exact movement restrictions depend on the individual unit.

Land Units: These ground units operate in mostly non-sea squares. Most can enter cities.

Naval Units: These ground units operate in mostly Shallow Sea and Deep Sea Square. Most can enter cities.

Air Units: These units fly above the map terrain, so they do not experience terrain restrictions. However, they do have a limited number of turns of allowed movement before they must refuel or crash. Generally Air units are better at observation than ground units.

Orbital Units: These units travel well above the planet's surface, so they do not experience terrain restrictions. The must be launched from another unit capable of launching them. Some Orbital Units can observe very well, while others cannot see on their own at all. Orbital Units that have not been launched are called grounded.

Bases: These units do not move, but serve other functions and can host some units.

Producers: This unit type uses resource to either produce supply or reduce drain. Only useful when specific rules are enabled in a game.

The Basic Set

The Basic set is the simplest of unit sets and gives you only the most basic tools of conquest and combat. It was used as a sort of starter set to introduce the game.

Army: The army is a land unit, and the only unit in the Basic Set which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the army attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will be under your control.
Key Code: IN
Short Name: AR
Initial Production Time: 6
Movement Points: 1
Cost To Carry: 1
Hit Points: 1
Damage: 1

Transports : The Transport is a naval unit able to carry up to six Armies. They are very weak in combat.
Key Code: TR
Short Name: TR
Initial Production Time: 30
Movement Points: 2
Points to Host: 6
Hit Points: 3
Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.
Key Code: DE
Short Name: DE
Initial Production Time: 24
Movement Points: 3
Hit Points: 3
Damage: 1

Cruiser : The Cruiser is a combat naval unit. This unit can withstand many hits. It can also use a movement attack against land units in adjacent land terrain.
Key Code: CR
Short Name: CR
Initial Production Time: 36
Movement Points: 2
Hit Points: 8
Damage: 2

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can also use a movement attack against land units in adjacent land terrain.
Key Code: BB
Short Name: BA
Initial Production Time: 60
Movement Points: 2
Hit Points: 12
Damage: 3

The Standard Set

The Standard Set originally was created to introduce some new unit types and rules to the game. It is often seen as a learning bridge between the Basic game and the Advanced game. The Standard Set is very similar to the Basic set, introducing the additional units Fighter, Submarine, and Carrier. This set mostly reflects the game of *Interstel* Empire, released in the 80's.

Army: The army is a land unit, and the only unit in the Standard Set which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the army attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will come under your control.
Key Code: IN
Short Name: AR
Initial Production Time: 6
Movement Points: 1
Cost To Carry: 1
Hit Points: 1
Damage: 1

Fighter: The Fighter is a combat air unit which is very similar to a fast army with wings, with the exception that they cannot capture cities. They can be hosted by carriers.
Key Code: FI
Short Name: FI
Initial Production Time: 12
Movement Points: 5
Movement Range: 4 turns.
Points To Host: 1
Hit Points: 1
Damage: 1

Transports: The Transport is a naval unit able to carry up to six Armies. They are very weak in combat.
Key Code: TR
Short Name: TR
Initial Production Time: 30
Movement Points: 2
Points to Host: 6
Hit Points: 3
Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.
Key Code: DE
Short Name: DE
Initial Production Time: 24
Movement Points: 3
Hit Points: 3
Damage: 1

Submarine: The Submarine is a naval unit a little more stealthy than the other units in the set. It can only be seen by Cities, Destroyers, Cruisers and other Submarines. They can be very deadly as they do the same damage as a Battleship.
Key Code: SU
Short Name: SU
Initial Production Time: 24
Movement Points: 2
Hit Points: 2
Damage: 3

Cruiser: The Cruiser is a combat naval unit. This unit can withstand many hits. It can also use a movement attack against land units in adjacent land terrain.
Key Code: CR
Short Name: CR
Initial Production Time: 36
Movement Points: 2
Hit Points: 8
Damage: 2

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can also use a movement attack against land units in adjacent land terrain.
Key Code: BB
Short Name: BA
Initial Production Time: 60
Movement Points: 2
Hit Points: 12
Damage: 3

Carrier: The Carrier is a naval unit that can transport Fighters. When not damaged, it can carry up to 8 Fighters.
Key Code: AC
Short Name: AC
Initial Production Time: 48
Movement Points: 2
Points to Host: 8
Hit Points: 8
Damage: 1

The Advanced Set

The Advanced Set added new rules and units to the game, and kept the same naval units as in the Basic and Standard Sets, but added more units and detail to the capabilities of land and air units. The concept of production efficiencies and drain were added with this set.

Infantry: The Infantry Unit is a land unit which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the Infantry attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will come under your control. The Infantry can also be changed into an Air Base if the terrain is right.
Key Code: IN
Short Name: IN
Initial Production Time: 6
Movement Points: 1
Cost To Carry: 1
Hit Points: 1
Damage: 1

Armor: The Armor Unit is a land unit which can capture Cities. This unit is faster, tougher and more expensive than the Infantry, but can be slowed or restricted by land terrain. When the Armor attacks a city, regardless of the outcome of the attack it will be destroyed. If it was undamaged when a successful attack ends, it will be replaced by an Infantry in the City. You can change an Armor Unit into an Air Base if need be when the terrain is right.
Key Code: AR
Short Name: AR
Initial Production Time: 12
Movement Points: 2
Cost To Carry: 2
Hit Points: 2
Damage: 1

Fighter: The Fighter is an air unit different from the Standard Set Fighter in terms of movement. It is faster, but has a lower range. It can still be considered an Infantry with wings that cannot capture Cites. Fighters can also be carried by Carrier naval units and land at Air Bases.
Key Code: FI
Short Name: FI
Initial Production Time: 12
Movement Points: 6
Movement Range: 3 turns
Cost To Carry: 1
Hit Points: 1
Damage: 1

Bomber: The Bomber is an air unit which can damage the production efficiency of a City. Slower than Fighters, they have a longer range. They have a particular weakness in combat against Fighters. Bombers can land at Air Bases.
Key Code: BO
Short Name: BO
Initial Production Time: 12
Movement Points: 4
Movement Range: 6 turns
Hit Points: 1
Damage: 2

Air Base: The Air Base can only be created through the conversion of an Infantry or Armor unit. It can host an unlimited amount of air units.
Key Code: AB
Short Name: AB
Hit Points: 1
Damage: 1

Transports: The Transport is a naval unit able to carry up to six points of land units. They are very weak in combat.
Key Code: TR
Short Name: TR
Initial Production Time: 30
Movement Points: 2
Points to Host: 6
Hit Points: 3
Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.
Key Code: DE
Short Name: DE
Initial Production Time: 24
Movement Points: 3
Hit Points: 3
Damage: 1

Submarine: The Submarine is a naval unit a little more stealthy than the other units in the set. It can only be seen by Cities, Destroyers, Cruisers and other Submarines. They can be very deadly as do they same damage as a Battleship.
Key Code: SU
Short Name: SU
Initial Production Time: 24
Movement Points: 2
Hit Points: 2
Damage: 3

Cruiser: The Cruiser is a combat naval unit. This unit can withstand many hits. It can also use a movement attack against land units in adjacent land terrain.
Key Code: CR
Short Name: CR
Initial Production Time: 36
Movement Points: 2
Hit Points: 8
Damage: 2

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can also use a movement attack against land units in adjacent land terrain.
Key Code: BB
Short Name: BA
Initial Production Time: 60
Movement Points: 2
Hit Points: 12
Damage: 3

Carrier: The Carrier is a naval unit that can transport Fighters. When not damaged, it can carry up to 8 Fighters.
Key Code: AC
Short Name: AC
Initial Production Time: 48
Movement Points: 2
Points to Host: 8
Hit Points: 8
Damage: 1

The Enhanced Unit Set

The Enhanced Unit Set was originally introduced in the Enhanced Edition of the game, and added many new units taking advantage of the new rules available. Some of the characteristics of those units have been modified for this version of the game. Most notably, the Patrol Boat has increased capabilities, and supply is now abstract and not a unit.

Infantry: The Infantry Unit is a land unit which can capture cities. It moves at a pace of one, but cannot move over Shallow Sea, Deep Sea, or Mountain Peak Squares. When the Infantry attacks a city, regardless of the outcome of the attack it will be destroyed. If it wins the battle against the city, the city will come under your control. The Infantry can also be changed into an Air Base if the terrain is right.
Key Code: IN
Short Name: IN
Initial Production Time: 6
Movement Points: 1
Cost To Carry: 1
Hit Points: 1
Damage: 1

Armor: The Armor Unit is a land unit which can capture Cities. This unit is faster, tougher and more expensive than the Infantry, but can be slowed or restricted by land terrain. When the Armor attacks a city, regardless of the outcome of the attack, it will be destroyed. If it was undamaged when a successful attack ends, it will be replaced by an Infantry in the City. You can change an Armor Unit into an Air Base if need be when the terrain is right, or you can convert it to an Infantry unit if the need arises.
Key Code: AR
Short Name: AR
Initial Production Time: 12
Movement Points: 2
Cost To Carry: 2
Hit Points: 2
Damage: 1

Light Artillery: The Light Artillery Unit is a land unit which cannot attack units via movement, but can use a ranged fire attack to strike other ground units. It is not capable of defensive fire.
Key Code: LA
Short Name: LA
Initial Production Time: 12
Movement Points: 1
Cost To Carry: 2
Hit Points: 1
Damage: 1
Ranged Fire Range: 2
Ranged Fire Damage: 1

Heavy Artillery: The Heavy Artillery Unit is a land based unit which is more capable in range and fire power than the Light Artillery, and can only conduct ranged fire. It is not capable of defensive fire. It is dependent on other forms of transportation for movement.
Key Code: HA
Short Name: HA
Initial Production Time: 24
Movement Points: 0
Cost To Carry: 2
Hit Points: 1
Damage: 1
Ranged Fire Range: 3
Ranged Fire Damage: 2

Anti Air Battery: the Anti Air Battery is a land unit capable of using ranged fire to attack air units either through direct fire or defensive fire.
Key Code: AA
Short Name: AA
Initial Production Time: 18
Movement Points: 1
Cost To Carry: 2
Hit Points: 1
Damage: 1
Ranged Fire Range: 2
Ranged Fire Damage: 1

Engineer: The Engineer is a land unit which has a special mission versatility. It can create Roads, Mines, Ports, Forts and Airbases if the terrain is right. It can also see mines and destroy them. In combat, it behaves as an Infantry Unit does.
Key Code: EN
Short Name: EN
Initial Production Time: 18
Movement Points: 1
Cost To Carry: 1
Hit Points: 1
Damage: 1

Truck: The Truck is a simple land based transporter that can move like an Armor Unit. It cannot directly engage enemy units. It can transport all land and grounded orbital unit types.
Key Code: TK
Short Name: TK
Initial Production Time: 6
Movement Points: 2
Points To Host: 2
Hit Points: 1
Damage: 1

Fighter: The Fighter is similar to the Advance Set Fighter. Fighters can also be carried by Carrier naval units and land at Air Bases.
Key Code: FI
Short Name: FI
Initial Production Time: 12
Movement Points: 6
Movement Range: 3 turns
Cost To Carry: 1
Hit Points: 1
Damage: 1

Bomber: The Bomber is an air unit which can damage the production efficiency of a City. Slower than Fighters, they have a longer range. They have a particular weakness in combat against Fighters. Bombers can land at Air Bases.
Key Code: BO
Short Name: BO
Initial Production Time: 12
Movement Points: 4
Movement Range: 6 turns
Hit Points: 1
Damage: 2

Helicopter: The Helicopter Unit is a hybrid air unit which can land on some land terrain. It is able to carry one Infantry/Engineer/Light Artillery unit. It can land on Carriers.
Key Code: HE
Short Name: HE
Initial Production Time: 24
Movement Points: 1
Points To Host: 1
Hit Points: 1
Damage: 1
Cost To Carry: 1 (+ load)

Air Transport: The Air Transport Unit is an air unit which can transport other units. It is slow moving but has a high range. It can drop combat units without landing.
Key Code: AT
Short Name: AT
Initial Production Time: 36
Movement Points: 2
Movement Range: 12 turns.
Points To Host: 2
Hit Points: 1
Damage: 1

Patrol Boat: The Patrol Boat is a naval unit that can also enter river and swamp terrain. It can conduct shore bombardment. It travels slower and is less combat effective in Deep Sea terrain.
Key Code: PB
Short Name: PB
Initial Production Time: 18
Movement Points: 2
Points To Host: 1
Hit Points: 1
Damage: 1

Air Base: The Air Base unit is similar to the Advanced Set Air Base. However, it is capable of also holding land units and grounded orbital units.
Key Code: AB
Short Name: AB
Hit Points: 1
Damage: 1

Transports: The Transport is a naval unit able to carry up to six points of land units and grounded orbital units. They are very weak in combat.
Key Code: TR
Short Name: TR
Initial Production Time: 30
Movement Points: 2
Points to Host: 6
Hit Points: 3
Damage: 1

Destroyer: The destroyer is a fast naval unit, effective for catching up to enemy transports.
Key Code: DE
Short Name: DE
Initial Production Time: 24
Movement Points: 3
Hit Points: 3
Damage: 1

Surfaced Sub: The Surfaced Sub is the only Submarine Unit that can be produced by a City in the Enhanced Set. It has the fast movement capability of a Destroyer. It can Submerge into a Submerged Submarine Unit.
Key Code: SU
Short Name: SS
Initial Production Time: 24
Movement Points: 3
Hit Points: 2
Damage: 1

Submerged Sub: The Submerged Sub is similar to the Submarine in the Advanced Set in stealth, movement and combat. It can dive deep, changing into a Deep Sub or surface changing into a Surfaced Sub.
Key Code: SS
Short Name: SU
Movement Points: 2
Hit Points: 2
Damage: 3

Deep Running Sub: The Deep Running Sub is usually hiding from all other units. It is difficult to see, but can be attacked when moved upon by other naval units. It can only exist in Deep Sea terrain.
Key Code: SD
Short Name: SD
Movement Points: 2
Hit Points: 2
Damage: 3

Cruiser: The Cruiser is a combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain. The Cruiser is also capable of Ranged Fire, but not defensive fire.
Key Code: CR
Short Name: CR
Initial Production Time: 36
Movement Points: 2
Hit Points: 8
Damage: 2
Ranged Fire Range: 2
Ranged Fire Damage: 1

Battleship: The Battleship is a large combat naval unit. This unit can withstand many hits. It can bombard attack land units in adjacent land terrain. The Battleship is also capable of Ranged Fire, but not defensive fire.
Key Code: BB
Short Name: BA
Initial Production Time: 60
Movement Points: 2
Hit Points: 12
Damage: 3
Ranged Fire Range: 2
Ranged Fire Damage: 1

Carrier: The Carrier is a naval unit that can transport Fighters. When not damaged, it can carry up to 8 points of Fighters and Helicopters.
Key Code: AC
Short Name: AC
Initial Production Time: 48
Movement Points: 2
Points to Host: 8
Hit Points: 8
Damage: 1

Sea Bee: The Sea Bee Unit is similar to Engineers in construction capabilities, but are more inclined to travel on the water. On land they are restricted to clear, river and swamp terrain. It cannot capture cities, but can do shore bombardment.
Key Code: SB
Short Name: SB
Initial Production Time: 24
Movement Points: 1
Hit Points: 1
Damage: 1
Cost To Carry: 1

Scout Satellite: The Scout Satellite Unit is an orbital unit that cannot engage in combat. It is used mostly for observation, having an excellent spotting range. Once launched, this unit cannot perform reentry.
Key Code: SC
Short Name: SC
Initial Production Time: 60
Movement Points: 2
Hit Points: 1
Damage: 1

Cost To Carry: 1

Armed Satellite: The Armed Satellite Unit is an orbital unit very similar to the Scout Satellite. It does have a ranged fire capability against other orbital units and can perform defensive fire.
Key Code: AS
Short Name: AS
Initial Production Time: 78
Movement Points: 2
Hit Points: 1
Damage: 1
Ranged Fire Range: 3
Ranged Fire Damage: 1
Cost To Carry: 1

Missiles (Short Or Long Range, Conventional or Nuke): Missiles are orbital units with a reentry, then detonation capability. These are ranged units which cannot see units on their own. The Nuclear variety will destroy every unit on the ground or air in the detonation square, including Cities. People don't like that. When grounded these units can be transported by other transporting units. They can only be launched into Orbit from a City or Air Base. When a missile attacks a unit, whether through movement or detonation, it will be destroyed regardless of the outcome.

Short Conventional:
Key Code: SM
Short Name: SR

Long Conventional:
Key Code: LM
Short Name: LR

Short Nuke:
Key Code: SN
Short Name: SN

Long Nuke:
Key Code: LN
Short Name: LN

Initial Production Times (SR/LR, SN/LN): 16/24, 78/120
Movement Points (SR or SN/LR or SN): 3 / 4
Movement Range (SR or SN/LR or LN): 3 / 4 turns
Hit Points: 1
Damage: 1
Cost To Carry: 1

Oilfield: The Oilfield is a producer unit, aiding with drain and supply. It can only be constructed by Engineers and Sea Bees.
Key Code: OF
Short Name: OF
Hit Points: 1
Damage: 1
Port: The Port is a base unit which can hold ground units and naval units. It can only be constructed by Engineers and Sea Bees.
Key Code: PT
Short Name: PT
Hit Points: 1
Damage: 1

Fort: The Fort is a base unit which can hold land units. It can only be constructed by Engineers and Sea Bees. The fort behaves like a city being bombed when attacked by other units, namely only one internal unit is attacked at a time. The fort is only destroyed after all units in it are destroyed.
Key Code: FT
Short Name: FT
Hit Points: 1
Damage: 1

Changes From Empire Deluxe Enhanced Edition (EDEE)

There are some changes to the Enhanced Set of units in this version. Most noticeably the Patrol Boat. Previously it was restricted to moving on shallow seas. It now moves on deep seas at a reduced rate (1 sq per turn), and it can carry an infantry unit. Seeing as its production time is much less than that of a Transport, it can help get you across a small water gap quickly while expanding.

The other large change is Supply Units do not exist anymore. Supply can be produced by Cities and Oilfields, but is no longer in unit form. It can be moved via a concept of supply routes. Supply rules will be discussed in detail later.

The production times on conventional Missiles have been reduced.

Armor Units can abandon their tanks and become Infantry.

The Supply unit is now an abstract concept (See Below).

Extra-Set Units

The game has some special units that may appear due to the specified rules of the game.

The *General* will be generated in Regicide scenarios. It will behave very much like the Army or Infantry. It can attempt to capture cities, and if successful will not perish.
Key Code: GE
Short Name: GE

The *Mine* does not move at all, and cannot be seen except by engineering units, or when created or discovered. The Mine will only affect ground units that happen upon them. Mines have no owners and have no loyalty.
Key Code: MN
Short Name: MN

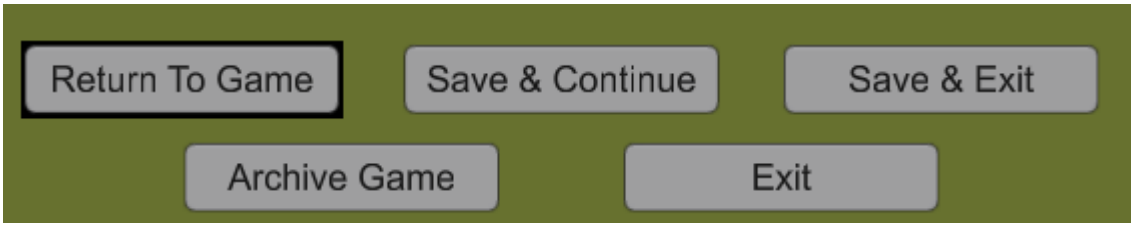
The *Road* has a unit representation for construction purposes. It can be constructed if the appropriate rules are active. Engineers can construct the road, and most ground level units can destroy it.
Key Code: RD
Short Name: RD

The *Supply Unit* is now an abstract concept and is never “on” the map. It can still be produced is the appropriate rues are active.
Key Code: SP
Short Name: SP

How A Game is Saved

Game saving and auto save behave very differently in EDCE than in previous versions of Empire. Before, if you wanted to save a game, you would choose a file to write the game to, and when you return later you had to select the file to reload.

With EDCE, basically there is only one saved state of a game available at one time, and that is the last saved position. If auto save is on and the turn progresses or the player purposely saves the game, the previously saved state is overwritten. So saved games are only forward saves.



In-Game Save Options

In order to preserve the state of a game if you wish to play it from that point again, you must make an “archive”. This is setup to be an intentional act by the player. And archive can be created from either the Load Game screen or in game.



Load Game Archive Command

When creating an archive, you will have the opportunity to give the archive a unique name. Be aware that during the process of creating an archive, the current state of the game is saved, overwriting the last saved game state.



Load Game Restore

An archive can be “restored” in the Loading Screen. Be aware that upon restoration, the previous save state of the game will be overwritten with the restored state.

Administration

The Administration screen allows you to set various default aspects of the program, as well as manage existing player accounts.

Default Network Information



The default network server password and connection port can be saved.

Out-Of-Game Service Colors



The dialogs in and out of game are colored by a service color. In the game, this is determined by your player. Anything else is determined by this default setting.

Default Keybind Settings



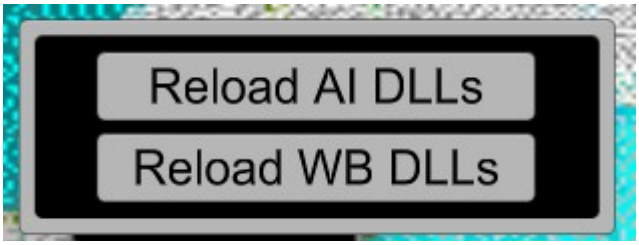
These settings will be applied to a new account when created.

Default Options



These options will be applied to an account when created. It is also the only place where the introduction Music volume can be adjusted.

Reloading World Building/AI Player DLLS



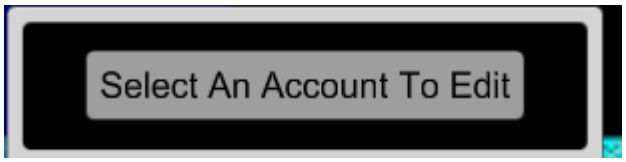
These options allow you to reload the World Building and AI Player DLLs without exiting the game. This is added as a convenience for people working on modifications.

Game Directories Listing

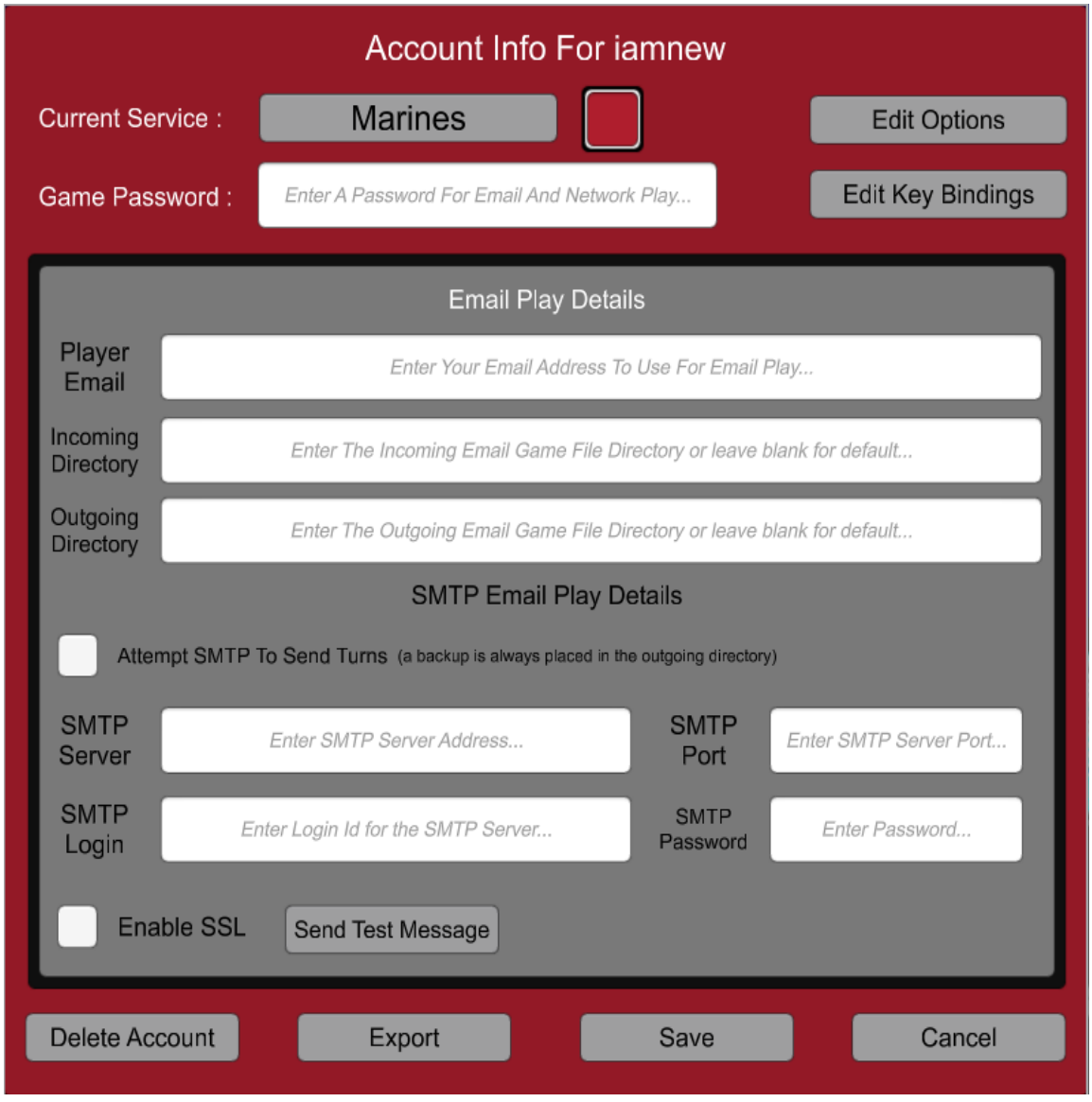


This button will display the Game Reference Directory and the Game Data Directory, which are file locations useful for people working with files for the game.

Individual Account Editing



Here you can manage the different individual accounts you use to play the game.



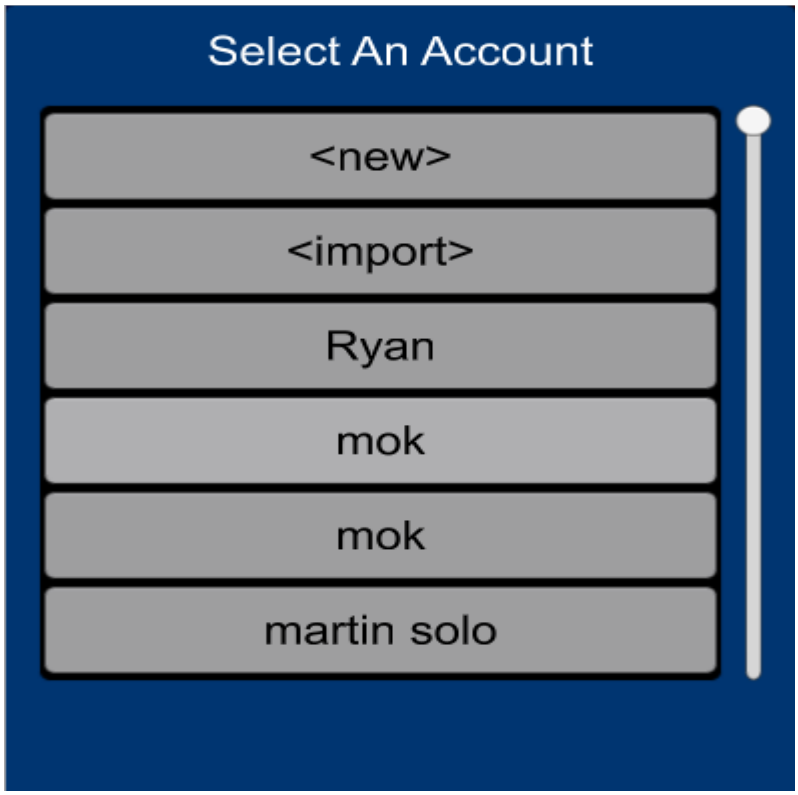
The player's Service, Game Password, Game Options, Keybindings as well as the player's email details can be set. Player name is set during a game. The player can “override” the service color by touching the color button next to the service name.

Accounts are specific to the machine you are playing on. Giving an account the same name will not create the same account, as they are uniquely keyed. With some multiplayer situations, you may need to use the same account on multiple machines to run your turns (home/away). To do this, you should “Export” your account to name an account export. Then collect the file stored in the *Game Data Directory*/admin/accounts/export.

This file should then be placed on the target machine's, at the location

Game Data Directory/admin/accounts/export.

Once this is done, on the target machine, place the file in the *Game Data Directory*/admin/accounts/export directory. Go to the Administration screen, and choose “Select an Account To Edit”. This will give you to option to import from that account file.

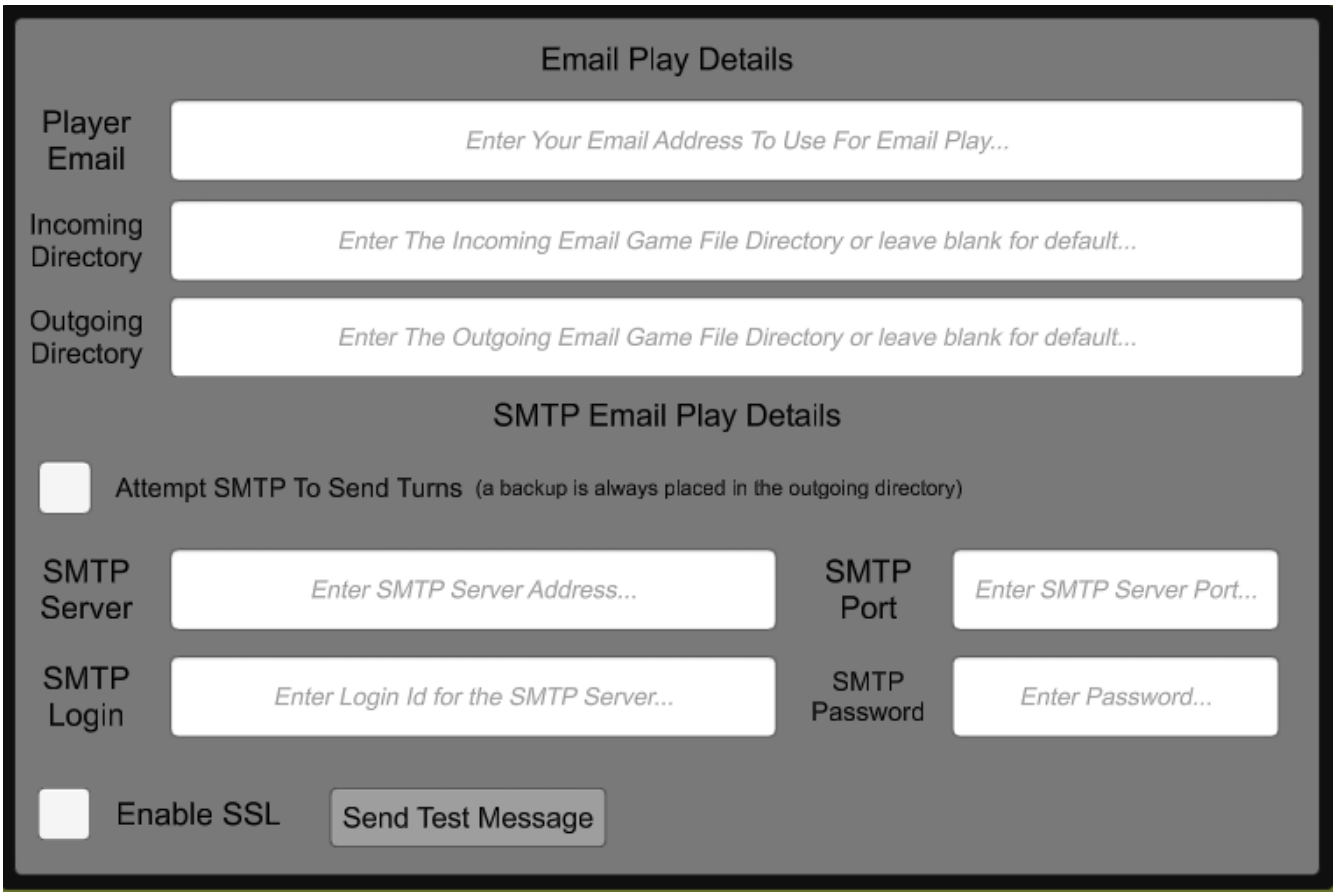


Account Import Available

All history, settings, keybindings, and history at the time of the export for this account will be imported. However, it is important to understand that the imported account will not be in sync with the account on another machine, so and settings are changed on one they will not be reflected on the other. There is also no way to merge stats/history between the two versions of the same account.

Email Game Play Walk-Through

There is nothing better than head to head play for Empire Deluxe. **Play-By-Email** has been an excellent way to play another human as during the middle of the game turns can take a substantial amount of time. It is not uncommon for Email games to take months if not years to develop and play out. Here is a walk through on how email play is handled in EDCE.

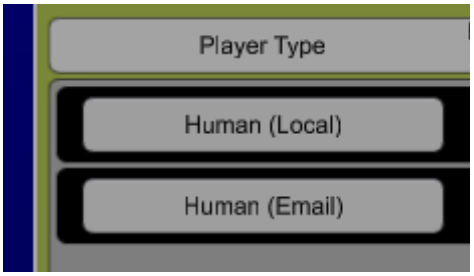


Player Account Email Details Screen

Preparation

A little preparation before starting an email game is helpful. Essentially, a player should know what account they plan to use for the game. They should go to the Administration of that account, and enter the Email Details for that account. During this setup, an inbound and outbound directory can be defined. These directories will help with the management of email files as you receive them (inbound) and for marshaling files to send, if you choose not to send the files via SMTP automatically.

If not defined, they will be set to the defaults, which can be determined by looking up the *Game Data Directory* (Lookup in Directories Option in Administration Screen). Directories you specify must already exist before any email game is started or errors will occur. The game will not create them for you.



Setting Up A Game

To set up an email game, one player (the person setting the game up) should be set as a Local Human in position #1 with the desired account associated with that position. All other players set as Human Email. It is important that the person setting up the game be of the lowest position in the player list.

Starting The Game

After setting up the game, Play is pressed and an email game file is generated and placed in the outbound directory. The player must take this file and send it to the play that will play the second position.

When The Next Player Gets The File

Upon receiving the file, the player in the second position will drop the file in the inbound directory and go to the Load Game screen AFTER dropping the email file in the inbound directory. The email game will then appear in the load list. The original inbound file is moved to an “inboundold” directory which will need to be cleaned by the player periodically.

When selected and loaded, the second player will be prompted to select an account to use for the game, and set a password and email address if one was not already set up in the account.

If there are more players to participate, this game is still turned into a file and will be dropped into the outbound directory for that player to send along.

When All Players Have Signed In

If all players have touched the game, the file will be ready for the first player. If the last player has setup the SMTP capabilities, the game will be automatically emailed to that player. Otherwise, it will go into the outbound directory to be sent.

The Game File Returns To The Initial Player

The first player then places the game file in the inbound directory, goes to load game, and selects that file for play. At this point the map is generated and the game begins.

When a player's turn is complete and it is time to send the file to another player, the game is turned into a file and either sent via SMTP or placed in the outbound directory.

This cycle is then followed until the game ends.

A Few Notes

•Hopefully it can be seen that setting up the **automatic sending of the game via SMTP will cut out a lot of file management** on your end. The only time you have to do file management in that case is saving the file you receive via email.

•After the game starts, you are **not prompted for your password**, unless you have changed it for that account. Every time the game is loaded, your account game password is checked.

•The email **game file itself has encrypted data**, including the password and game data.

•The **email game file is compressed** as a gzip. No unwrapping needed on your part.

•When playing an email game, when the game ends and is prepped/sent to the next player, it will no longer show up in your Load Game screen. The game you did send on is preserved in the outbound directory. Players that play email games need to be aware that these old email game files, both inbound and outbound, are not automatically deleted, and **over time some file deletion to clear space on the hard drive will be needed**. This can be done through the directories button on the Administration screen.

•Although email play in the early stages of a game attempts to allow a player to play out several turns before passing off the game, network play can be a better solution. If you can coordinate it, **network play is an excellent way to play the first 1-2 hours of a game**, and then switching to email. This can save a month or more of email play, and get right into the meat of a game. You should use the account you set up to play the email game when you start the Network game with this intent. The player that hosts the game should be the player in the initial position, and end the session during their turn. See the section on "*Switching The Multiplayer Game From One Type To Another*" for more information.

• Look up and understand where the *Game Data Directory* is, as the default outbound, inbound, and *inboundold* directories are located within that structure. This directory can be looked up using the Administration Screen, Directories... option.

Changing Email Addresses



Change Email Address

In the event that a player's email address has been changed, this can be set from outside of the game in the load panel by selecting the *Change Email Address* option for that save file. Simply select the position and enter the email address. Setting the entry to blank will remove the email address.

Fileshare Play

Fileshare play is an attempt to take Email Play and cut out the red tape of transferring files via email. Files can be transferred from one player to the next via a file sharing site and a game registry.

This free service is dependent upon the availability of an independent file sharing site. The site could disappear without warning or have internal errors. Steps have been taken to try and evaluate a site that appears stable. That site, different from the game registry may change or be down at any time. The game registry is hosted by Killer Bee Software.

Setup/Walk-Through

The game setup is very standard and most steps are similar to email play. One player (the person setting the game up) should be set as a Local Human in position #1 with the desired account associated with that position. All other players set as Human Fileshare. It is important that the person setting up the game be of the lowest position in the player list.

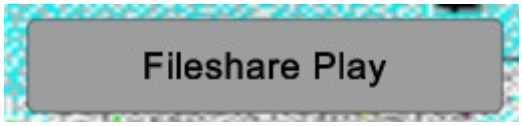
Starting The Game

After setting up the game, Play is pressed. The game will be registered for fileshare play locally, the corresponding file will be uploaded to the file server, then the online registry will be notified of the new game. Upon success, you will be presented with a unique identifier for the game called a Guid.

This Guid will need to be sent to all participants of the game. They will also need to be informed of their starting position number. It is best not to share your Guid with others outside of your game. Consider it a game password.

When The Next Player Is Ready To Play

Upon receiving Guid and their starting position, the next player can now add the game to their local fileshare registry. This is done by selecting the Fileshare Play button from the main menu.



From the Fileshare screen, the player will see the list of all current fileshare games, and their state. To add a game, the player would select the “Add Guid” button.



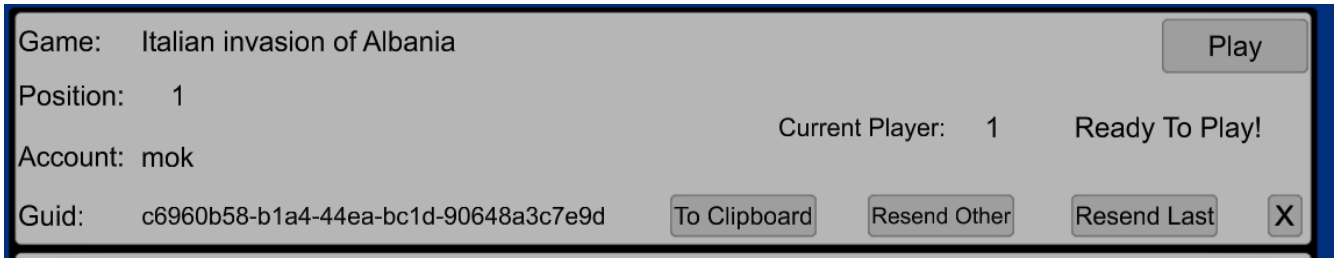
This player is then prompted to enter the appropriate Guid, Player Position, and Player Account. The player position is very important, and could cause problems with the online registry if incorrectly entered.

After the data is entered, the game will periodically look for the game to see if it is available. It will only do this while in the Fileshare Play screen.

Once the game is downloaded, the player will be able to play the game. At the end of the turn, it will be sent on.

If there are more players to participate, they to must enter the Guid and player position to their local registry. The game will be received when it is their turn.

Play continues on as the game is downloaded and uploaded from one player to another. This cycle is then followed until the game ends.



Errors and Game Recovery

The Fileshare play will be great when it works, but since it is dependent on external services for transfer over the Internet, something can always go wrong. In the event of a problem. there are several things that can be done to get the game going again.

An important note is that when using the current file server ***only one download is allowed*** for the file before is no longer available.

If a networking error occurs during download transfer, the game will be put “On Hold” for the local registry. This will prevent further attempts to download the file until the issue is resolved. A “Game On Hold” button will cover the “Play” button when in this state. Pressing that button will attempt to try again.

A networking error may occur during an upload transfer as well.



In this case, you will need to go to the Fileshare Play screen off the main menu and look for your game. The entry should indicate there was an error when it was being sent out:



The game entry will remain like this until the game is successfully resent. If it is decided that you do not want to resend the saved game, it will need to be deleted before the registry is rechecked.

The game is saved as the file to be transferred in the <Game Data Directory>/fileshareoutbound directory. This file can be resent through the transfer process by the last player completing their turn to send it with the “Resend Last” button. This will re-register the file. If players wish to roll further back, the “Resend Other” option can be used.

Fileshare play is supposed to make play easier, but it is still important that players communicate when there is an issue, and coordinate the resolution. Player should not resend files unless an issue arises and the players agree it is needed.

An entry in the registry can be removed and then re-added at any time with the proper Guid and player position. Removing an entry will also optionally remove the game from your local machine as well.

If the registry indicates that a player has downloaded their turn, but they do not have it available in their local registry, the game will need to be resent by the previous player.

Fileshare games can be switched like other multiplayer games. The player switching the game must currently be the active player of the game. If a fileshare game is switched, the Guid will no longer be valid. If it is subsequently switched back and sent on, a new Guid will be registered.

Inactivity will cause both the game file on the Internet and the online registry entry to disappear. This stagnation time of no activity is 90 days. If the game is still active for a player and in their local registry, they can still finish the turn at anytime and the game will be passed back on.

Local and Online "Registry"
The term "Local Registry" is refers to the data about the Fileshare game that is on your machine. The "Online Registry" refers to the data about the Fileshare game that is available to all players. The game itself tries to keep this information in sync when appropriate.

Playing The Game
When it is your turn, you can either play from the Fileshare screen by pressing play, or load the game as you normally would through the Load Game screen.



If you check the "Auto Play" check box and remain on the Fileshare screen, the next available game will automatically start when ready.

Like email games, Fileshare games do not have to be always played straight through. They can be saved and resumed at a later time.

Switching To Fileshare Play
When switching to a fileshare game, do note that the game will not be given a guid and placed into the registry until it is ready to be sent along. It must be launched from the Load Game Screen until that time. At that time you can see the guid and game status in the Fileshare Play screen.

Network Play Walk-Through

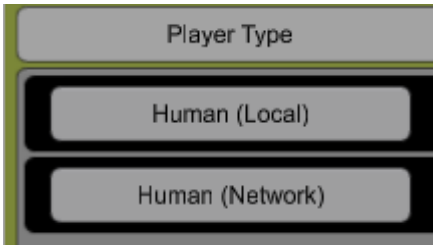
Network Play is a fun way to play a game, though by the nature of Turn Based Strategy, it can slow as the game progresses and time is required to determine the best moves.

Getting It To Work

Network play can be simple, if everything works correctly. However, due to the necessity for security, external forces such as routers, firewall, and protection software it can often be a mystery as to why things don't work. EDCE does not have a networking service that can provide seamless connection for players. Instead, one player must act as a network server host. It is recommended that this player have knowledge of configuring Internet firewalls and ports to prevent network blocking from occurring.

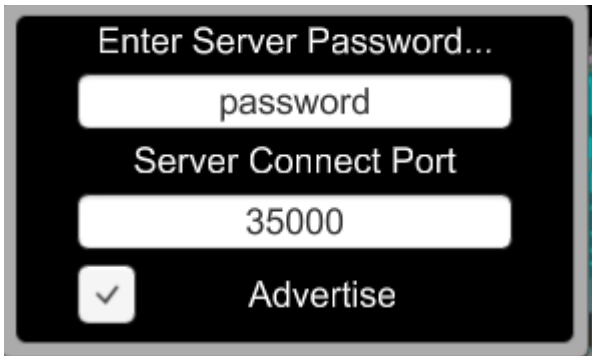
It is really beyond the scope of this document to explain basic networking concepts. From experience, **90% of all network issues are due to a firewall**, either software or in a router, preventing connection. Your router should have a private web browser accessible administration page which will allow you set the port hole for the game. Look to the more experienced of your friends to try and trouble shoot any issues you may have. Do be aware that you should never reveal things like passwords and internal router information to people you do not trust in an absolute manner. And you should always have things like router admin passwords not on factory default settings.

EDCE works via a client/server architecture, where one player volunteers to be the server/game master. That player should be in the lowest position, and will be responsible for starting/stopping the server and saving the game. That player should also be responsible for making sure their router has the appropriate port open and knows the correct address, port number and password for others to connect. Everyone else is just along for the ride. However, the game must be started with all players live and active, but then client players can come and go as they please. On restart, not other client players need to be present for the game to start.



Setting Up A Game

To setup a game, one player must be determined as a hosting player. This player must be set as local and the lowest position in the player list (position #1). All other human players need to be set to Network.



The Network Settings in the lower right must be checked, and it is important that the password and port information be given to the other players planning on connecting before the game begins. This way they know how to connect to you.

The password cannot be empty.

The player's network address also needs to be determined. If this is a local network game only, the local network address of the hosting player needs to be determined. If playing over the Internet, the hosting player must know the external internet Address and make sure the specified port is available for connections from the Internet. (See Advertising)

The hosting player then selects Play as with any other game. The server player is brought to a server screen, which will allow that player to watch as the other players join in. With each joining player, the server player must assign them a position.



As players join, there will be an announcement and they should appear in the list box for assignment.

Advertising

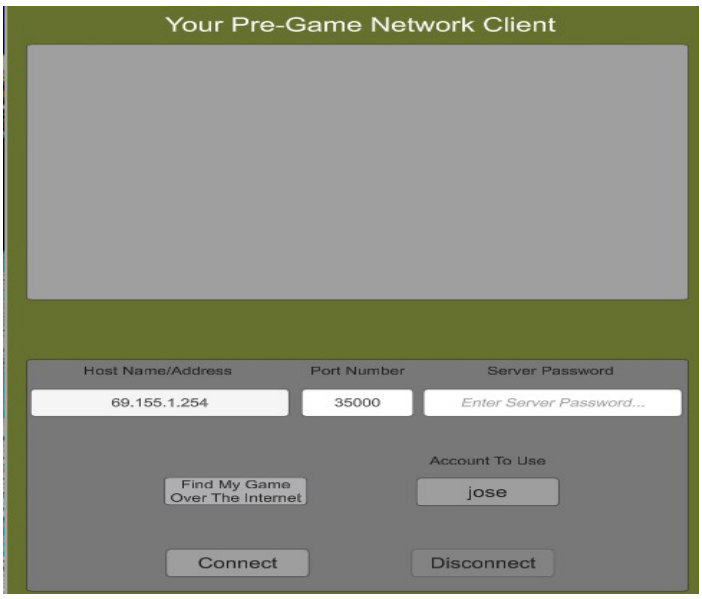
Sometimes, knowing your external Internet address is difficult to do, and address and port numbers are a hassle to deal with. When setting up a game, the server player can select the Advertise option, set a Game Name, and this will post the server details (except for the password) with the specified Game Name for clients to observe. Clients can then connect via advertisements and select the appropriate game name after setting the password field.



Steps for the Client (Other) Players

A player that will connect, with the knowledge of the game server password, address and port, will select the Network Play Option. The player will enter this data, as well as select the account to play the game.

Once that is done, the player can Connect to the server. Once connected, the player simply has the wait for the game to begin.



If the client player's server is being advertised, the address and port can be selected from a list provided when the client player selects “Find My Game Over The Internet”. From the list, the client player can look for the appropriate game name and when selecting it, the address and port fields will be appropriately set. Be aware that the password is still required.



Server Starting The Game
As players join in, the server player select the unassigned players and uses *Assign Player* to give them a position.

When all players are connected and assigned positions, the game will begin when the server player selects *Launch Game*. The game should then appear to proceed as normal. Though players not in position one should realize they will not be prompted until it is their turn. If you get lonely, you can send a chat message, using the command in the left side info section.


Chat

Leaving And Shutting Down



Bail

For a client, the *Save/Exit* option will be disabled. The client simply needs to choose bail to exit. If the client player wants to return at some point, they must follow the previous procedure for connecting. Clients coming and going can be independent of the server.



For a server, the game can be saved and shutdown through the *Save/Exit* menu. You will also be able to set/unset the advertise option here. The *Bail* command is the same as a *Shutdown* in this regard.

Beware, that a clean shutdown is important, and you could hang the game by simply closing a window. Proper shutdown and exit is always advised. *Bail* is considered an appropriate exit as it will shutdown the game.

If for some reason the game server becomes hung but you can still chat, it is possible the *Bail* command will restore control and exit the game.

Games with no local player will auto-save at the end of each player's turn.

Restarting As Server

To restart the server, you go to the *Load Game* screen and select the game. The confirm the network settings and it will go to the server screen ready to play. The server does not need to wait for clients to connect to start the game.

Switching The Multiplayer Game From One Type To Another



Game Switch Option

Email, Hotseat and Network game types can be switched via the loading screen. Be aware that the game must have been played for approximately 30 turns or so before switching is possible. In the least, all players must have played more than their first turn before a switch can be enabled.

To switch, simply select the *Game Switch Option* in the Load Panel. The game will then be converted to the type you select.

Game Modification

Knowing Where Files Are and Where They Need To Go?

There are two important directories, and their location will depend on your platform and setup. These directory locations can be determined by going to the Administration Screen and touch the Directories option.

In the *Game Reference Directory* you will find an *additions* directory, where several import files for modifying the game are located. A few files, such as to change the default location of the Game data Directory, or to force the video resolution will need to be placed in this directory to work properly if you desire to use those.

The *Game Data Directory* is the top directory structure for various other folders where mod files can be placed.

Adding Unit Name Files

By default, a unit will have a numeric name, such as "1st Infantry". Unit names can be picked from a random list you specify by adding a file in the *unitnames* directory off of the *Game Data Directory.* The format is an xml type structure as follows:

```
<UNM>
    <N><![CDATA[First Name]]></N>
    <N><![CDATA[Second Name]]></N>
                ...
    <N><![CDATA[Last Name]]></N>
</UNM>
```

The name of the file should be the key for the unit. Please note that not all platforms recognize case, so choose keys wisely. These should be saved in UTF8 Unicode format.

Adding World Building And AI DLLs

Players can make their own map making World Builders (WB) and AI opponents. To have the capability to do this, the player must have the programming ability to make C# assemblies.

Players may then copy other existing project code or start from scratch following the API provided. Source code and possibly other files are available in the additions folder off the Game Reference Directory of the game, but for source code work the latest available files can be found online. The resource/information link for this is

http://killerbeesoftware.com/edce/code/

More technical information can be found there, as it is beyond the scope of the manual.

Once an AI or WB DLL has been generated, it should be placed in the AIDLL/WBDLL directory off the *Game Data Directory* where data files generated by the game are stored. The AI/WB DLL will get loaded when the game is started.

Text Localization

All of the text in the game that is displayed can be changed. The text is stored in an XML-like file named “localization.xml” that can be placed in the *unknown* directory off the *Game Data Directory*. These should be saved in UTF8 Unicode format.

I have taken steps to allow the display of various alphabets beyond the Latin-based ones, which include Cyrillic, Japanese, Chinese, Hangul, Arabic, and Devanagari. If there is demand, more character sets can be added. Unfortunately, my knowledge of any of the languages which use those alphabets is extremely limited, so it is possibly some letters could be missing. If this is the case I would be interested in hearing about it.

Information entered in the Unit Modification process (like unit names and descriptions) will be displayed in the language they were entered in.

The Master Localization file holds almost three thousand text lines from the game. To make selective translation easier, when this file is dropped in <Game Data Directory>/unknown, it only needs the text lines that are desired to be changed. So if you desired to only change the Out of Fuel Warning for an aircraft for example, that would be the only line you need to have defined in the file.

The Master localization.xml file with all the English phrases is located in the *additions* directory off the *Game Reference Directory*.

Adding Unit Graphics/Sounds for Modification

For Unit Set Modifications Assets

As of Build 9, images, sounds, and name files to be used specifically for a particular unit set now have a different top directory separate from the *Game Data Directory*. See the section on Unit Set Modification for details. The descriptions in the following sections referencing the *Game Data Directory* are for Global changes to the game.

Unit Images

Unit Images can be added to the game. This is useful for adding new unit sets, or when you would like to replace a current unit image in the game. Unit images are unique in that they have a two-toned foreground/background standard which represent the player's colors. This FG/BG color set is predefined as FG: RED (255,0,0) and BG: GREEN (0, 255, 0). This means that any pixel in the image matching that specific RGB value will be replaced at run time with

a players FG/BG color. These images need to be square and power of 2 in dimension and of png format to be displayed. The replacement/additional image files will be placed in the *unitimages* directory off the *Game Data Directory.* These are only loaded when the game is started.

Please note that the file names unit images provided that are built into the game do not meet the all the naming standards explained below. Do not place them as named in the *unitimages* directory as the game will not be able to load those images and stop with an error.

Each unit image can be one of several states. The unit image is named using the key for the unit type, and the two digit state code for that state.

Codes are:

00: Normal Unit Display

01: Loaded Unit Display

02: Normal Sentry Unit Display

03: Loaded, Sentry Unit Display

04: Grounded (Air unit like HE landed on the ground)

05: Grounded, Loaded

06: Grounded, Sentry

07: Grounded, Loaded, Sentry

08: Damaged

09: Damaged, Loaded

10: Damaged, Sentry

11: Damaged, Loaded, Sentry

12: Damaged, Grounded

13: Damaged, Grounded, Loaded

14: Damaged, Grounded, Sentry

15: Damage, Grounded, Loaded, Sentry

16: Reentry

17: Reentry, Damaged

The game will look at the codes with the most attributes first for graphics and will use it if available. For example, if a unit is damaged, loaded and sentried, it will look for code 11, and then 10 and 09 to see if there is a supporting graphic. If none is found, it will look at 03, 02, 01 then finally 00 to find a match. It is highly recommended each unit have at least a “normal” graphic (code 00). This will be used as a default if other state combinations cannot be found.

So for example to replace the sentry infantry unit in the game, the file would be named

IN02.png. If you choose to create a new unit, say a 'Castle' with the key CS, the file name for a loaded castle would be CS01.png .

Other Graphics (Includes City and Terrain)

All graphics files are built in, but can be overridden with your own customized graphics.

All other images in the game can be replaced individually by placing them in the *otherimages* folder off the *Game Data Directory* . The specifics of the structure are provided in a separate file which can be found in the *Game Reference Directory/additions/OtherImages.txt.* The complete image set will be available for download but is not included with the game at install time. Check for this information at

http://killerbeesoftware.com/edce/code

Terrain Graphics

Terrain images are special in that each terrain type has many images associated with them, and they are placed in a single file and square/power of 2 dimension icons in a single row in a specific order.

Use the graphic set provide at the link above for examples and the expected layout. The individual icon size of the example terrain graphics data is 128x128 pixels.

Using the measurements, an example would be the swamp terrain graphic, with 32 icons stored on the sheet.

City Graphics

City Images consist of sixteen different png files, and like unit images they contain the FG/BG colors for player identification. The sixteen files represent different states of the city based on the city efficiency. These states are:

00: 0-49%

01: 50-69%

02: 70-89%

03: 90-103%

04: 104-114%

05: 115-124%

06: 125-199%

07: 200% and above

08: 0-49% loaded

09: 50-69% loaded

10: 70-89% loaded

11: 90-103% loaded

12: 104-114% loaded

13: 115-124% loaded

14: 125-199% loaded

15: 200% and above loaded

Image File Placement Information

The file listing the entire *otherimages* is in the *additions* directory off of the *Game Reference Directory*.

Unit Audio

Unit Combat and movement sound can be added to build unit custom sets. These sound files can be WAV or OGG and are placed in these folders in the *Game Data Directory*:

- *defsounds* for unit defeat
- *attsounds* for unit attack
- *movesounds* for unit movement

These files are loaded when the game starts and can then be set in the Unit Modification screen. They can be wav or ogg. Be aware that they will increase the initialization time for the game. Also be aware that Unity may have an opened issue with loading some of the files which could cause a hang upon loading.

Unfortunately, due to licensing issues, mp3 files cannot be used.

Changing The Game Data Directory Location.

In the additions directory off of the *Game Reference Directory*, there is a file entitled *AltPath.txt*. If you edit this file, changing the first line of the file to the full path for the desired directory, then copy the file to the *Game Reference Directory*, the program will create the appropriate data structure for the game in that directory.

THIS WILL ONLY WORK if AltPath.txt is placed in the *Game Reference Directory*.

Forcing A Video Resolution

In the additions folder is a file entitled ForceRez.txt . Instructions are contained within that file. It will need to be placed in the *Game Reference Directory* to work properly.

AI Settings Notes

The AI player with the game now include the capability for you to override the player names with a either a specific name set in the options, or to randomly select a name from a file you set up in the <Game Data Directory>/unknowns area. This is a one name per line text file, and a '#' at the beginning of the line will cause that line to be ignored.

Map / Scenario Editor



The **map/scenario editor** always been an important part of Empire Deluxe. With it you can create special maps and situations that can be challenging to you and other players. With EDCE, the editor is pretty easy to use, and takes advantage of a couple of the new game features.

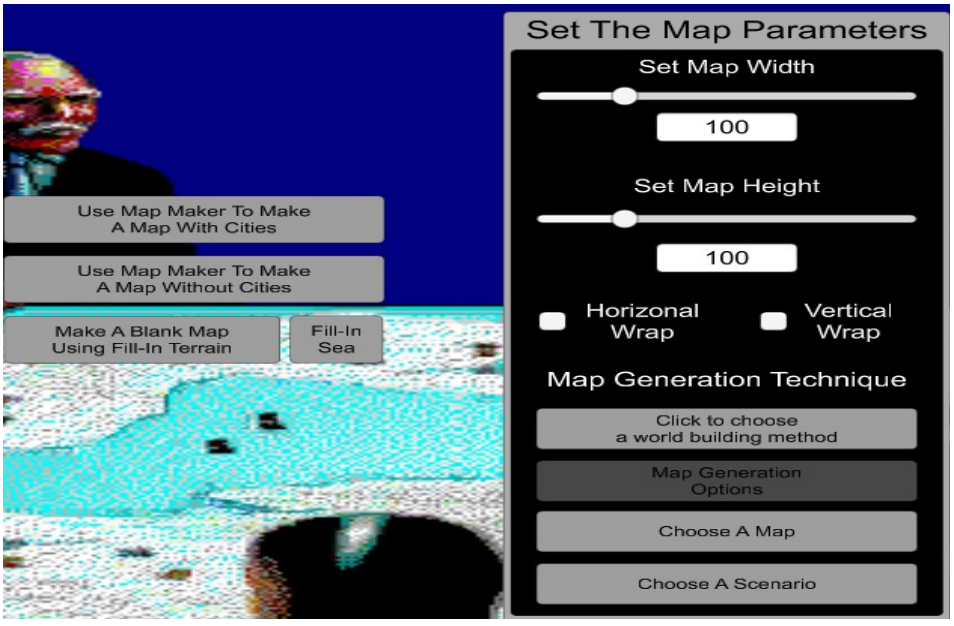
What is a Map?

Empire Deluxe maps are essentially a game map, with neutral cities upon it.

What is a Scenario?

Empire Deluxe scenarios are basically a map with additional position and unit information placed on top of them. With a scenario, there is nothing randomly generated at the beginning of the game. The geography is predefined (though explore may still be on) and the positions are preset. Units for any defined position can also be placed on the map.

Making A Map



As with starting a new game, the map parameters must first be defined. Beyond setting the wrap and dimensions, the designer can also build a new map using a specified map maker

with or without neutral cities. A completely empty map of only a specified Fill-In terrain type can also be map.

The Map Palette

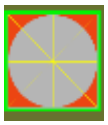


The map editor allows you to add all of the types of terrain to the map. This can be done with a square “**terrain brush**”, which can be any size form 1x1 to 10x10. This brush can also be used to remove a specific type of terrain, replacing it with a specified “erase” terrain. The type of terrain is selected from the Map Palette.

In addition to terrain, you can also **place/remove roads, mines, resources and wasteland** markers on the map. For resources, you are able to specify the value of the resource square

(used when resources are limited) either through a default setting or by touching each individual square.

You can also **add and remove cities** to the map. For each city placed, you can edit the details such as set the name, adjust the efficiency, specialty, supply, mark as important or mark as a spawn point.

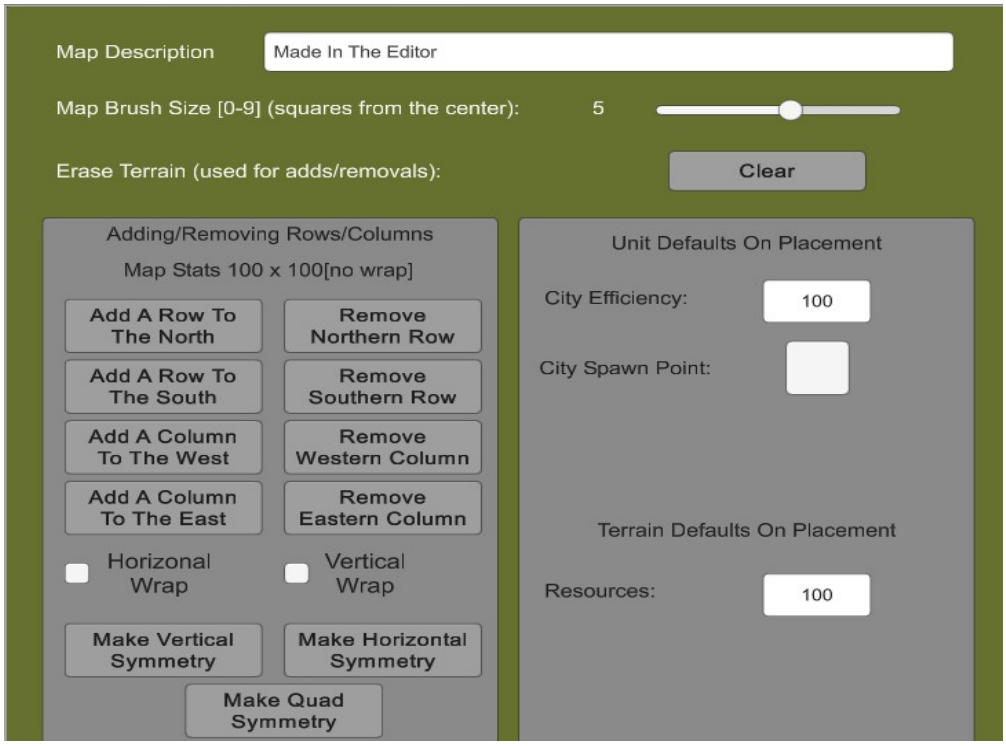


Spawn Point

A new feature for maps is **the spawn point**. It enables you to set the locations where the players will appear on a map. This will be used by the game when it is started, and if there are enough spawn points to cover the number of players for a game, those locations will be used as starting points as opposed to the starting city being randomly selected. Being that it is only a map and not a scenario, the city chosen for each player is still random within the set of spawn points.

Map Edits And Defaults

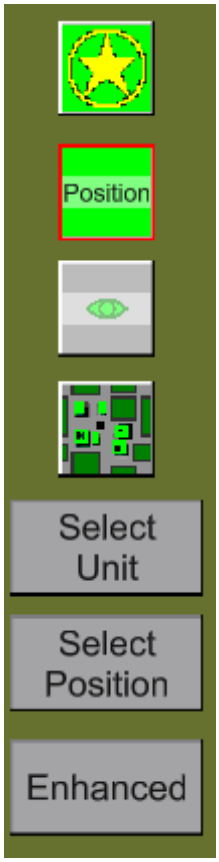
This option allows you to make some settings to the map and mapping tool.



Symmetrical maps can bring a more “balanced” exploration play. With the map editor you can make **horizontal, vertical, or quad symmetrical maps**. You can also add and remove outer map rows and columns.

Most (but not all) map functions also have an **undo / redo** capability.

The Scenario Palette





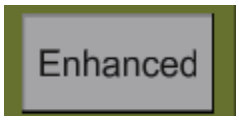
Location Visibility For Position

A new feature for scenarios is **square visibility**. Within the editor one can set which squares will be initially revealed for each individual position. When set, at the start of the game, this square's terrain and any unit in the square will be spotted. However, after that event, regular spotting rules apply if explore is on. (so the units may not be there later).



Capital Setting

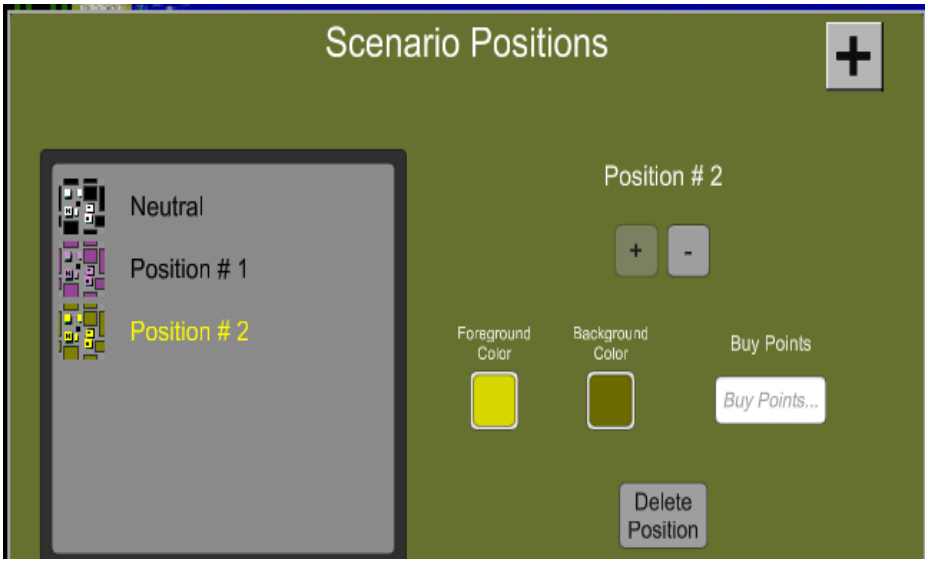
An element that can be set in the scenario editor is the **designation of the capital city** for each position. This can then be used in games where Capital Kill victory conditions are in play. **Important cities** can also be set up.



Which Unit Set Is To Be Used

For unit placement since Unit Modification is a feature, the **scenario designer must select which unit set** to use for unit placement. However, unlike EDEE, the scenario is not bound to the unit set, and scenarios that have unit types whose unit type keys are not represented in the selected unit set at game time will be ignored. Once placed, only the unit name can be set.

Setting Up Positions For A Scenario



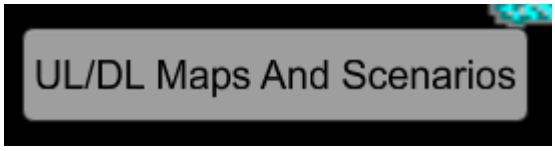
For a scenario, **each position to play in the game must be defined**. When defining a specific position, The Foreground and Background colors are selected, as well as any buy points to be awarded. The user can experience a slight delay when adding positions or changing colors, as graphic icons need to be created.

Editor Copy And Paste

The editor has a rudimentary copy/paste functionality. On a copy, you will define the upper left and lower right locations of a rectangle on the map. Once a copy is made, it remains as the “clipboard” until you start a new copy action.

Then in the paste action, you will designate the upper left corner for pasting. You will be able to selectively copy the terrain, neutral cities, and units and positions. You will also be able to rotate the copy rectangle every 90 degrees.

Map and Scenario Upload Sharing and Downloading



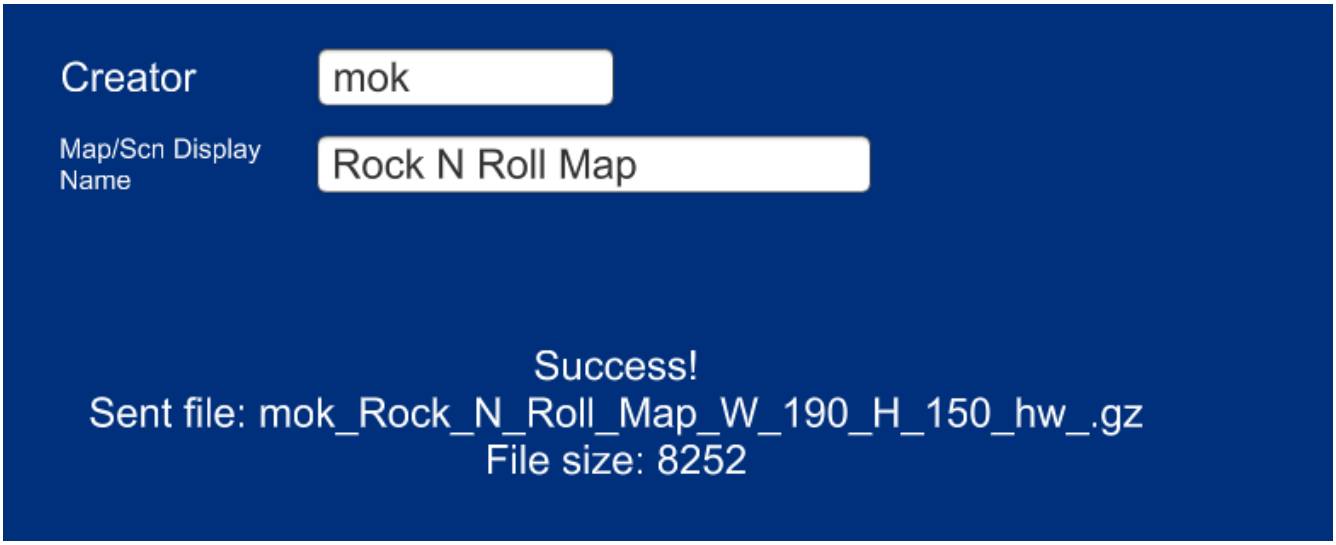
Upload/Download Maps and Scenarios

From the Map/scenarios screen, there will be a button in the bottom left corner which ill allow you to share maps and scenarios, or download some others have submitted.

The interfacing for adding/retrieving maps and scenarios is fairly bare bones, but it will allow you to get maps over the internet and tracks what you have downloaded.

To Upload A Map/Scenario

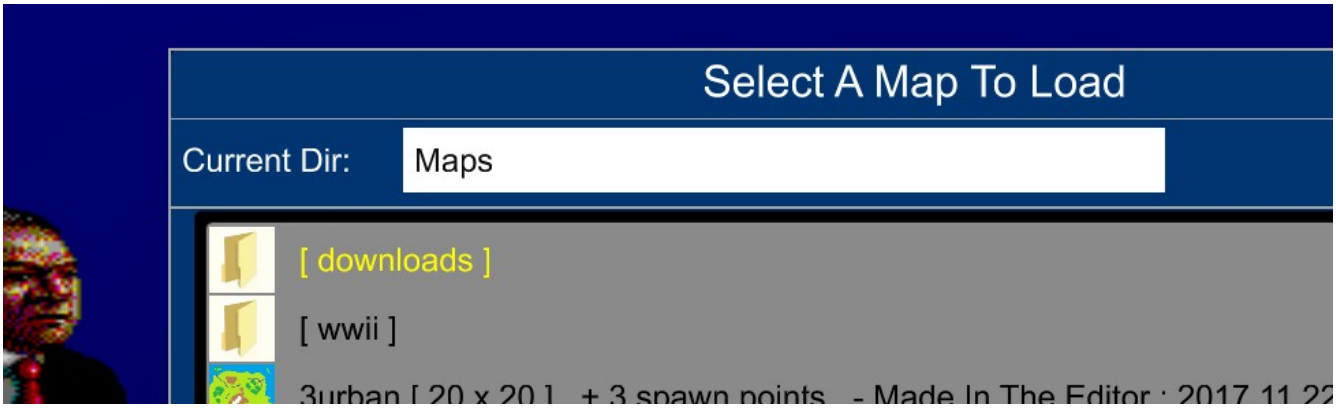
- Select either *Upload A Map* or *Upload A Scenario*
- You will be prompted to select a map/scenario file
- You will then be prompted to set:
  - Creator – A simple name to identify you, the author.
  - Map/Scn Display Name – The name you want the map to be displayed in the repository. Be aware that the dimension and wrap details are going to be augmented to the name, as well as # of positions and Unit Set key for scenarios. This name should not be very long, and any special characters will be replaced with an underscore.
- Press Submit



A Map Submission

If you wish to update the map, simply use the same creator and map name.

To Review And Download A Map/Scenario



Look In Downloads After You Download the Map / Scenario

- Select either Download A Map or Download A Scenario
- You then will see the list of available creators. When you select a creator, you will see the maps or scenarios available.
- Clicking on the Map or Scenario name from the select list. The file is decompressed and placed in the <Game Data Directory>/maps/downloads for maps or <Game Data Directory>/scns/downloads directories. When loading a map or scenario you have downloaded in game setup, it will be located in the downloads directory via the file chooser.
- Clicking on Back will bring you back to the Creator List.

Maps/Scenarios you have downloaded will not be listed when reviewing the list for more downloads, unless they have been updated. If you physically move the map file, then it will be listed again for downloading the next time.

Maps/Scenarios submitted can also be seen at the link:

http://killerbeesoftware.com/edce/code/submissions/

Since you have taken the time to read the manual, the following admonishment most likely does not apply to you. But be aware that map / scenario sharing has been set up this way so that these can be shared regardless of platform or game DRM. If it gets abused, it may be shut down or a less time effective review process may be put in place. If you do see abuse of the system, please contact Mark Kinkead at mok@killerbeesoftware.com.

Unit Set Modification



The Unit Modification Screen is a good place to either review the details of a unit set, or create and edit your own custom unit set. The terms Unit Set and Unit Database are considered synonymous in this context.

All attributes of units are exposed, and all combinations of attributes may not work well. Also, dependencies are not necessarily checked, so bad things can happen if something is not done correctly. Other behaviors may not work as expected. Though they can be raised with me, I cannot guarantee I will support all issues arising from Custom Unit Sets. So Unit DB Designers enter here at their own peril.

To make the situation even worse for you, the attributes available are laid out with very little explanation. Much of the responsibility of determining what works will be on your shoulders. Share comments and questions with the community.

The individual settings will have some information available when the cursor hovers over the control. It is highly recommended you look at the units in the hard coded unit sets to try and model desired behaviors of your custom units. Trial and error also works well.



The Unit Modification Screen provides you with a few options:

- Review Database – Take a read only view of a set
- New Database – Create something new (or copy something old – the image files will need to be copied manually after saving).
- Edit Database – Modify a custom database.
- Delete Database – remove a unit set.

A General Note Or Two On "Keys"

It is recommended you keep keys short. This is useful for recognition. For Units, a good practice is to have a key that is the same as the short name.

Be aware that keys are case sensitive. The game program uses keys in various file management activities. The Windows operating system struggles with case sensitivity, so it is recommended one strives for unique keys regardless of case to avoid any issues.

Editing A Database

Unit Listing



When editing, the current set of units will appear on the left. Every set will contain a City and a General. Both of these units can be edited but not deleted. Units also used for reference are Supply, Mine and Road for production and construction options.

The Database Details



The unit database details allow you to enter the name and description of the database. It also shows you the Database's key, and the current version (incremented on each save).

Suggested Rules



Here the suggested rules for this database can be set. In setup, when a user selects this database, the game rules are automatically set to these settings. (These can be overridden by the setup player).

Add Unit Type



Here you can create a completely new unit type. You will be prompted to supply a unique unit key.

Copy Unit Type



Here you can create a completely new unit type copying the selected unit. You will be prompted to supply a unique unit key.

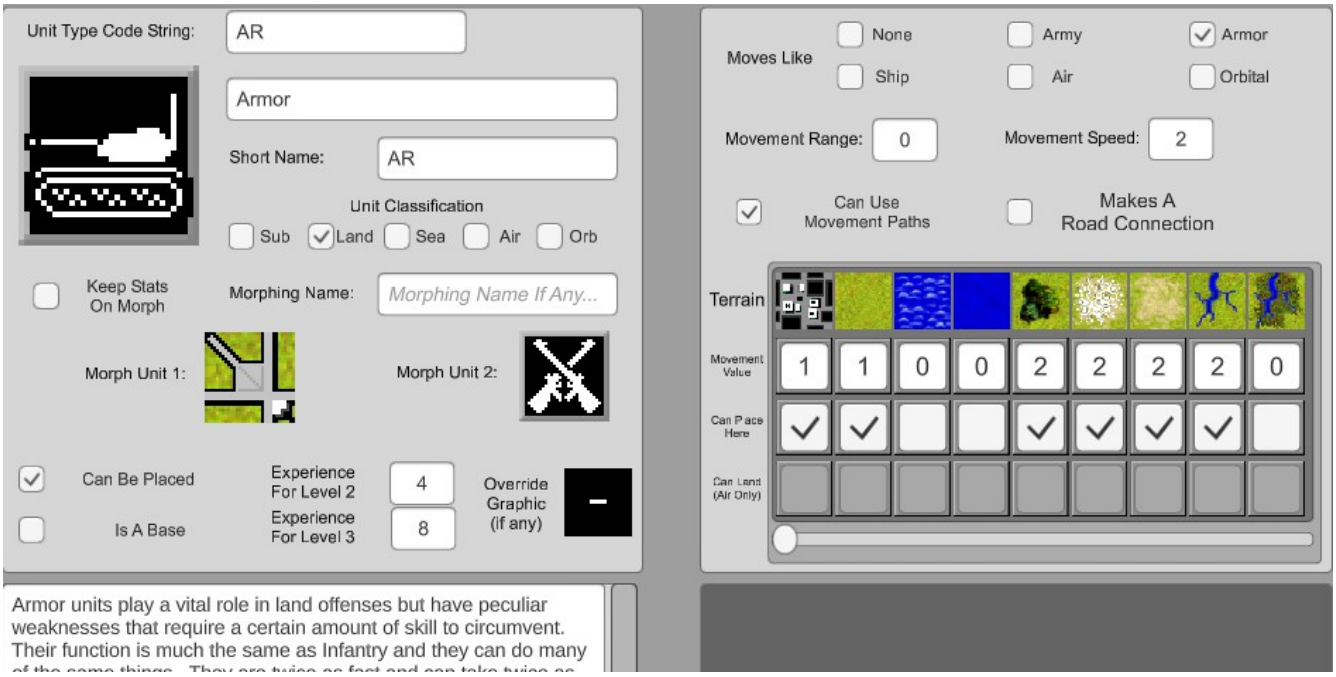
About Unit Unique Keys

Every unit in a database must have a unique key. These keys are important for identifying the unit type and for specifying graphics. Most basic characters can be used to form the key, and it can be of any length.

It is recommended but not required that the short name be the same as the unit key. Be aware that hard coded units such as the Battleship, Submerged Sub and Surfaced Sub do not follow this rule (due to historical/technical reasons). Look at this as a “do what I say, not as I do” type of thing.

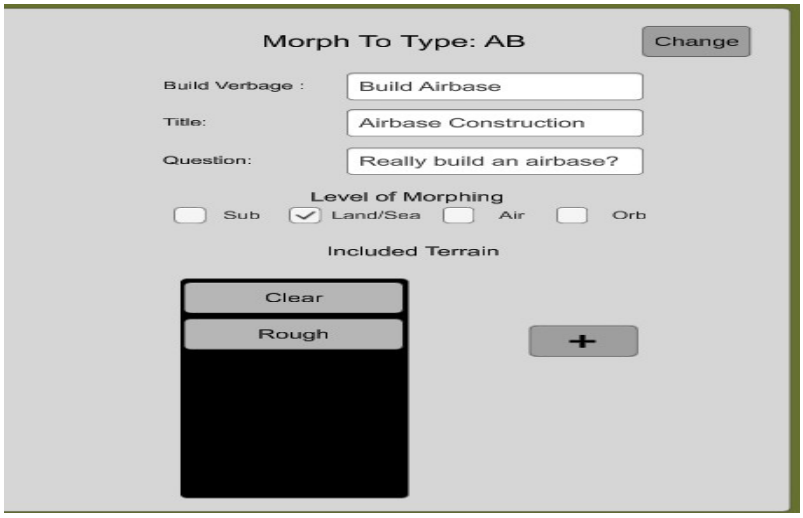
The Different Modification Tabs

Basics



There is a lot of information here, including names, descriptions, morphing capabilities and terrain effects on movement.

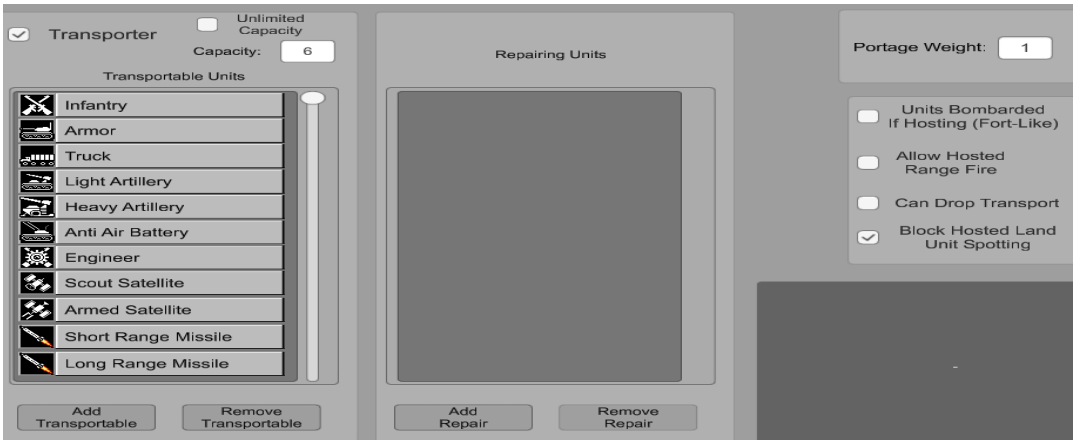
To set a morph unit, touch the morph graphic square.



Here several strings must be set, and the level/terrain details added.

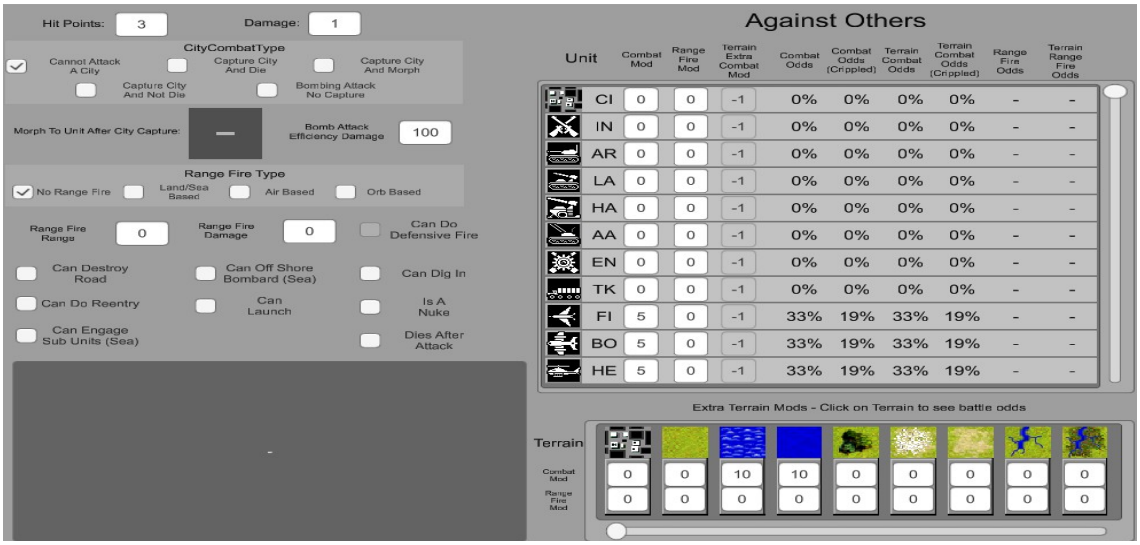
To change the override graphic setting, touch the icon square and select the unit type to use. Any custom unit graphics you have added will appear here. This graphic is used if the intended default graphic for the unit's unique key is not correct.

Transport



On this tab are transport related attributes. What units can be transported, what units can be repaired, and a few other settings.

Combat



On this tab, various combat settings are available. Combat works on a unit v unit basis, with the default hit percentage being 50% when a “Combat Mod” value of 10 is set. Higher Combat Mod values increase the percentage, while lower ones decrease it. A value of 0 means it cannot attack the other unit.

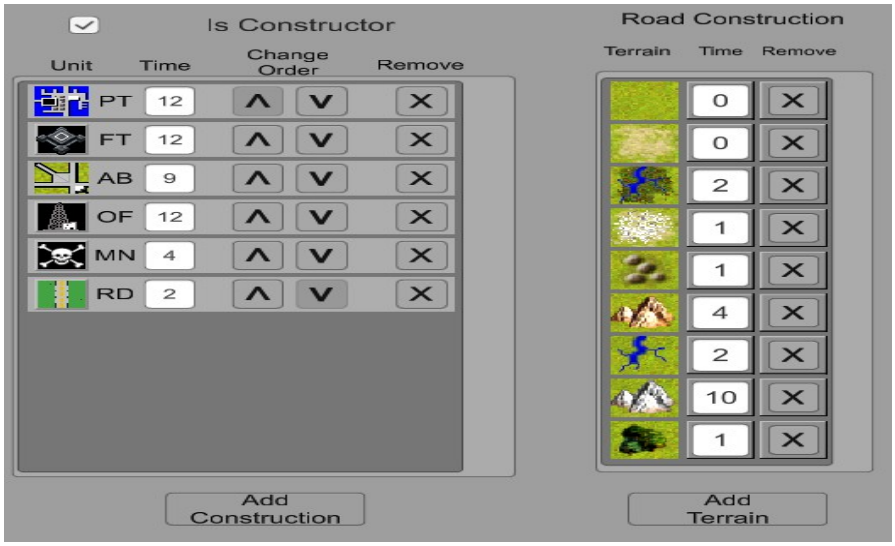
The terrain values can be set for individual unit v unit on terrain cases up top, or for all on the bottom. Clicking on the terrain icon will display the odds for that specific type of terrain.

Production



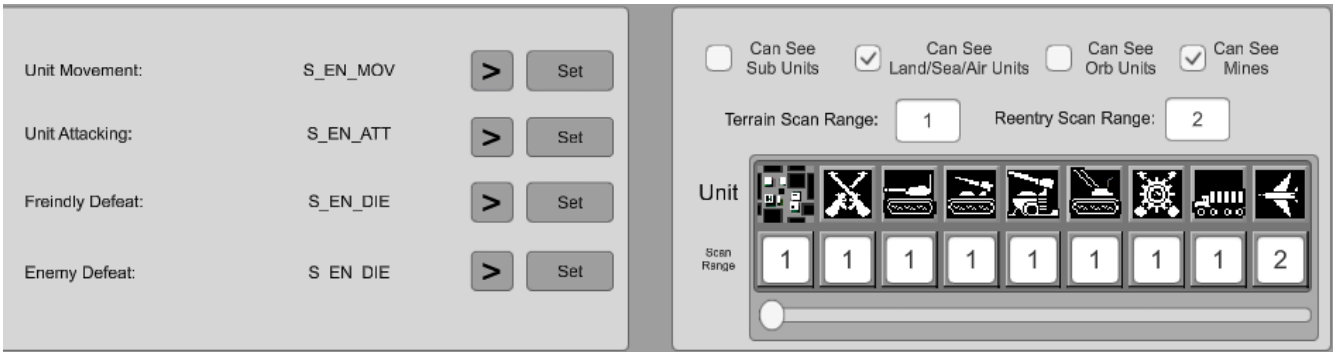
This tab, aside from the buy points cost setting, is solely for Producers and Cities. Here the production times for units can be set. And the production display order can be adjusted.

Construction



Similar to the Production Tab, but this applies to any constructor. Constructors require a terrain setting to be able to build, so that must be set as well.

Sound / Scanning



This tab allows you to set the unit sounds for this type, as well as the sighting information.

Backing Up and Restoring A Unit Set



Backup And Restore

Unit Sets can be backed up if you wish to go back to a set's previous state. Essentially this saves that set's current state and its key. Only one instance of a set can be used at any given time. If you wish to branch a unit set, you should use the copy feature. Backup and Restore does not backup/restore assets for a unit set.

Unit Set Specific Image/Sound/Name File Assets

In order to facilitate graphics, sounds and name file specific to a particular unit set, a special directory is created for that unit set.

As discussed previously, when a unit set Is created, you submit a Unique Unit Set Key. The key information and the core unit data are stored in a file located in <*Game Data Directory*>/udb/. This file will be prefixed by a four digit random number to help make the set unique if shared. So for example, you were to create a unit set with the unique key MyUnits, the core unit data file saved would be something like <*GameDataDirectory*>/udb/1234MyKey. This is a text file, but hand editing it is not recommended.

In addition to this unit set core data file, a directory for Unit Set Specific Assets is created. This directory has the same name as the core data file with the suffix "_assets" at the end. So in the example above, the assets directory would be at the path <*GameDataDirectory*>/udb/1234MyKey_assets/. When wanting to sent your unit set to someone else. You should send both the core data file and the assets directory.

The assets directory itself has the following sub directories:

- *attsounds* - For unit attack sound files.

- *defsounds* – For defeated unit sound files.
- movesounds – For moving unit sound files.
- unitimages – For specialized unit type images.
- unitnames – For specialized unit graphics.
- otherimages – For specialized terrain, city, and road/bridge graphics.

The techniques to add assets to the folder structure are the same as described in the ways to add modification of these subjects, with the caveat that the assets directory for the Unit Set is the top directory as opposed to the *Game Data Directory* this is used got global modification.

So for an example based on the MyKey database example above, the following examples would apply:

- an basic image file for a unit type BZ would be stored in <GameDataDirectory>/udb/1234MyKey_assets/unitimages/BZ00.png
- a name file for BZ would be stored in <GameDataDirectory>/udb/1234MyKey_assets/unitnames/BZ
- A road icon would be stored in
- <GameDataDirectory>/udb/1234MyKey_assets/otherimages/\terrain\roads\road_0.png

Credits

Empire Deluxe Combined Edition

Written, Produced, Directed, and Programmed By

Mark Kinkead
killerbeesoftware.com

Version History

Based on Walter Bright's Original Game:
"*Empire, Wargame of the Century*",
(C) 1978 - 1986 by Walter Bright

Version 5.0
"*Empire Deluxe Combined Edition*", (C) 2017,
Mark Kinkead, Killer Bee Software

Version 4.0
"*Empire Deluxe Enhanced Edition*", (C) 2004,
Mark Kinkead, Killer Bee Software

Version 3.5
"*Empire Deluxe Internet Edition*", (C) 2003,
Mark Kinkead, Killer Bee Software

Version 3.0
"*Empire Deluxe*", 1993
By Mark Baldwin and Bob Rakosky

Version 2.0
"Empire, Wargame Of The Century" aka "Interstel" *Empire* Baldwin/Bright, 1988

Version 1.0
"Empire, Wargame Of The Century", 1978-1986, Bright.

The Mersenne Twister

(Random Number Generator)
Provided by Makoto Matsumoto
www.math.sci.hiroshima-u.ac.jp/%7Em-mat/MT/emt.html

Some Artwork By
Anthony Affrunti, a.k.a. Wydraz

Some Music Produced By
Lars Christian Lundholm

Special Thanks To

Mark Baldwin

The Late Bob Rakosky

And Special Thanks To

The Empire Deluxe Community

Extreme Lovers Of The Game

Victor Linck
Bruce Mount
James Chester
Peter Adkinson
Mike McBroom

Quote Smiths

A computer once beat me at chess,

but it was no match for me at kick boxing.

--Emo Phillips

From David Wadleigh

To think strategically, one has to imagine oneself in the enemy's place. If one cannot do this, it is impossible to foresee, to take by surprise, to outflank. Misinterpreting an enemy can lead to defeat. This is how empires fall.

--John Berger

From David Bott

If you find yourself in a fair fight,

you didn't plan your mission properly.

--Col. David Hackworth

From Jay Boisvert

To be defeated and not submit, is victory;

to be victorious and rest on one's laurels, is defeat.

--Jozef Pilsudski

From WW2Weasel

You guys are the Marine’s doctors;

There’s no better in the business than a Navy Corpsman.

--Lieutenant General Lewis B. “Chesty” Puller

From War Doc

Carthago delenda est

--Cato the Elder

From Jeff Lotton

Impossible is a word found only in the dictionary of fools.

--Napoleon Bonaparte

From Jake Mayes

Perpetual optimism is a force multiplier.

--Colin Powell

From Keith Mahosky

Only the dead have seen the end of war.

--Plato

From Bill Strutz

If you're going through hell, keep going.

--Winston Churchill

From Uwe B.

Wars is won by those who get there firstest with the mostest.

--Nathan Bedford Forrest

From Randy Altman

Fixed fortifications are monuments to the stupidity of man.

--George S. Patton

From Loren S. Miller

We shall fight on the beaches,
we shall fight on the landing grounds,
we shall fight in the fields and in the streets,
we shall fight in the hills;
we shall never surrender.
-- W. Churchill
From steyrhahn

War is often the result of feckless leadership,
political correctness, or censorship.
--James Chester

There is nothing so bad that it cannot get worse.
--Lieutenant Commander Brian Foster, USN, Chief Engineer
USS Francis Hammond (FF 1067)
From Brian

You can't handle the truth, Son, we live in a world that has walls and those walls have to be guarded by men with guns.
--Col. Nathan R. Jessup, *A Few Good Men*
From fastracer

Woe to us all if ever as a people we grow to condone evil because it is successful.
--Teddy Roosevelt
From Brad Wessel

A ship in port is safe, but that's not what ships are built for.

--Adm. Grace Hopper

From Robert "Xemu" Fermier

I paid $100 and all I got was this stupid quote????

--Dennis Ring

From Dennis Ring

It looks, after all, as if you will see Berlin before I do.

--Col. von Luger, *The Great Escape*

From Mike Provant

You can never have too many knives.

--Logen Ninefingers

From Kai Schrimpf

No Battle Plan Survives Contact With the Enemy

--Helmuth von Moltke the Elder

From Bruce Mount

Quī dēsīderat pācem, bellum praeparat.

<Publius Flavius >Vegetius< Renatus>

From Stigweard Wudu

It is more important to out think your enemy,
than to outfight him.
--Sun Tzu
From TheSalientOne

Coffee tastes better if the latrines are
dug downstream from an encampment.
--US Army Field Regulations, 1861
From Steve W.

Move swift as the wind and closely-formed as the wood.
Attack like the fire and be still as the mountain.
-- Sun Tzu
From Dave Wilkinson

Thanks To redvet

Hours Played Club

Player Name	*Hours Played*
Singh Khana	1000
Bill Fultz	6000
Tony Cillo	874
Admiral von Klöpfer	more than 400
Gary Whitten	5000
Miles Seppola	14600
Michael L Kuras	2000
Thomas D. French	2300
John & Shayne Hayes	10,000+ since '77
Dane Blindauer	500
Comedix	uncountable hours
Dean Bleess	15000
GKE123	at least 1000
David Wadleigh	17060
David Bott	1650
Jake Mayes	1000
Jay Boisvert	6000
Jeff Lotton	300
War Doc	10000
Keith Mahosky	9000
Bill Strutz	5000
Uwe B.	estimated at 1000

Player Name	*Hours Played*
Mmorg	1500
WW2Weasel	7500
Steyrhahn	4700
Stigweard Wudu	zero hours (thusly far)
Brian	100's
Kai Schrimpf	300
Brad Wessel	1000
Dennis Ring	∞
Fastracer	10000
Mike McBroom	Thousands
James Chester	1500
Bruce Mount	170
TheSalientOne	Between 2008 and 2010

Additional Art Credits

John Spirko – Important and Capital Stars.

Audio Credits

Button - “Sebastian” for 'Click 2'

Checkbox - “Mark DiAngelo” for 'Whoosh'

Some References

For A Living History of Computer Game Development, a good place to start is

Matt Chat

https://www.youtube.com/user/blacklily8

Mark Baldwin – Episode 1

Mark Baldwin - Episode 2

Mark Baldwin - Episode 3

You Tuber Extraordinaire, Specializing In (But Not Limited To) Turn Based Strategy

Das Tactic

https://www.youtube.com/user/Das24680/featured

Empire Deluxe Combined Edition Associated Links

Killer Bee Software

Accessible Files On Killer Bee Software (source code, maps, etc.)

Empire Deluxe You Tube Channel

mokkbs on Twitch

mokkbs on Twitter

Empire Deluxe Combined Edition Reddit

Empire Deluxe Combined Edition Kickstarter

Empire Deluxe Combined Edition On itch.io

The Latest Version Of This Manual Online