Viable Software Alternatives'

WORLD EMPIRE IV

CyberWar   Version 3.0: Hegemony For The People!

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Overview

There you stand: alone, confident.

The building whose baroque balcony rails you are gripping is a massive structure - actually the capital building of your country.   You gaze up at the clear, azure sky, then downwards to the skyline of your beautiful capital city.   A humbling aura of history clouds your thoughts - but not your vision - as you further lower your gaze to the city streets below.

There is a noise rising there.

Rather, there is a thunder rising!

Incredibly, as far as your eyes can see, the streets, boulevards, byways, and even alleyways of your city are packed with the people responsible for your rise to power as their supreme leader.   Masses of loyal, idealistic faces return your gaze as they voice their approval   of your mission with long, loud, appreciative cheers!

What is your mission?   Nothing less than to conquer the entire planet and institute a worldwide government under the auspices of your beloved ideology.

World Empire is a strategy game based on a time in the not too distant future when nationalism is on the decline... the people of the world are tired of the weakened nationalist governments that are constantly bickering with one another over trade restrictions and border disagreements.

The beliefs of the world population have polarized into two to four ideologies (depending on the number of players in the game!).

Each ideology has a strong, determined leader who considers himself to be militarily capable of uniting the world under one government.

The Challenge:

Can you do it?   Can you defeat the other ideological leaders and create your own empire?   Or, if you haven't anyone else to conquer, can you defeat the evil General - 'Chip' Silicon - in Computer Play Mode?   What are revolutions?

World Empire IV will provide the answers to these questions and give you hours of enjoyable hegemony!

Enjoy!   "May you always occupy fully".

What Is World Empire IV?

World Empire IV is a game that blends strategy and luck to achieve world conquest.   The object of the game is simple: defeat the other players (human or computer) and conquer the world!   World Empire IV introduces play over the Internet or your TCP/IP network.   You can now play someone on the other side of the world in real time!!

World Empire IV is similar to strategy board games - but better!   You begin the game with 56 Armies (actually divisions) in normal mode or 30 Armies in expert mode, all placed in a randomly selected country.   Your strategy will likely be heavily influenced by this initial positioning.

Game play takes place as a series of attacks on other countries.   You can only attack countries that border a country that you already own.   Also, attacking one continent from another can only be done from certain countries.   For example, an attack launched at Asia from Europe can only be accomplished through the Ukraine - an attack launched at Africa can only be accomplished through Spain.

Also at the beginning of the game, each player is assigned an ideology, or set of beliefs, for which he will fight for the duration of the game.   A randomly selected number of countries around the world are also assigned that player's ideology.

These ideologically "friendly" countries are easier to conquer than those who are friendly to another player.   They also require only one army of occupation.

The winner of individual attacks is determined randomly by electronically throwing dice (though you don't see this).   If you get the highest result, you win. If these "dice" come up doubles, and the country you are attacking shares your ideology, then you win the battle. If, however, that country shares someone else's ideology, you lose the tie.

Unfriendly countries require two to four armies to occupy them, while the maximum amount of armies any country can accomodate is 99. If you occupy these unfriendly countries with less than the specified amount, or if an opposing player whittles your armies down to less than that amount, you are in danger of losing that country to a revolution.

A revolution takes place when the amount armies occupying an unfriendly country is too low.

After a revolution, ownership of the country reverts to the player who shares that country's original ideology and the populace will raise five armies for that player to use.

Conquering countries is important, for at the beginning of each turn you are awarded new recruits based on the number of countries you currently own (the ones that you've successfully attacked).

You will receive one new army for every two countries you own.

In addition, when you have conquered an entire continent, you receive bonus armies based on the size of that continent.

World Empire IV
Menu & Button Functions

There are two main Windows in World Empire IV - the World Map Window and the Continent Map Window

Computer play takes place entirely on the World Map Window, whereas human players first must select a continent to view, then do their conquering from the Continent Map Window.

The World Map Window

Menus: The FILE Menu

"New Game" (Local Mode Only)

> See New Game Window...

"Save Game" (Local Mode Only)

> Displays the Save Window.   To save a game, Click the SAVE Button, enter a name for the current game, and click the "Okay" Button.

"Load Game" (Local and CyberWar Mode)

> Displays the Load Window listing games that you have saved. Click on the game you wish to load, then click on "Okay".   Accessable from the menu bar in Local Mode, and from the "Load Game" Button in CyberWar Mode.

"Game Setup" (Local and CyberWar Mode)

> Use this option to set the Music and Sound status at game startup. You can also select from several video options that change the way conquered countries are colored.

"Sound" (Local and CyberWar Mode)

> This button toggles the World Empire III sound effects off or on.

"Music" (Local and CyberWar Mode)

> This button toggles the Midi soundtrack off or on.

"High Scores" (Local and CyberWar Mode)

Displays the highest scores attained.   The player who conquers the world suffering the least army casualties will be entered into the Emperors of Note Window for posterity.

The INTERNET Menu (CyberWar Mode Only)

"Host A Game"

Selecting this is the same as clicking on the "Host A Game" Button in CyberWar Mode.   See Hosting A CyberWar Game... for more information.

"Connect To Host"

Selecting this is the same as clicking on the "Connect To Host" Button in CyberWar Mode.   See Connecting To A CyberWar Host... for more information.

"Host Setup"

Displays a window with the TCP/IP settings that are changeable in World Empire IV. Change these settings ONLY if you know what you are doing.   The default settings are normally all you'll need.   If you are on a very slow connection, you may need to increase the "Send Timeout" value from 45 seconds to a higher number.

The HELP Menu

Brings up this Help File, the "About" window, Viable Software's contact information, and our handy on-line order form!

Other World Map Window Controls

The "Mode" Button

Toggles the game from Local to CyberWar Mode or, back again

The "Help" Button (Yellow Question Mark):

This button is displayed on several windows in World Empire III.   Pressing it will give you basic information on what to do in that window.

The "Surrender" Button (during game play only)

When there is no hope and all is lost, click on this button to surrender.   After confirming your decision, the program will display a list of players to whom you may surrender.

Click on your choice, then click on "Okay".

The player you surrender to will take over any countries you may still have remaining.   Also, your ideology will be erased from all countries who share it, and will be replaced that player's ideology.

The "Player Picture Window" (during game play only)

When a game is in progress this window displays a "picture" of the current player.

The "Pass" Button (during game play only)

This button ENDS YOUR TURN, allowing the next player to do his thing.

The "Status Line" (during game play only)

When a computer player (or other player in CyberWar Mode) is conquering, his progress and strategic decisions are displayed here.

The "Blitz" Button (during Local game play only)

This button allows computer players to play without constantly displaying their progress.   It speeds things up considerably.

The Continent Map Window

You get to the Continent Map Window when you click on a continent with the mouse.   A detailed map of the continent appears.   Here's where you'll fight your individual battles.

At the bottom of the Continent Map Window is the WORLD MAP Button (It has a picture of a globe on it).   Click on this to return control to the World Map Window.

For more on the Continent Map Window, see Conquering Countries...

The NEW GAME Window

You reach this Window by clicking on "New Game" from the menu bar in Local Mode, or by selecting "Host A Game" then "New Game" in CyberWar Mode.

When the New Game Window appears, follow the prompts to enter the information for the type of game you want to play.   There are five components to the World Empire IV New Game Window.   They are:

-Player Configuration:

    Local Mode:

    Here you choose which players will be computer players and which will be human. Once a player is turned on, his BASE Button becomes active. Click on this to position that player in a custom location.   When you click on the BASE Button, a scrolling window appears from which you'll select first the continent, then the country from which you want this player to start the game.

    CyberWar Mode:

    When you are Hosting a CyberWar game, here is where you decide how many players will compete in your game, as well as the ideology of the players.   You can also set player BASES as described above.

-Initial Victim Status:

    In either mode use this box to select whether you want your game to begin with all countries randomly distributed among the players, or whether you want all countries to be unconquered when play begins.

NOTE: This box has no effect when playing in Real World Simulation in Local Mode.   All countries will be neutral.

-Game Mode:

    Local Mode ONLY: Use this box to select the Real World Simulation   feature of World Empire IV.

-Options:

    Both Modes: Due to popular demand, you can now turn off Revolutions entirely - or just have the number of armies it takes to occupy a country displayed with that country's information.   Not as much fun, though <grin>.

-Difficulty:

Both Modes: If you are NOT playing in Real World Simulation Mode, you can play using the new "EXPERT" level.   This level starts everyone out with 30 armies rather than 56, and causes occupation forces to be raised to between 2 to 7 in unfriendly countries. It's neat.

Important Information

This software is a copyrighted, proprietary program offered "as is", without any warranty of merchantability or fitness for a particular purpose, performance, or otherwise; all warranties are expressly disclaimed.   By using LogWatcher, you agree that the author will not be liable for any use of (or inability to use) or performance of this product, or for any damages whatsoever.

The evaluation version of World Empire IV will expire after 30 days or 10 uses, whichever comes first.   Use after that period constitutes a violation of the program's copyright, which will be prosecuted to the fullest extent of the law.

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Shareware Vendors and BBS Sysops: The Computer Strategy Game World Empire IV, AND this manual, are protected under United States Copyright laws.   See the accompanying VENDOR.DOC for distribution restrictions.

Address all Inquiries to:

> Viable Software Alternatives
> P.O. Box 98134
> Las Vegas, NV   89193-8134

Or Phone:

(618) 549-5227

Connecting To A CyberWar Host

Remember, you MUST be connected to the Internet or a network when you use the CyberWar Mode.   After connecting to the network and starting the game, set your WEIV up to connect to a CyberWar Host by following these instructions:

1.   When the World Map Window appears, click on the "CyberWar" Button.

2.   Two buttons and a text window will appear at the bottom of the World Map Window.

3.   Click on the "Connect To Host" Button.

4.   The "Connect To Game Host" Window appears.

5.   Enter your name (This will be your General name in the game.   It must be 12 characters or less).

6.   If you have arranged for a game with someone, enter the email address of the Game Host.

7.   If you haven't arranged for a game, click on the "WEIV Current Game Hosts" Button, and the PocketBrowser Window will appear displaying the WEIV "Current Conflicts" World Wide Web Page.   Game Hosts can post their game here to attract other players.   To try to join a game that's posted here, just click on the address of the Host that's displayed on the Web Page.   WEIV will add that address to your Host list automatically.

7.   When a Host address has been entered, click on the "Continue" Button.

8.   Your game will now attempt to contact the WEIV Host you specified and connect you to his/her game as a player.   If the Host you are connecting to has already started his or her game, you'll get a message in the status box informing you that you can't connect.

9.   If you are successfully connected, a window will appear welcoming you to the game and allowing you to select your ideology. Click on the Ideology you want to take over (already taken ones will be greyed out), then click on "Okay".

10.   When your connection is complete, the status line on your World Map Window will read "Waiting For Host...".

11.   You now just wait for the Host to start the game (the Host has to wait until all players are connected).   When the game is started, the Host's turn will come first.   Just wait for your turn and then conquer normally   In the meantime you can use the Hot Line to chat with the host or other connected players.

(REALLY IMPORTANT: In CyberWar Mode, the game being played is saved automatically at the beginning of the Host's turn - but only on the Host computer.   Since other players CANNOT reconnect to the Host once the game has started, if a player is disconnected for some reason the Host   will need to load in the last saved game and everyone will need to reconnect to the Host.)

Hail and good hunting!

Hosting A CyberWar Game

Remember, you MUST be connected to the Internet or a network when you use the CyberWar Mode.   After connecting to the network and starting the game, set your WEIV up to host a CyberWar Game by following these instructions:

1.   When the World Map Window appears, click on the "CyberWar" Button.

2.   Two buttons and a text window will appear at the bottom of the World Map Window.

3.   Click on the "Host A Game" Button.

4.   The "Host A CyberWar" Window appears.

5.   Enter your name (This will be your General name in the game. It must be 12 characters or less).

6.   Enter a password (8 characters or less) and your email address.   If you don't have an email address use a made-up one that will identify you.   The address you make up must contain the "@" character and at least one period ".".   For example, "johndoe@myhouse.com" would be acceptable. If you do have an email address be sure and use it, so that other players can contact you through Internet email.

7.   Click on the "New Game" Button (or the "Load A Game" Button if you want to resume a game already started).

8,   Configure your new game by following the instructions under <u>New Game Window...</u> (or, if you are loading a game, select the name of the game you want to load and click "Okay").

9.   After configuring your new game, the save game   window will appear.   Give this game a name and click on "Okay".

(REALLY IMPORTANT: In CyberWar Mode, the game being played is saved automatically when the game is started and you name it - but only on the Host computer.   During the game itself, it is saved automatically ONLY at the beginning of each player's turn.   Since other players CANNOT reconnect once the game has started, if a player is disconnected for some reason you will need to: <a> Restart the game from scratch by disconnecting your Host; <b> Start this process over again; <c> In the "Host A CyberWar" Window, choose "Load A Game" and re-LOAD the game you were playing.)

10.   Your game will now set up the WEIV Host and connect you to it as a player.   When this process is complete, a window will appear welcoming you to the game and informing you of your Host IP Address.

(IMPORTANT: As part of the Host setup process your game connects with the WEIV Name Server here at Viable Software.   The name server saves your email address (unless it already has it) and your current IP address. This allows other users to connect to you using only your email address.   They can also connect to you using your IP, but that usually changes each time you log onto the network, while your email address remains the same.)

11.   In this "Welcome" window you also have the opportunity of posting your game on the WEIV Web Site.   It will appear on the "Current Conflicts" Web Page where other players can see it.   If you haven't arranged for someone else to play in your game, you can post notice of it there and wait for others to connect to you and play.   When you post notice of a game successfully, it appears on the WEIV World Wide Web Site IMMEDIATELY.

12. When you click "Okay" on that window (Or "Post" if you chose to post your game on the Web), you should see the word "Ready" in the status text box at the bottom of the World Map Window.   WEIV is now waiting for other players to connect to you.

13.   As game host, you need to wait for other players to connect to you before you start the game. As they connect, you'll see their connection information displayed in the status text box.   You can use the Hot Line Window to chat with them and pass the time until everyone is connected.

(IMPORTANT: If you start the game before other human players connect, their place in the game will automatically be taken by computer opponents.   Once the game is started, the WEIV Host will NOT accept further connections.)

14.   When all players are connected, click on the button that says "START", and the game will begin.   As Host, your turn will take place first.   When you've finished your turn, click on the "Pass" Button.

15.   When the game is finished (all the players have surrendered or been conquered) your Internet connection will continue until you click on the "Disconnect" Button.   To start a new game you need to click on this button and disconnect first.

Hail and Good Conquering!

Notes

Geography:

We included as many countries as we perceived were practical.   Some were left out because of their small size (smaller than a pixel), while some were left out because they would have overloaded a particular continent with countries.   For instance, including ALL of the Pacific island states would have made Asia a bit top heavy army-wise.   Sorry Taiwan!   There are other oddities - for example, Iceland, which is technically part of Europe, for display convenience and balance is placed on the North American Continent Map.

The maps are hand-drawn so should not be used for serious navigational purposes (hee hee).   Ain't pixelated hegemony great?

ANY Bugs:

PLEASE report any wacky behavior by this program.   Don't assume a problem is just YOUR system or just YOUR computer.

Write or Call:

       Casey Butler
       P.O. Box 98134
       Las Vegas, NV   89193-8134
       (618) 549-5227

HAIL!

Ordering World Empire IV

Register your copy of World Empire IV soon.   Registration entitles you to:

** The Licensed Version Of WEIV, Capable Of Up To 8 Simultaneous: Connect with up to 8 other players for a game.

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    I can be contacted via CompuServe at:

    Casey Butler, 72043,46⬚

For technical support or to report bugs/make suggestions, visit our Web Forum.

We here at Viable are always looking for ideas that will allow us to build useful tools or games for the Web/Internet, either client or server software.   If you need a utility that would enhance your ability to use the Web, contact us using the information below:

Home Page: http://viablesoftware.com
Web Forum: http://viablesoftware.com/forum
WEIV Page: http://viablesoftware.com/empireiv
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Internet Email: support@viablesoftware.com

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For Mail Orders Or Inquiries, Our Address Is:

    Viable Software Alternatives
    P.O. Box 98134
    Las Vegas, NV   89193-8134

We look forward to hearing from you!

Conquering Countries

Attacks take place on the Continent Map Window.   To get there, start a game and click on one of the six continents in the World Map Window.

The Contintent Map Window will appear with a detailed map of the continent you clicked on. Each country on the map is identified by a small line running from the country itself to the country's name.

In the center (or on the edge) of the country's map is the Country ID Button (a small circle the color of the country's ideology)..

When you click on a Country ID Button:

        1. Information on that country will be displayed in the ATTACKER'S BOX, in the upper right hand corner of the screen.

        2. A list of countries that border the selected country drops down below the Attacker's Box.   This is the BORDER BOX.   Each item in the   Border Box consists of three parts:

        - The border country's name.
        - A small box indicating the country's owner by color.
        - A small box indicating the country's ideology by color.

(If a country has not been conquered by any of the players yet its owner box will be grey.)

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NOTE: Real World Simulation Only -   A graph will appear below the ATTACKER'S BOX and above the BORDER BOX.   This graph shows the current   STRENGTH of the armies residing in the selected country.   The graph consists of a bar with three colors which represent:

        Yellow - The relative amount of MECHANISED STRENGTH that the armies possess.   Yellow is power!
        Green -   The relative amount of INFANTRY STRENGTH that the   armies possess.
        Blue -   The relative amount of TACTICAL AIR SUPPORT available to those armies.   Air support strengthens both mechanized and infantry armys.

When you conquer a country, that country's STRENGTH GRAPH will immediately reflect the change in strength caused by adding that country to your growing empire.

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In ALL modes, to ATTACK a country from the Continent Map Window:

When the bordering countries are displayed (after you've clicked on the country you're attacking from), select a country from the Borders Box that doesn't yet belong to you, and

click anywhere on its name in the list.   [As an alternative, you can click on the bordering country's (the one you're attacking or transferring to) Country ID Button - using the RIGHT mouse button.]

Information on the country you are attacking will then be displayed directly below the Attacker's Box in the ATTACKEE'S BOX.

If you have more than one army in the country you are attacking from, the ATTACK BUTTON will appear.   Press the Attack Button to attack the country displayed in the Attackee's Box.   When the Attack Button is pressed it changes to a RETREAT BUTTON. Retreat (press the Retreat Button) when an attack is going bad and you need to preserve armies.

   To TRANSFER armies from one country to another:

Click on the Country ID Button of the country you want to transfer armies FROM, and a list of countries bordering that country will drop down under the Attacker's Box.   Click a friendly country that you want to transfer armies to.   That country will be displayed in the Attackee's Box and the TRANSFER BUTTON will appear.

Click the Transfer Button and use the scroll bar that appears to move the armies from one country to another.   Important: Be sure you occupy an unfriendly country with enough armies (the number needed will be shown on your screen) or there could be a revolution!

   To ASSIGN newly recruited armies:

If there are new armies to distribute, the ASSIGN BUTTON will appear after clicking on the Country ID Button of a friendly country.

Click the Assign Button, then use the scroll bar to assign new armies to that country.

When you're finished conquering, press the World Map Button to return to the World Map Window.

Real World Simulation

(NOTE: Not Available In CyberWar Mode)

When you select "Real World Simulation" from the New Game Window (described elsewhere under New Game Window...) things are a bit different:

The differences are:

    1.   New Armies are assigned according to population.   For example, if you own the United States, you will receive 22 armies for it alone at the beginning of each turn.   If you own Haiti, you'll get one army - and if you own China, you'll get 100 (the most of any country).

    2.   Occupation armies (the number of armies needed in a country to prevent a revolution) are also calculated by population.   Countries friendly to your beloved ideology still require only 1 army of occupation, and the minimum   number of armies required in an unfriendly country is 2. The maximum is 25, if you own China and it is unfriendly.

    3.   Armies are given strength depending on the total industrial capability, agricultural output, *and* the gasoline production capacity of *all* of a players conquered countries combined.   The more industrialized countries you own, the stronger your armies are because infantry is now augmented by mechanized forces and tactical air forces.

    4.   Players start out in a medium industrialised nation (unless they select their own home country in the New Game Window...), with each player placed as equally as possible. Your strategy will depend initially on attacking only those countries whose economic potential will not dilute the strength of your armies.   Your goal will be to stay stronger than your opponent.

For example, if you start your crusade for empire in the United States, you would not want attack Cuba immediately.   Attacking Cuba would effectively cut the strength of your forces in half!   So go north and take Canada, which will actually raise your overall strength.

    5.   Winners of individual battles are determined far less randomly, although there is still a large random element involved, as in the real world.   The strength of a player's armies is the major determining factor, however.   If you have fifty armies and they are facing fifty hostile armies but your strength is twice that of your opponent, you will win - regardless of whose ideology the country originally 'believed' in.

    6.   You'll find that armies in the Real World Simulation   mode are abundant,   but you'll need to watch their quality!

Hints for Real World Simulation Mode:

The computer players are okay in this this mode, but, ideally, another human makes the best opponent.   Suggestions are encouraged.

If you do not select Base Countries for each player, the computer will place each player in a randomly selected country of medium industrial/gas production capacity.

If you do select Base Countries try to keep each players strengh balanced.   Unless you just wanna smash those guys!

Choose your attacks carefully, so that your strength is not drained supporting countries with poor resources.   This will be difficult at times but engrossing.

Some scenarios may not be winnable in Real World Simulation, so don't get frustrated. On the other hand, some games will be too easy!

There are two ways to go: Attack only industrialised nations to keep your strength at maximum, or concentrate on countries with large populations and use numbers to overpower your opponents.

Remember the real world isn't fair, neither is this mode!

Introduction To CyberWar

World Empire IV is playable over the Internet or a TCP/IP network.   To play in CyberWar Mode you must be connected to one or the other, or you'll just get an error message.   If you're not on the Internet yet, hurry and do so!   You're missing a world of information that's easy to access - and you're missing Cyber War!

This manual assumes that you ARE connected to the Internet or a network.

Game play in CyberWar Mode is much like normal game play, After connecting to a Game Host (who starts the game when all players are connected). each player takes a turn and uses the Continent Map Window to conquer countries.

When a player is taking his or her turn, other players can watch that player's progress on the World Map Window, much like watching a computer player conquering in Local Mode.

In CyberWar Mode there are two additional controls (besides the Connection Buttons): The "Hot Line" Button and the "WWW" Button.

The Hot Line Window

The Hot Line Button displays WEIV's built in network chat window, where players can chat live to one another as the game progresses. To send a message just type text in the lower text box and click on the "Send" Button or hit ENTER.

Connected players are listed in a box at the bottom of this window.   To send a private message to a player, highlight his or her name in the box before clicking on "Send".   The message will only be sent to that player.   To resume sending messages to everyone, highlight "--ALL--" in the player list box.

To get a player's attention you can double-click on their name in the player list box.   This will cause a tone to be sounded on their machine.

PocketSurfer

The WWW Button displays the built in Web browser, which displays the World Empire IV Home Page on the World Wide Web.

For more information, see Connecting To A CyberWar Host…. and Hosting A CyberWar Game….