

Imperial

COLLABORATORS

	<i>TITLE :</i> Imperial		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		November 11, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	Imperial	1
1.1	Imperial Help	1
1.2	presentation	2
1.3	bamboos	3
1.4	circles	3
1.5	characters	3
1.6	winds	3
1.7	dragons	3
1.8	flowers	4
1.9	seasons	4
1.10	rules	4
1.11	installation	4
1.12	getting started	5
1.13	game	5
1.14	load game	6
1.15	save game	6
1.16	about	6
1.17	quit	6
1.18	solitaire	6
1.19	challenge	7
1.20	solution	7
1.21	restart	7
1.22	new	7
1.23	select	7
1.24	load	7
1.25	edit	8
1.26	layouts	8
1.27	back	8
1.28	advice	8
1.29	tiles	8

1.30 Rules	8
1.31 strategy	8
1.32 title	9
1.33 editor	9
1.34 load layout	9
1.35 save layout	9
1.36 play	10
1.37 levels	10
1.38 add	10
1.39 remove	10
1.40 clear layout	10
1.41 undo	10
1.42 important remarks	11
1.43 credits	11

Chapter 1

Imperial

1.1 Imperial Help

```
«««««      IMPERIAL      »»»»»
«««««      V2.0          »»»»»
««««« © 1993 Jean-Marc BOURSOT »»»»»
```

Impérial is a Jean-Marc Boursot production for Ringard' Production.

This program is SHAREWARE. If you like it and use it, I would like you to send me a registration fee of US\$10 (or 50FF, or 20DM) to the following address :

Jean-Marc BOURSOT
1 grand'rue
68170 RIXHEIM
(France)

I will inform everybody who has registered with me as described above, when a new version or a new production becomes available (an english PAL version and a sonORIZED version of Impérial can be send to registered users who want it).

The program may be freely distributed and copied for NON-COMMERCIAL use, as long as the following conditions are fulfilled:

- all files of the program must be included (Imperial, Imperial.data, Imperial.guide); english and french version must be included; distribution of single parts is not allowed.
- all files must be in their original form without any additions, deletions or modifications; all copyright notices in the programs and accompanying documentation files must remain on their places.
- the sales price must not be higher than the cost of an (empty) disk plus costs for shipping.

Special permission is given to Fred Fish to distribute this program on his "Fish Disks".

This software is provided "AS IS" without warranty of any kind, either expressed or implied. I explicitly reject any responsibility for any

direct or indirect consequence from the use of it.

regtools.library isn't a part of Imperial and is under copyright Nico François.

Thanks to the game testers : Fabien, Bernie, Thierry, Tom, Brice, JD.
(especially to Tom and his advices).

The best for the end : thanks to my fiancée Olivia who supports me after long nights to work (SWALK).

I start this nice program the 3/8/93.
15/9/93 : V1.0 playable version without editor.
27/9/93 : V1.6 editor added.
16/10/93 : V2.0 english version, time counter added.
10/11/93 : V2.5 music added, scores table, new menus.

French version PAL.
English version NTSC.
Compatibility A4000, A1200, Kick 2.0 & 3.0 (sorry, not 1.3).

Presentation
Rules
Installation
Getting started
Description of the game
Description of editor
Important remarks
Credits

1.2 presentation

Impérial is a game for one or two players.
You can see a board with a lot of tiles.

The tiles are taken from the game of Mah-Jongg. There are seven different suits of tiles :

- Bamboos
- Circles
- Characters
- Winds
- Dragons
- Flowers
- Seasons

Total : 144 tiles.

To see these tiles, look at the menu HELP/Tiles.

1.3 bamboos

There are bamboos on the tiles (except the first which has a bird)

There are 9 different Bamboos with numbers from 1 to 9.

There are 4 of each Bamboo.

1.4 circles

There are circles on the tiles.

There are 9 different Circles with numbers from 1 to 9.

There are 4 of each Circle.

1.5 characters

There are characters on the tiles.

There are 9 different Characters with numbers from 1 to 9.

There are 4 of each Character.

1.6 winds

There are chinese symbols on the tiles.

There are 4 different Winds : East (E),
South (S),
West (W),
North (N).

There are 4 of each Wind.

1.7 dragons

There are colored symbols on the tiles.

There are 3 different Dragons : Green, White, Red.

There are 4 of each Dragon.

1.8 flowers

There are green chinese characters in the top left corner.

There are 4 different Flowers (one tile of each).

1.9 seasons

There are red chinese characters in the top right corner.

There are 4 different Seasons (one tile of each).

1.10 rules

You have to remove all the tiles from the board to win.

Here are the rules :

- a tile must be free to be removed : a tile is free when it has no tiles on top of it and when you can slide it out to the left or the right.
- tiles must be removed in matching pairs : tiles that compose the pair must be identical.

Note : Since there is only one of each kind of Season and Flower, any two in the suit may match.

To see the rules, look at menu HELP/Rules.

The program know the rules and it will open a requester when an error occurs (Tile isn't free or Tiles don't match).

1.11 installation

First, copy reqtools.library in your drawer LIBS:, then copy Imperial and Imperial.data in the drawer you want the game to be.

To execute, simply type :

```
1> Stack 10000          (stack must be at least 10000 bytes)
```

then

```
1> Imperial
```

NB : it's better to run Impérial from CLI than from WorkBench because the error messages need an output window.

1.12 getting started

You have to press the left mouse button on the title page to start the game.

It starts in solitaire with a random layout and a random game number.

Every game has (at least) one solution, you only have to find it.

1.13 game

Game menus are :

FILE

- Load Game
- Save Game

- About

- Quit

GAME

- Solitaire
- Challenge

- Solution

- Restart
- New
- Select

LAYOUT

- Load

- Edit

- Taipei
- Dragon
- Castle
- Bridge
- Glyph
- Cube

MOVEMENT

- Back
- Advice

HELP

Tiles
Rules
Strategy
Title

1.14 load game

Open a file requester which allows you to load a formerly saved game.

The program control the selected file.

1.15 save game

Open a file requester which allows you to save a game.

1.16 about

Some greetings.

1.17 quit

See you soon ...

1.18 solitaire

To play alone.

To select a tile, simply click on it with the left mouse button. If it isn't free, a requester reports it.

When you select the second tile, if you have a matching pair, the tiles are removed, otherwise a requester reports the problem.

When you remove the last pair, a requester gives you the time used to solve the game.

1.19 challenge

To play against an opponent. The players will play in turn.

A requester asks you the time limit for each turn.

When the challenge starts, a little window is opened : it contains the scores and the available time for the current player.

While the challenge, menus don't work; information requesters (Tile isn't free and Tiles don't match) don't work neither.

If you double-click with the right mouse button, you can end the challenge. If you continue, time is restored.

If 4 turns pass without playing or all the tiles are removed, the challenge ends.

1.20 solution

Give you the solution (for the current game).

While the solution, menus don't work.

To remove pairs and continue, press the left mouse button.

To end the solution, press the right mouse button.

1.21 restart

Restart the current game.

1.22 new

Start a new game with a different random number.

1.23 select

Open a number requester. The number you choose will be used to create the game.

1.24 load

Load a formerly edited and saved layout as current layout.

1.25 edit

Start the layout editor (See Editor menus).

1.26 layouts

Defined layout.

1.27 back

Restore the two last removed tiles.

You can go back up to the first movement of the game.

1.28 advice

Search all the free pairs.

While the advice, menus don't work.

Press the left mouse button to see the next pair.

Right mouse button ends the advice.

1.29 tiles

Display the seven suits of tiles.

1.30 Rules

Summary of the rules.

1.31 strategy

Some advices that may help you solving the games.

1.32 title

Display or remove a titlebar which contains the following informations :

- tiles remaining,
- number of tiles of the layout,
- game number,
- layout name.

1.33 editor

Editor menus are :

FILE

Load Layout
Save Layout

Play

TILES

Level 1
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7

Add
Remove

Clear Layout
Undo

Titlebar (which can't be removed) contains the following informations :

- number of used tiles,
- position (there are 7 levels of 29 by 15 tiles).

1.34 load layout

Allow you to load a formerly saved layout.

1.35 save layout

Allow you to save your layout in order to use it later to play.

You can't save an empty layout or a layout with an uneven number of tiles.

1.36 play

Go back to the game with your custom layout.

If it has an uneven number of tiles, you'll have to change it (a requester will report the problem).

If your layout is empty, program will use one of the defined layouts to prepare the game.

1.37 levels

Select the level on which you work.

Useful only when you add tiles.

1.38 add

With the left mouse button, you add a tile at your pointer location, on the level you selected before.

The maximum number of tiles is 144. If you try to add a 145th tile, a requester will report the problem.

1.39 remove

When you select this mode, you can remove the tile at your pointer position with the left mouse button.

1.40 clear layout

Clear the layout of all the tiles. A requester asks for confirmation.

1.41 undo

Undo the last action.

1.42 important remarks

If you have FAST memory the program will be almost twice faster than if you only have CHIP memory.

When you edit a layout, check if it has a solution. If it hasn't, the program will try all the possibilities to fill it before it understands that it cannot make a playable board and this could take a very long time. If you are patient, there's no other problem with layouts which aren't playable.

Gifts, suggestions, bug reports and enhancement requests should be sent to :

Jean-Marc BOURSOT
1 grand'rue
68170 RIXHEIM
(France)

I may also answer questions asked via E-mail :

Internet : ancien@uhafst.univ-mulhouse.fr

1.43 credits

```
«««««      IMPERIAL      »»»»»
«««««      V2.0          »»»»»
««««« © 1993 Jean-Marc BOURSOT »»»»»
```

CREDITS :

```
Program      }
Gfx          } Jean-Marc Boursot
Doc & text   }
```