

WORLD EMPIRE II

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NOTE:

World Empire II is ShareWare. Please register your copy soon! Registration benefits include:

1. A registered version of the game, which gives you the ability to play up to seven computer players at once (three new, fascinating ideologies!), will be sent to you immediately.

2. Your name will be put on our update list, enabling you to receive a free registered version of World Empire Deluxe (described below and in the Catalog) as soon as it becomes available.

3. Your name will be entered on my personal registree database, which will forever (or until my hard drive crashes) record you as one of the most honest people IN THE WHOLE WORLD!

The Registration fee for World Empire II is \$20.00 (\$15.00 plus \$5.00 shipping and handling).

Send Check or Money Order to:

Viable Software Alternatives
RT 10, Box 360
Carbondale, IL 62901

Or Phone:

(618) 549-5227

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Canadian residents please send U.S. funds. We'll get on it right away!

Technical Support: (618) 549-5227
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Hail and Thanks!

Welcome to World Empire II:

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!

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.

Here is a brief summary of the four major ideologies and their leaders:

The Populist Movement

It has been 10 years since the Populist movement swept like wildfire around the world. Growing out of the democratic movement that sprang up in Europe during the late 1980's, it was carried by enthusiastic students, artists, and intellectuals who organized rallies, protests, and marches.

Their enthusiasm led to the overthrow of a number of governments. Local populations joined them and the populist flag became synonymous with youth. They have a dynamic leader who has promised that one day they will cover the whole world. He has raised a number of armies of his own and rumor has it that he plans to take over leadership of other populist countries as well as defeat the three other world

parties.

The Militarist Ideology

Disgruntled army leaders executed rapid coups in a number of African countries during the last years of the 20th century. The subsequent success of the economies of those countries led to growing support for military leadership in other nations.

A fiery young army officer in Morocco rose rapidly to the rank of general and his charismatic personality has generated a great deal of followers who regard him as a potential world leader. The Militarist ideology bears close watching in future years.

The Socialist Ideology

Socialists owe their beginnings to a group of Central American

countries who amalgamated in 2004 and formed a coalition promoting world unity as a means for better distribution of national resources. Opposition in their home territory has, at times, tipped the balance of power and ousted them.

However, their ideology has aroused a lot of support among some countries. At present the most powerful exponent of it, both militarily and philosophically is a highly educated young general noted for his military campaigns and his best selling book "Share The Wealth or Lose It". Some critics feel that his world unity plans call for one leader, himself!

The Realists

Many people don't remember the obscure beginnings of the Realist ideology. Apparently, it started in a small village in eastern Canada, known as Pugwash Junction, by a frustrated smoker who felt that cigarette taxes were too high. He organized thousands of disgruntled smokers who overthrew the government and dropped cigarette prices from \$6.46 a pack to 25 cents. Gradually, the push for realistic prices spread to other things.

The present head of the Realist Party can't remember what happened next; but it must have been quite a bit since the Realists are determined to take over the world with their leader, a grandchild of the original Pugwash Junction revolutionary (and a non-smoker!).

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 II will provide the answers to these questions and give you hours of enjoyable hegemony!

Enjoy! "May you always occupy fully".

I N S T R U C T I O N S =====

World Empire II 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!

You begin the game with 56 Armies (actually divisions) placed in a randomly selected country. Your strategy will likely be heavily influenced by this initial positioning.

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 accommodate 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 of occupation armies 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.

There are two Screens in World Empire II - the World Map Screen and the Continent Map Screen.

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

THE WORLD MAP SCREEN =====

The Controls on this Screen are (Starting from the bottom left corner going clockwise):

The ABOUT Button:

Displays program credits and this manual.

The NEW Button:

Displays the New Game window. Follow the prompts to enter the information for the type of game you want to play.

The LOAD Button:

Displays the Load Window listing games that you have saved. Click on the game you wish to load, then click on "Okay".

The SAVE Button:

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

The GIVE UP Button:

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 PICTURE WINDOW:

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

The FLAG WINDOW:

When a game is in progress this window displays Ideological Flag of the current player.

The PASS Button:

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

The COMPUTER DIALOG WINDOW:

When a computer player is conquering, his progress and strategic decisions are displayed here.

The BLITZ Button:

This button allows computer player to player without constantly displaying their progress. It speed things up considerably.

The EXIT Button:

Use this button to Exit the game.

The CONTINENT Buttons:

There are six of these, one for each continent used in the game. To attack or view the status of a country, click on the Continent Button below the name of the continent where that country is.

This will display the Continent Map Screen for that continent.

THE CONTINENT MAP SCREEN =====

Here's where you'll fight your individual battles.

At the bottom of the Continent Map Screen is the BACK TO WORLD MAP Button. Click on this to return control to the World Map Screen.

Above the BACK TO WORLD MAP Button is the map of the continent you selected from the World Map Screen.

Each country on the map is identified by a small line running from the country itself to the country's name.

Beside the country's name is the Country Button.

When you click on a Country 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.)

To ATTACK a country:

When the bordering countries are displayed, select a country from the list that doesn't yet belong to you, and click anywhere on its name IN THE LIST BOX.

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 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.

To ASSIGN newly recruited armies:

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

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

That's how easy it is!

THE EMPERORS HALL OF FAME =====

The player who conquers the world suffering the least army casualties will be entered into the Emperors Hall of Fame for posterity.

PROGRAM 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).

World Empire II Deluxe:

An expanded version of the game, World Empire II Deluxe, is now in development. This version will feature real world battles based on a country's population, its available resources, its terrain, and its industrial strength.

Players will start out in relatively equal sized "Third World" countries and have to deal with conquering the Superpowers and industrialized nations a little more seriously.

'Chip' isn't sure he likes the idea, but who's boss around here anyway?

Registrars of World Empire II will automatically receive registered updates of World Empire Deluxe as soon as it becomes available (likely January, 1993).

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:

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HAIL!

