

IMPERIALISM

YOU CAME, YOU PLAYED,
YOU CONQUERED



A USER MANUAL

PUBLISHED BY
STRATEGIC SIMULATIONS, INC.

A DIVISION OF GIGAWATT GAMES

IMPERIALISM:

A GAME OF STRATEGIC WORLD CONQUEST

THROUGH

ECONOMIC, DIPLOMATIC,
AND MILITARY MEANS

FEATURING

NATIONALISTIC INDUSTRIAL DEVELOPMENT, AND
THE EXPLOITATION OF MINOR POWERS
AND NATURAL RESOURCES FOR
THE GLORY OF YOUR EMPIRE

PRESENTED BY

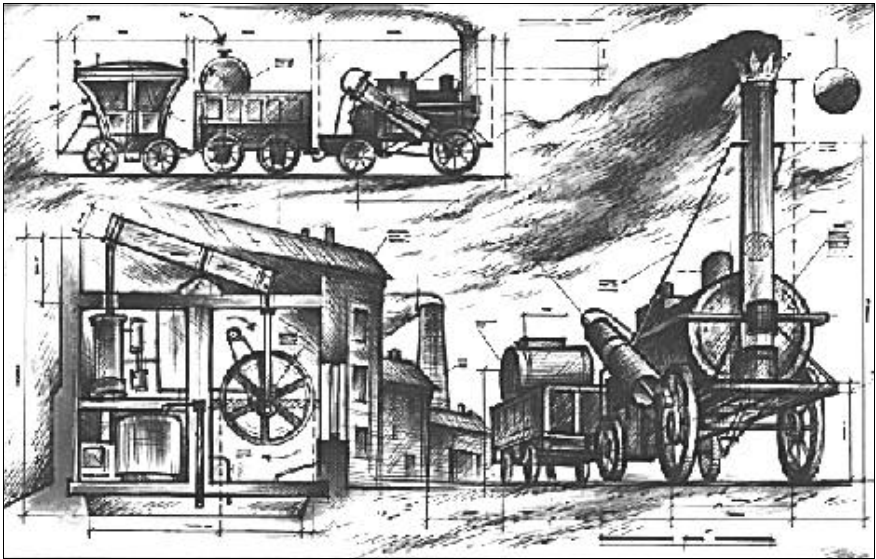
FROG CITY

AND

STRATEGIC SIMULATIONS, INC.

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High Pressure Steam Engine. James Watt developed the first efficient steam engines. Later improvements of the steam engine made railroads possible, revolutionising transportations.

INTRODUCTION

In **IMPERIALISM** you rule one of the Great Powers in a world modelled on the real world of the nineteenth century. As the game begins, your country and the other Great Powers begin a period of rapid economic, military, and social advancement due to the onset of the Industrial Revolution. You must first harness these historic forces to develop your own country, and then use your new found wealth and resources to compete successfully with the other Great Powers in the realms of diplomacy, trade, and war. Only one Great Power can establish the pre-eminent Empire in the world.

To start playing **IMPERIALISM** right away, try the “Tutorial Walk Through” sections starting on page 93. However, if you want to start your own game without further reading, follow these steps for a fast start:

Fast Start.

1. Double click on the game icon to start the game. (In Windows® 95 you can also start from the Programs menu). When the introductory sequence ends, you are on the **IMPERIALISM** screen, which depicts an office.
2. Click on the **Globe** on the desk of the Office screen.
3. In the **Map Room**, wait for the globe to stop spinning, then either accept the pre-selected country or choose a different coloured country on the large map by clicking on the map itself.
4. Select Introductory as the difficulty level.

5. Click on the Start Game button.

6. You are now playing Imperialism. Each new screen, starting with the newspaper, includes a briefing from one of your Ministers. These briefings appear automatically at the Introductory level of play, and using the Preferences screen you may choose to have these briefings appear automatically when playing at other levels of difficulty. Otherwise, click on the Help button in the upper-right corner of the screen to open the **Help and Information** menu. Move the mouse cursor over the options presented to locate the Advice button. Click on Advice to bring up a Minister Briefing for that screen. Use these briefings to get going. For more information on using the “Minister Briefings” see page 7.

Copy Protection.

In order to play IMPERIALISM, the game CD must be in your CD-ROM drive.

Using the Mouse for Windows.

In the Windows® 95 version of IMPERIALISM, to “click” involves moving the mouse pointer to the desired area on the screen and pressing the left mouse button. Occasionally, you may also need to “info-click.” There are two ways to info-click, either by right-clicking or shift-clicking. Right-clicking means moving the mouse pointer to the desired area and pressing the right mouse button. Shift-clicking means moving the mouse pointer to the desired area, holding down **Shift** key and pressing the left mouse button.

Using the Mouse for Macintosh.

In the Macintosh version of IMPERIALISM, the term “click” means moving the mouse pointer to the desired area on the screen and pressing the mouse button. On the Macintosh, “info-click” is the same as “shift-click.” Shift-clicking means moving the mouse pointer to the desired area, holding down **Shift** key and pressing the mouse button.

Autosave.

As you play IMPERIALISM, your game is saved automatically at the beginning of each new turn while you are reading the newspaper. Loading this game takes you back to the beginning of your turn. If you want to save prior to executing your orders, but after your orders are entered, you must save the game yourself during the turn to one of the other save slots. For more information on saving games and the **Autosave** feature, see the “Saved Games” section, starting on page 17.



STARTING A GAME

How to Begin a Game.

The IMPERIALISM screen depicts your office. From where you are sitting, you can decide to play on a new randomly generated world by clicking on the **Globe**. Clicking on the **Book** allows you to select a historical scenario. To load a saved game, click on the **Ship in the Bottle**. The **Telephone** provides access to Multiplayer games, including starting and hosting new games, joining a new game, or restoring a saved multiplayer game.

You can exit IMPERIALISM by clicking on the **Doorway** out of the room.

Random Worlds.

When you click on the **Globe** on the Imperialism screen you depart your office for the **Map Room**. As you enter the **Map Room**, the large globe on the pedestal is spinning to indicate that a new world is being generated. When the world is complete a map appears on the right side of the **Map Room** screen. The map shows the political boundaries of the countries. Your Great Power is outlined in white and its coat of arms appears below the globe. If you prefer to play a different Great Power, make that choice with a click on that country on the map. Great Powers appear in colour; the other countries are Minor Nations. When you change countries, a new coat of arms appears below the globe. If you do not like the look of the world, click on the globe to generate a new one. When you have a Great Power selection, choose one of the five difficulty settings listed below the map. The name of your Great Power can be changed simply by clicking in the name field and typing the new name.

When you have a world map, a Great Power selection, and a difficulty setting you are satisfied with, click on the Start Game button to begin.

To exit this screen and return to the IMPERIALISM screen without starting a new game click on the **Doorway** out of the **Map Room**.

Scenarios.

When you click on the **Book** you leave the IMPERIALISM screen for the Library screen. On the left side of the screen, you may select scenarios to play. When you select a scenario, a description of the general situation appears under the scenario selector, and a map appears on the right side of the screen. For detailed information, see the “Historical Scenarios” section, starting on page 91.

You can return to the office without starting a scenario by clicking on the **Doorway** out of the room.

Multiplayer.

Click on the **Telephone** to go to the **Conference Room**. On this screen you first select the protocol, or connection method, for your multiplayer game. Once the proper method is highlighted, you may decide to join someone else's game by clicking on the **Tea Service**. To host a game of your own click on the **Globe**, the **Book** or the **Bottle**. Each of these represents a different type of game you can host.

Joining a Multiplayer Game.

Once you select a game to join you enter the **Multiplayer Lounge**, which includes a map display of the game you chose to join. In the foreground of the screen are seven panels displaying the coats of arms of the seven Great Powers in the game.

To select which Great Power you want to play, you can either click on the map, or on the wooden panel for that power. Any panel with a computer icon is available. If the panel has a green check mark, another player has already selected that country.

Hosting a Multiplayer Game.

If you are hosting a game, you leave the multiplayer **Conference Room** after selecting which type of game to host:

- a new game on a random world by clicking on the **Globe**
- a new scenario by clicking on the **Book**
- a saved game by clicking on the **Bottle**

Each of these options starts up a game in the same way as the solitaire play game of the same type, except that other players are able to join the game you begin.

Once you have created (or loaded) your game you enter the **Multiplayer Lounge**. As host, you choose your Great Power first, and then wait while other players join your game by selecting their Great Powers. Wait until everybody has joined up, and then you, as host, click the Begin Game button to start the game.

Difficulty Settings.

There are five difficulty settings. Whenever a new game on a random map begins, a difficulty setting must be selected; Normal is the default. Scenarios automatically include a difficulty setting determined by the situation facing the player's Great Power in that scenario. When difficulty settings are selected by the player, each setting establishes a different relationship between the starting potential of the Great Powers played by humans compared to the potential of those Great Powers played by computer AI. Potential is controlled by varying diplomatic relationships, commodities available in the warehouse, and the size of the armed forces at the start of the game.

Introductory Setting.

Minister advice, warnings, and briefings are all active. You do not select your own capital city sites, and all your factories and mills are constructed in advance. In addition, all military units have been told to Defend. Thus, you are not required to give orders to the military at the start of the game. Finally, you and any other human players in the game receive advantages over the AI in economic and diplomatic fields.

Economic advantages include the number of mineral resources likely to be found in your country and the amount of commodities (resources, materials, and goods) in your warehouse at the start of the game.

Diplomatic advantages include better relationships with certain of the Minor Nations. This provides you with a head start in trade and diplomacy.

Easy Setting.

This setting includes most of the effects provided by the Introductory setting. One difference is that the Minister Briefings do not automatically appear. If you want to read a briefing you must access it through the help and information dialog by clicking on the Help button. The diplomatic advantages provided by the Introductory setting are not included on the Easy setting, but the economic advantages are included.

Normal Setting.

You establish your own capital city's site on the Normal setting. This provides more control over the resources available at the start of the game. In addition, you decide which factories and mills to construct on your first turn given the limited commodities available in your warehouse.

None of the Great Powers have any special advantages on this setting.

Hard Setting.

As on the Normal setting, you establish your own capital city's site and decide which factories and mills to construct on your first turn given the limited commodities available.

You are faced by computer players with both economic and diplomatic advantages similar to those given humans on the Introductory setting.

“Nigh-On Impossible” Setting.

As with the Normal setting, you establish your own capital city site and decide which factories and mills to construct on your first turn given the limited commodities available.

You are faced by computer players with both economic and diplomatic advantages similar to those given humans on the Introductory setting. Additionally, the AI enjoys a large military superiority over any human bold (or foolish) enough to play on this setting.

Preferences.

To set preferences, click on the Game Controls button at the top right corner of the **Terrain Map** screen. This button has a small computer icon on it. From the game controls screen, click on the Set Preferences button.

The Preferences screen saves your selections so that next time you play, the preferences remain set. When each preference is on, its graphic is lit, and when it is off, the graphic is dark. Some buttons such as sound and music have intermediate levels. The following options are available:

Warnings.

You can turn off only non-dire warnings. Your Ministers warn you about dire events such as an upcoming attack on the capital regardless of your preferences. Turn this preference off if you do not need Minister reminders about matters such as wasting transport capacity or failing to purchase technology. For more information, see the “Warnings from Ministers” section, starting on page 9.

Briefings.

Click on this preference to see briefings on every screen. Of course, even with the preference off, you can access the briefings through the **Help and Information** dialog. For more information, see the “Minister Briefings” section, starting on page 7.

Sound and Music.

These buttons allow you to set volume. Drag the mouse up and down while pressing the mouse button to raise and lower volume. If the entire button is dark, the volume is completely muted.

Tactical or Strategic Battles.

When the battles preference is set to tactical resolution, indicated by the image of cannon, each battle you fight takes place on a battlefield where your regiments manoeuvre individually against those of the enemy. If this preference is set to strategic resolution, indicated by a medal, the forces are totalled and a result displayed when you click the End Turn button. For more information see the “Fighting Battles” section, starting on page 82.

HOW TO GET HELP

On all game screens where you make decisions, a Help button appears in the upper-right of the screen.

On the **Terrain Map** screen or one of the Orders screens, click on this button to bring up the **Help and Information** dialog. This dialog provides several options including advice or a Briefing from one of your Ministers, reviews of trade, battles, news, and a status comparison of the Great Powers.

On other screens some of these options are not available. When you click the Help button you jump directly to Minister Advice or Briefings for the screen you are on.

The other control common to almost all screens is the **Left Arrow** symbol. Clicking on this control closes the current screen. During a turn it returns you to the **Terrain Map**. During the transition between turns it advances you to the next screen

Minister Briefings.

If you play with the Briefings preference on, you receive Minister Briefings at the beginning of your turn on each game screen. The briefings provide basic information on several topics for each new screen.

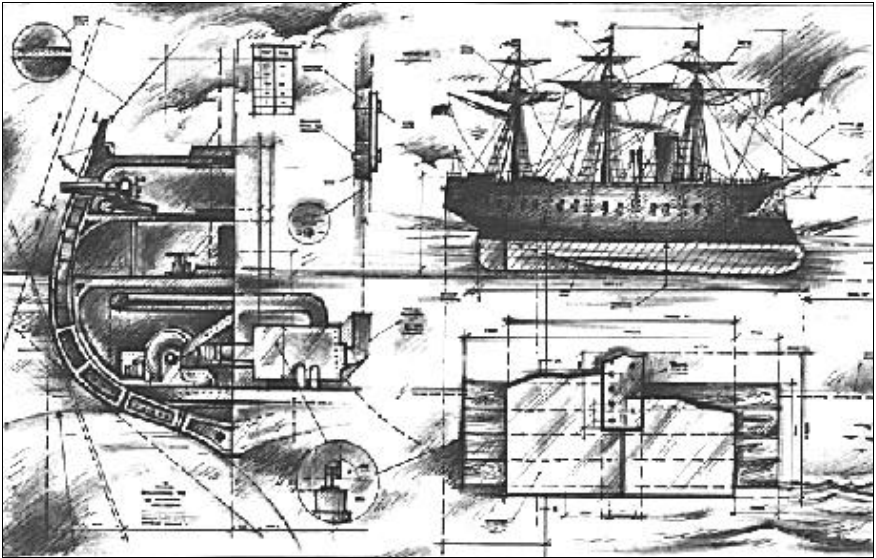
Additional briefings are provided for more complex screens, but you receive only one briefing each turn until all the briefings for that screen are issued. You can access past briefings using the Previous Briefing highlighted text on the briefings dialog.

Using the Briefings.

In each briefing dialog you see the title of the briefing and a list of blue underlined topics. Click on a topic, and the list of topics is replaced by text about the topic you selected. Once you have read all the information, click on Show Topics again to return to the selection of topics for the briefing.

When you are learning to play, the briefings are best used by reading about one activity or interface and then putting the briefing aside while you try out what you have just read. Since the briefings are floating windows, you can leave the window open, do something on the screen, and then return to the briefing to read about a different activity. If you close the briefing window, you can easily bring it back by clicking on the Help button.

The first topic on a briefing window provides an introduction and general information about the screen. The second topic often provides a more detailed look at the items displayed on the screen. The third topic usually provides instructions on giving orders. The last two topics, if available, offer tips for game play on the screen. Sometimes one or more of these topics are not present; for example, if no orders can be given, there is no "Giving Orders" topic.



Ironclads. Although Great Britain & France built the world's first two seagoing ironclads, it took the American Civil War to prove ironclads' superiority over wooden ships.

Example: Using a Briefing.

At the beginning of your first turn on the **Terrain Map** screen, your Interior Minister supplies a briefing titled Terrain Map Briefing #1. Read the first topic, titled About Civilians. You learn that civilian units develop resources on the map. Click on Show Topics again.

In the toolbar you see a unit called a Prospector, and you see the same unit with a flashing white outline on the map. Click on the topic Displayed Information and read about unit selection. You learn that this Prospector is the selected unit. Click on Show Topics again.

The topic titled Giving Orders lets you know that you can experiment with commanding your units by clicking on the map when a unit is selected and that you can cancel the command if you wish, up until the end of the turn.

Following these instructions, click on several different-looking pieces of terrain and then cancel each order if the unit fails to start doing anything there. You may notice that different cursors appear as you move your mouse over different terrain. To learn about these cursor changes, return to the briefing and click on Show Topics again.

Click on What do different cursors mean?. You learn that the "Eye" cursor shows where a Prospector can work. Return to the terrain map and click on a barren hill terrain with the "Eye" cursor. The Prospector begins looking for minerals in that tile.

Warnings from Ministers.

When one of your Ministers believes your orders may lead to unfortunate results, he provides a warning. A dialog including your country's coat of arms and a picture of the Minister appears over the screen. The Minister explains the situation and often provides suggested changes to your orders. You can always choose to ignore the warning; after all, you rule the Great Power. In fact, on the Preferences screen you can disable many of the warnings entirely.

Sometimes the Ministers do not know all the facts of the situation. For example, your Interior Minister may report that your transport orders are going to lead to starvation of industrial workers. You may know that your foreign trade is going to bring in canned food to deal with the situation. It might be a mistake to follow the Minister's suggestions blindly.

The most dire warnings involve the safety of the capital. If you lose the capital you lose the game.

The Help and Information Dialog.

For help click on the Help button from Orders screens and the **Terrain Map** screen. The Help button is found in the upper right of the screen. The **Help and Information** dialog which pops up provides several options for obtaining help.

Advice from Ministers.

Your three Ministers (Defence, Interior, and Foreign) have a lot to say. You can ask them for help by clicking the Advice button in the **Help and Information** dialog, which brings up the briefing window. Each Minister is also responsible for popping up to warn you about issues within that Minister's portfolio that may require your attention.

Reading the News.

The newspaper appears at the start of every turn. Click on the Newspaper button on the **Help and Information** dialog to review headlines for this turn. Generally, a story that offers information, provides a warning, or affects the play of the game appears under a bold headline. Of course, as a wise ruler you should become acquainted with all the newsworthy doings of the little people who make up your country's population.

Battle Reports.

You receive a battle report after you end the turn in which a battle takes place. Often, especially in a multiplayer game, you are not going to have enough time between turns to review all the details in the report. If you want to look at the report again during your turn, click on the Battle Reports button on the **Help and Information** dialog. For more information see the "Battles and Reports" section, starting on page 82.

The Deal Book.

Whenever you click the End Turn button, trade deals are made between your Great Power and other countries. After all deals have been made, a summary called the **Deal Book** appears for your review before the next turn starts. During your turn, you might want to review these deals again, especially in a multiplayer game where other players may urge you to move swiftly to the next turn when the **Deal Book** is first shown. Click on the **Deal Book** button for a review. For more on how to read the **Deal Book** see the “Deal Book” section, starting on page 69.

Game Status.

The Status button on the **Help and Information** dialog takes you to the Status screens — which are various charts comparing the Great Powers. On the screen, you click on tabs to the sides of the chart to look at different statistics. You can compare your country’s performance against the other Great Powers in Merchant Marine, World Exports, Industry, Labour, Overseas Profits, and Transport. Additionally, the Council Projection report combines military strength, diplomatic strength, and the internal strength and size of each Empire to rate the Great Powers. The two Great Powers at the top of this chart would be nominated for victory by the Council of Governors if a meeting were held this turn. The three components of the Council Projection may be viewed individually using the three tabs directly below the Council Projection tab.

Other Help.

Info-Click.

On the **Terrain Map** screen you can often obtain more information about something with an info-click on it. This is the best way to get the facts on a particular terrain tile. Each item in the tile has a separate definition.

Hot Text.

In the upper-right part of most screens, text is displayed as you move your mouse cursor across the screen. You can obtain useful, and brief, information by placing the cursor over an icon, picture, or other object you are wondering about. For example, on the **Industry** screen hot text identifies each building and on the **Bid and Offers** screen hot text identifies each commodity. Most items in the Terrain Map toolbar are defined here. On the **Transport** screen hot text identifies commodities, and shows industrial usage of them.

IMPERIALISM BASICS

IMPERIALISM is a turn-based game in which you rule one of the world's Great Powers. Each new turn begins with a newspaper summarising the key events of the past three months.

Once you have read the newspaper, you go to the **Terrain Map** screen, your central command centre. During your turn you command your military and civilian units, factories, traders, diplomats, and warships as do the rulers of the other Great Powers. The rulers of each Great Power, be they a human player or a computer player, enter their orders simultaneously.

When all rulers have ended their turns, the commands entered by each Great Power during that turn are carried out simultaneously. Each turn represents three months. Most games consist of about 400 turns, though, of course, one player may win before this time.

How to Rule Your Empire.

You govern your Empire using five screens: a central **Terrain Map** screen and four Orders screens accessed from the Terrain Map.

Introduction to the Terrain Map Screen.

The **Terrain Map** screen is your command centre and consists of a map of the world and a toolbar. Each turn begins and ends on the **Terrain Map** screen. Here you access game controls to save your game or start a new one, set game preferences, and manage all your military and civilian units. For details on how to use the **Terrain Map** screen see the "What Happens on the Terrain Map" section, starting on page 18.

Introduction to the Orders Screens.

From the **Terrain Map** screen you access four **Orders** screens called the **Transport**, **Industry**, **Bid and Offers**, and **Diplomacy** screens. You need not use all these screens every turn; you may find yourself spending more time on **Industry**, for example, than you do on **Diplomacy**. Your overall strategy for winning the game determines which of these **Orders** screens you need to use the most.

Transport Screen.



This is where you order commodities to be moved from the rural and mining districts of territories you rule to the industrial centres where the commodities can be used. Each turn, when you click the End Turn button on the **Terrain Map** screen, the commodities you ordered transported move to the warehouse in the **Industry** screen for use during the next turn. For more information see the "Transport Network" section, starting on page 44.

Industry Screen.



This is where commodities you transport and commodities you trade for are used to produce more expensive or useful commodities. You also build all your units on this screen. Each turn, when you click the End Turn button on the **Terrain Map** screen, all the production orders you entered on this screen are carried out. The things you build are available next turn. For more information see the “Industry” section, starting on page 50.

Bid and Offers Screen.



This is where you offer commodities for sale and enter bids for commodities you hope to buy. Each turn, when you click the End Turn button on the **Terrain Map** screen, you may receive offers to buy some or all of the items you bid on. The items you offered for sale may be sold to other countries. If you accept an offer to buy, the commodities you bought appear for your use on the **Industry** screen during your next turn. Commodities you sell are deducted from the warehouse on the **Industry** screen. For more information see the “Trade” section, starting on page 61.

Diplomacy Screen.



This is where you view information about the other countries in the game, declare war, take diplomatic initiatives, set trade policies, and grant foreign aid. Each turn, when you click the End Turn button on the **Terrain Map** screen, the policies you set are carried out. If you offered a treaty to another country, its ruler accepts or rejects your offer. If another country offered you a treaty or pact, you act on it. Any changes in diplomatic status take effect next turn. For more information see the “Diplomacy” section, starting on page 71.

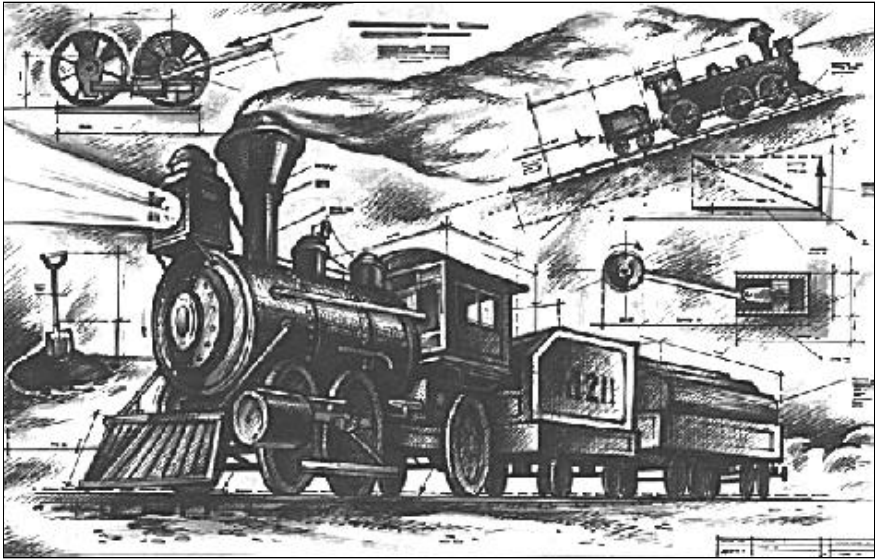
Order of Actions Within a Turn.

When all Great Powers have ended their turns the series of commands are always carried out in the same order:

- Diplomatic offers are exchanged, and either accepted or rejected.
- Trade deals are offered, and accepted, or rejected.
- Industrial production takes place.
- Military conflicts are resolved.
- Intercepted or blockaded trades are cancelled.
- All commodities transported internally, or successfully delivered by traders, are placed in the industrial warehouse for use on the next turn.

Cancelling Orders.

On the **Terrain Map** screen the End Turn button appears in the lower right. Until you click this button, you can cancel any of the orders you have entered. Nothing is permanent until you click the End Turn button.



Compound Steam. A compound steam engine increases available power and saves fuel by using the steam more than once.

Countries in Imperialism.

In IMPERIALISM there are two types of countries. The first type, Great Powers, are actors in the game, each ruled by a human or by a wily computer foe. The second type, Minor Nations, serve as regions for exploitation and battle by the Great Powers. A Minor Nation in IMPERIALISM cannot develop into a Great Power, nor can it win the game.

Both Minor Nations and Great Powers may be conquered by other Great Powers. When part of a country is taken by conquest it becomes part of the conquering Great Power. The country that lost the land is smaller. Both Great Powers and Minor Nations can be eliminated from the game by conquest.

Minor Nations can be colonised by Great Powers. In IMPERIALISM, colonisation refers to a “peaceful” takeover that could be the result of economic power over the Minor Nation, bribery of the Minor Nation’s leaders, or successful intervention on behalf of the Minor Nation in a war started by another Great Power. Great Powers cannot be taken over by these means.

In randomly generated worlds, there are always seven Great Powers and sixteen Minor Nations. These numbers may be different if you choose to play a scenario.

Control of Provinces.

A province is a political division of a Great Power or Minor Nation. All randomly generated worlds include 120 provinces. Each Great Power starts the game with eight provinces. Minor Nations have only four. In scenarios, the number of provinces in the world and the number within a single country can vary. Every province includes a capital city or a town.

Military conflict happens at the province level. This means that each province has only one owner at the end of a turn; provinces are fought over but may not be divided. Each province counts as one space for military units. If anyone invades the province, the regiments in the province defend it.

Conquests.

Conquered territory functions exactly like the territory with which you start the game; you may develop the terrain, build ports and depots, and station troops in it. Resources gathered at ports and depots in conquered territory appear in your transport network.

All territory you conquer must be taken province by province. Although you can eliminate a country by taking the province containing its capitol, the remaining territory of the country does not join you; instead it enters into a state of anarchy. Provinces in a state of anarchy produce no resources, and regiments stationed there do not conduct attacks. However, these local forces defend themselves if the province is invaded.

No declaration of war is required to attack provinces that are in a state of anarchy. If you eliminate another country by taking its capitol, other Great Powers may see this as an opportunity to grab the remaining provinces without paying costly declaration of war penalties.

Colonies.

When your Great Power gains a colony, the entire Minor Nation, including all its provinces, joins you at once. However, owning a Minor Nation colony is slightly different than owning conquered territory. Colonies retain a small amount of independence, and the owning Great Power must develop the resources of the colony by purchasing land from the colony. For more information see the "Working in Other Countries" section, starting on page 29. The resources produced by colonies are traded on the world market and not added to your transport network. As owner of the colony, your country enjoys a right of first refusal on these resources.

How to Win.

Although it might be possible to conquer the entire world, your Empire would be unbeatable long before the last enemy province fell. At a point when the world recognises that one Great Power has attained a dominant position, the winner is declared based on a vote by the world-wide **Council of Governors**.

Council of Governors.

Approximately every ten years, each of the provinces in the world brings one vote to the Council of Governors. Whenever a Great Power assembles the support of more than two-thirds of these provincial governors, that power wins the game.

Nominations.

The council first nominates the two leading Powers. Nominations reflect the diplomatic, industrial, and military might of the Great Powers. Even if you possess the largest army among the Great Powers, you may not receive a nomination if the council considers your economy underdeveloped, or you have become a diplomatic pariah.

Voting.

Once two countries are selected as nominees for victory, the provincial governors vote. If your Great Power is nominated you automatically receive the supporting votes of the governors of provinces you own, whether as original territory, conquered land, or colonial possessions. Although at the beginning of the game most non-aligned governors abstain. As the game progresses, the diplomatic, military, and economic accomplishments of the successful Great Powers cause an ever-increasing number of governors to offer their support. Eventually, in the tenth council meeting, all governors must select one nominee or the other. At this point, if not earlier, one Great Power is declared the winner by a majority of votes.

How the Economy Works.

The success of the Great Powers in IMPERIALISM depends on the ability of the rulers to overcome shortages and limited supply. You usually find yourself with insufficient money and insufficient commodities to do everything you wish, especially at the beginning of the game.

The Money Supply.

Each Great Power begins the game with a limited amount of cash which is totally inadequate to meet its needs. There are three ways to expand the cash available to your Great Power.

First, you must expand the trading might of your country. Every time you sell commodities to other countries you receive a cash payment for the sale.

Second, gold and gems are not traded. Instead, these commodities provide a cash bonus to you whenever you transport them to industry.

Third, you can receive profits from the activities of your Developer unit and other civilian units in those Minor Nations where you have established embassies.

It is difficult to be successful as an isolationist in IMPERIALISM. There is no income from taxation; international commerce is the only way to build a substantial treasury.

Classification and Value of Commodities.

All commodities in the game are classified as resources, materials, or goods.



Resources.

Resources are commodities that are grown, such as livestock; or mined, such as coal. Resources generally are the most common and least valued commodities. The resources class includes: grain, livestock, fruit, fish, cotton, wool, horses, timber, coal, iron ore, oil, gold, and gems.



Materials.

Materials are basic building blocks of production, created directly using a resource or resources. Materials usually have a mid-range value and are used to construct most units, factories, mills, and transport capacity. Materials are also used to produce goods. The materials class includes canned food, fabric, paper, lumber, steel, and fuel.



Goods.

Goods are the highest level and most expensive of the commodities. Three of the four goods in IMPERIALISM, clothing, furniture, and hardware, are called consumer goods. Their chief usefulness is as items to sell to other countries to make money. Furniture and clothing also help you encourage migration to industry. Unlike materials, consumer goods are not used to expand your economy or construct units. The fourth type, armaments, can be sold like the consumer goods, and are required for the construction of military and naval units.

Saved Games.

IMPERIALISM provides eight save slots.

Saving a Game.

To save your game follow these steps:

- From the **Terrain Map** screen, click on the Game Controls button marked with a computer icon.
- On the dialog box, click on the Save Game button. The **Chart Room** screen appears.
- There are eight charts representing your eight save slots. Click on one of the charts.
- Type a name for your game, which can be up to 31 characters long.
- Click on the Save Game button, after your game saves, you automatically return to the **Terrain Map** screen.

If you want to exit the **Chart Room** without saving, click on the **Ladder** at the left side of the screen.

Loading a Saved Game.

When you enter the **Chart Room** to load a saved game, the autosave is selected. To load this game, simply click on Load Game. To load other saved games follow these steps:

From the IMPERIALISM Screen

- Click on the **Bottle**
- In the **Chart Room**, click on the save slot you wish to load. The map of this game appears on the right of the screen,
- Click on the Load Game button

From the Terrain Map Screen

- Click on the Game Controls button marked with a computer icon.
- On the Game Controls menu, click on the Load Game button. The **Chart Room** screen appears.
- In the **Chart Room** click on the save slot you wish to load. The map of this game appears on the right of the screen,
- Click on Load Game button.

More Than Eight Saves.

If you want to keep more than eight saved games, go to your IMPERIALISM saved games folder before you start the game and move the old saves into a separate folder. Normal saves are labelled as SLOT "X".IMP, where the "x" represents a number 0-7. The autosave is labelled SLOTA.IMP, and all your multiplayer saved games are labelled MULT "X".IMP. Once you move your old saves out of the IMPERIALISM saved games folder they no longer appear in the **Chart Room** and new saves can be placed in those slots.

WHAT HAPPENS ON THE TERRAIN MAP

The **Terrain Map** screen provides you with a central command centre for managing your growing Empire. From this screen you access the Game Control dialog, and click the End Turn button. Although you make decisions each turn using a variety of screens and dialogs, you always return to the **Terrain Map** screen before advancing to a new turn.

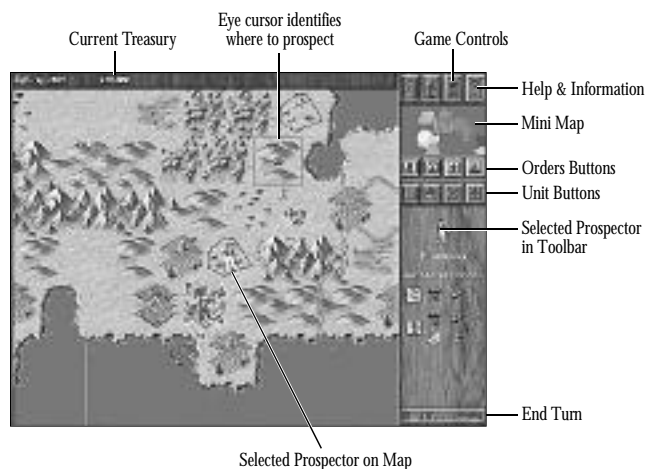
Establishing a Capital City.

If you play on the Normal, Hard, or Nigh-On-Impossible settings, you build your own capital city upon starting a new game. The capital must be constructed on flat terrain with access to water. Your Minister warns you if you try to build on an illegal tile. While choosing a site for, and constructing, your capital city, scrolling is limited to spaces over your own country.

When a tile is selected for your capital city, a dialog which says: Local food can sustain n healthy population (x maximum). The higher the number of population your capital can support the better. See the “Food Consumption” section, starting on page 55 for more information.

Generally, you should search for a tile near plentiful food with access to timber, wool, or cotton to assist your early development. Capitals built on a river in a province with no coastline are much safer from seaborne invasions.

The Map.



The map provides a view of the entire world. You scroll by moving the mouse cursor to the edge of the screen. Holding down the **Control** key and clicking on the map centres the screen where you clicked. On randomly created worlds you may scroll around the world to the east or west, but you are blocked in the Arctic and Antarctic regions. For most scenarios, the world is rectangular; you cannot scroll off the map edge.

Borders.

Countries are divided from each other either by sea, or by a wide, coloured border if two countries appear on the same land mass. These borders include the colour of each country on that country's side of the border.

White lines between friendly provinces represent provincial borders. Borders in the sea divide the sea zones from each other.

Terrain Tiles.

Although for military units a province is considered one space, for the purposes of building and development, which are the realms of civilian units, a province is divided into terrain tiles. Each terrain tile is a space for a civilian unit to work in. Engineers and Developers, with the necessary technology, may work in most terrain tiles. Other civilian workers function only in certain types of terrain tiles.

Info—click on any terrain tile to find out what is in that tile. Note that the only types of terrain that cannot be improved by a civilian worker are the dry plains, the horse ranch, and the scrub forest. If a river is present in any tile, that terrain tile can produce fish in addition to the commodities listed below.

Terrain Tiles Table.

Terrain Tile.	Civilian Workers.	Possible Resources.
Dry Plains	None	Grain
Open Range	Rancher	Livestock
Horse Ranch	None	Horses
Plantation	Farmer	Cotton
Farm	Farmer	Grain
Orchard	Farmer	Fruit
Fertile Hills	Rancher	Wool
Barren Hills	Miner, Prospector	Iron or Coal
Mountains	Miner, Prospector	Iron, Coal, Gold, Gems
Hardwood Forest	Forester	Timber
Scrub Forest	None	Timber
Swamp	Driller, Prospector	Oil
Desert	Driller, Prospector	Oil
Tundra	Driller, Prospector	Oil

Note: Prospectors must find minerals or oil before the Miner or Oil Driller units can be used to extract them.

Towns.



Each province contains one town, unless the capital of the country is located there instead. Towns supply no resources at the beginning of the game. Only the Engineer can work in the town. Later, towns begin to produce industrial commodities like steel or lumber.

Capital Cities.



Capitals produce resources depending on their location; for instance, if set in the forest, a capital produces timber. Only the Engineer may work on a capital terrain tile, but since the capital tile automatically produce resources at the highest possible level (depending on technology), the other civilian units are not needed there.

Rivers and Coasts.

Rivers wind from mountain terrain tiles to the sea coast, passing through other terrain along the way. With two exceptions, a tile with a river is identical to a tile without one. The first exception is that an Engineer may construct a port on a river tile, the second exception is that rivers, like coasts, produce one unit of fish per turn for adjacent ports.

Sea Zones.

The world's oceans are divided into Sea Zones just as the land is divided into provinces. In most respects, sea zones function for naval conflict in the same way that provinces work for land battles. However, the sea is a big place, and it is possible for more than one fleet, even hostile fleets, to occupy the same sea zone at the same time. This means that sea zones do not have an owner as provinces do, although a fleet in undisputed occupation of a zone controls that sea zone for some game purposes such as cutting off ports from the transport network. For more information see the "How Connections Are Lost" section, starting on page 45.

Terrain Map Screen Toolbar.

The buttons of the toolbar change slightly depending on the type of unit (navy, army, or civilian) currently selected. The buttons which are used to give orders to units and the central display area on the toolbar are discussed in the "Toolbar for Civilians," "Toolbar for Regiments," and "Toolbar for Fleets" sections on pages 24, 36, and 40, respectively. The rest of the buttons supply game functions and are always available on this screen.

The Top Buttons.

At the top of the toolbar you see four buttons: Zoom, Invest in Technology, Game Controls, and Help button .

The Zoom Button.



The Zoom button, which appears as a magnifying glass, controls the zoom level of the terrain map. The default view is normally best, but when you are moving fleets or civilian units long distances, it can be useful to zoom out.

The Invest in Technology Button.



The Invest in Technology button, which appears as a microscope, takes you to the technology investment screen. This button appears lighter than the surrounding wood when there is a new technology to invest in.

The Game Controls Button.



The Game Controls button appears as a computer. Click here to bring up the Game Controls dialog which allows you to save, load, quit, and start a new game. You should generally save every five or six turns. This dialog also allows you to access the Preferences screen where you can change the settings for Minister Briefings, Warnings and so on.

The Help Button.



The Help button is available on the **Terrain Map** screen and on many of the other screens in the game, including all four **Orders** screens. Clicking on this button accesses the **Help and Information** dialog. For more information see the “Help and Information Dialog” section, starting on page 9.

Mini-Map.

When you look at a Mini-Map, you see in miniature approximately one-quarter of the world. The Mini-Map shows political and military control over the continents, but does not show any terrain. It provides the easiest method for moving vast distances. Click on the Mini-Map to jump to a new location on the **Terrain Map**.

The End Turn Button.

The End Turn button appears only on the **Terrain Map** screen at the bottom of the toolbar. When you click here, you are committed. No orders can be cancelled or changed once you end your turn.

The Cycle of Units.

The **Terrain Map** screen provides a method for commanding all your units: civilian, military, and naval. Available units are selected for you one by one and shown both on the map and in the toolbar. As each unit appears, you have the opportunity to give it new orders. This process is called the units cycle.

The selected unit (or units in the case of fleets and garrisons) has a flashing white outline on the **Terrain Map**. In the toolbar you see a picture of the unit or units you could currently command. On the map, army units are grouped into garrisons, naval units are grouped into fleets. When a garrison or fleet is selected, the toolbar breaks down the garrison or fleet into its component parts, showing the individual units in the group.

As the units cycle each turn, you may give orders using the toolbar buttons or by clicking directly on the map. Units that receive orders that take more than one turn to finish do not appear in the cycle while they are still working. Of course, you can seek them out, observe their actions, and, if you wish, cancel or change their orders. When a unit finishes its job, it returns to the cycle automatically.

Map Cursors.

A variety of cursors assist you in commanding your units, obtaining information, and selecting units.

Command Cursors.

Command cursors are used when a unit, garrison, or fleet is already selected. As you move your mouse across the terrain map, the cursor changes to inform you what command you would give to the selected unit by clicking on the spot under the cursor. If you click on a spot accidentally and give a unit the wrong command, you can cancel the order using the informational blue question mark cursor.




Command Cursors Table.

Cursors.	Units Commanded.	Function of Cursor.
	All Civilians except Prospector and Developer	Engineer constructs, all others improve production of resources
	Engineer	Build rail into tile
	Prospector	Search for minerals or oil in tile
	Developer	Buy the tile for future development
	All Civilians	Deploy to tile, no work this turn
	Military Garrisons	Deploy to adjacent province
	Military Garrisons	Deploy to distant province
	Military Garrisons	Attack adjacent province
	Fleets	Move to new sea zone
	Fleets	Patrol in current sea zone
	Fleets	Blockade port in sea zone
	Fleets	Move into a friendly port.
	Fleets	Establish a site for a landing on coast of this sea zone

Selection Cursors.

These cursors are used to select a new unit — either when another unit is already selected or when no unit is selected. By clicking on the unit indicated by the cursor, you select that unit indicated by a flashing white outline. Since there is an automatic unit cycle, selecting each of your available units in turn, you need to use these selection cursors only when you want to command units in a different order, or when you have previously removed a unit from the cycle.




Selection Cursors Table.

Cursors.	Units Commanded.	Function of Cursor.
 All civilian units	Select the civilian indicated
 All military land units	Select the garrison indicated
 All fleets	Select the fleet indicated

Information Cursors.

Not surprisingly, these cursors provide information. The blue question mark cursor also allows you to cancel the orders once you see what they are.

Information Cursors Table.

Cursors.	Units Commanded.	Function of Cursor.
 All your units	The selected units cannot move to, deploy to, or work in that location
 All your units	Click on the indicated unit to obtain information, or cancel existing orders (a blue question mark)
 Adjacent enemy units or provinces	Click on the enemy area to receive a scouting report (a red question mark)

Civilian Units.

Civilian units develop and improve land on the **Terrain Map** screen. None of the civilians have any ability to attack or even defend themselves. If present in a province when the province is lost, the civilian is automatically killed.

All civilians, with the exception of the Developer, are constructed using an expert worker, paper, and cash on the **Industry** screen in the University. Once ordered in the University, civilians appear on the **Terrain Map** at the start of the next turn. For instructions on how to construct civilians see the “University” section, starting on page 55.

All civilians may move any distance each turn. However, they cannot enter land controlled by other Great Powers; nor can they deploy to Minor Nations until you establish an Embassy there. They can always deploy to land you own by right of conquest or colonisation.

Toolbar for Civilians.

For the most part you command your civilians on the terrain map using the map cursors. However, four toolbar buttons can be used whenever a civilian is selected. These buttons appear directly above the picture of the selected civilian unit on the toolbar.

The Disband Command.



The first button on the left provides the option of disbanding the selected civilian and sending him back to industry. Each civilian unit costs you one expert industrial worker when built in the University, so disbanding him returns him to industry and gives you four more labour per turn for industry. You do not recover the cost of cash and paper originally spent to make the expert into a civilian worker. When you click this button you must confirm that you want to disband the unit. Unlike most orders, you cannot take this order back.

The Next Unit Command.



The second button, which appears as a small arrow pointing to the right side of the screen, advances you from the currently selected unit to the next unit in your cycle. This works for fleets and garrisons as well as for civilian units. Use this button when you want to delay giving orders to this unit until later in the turn.

The Done Command.



The Done button, third in the row on the toolbar, appears as a small X. This command, if given to a selected unit, tells the unit to do nothing for this turn only. The unit appears normally in the cycle next turn.

You might use this button when a civilian temporarily has nothing to do, or when you lack the cash to pay for the civilian's improvements. Next turn, if circumstances change, you can order the civilian at that time.

The Sleep Command.



Like Done, the Sleep command ends the unit's turn. However, ordering the civilian to sleep removes it from the cycle of units for future turns as well. You might decide to give this order when a civilian has nothing to do for a long time, but you expect to want him later.

Once the unit is sleeping, you must use the selection cursor to restore the sleeping unit to the cycle. Since you still see the sleeping unit on the Terrain Map, it's not difficult to find him and click on him with this cursor. You can also use the *Wake all Units* keyboard shortcut, by pressing the "w" key, to wake up all sleeping units and return them to the cycle.

Work of Civilian Units.

All civilian units are used to develop the commodities available in terrain tiles. Their functions include: finding commodities (Prospector), improving production levels of commodities (Farmer, Miner, Rancher, Forester, Driller), connecting commodities to the transport network (Engineer), and buying land in other countries so the land can be developed (Developer).

The following table shows how many units of a commodity can be extracted from one tile at each of four possible levels of development, with level 0 meaning the level a tile starts at before a civilian has improved it. The table also shows which type of civilian unit improves the development level for that commodity.

Resource Development Table.

Resources	Improve Production with	Level 0	Level 1	Level 2	Level 3
	Grain Farmer	1	2	3	4
	Fruit Farmer	1	2	3	4
	Livestock Rancher	1	2	3	4
	Fish None	1	None	None	None
	Cotton Farmer	1	2	3	4
	Wool Rancher	1	2	3	4
	Timber Forester	1	2	3	4
	Coal Miner	0	2	4	6
	Iron Miner	0	2	4	6
	Gold Miner	0	1	2	3
	Gems Miner	0	1	2	3
	Oil Driller	0	2	4	6

Prospector.



Most resources on the Terrain Map are automatically revealed to you just by looking at the type of terrain tile. For instance, you know that cotton is present at every cotton plantation terrain tile. You need not search for it. However, coal, iron, gold, gems, and oil must be found by a Prospector before they can be exploited by your other civilians.

With a Prospector selected, an eye cursor lets you know if the tile under your cursor is eligible for the selected Prospector to search. Since the four minerals are found only in barren hill and mountain tiles, the eye appears only over those tiles at the beginning of the game. Later, when your country invests in **Oil Drilling** technology, the eye cursor appears over unprospected swamps, deserts, and tundra as well. If a Prospector of your Great Power has already searched a tile, you see a small pickaxe and a red "X" when the Prospector is selected.

On the toolbar, small terrain tiles under the information about a selected Prospector let you know how many terrain tiles are left to search in the country the Prospector is in. To find these remaining terrain tiles quickly, click on the small tiles in the toolbar, and the screen moves immediately to the next unprospected tile.

Engineer.



The Engineer is the only civilian with multiple functions. His most important duty is the construction of a transport network that joins your industry to the resources developed by all of your other civilian units on the Terrain Map. He can also increase the defensive capabilities of a province by building forts.

When the Engineer is selected, two working cursors are available. With the cursor over tiles adjacent to the Engineer's current location you see a small piece of railroad track. Clicking on one of these adjacent tiles orders the Engineer to spend the turn building a railroad line between his present tile and the tile you clicked on. However, you do not always have the technology necessary to build rail into certain terrain.

When you click on the tile where the Engineer is located, you see the other working cursor, a hammer. This orders the Engineer to construct something in that tile. A pop-up dialog lets you select the type of construction. Choices for construction include rail depots, ports, and fortifications. However, some of these may not be available in certain terrain tiles. More advanced construction technology increases the number of types terrain where rails may be laid and depots may be built. Ports always require access to water. Fortifications are built throughout the province, not just the current tile.

Miner.



Miners cannot be used until a Prospector locates some gold, gems, coal, or iron to mine. Once you have discovered a mineral deposit and the Miner is selected, you see a hammer cursor over the tile with unmined minerals. Clicking on that tile commands the Miner to work there, opening a mine. Until a mine is built, the tile does not produce minerals. Unless your new mine is next to your capital, you must make sure that the mine is on or within one tile of a connected port or rail depot. Otherwise, the mined resources are not reflected in your transport network.



When a Miner finishes opening a new mine it produces at Level I. Later, once you have invested in the technology for **Square Set Timbering**, your Miner can return to this Level I mine and improve it to Level II. Eventually, the technology for **Dynamite** makes Level III mining possible. Gold and gems produce at the rate of one unit per level of the mine. Coal and iron mines produce at double this amount; so maximum coal or iron production is six units per turn from a Level III mine.

Since all minerals are found in barren hills and mountains, these are the only terrain tiles where Miners can work.

Farmer.



Farmers improve the output of farms, orchards, and plantations. Even though dry plains do produce a farm product, grain, these tiles cannot be improved. When a Farmer is selected, you see a hammer cursor over all tiles where improvements are possible with your present technologies. Clicking on a tile commands the Farmer to work improving the growth of cotton, grain, or fruit in that tile. Unless this improved tile is next to your capital you must make sure that the tile is on or within one tile of a connected port or rail depot. Otherwise, the farmed resources are not reflected in your transport network.

Unlike minerals, farmed resources produce one unit per turn at Level 0 (without any improvement by a Farmer). The first improvements made by a Farmer raise production to Level I (two units per turn). Later, Level II and Level III become possible with the investment in new technology. At the beginning of the game, the farms and orchards adjacent to your capital city are automatically improved to Level I, even before you build a farmer in the University.

Rancher.



Ranchers improve the output of livestock ranches on the plains, and the growing of sheep in fertile hills. At the beginning of the game, your University cannot build a Rancher unit. Ranchers are not available until you invest in the technology of **Feed Grasses**.

When a Rancher is selected, you see a hammer cursor over all tiles where improvements are possible. Clicking on a tile commands the Rancher to work improving the growth of wool or livestock in that tile. Unless this improved tile is next to your capital you must make sure the tile is on or within one tile of a connected port or rail depot. Otherwise, the resources are not reflected in your transport network.



Livestock and wool are produced at Level 0 (one unit per turn) without any improvement by a Rancher. The first improvements made by a Rancher raise production to Level I (two units per turn). Later, Level II and Level III become possible with the investment in new technology.

Forester.



Foresters improve the output of timber in the hardwood forests. Even though scrub forests do produce a minimal amount of timber, their output cannot be improved. At the beginning of the game, your University cannot build a Forester unit. He is not available until you invest in the technology of **Iron Railroad Bridges**.

When a Forester is selected, you see a hammer cursor over all forest tiles where improvements are possible. Clicking on a tile commands the Forester to work improving the output of timber in that tile. Unless this improved tile is next to your capital you must make sure that the tile is on or within one tile of a connected port or rail depot. Otherwise, the resources are not reflected in your transport network.



Timber is produced at Level 0 (one unit per turn) without any improvement by a Forester. The first improvements made by a Forester raise production to Level I (two units per turn). Later, Level II and Level III become possible with the investment in new technology.

Driller.



Drillers cannot be used until a Prospector locates some oil to drill. A Prospector cannot look for oil until you invest in **Oil Drilling** technology. Once you have discovered some oil and the Driller is selected, you see a hammer cursor over the tile with undrilled oil. Clicking on that tile commands the Driller to work there improving oil output. Until a derrick is built, the oil is not produced. Unless your new oil derrick is next to your capital you must make sure that it is on or within one tile of a connected port or rail depot. Otherwise, the oil resources are not reflected in your transport network.

When a Driller finishes opening a new oil derrick it produces at Level I. Later, once you have invested in the technology for **Chemistry**, your Driller can return to this Level I derrick and improve it to Level II. Eventually, the technology for **Internal Combustion** makes Level III derricks possible. Oil production for each turn is calculated at double the level of the derrick, so that maximum production of oil is six units per turn from a single derrick.

Special Civilian Unit: Developer.



Each Great Power is eligible to receive one Developer unit as a reward. Unlike other civilians, Developers cannot be built in the University. No Great Power can ever possess more than one at a time. The Developer is a reward for your successful foreign policy with the Minor Nations. Once you own a Developer, you can purchase terrain tiles in Minor Nations for development, thus providing your country with overseas profits.

You receive the Developer reward when your diplomatic relations with at least one Minor Nation have improved sufficiently. Generally, this level is reached most quickly by establishing an Embassy in a Minor Nation, then signing a non-aggression pact, and finally conducting a good volume of trade with the Minor Nation for a few years. You can speed this process by granting bribes to the leaders of the Minor Nation. All of these diplomatic initiatives are made on the Diplomacy Screen. For more information see the “Diplomacy” section, starting on page 71.

A Developer works only abroad in Minor Nations. He cannot work within your own borders.

Working in Other Countries.

Work performed by your civilian units in Minor Nations increases the production of resources by those nations. This has two results, both beneficial to your Great Power.

First, this increased production increases the amount of that resource offered in trade each turn by the Minor Nation. Instead of wondering if a Minor Nation is going to sell coal, for example, you are guaranteed the coal you helped develop will be sold each turn. Although this extra coal is offered on the world market to all countries, if you are the favoured trading partner of the Minor Nation, and if you remember to enter a trade bid on coal, your Great Power is guaranteed the chance to purchase the coal ahead of the other Great Powers.

The second benefit is potential overseas profits. Normally, when a Minor Nation sells its resources, the Minor Nation keeps all the money from the sale. However, when the resources have been made available on the world market due to development by a Great Power, that Great Power shares in the profits for the sale, regardless of who buys the resources. The Great Power's share increases (up to 100%) as the relationship between the two countries improves.

Checklist for Working Abroad

- Establish an Embassy with at least one Minor Nation.
- Send a Prospector to this nation to find valuable minerals.
- Continue to improve relations with the Minor Nation and gain a Developer.
- Send the Developer to the Minor Nation to purchase land with valuable coal, iron, gold, gems, cotton, wool, and timber.
- Once land is purchased, deploy other civilians, such as Miners, Ranchers, and Farmers, to increase the output of the land.
- Bid on the **Bid and Offers** screen for the resources you have developed, or merely gain money when other Great Powers buy those products.
- View the success of your overseas development in the **Deal Book** every turn.
- Continue the process with additional Minor Nations.

Example: Overseas Profits.

Once you purchase a terrain tile containing a non-mineral resource, the resource is produced (at Level 0) and sold by the Minor Nation every turn. Once an improvement is built on the land, the amount produced and sold by the Minor Nation increases. If another Great Power buys these resources from the Minor Nation, you receive a percentage of the money paid. This cash appears at the end of the **Deal Book** summary as Overseas Profits. If you bid on the resource during trade and buy these commodities yourself, you still pay full price on the offer sheet during trade; but at the end of trade the overseas profits are returned to you by the Minor Nation. Eventually, this could be a refund of the total amount you paid for the resources if your relations with the Minor Nation improve to the highest possible level.

When you purchase land in a Minor Nation (prior to any development by civilians), the land produces at Level 0. For most resources, this is one unit per turn; an exception is minerals where Level 0 is zero production. However, coal and iron are produced somewhat differently by Minor Nations: the Minor Nation manages to use primitive mining techniques to produce one unit per turn of coal or iron at Level 0 without opening a mine. Therefore, your purchase of the land reduces the Minor Nation's output of coal or iron because, after your purchase, you must open a mine to achieve any production at all.

Establish Embassies.

With the exception of the Engineer, your civilians can perform useful work in Minor Nations. Since the Minor Nations create their own transport networks, there is no need for an Engineer. No civilians may go abroad until you establish an Embassy in the Minor Nation. Once you have an Embassy, civilians may enter and leave the Minor Nation freely. Often, it is best to send a Prospector first to find the most valuable sites containing minerals. This is unnecessary if you decide to develop only the non-mineral assets of the Minor Nation such as cotton or timber. For information on establishing Embassies see the "Diplomatic Overtures" section, starting on page 73.

Using the Developer: Staking a Claim.

Once you have decided which sorts of land and resources you wish to develop in other nations, it is time to use the Developer. In order to gain extra resources from a Minor Nation, the Developer must buy each terrain tile individually.

With your Developer selected, move the cursor over the land you want to buy. You see a money bag cursor. When you click on the forests, fertile or barren hills, mountains, cotton plantations, deserts, tundra, or swamps under the cursor, the Developer dialog appears. This gives you the price the Minor Nation asks for that parcel of land and allows you to purchase it if you wish. You can buy land for the production of gold, gems, coal, iron, cotton, wool, and oil. Developers cannot buy food production tiles in other countries.

When the Developer has purchased the land, you see a small flag in your Great Power's colour posted on the tile. No other Great Power can use this land once you post a flag. You may notice the purchase flags of other Great Powers in the Minor Nation you hope to develop.

Development of Land.

Land purchased by a Developer starts producing for you (and the Minor Nation) immediately. This production is at Level 0 until you bring other civilians to the tile and improve output. For oil and minerals, Level 0 is zero units per turn, so you must bring your drillers and miners to the Minor Nation to gain the resources.

The benefits from your Developer's purchases can be maximised only if you send other civilian units abroad as well. Your Miners, for instance, can work on purchased mineral sites in exactly the same way they do in your own lands. As new technology improves the potential output of mines, the Miner can improve your possessions abroad and at home.

Competing for a Colony.

Although the initial benefits of overseas development are significant, your long-term goal must be to make the Minor Nations, whose resources you develop, into colonies of your Great Power. Once a Minor Nation is colonised you control its defence forces and can deploy reinforcements from your homeland should the country be threatened. Additionally, a colony's relationship to the homeland is always considered to be at the highest level, giving you 100% of the profits from the sale of the developed resources. Finally, once colonised, the Minor Nation's votes at the Council of Governors automatically go to you if your Great Power is nominated for victory.

Unfortunately, other Great Powers may seek to colonise the same Minor Nation you hope to gain. Colonies are won in two ways.

First, a large number of trade deals coupled with a judicious use of bribery helps you convince the Minor Nation to accept your invitation to join your Empire. For more on these methods see the "Effects of Diplomacy on Trade" section, starting on page 63 and the "Joining the Empire" section, starting on page 76.

Second, when a Minor Nation is attacked and asks you to defend it against the attacking Great Power, if you agree to intervene, the grateful Minor Nation joins your Empire. You gain immediate control over the defence forces of the Minor Nation. Of course, your declaration of war on another Great Power may not be well-received by the rest of the world. For more information see the "Offer to Intervene in a Minor Nation" section, starting on page 81.

Eventual Conquest.

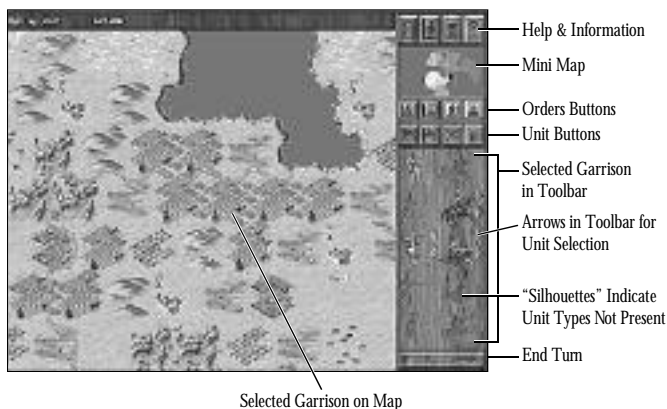
Tiles "developed" by other Great Powers remain in a Minor Nation province that is conquered. The conqueror, however, now controls all the territory in the land including the land once considered purchased by the other Great Powers.

Since, prior to conquest, the Minor Nation's province could use local cheap labour to transport the commodities to the trading port they had not built a transport system. Once the province is conquered, economic changes begin, and it becomes necessary to construct railroads, depots, and ports to move the resources into the transport network of the conquering power.

Land Forces.

Your land military forces consist of regiments. There are 27 different types of regiments in the game organised into three eras. During the first era of the game, approximately 1815-1845, you may construct only the first nine regiment types. As you invest in new military technologies in the 1840s, old regiment types are gradually replaced by new ones in the same generic categories. For example, once a new type of Heavy Cavalry is available, you can no longer construct the older type of regiment. You may choose to upgrade the older regiments to the new one within their category, or you may leave your veteran troops with inferior and outdated weapons.

Change occurs again in the 1870s. Usually by 1875 newer unit types are becoming available. Once again, you may choose to upgrade your earlier units to the new type of regiment within their category.



Regiment Categories.



The nine regiment categories can be upgraded with different technologies, but there is a grouping of the available military technology in the 1840s and in the 1870s. By the end of each of these decades, all nine categories have normally received their new type of unit. Of course, you must invest in the technology to make the new regiment types available for construction. For more on

upgrading military units see the "Technological Advances" section, starting on page 88.

Regimental Upgrade Requirement Table.

Category.	First Era c. 1815-45.	Second Era c.1845-80.	Third Era c.1880-end.
Militia	Minutemen (none)	Militia Breechloading Rifle	Conscripts Machine Guns
Light Infantry	Skirmishers (none)	Sharpshooters Bessemer Converter	Rangers Machine Guns
Regular Infantry	Regulars (none)	Rifle Infantry Breechloading Rifle	Modern Infantry Machine Guns
Heavy Infantry	Grenadiers (none)	Guards Breechloading Rifle	Machine-gunners Machine Guns
Light Cavalry	Hussars (none)	Scouts Bessemer Converter	Mechanised Internal Combustion
Heavy Cavalry	Cuirassiers (none)	Carbine Cavalry Breechloading Rifle	Armour Internal Combustion
Light Artillery	Horse Artillery (none)	Field Artillery Rifled Guns	Mobile Artillery Heavy Guns
Heavy Artillery	Artillery (none)	Siege Artillery Rifled Guns	Railroad Guns Heavy Guns
Combat Engineers	Sappers (none)	Engineers Bessemer Converter	Saboteurs Dynamite

Militia.

These local defence forces exist in all countries and in all provinces at the beginning of the game. As a province develops, additional militia category regiments are automatically added to the local garrison. Unlike all of your other forces, militia category regiments cannot be ordered to leave their home province. They fight only when the province is invaded.

Militia is the only category of land regiments that are not constructed in the armoury and do not require industrial workers to create. They also upgrade automatically, at no cost to you, when the appropriate new technology is purchased.

Minutemen, Militia, and Conscripts (the three types of Militia) are the weakest units of their respective eras. They should remain in their entrenchments whenever possible. Their morale breaks rather easily and their fire is normally inaccurate.

Light Infantry.

The three types of Light Infantry (Skirmishers, Sharpshooters, and Rangers) are adept at using terrain for concealment and take reduced damage when fired upon. They move more quickly through rough country than do other infantry. They are best used to draw fire from entrenched defenders, giving heavier units a chance to approach unmolested.

Regular Infantry.

Regulars, Rifle Infantry, and Modern Infantry are the foundation of most armies. Especially useful on defence, Regular Infantry also pack enough firepower, especially in the later eras, to help out on the attack. If you cannot afford very many powerful units, these regiments are the best compromise between expense and power in each era.

Heavy Infantry.

Heavy infantry (Grenadiers, Guards, and Machine-gunners) are among the more expensive of the regiments. However, for defensive purposes these regiments are the best money can buy. Even on the attack, these highly trained troops can often blast through entrenchments manned by weaker types of infantry.

Light Cavalry.

Like Light Infantry, Light Cavalry in the first two eras (Hussars, Scouts) is best used to draw the fire of entrenched hostile regiments so that the attack regiments can approach closely without taking as much fire from the defenders. Mechanised Forces, the third era regiments, possess significant firepower and may be used to follow the higher-priced Armour units, exploiting any breaks the Armour creates in the enemy lines.

Heavy Cavalry.

Your Heavy Cavalry (Cuirassiers, Carbineers, and Armour) are the best attack pieces available, especially in the first and third eras. These pieces are expensive and are not ideal for defence because they cannot entrench.

Light Artillery.

Light Artillery of all three eras is most useful on the attack. These regiments can move quickly into range and batter enemy fortifications and entrenchments. Unlike all heavy artillery, these more mobile units can both move and fire in the same turn

Heavy Artillery.

Heavy Artillery is useful on attack and defence, though its slow movement and poor initiative can be impediments when advancing against your foes. Do not let enemy units get close to your artillery, as it can be destroyed quickly if fired on.

Combat Engineers.

Your Combat Engineers are able to move forward and approach enemy positions at little risk to themselves using tunnels they can construct. When the Combat Engineers reach enemy fortifications and entrenchments, they conduct a powerful attack against the position which does not harm the enemy units but can damage or destroy the defensive construction. Because forts are a big advantage, these units are necessary to attack well-prepared foes. For details on how to use these units see the "Combat Engineering" section, starting on page 86.

Generals.

As a reward for army expansion, you receive one or more Generals. A General is much better at assessing enemy forces in adjacent provinces than other local commanders. In addition, Generals contribute their leadership abilities to the performances of the army in battle by affecting the morale of units in combat. See the “Leaders and Morale” section, starting on page 86 for more information.

Order Your Land Forces.

When a land garrison is selected, the encampment of the garrison shows a flashing white outline. The units in this garrison appear in the toolbar display. The first step, using the toolbar, is to select the regiments you want. You are selecting units for movement orders; it is not necessary to give regiments orders to stay behind and defend. Unit(s) remaining at the end of the turn automatically defend the province from attack.

Normally, all the units in the garrison are selected for movement by default with the exception of Militia categories which cannot be moved. If you want only a portion of your mobile regiments to leave the province, you can control which units are selected with the arrows in the toolbar next to each unit type.

When you give movement orders, the units not included in your selection remain behind, along with any militia, to defend the province. The toolbar arrows do not permit you to select particular regiments of a single category.

If you want to make a more specific selection of forces you can use the Garrison Book. See the “Garrison Display Command” section starting on page 36. This is necessary, for instance, if you want a particular veteran regiment of Heavy Cavalry, among several present in the garrison, to conduct an attack.

Using the Map Cursors.

Deployment.

There are four different ways you can move your selected army on the map. The cursor shows the type of movement a click on a given province would order. If you want to move to an adjacent friendly province, click on that province with the **Marching Soldier** cursor. If you want to move the selected army further, but still in friendly territory, click with the **Train** cursor which appears over the distant friendly province. Your total amount of transport capacity limits the number of military units you can move by train in one turn. You increase the number of military units you can move by building more transport capacity in the railyard on the Industry screen. Moving regiments does not in itself use capacity already assigned to transport resources. Five points of transport capacity are needed to move each armaments point of a military unit. See the “Regiment Abilities” chart on page 87 for a listing of the Armaments points in each type of military unit.

Attacks.

To enter a province you do not own, you must first declare war on the owner of the province. On subsequent turns, any adjacent units may attack. You cannot attack unless your forces are adjacent to the target province. The attack is made by clicking on the target province with the **Crossed Swords** cursor.

Landings.

The most dangerous movement is an attack across the water. Superficially, this seems exactly like an attack on an adjacent province. Once your fleets establish a landing site, you select land forces and use the **Crossed Swords** attack cursor to order them to move directly across the seas to the enemy province. However, on the turn that this movement is ordered, your land forces are extremely vulnerable to hostile fleet interception. Any enemy fleets entering or present in the sea zone with the landing site automatically intercept and battle the landing fleets. If any of your ships are sunk, some of your land forces may be drowned. For more information on establishing a landing site see the “Naval Landings” section, starting on page 39.

Toolbar For Regiments.

The Garrison Display Command.



The first military command button, which appears as a flag, brings up a detailed book on the selected garrison. You may also view this book by clicking with the **Blue Question Mark** cursor directly on the garrison encampment.

The **Garrison Book** shows the state of the selected garrison, including the names, the health, and the medals of each regiment. Notice that there are several Militia units listed, but that they bear the legend Defending. Militia units are only for local defence.

By clicking on the picture of any other type of unit you may select or unselect it individually. As you select a unit its notation changes from Defending to Available. The notation Available means that the regiment can be ordered to move or attack when you click on another province. Notice also that the toolbar numbers of selected units change as you select units on the **Garrison Book** screen.



You also use the **Garrison** book to upgrade units when available. If any upgrade is possible, an arrow with a small soldier icon appears in the book near the unit.



When upgraded, the picture of the unit changes, but the posture and positioning of the unit remains the same.

You may rename a unit using the **Garrison** book; click on the name to type in the regiment's new name.

The Next Unit Command.



The Next Unit button, which appears as a small arrow pointing to the right side of the screen, advances you from the currently selected garrison to the next unit in your cycle. Use this button when you do not know what orders to give, but you want another opportunity later in the turn.

The Done Command.



The Done button, third in the row on the toolbar, appears as a small X. This command, if given to a selected unit, tells the unit to do nothing for this turn only. The unit appears normally in the cycle next turn. You might use this button when you do not want to move your garrison, but you want to keep it in the unit cycle.

The Defend Command.



Like Done, the Defend command (a castle wall icon) ends the unit's turn. However, ordering the garrison to defend removes it from the cycle of units for future turns as well. You might decide to give this order when you have decided a given garrison is a permanent defence force.

Once a garrison is defending, you must use the selection cursor or the Wake all Units keyboard shortcut, by pressing the “w” key, to restore the regiments to the unit cycle.

Experience.

Regiments gain experience, which is marked by a string of medals on the garrison book display and in the toolbar during tactical combat. Experience is earned by participating in combat. Generally, participation in three victories or five defeats earns one medal for the regiment.

Each medal earned improves the initiative and the firepower of the regiment. Initiative of all units in an army controls the order in which battles are resolved, while initiative of each individual regiment controls when that unit acts in tactical combat. Firepower is simply an attack value, used for both tactical and strategic combat resolution. A regiment which earns the maximum of four medals is roughly twice as powerful as a unit of the same type with no medals.

Three Methods of Combat.

On the Preferences screen you can choose to resolve land battles on a strategic level or using tactical battlefields. Once the tactical preference is set, you can choose to resolve the tactical fights yourself or order your Defence Minister to do so. In games with multiple human players, strategic resolution greatly reduces the waiting time between turns.

Strategic Resolution.

Combat values on the table in the “Regiment Abilities and Comparison” section, found on page 86, are a good way to estimate strategic resolution. You should assemble overwhelming force if possible since you will be unable to take advantage of battlefield skills to make up for lack of numbers.

Tactical Battle.

If you choose to resolve your battles on the tactical battlefield, two methods are available. First, you can conduct all the operations yourself. For details on how to do this, see the “Fighting Battles” section, starting on page 82. Alternatively you can instruct your Defence Minister to fight the battle for you; once the battle begins, click on his picture at the bottom of the tactical toolbar.

Naval Units.

Fleets are represented in two ways on the map. A fleet on station at sea is portrayed as a large ship with a wake and a bow wave. A fleet at anchor appears as a ship with furled sails near the port tile where the fleet is based.

Order Your Fleets.

When a fleet is selected the ship icon shows a flashing white outline. The ships in this fleet appear in the toolbar display. The first step, using the arrows in the toolbar, is to select the ships you want to command. You select ships for movement or mission orders. Mission orders are carried out in the sea zone where the fleet is already located. Movement sends the fleet to a new location. Fleets cannot do both a mission and a move in the same turn. The only exception involves intercepting a landing force aimed at your beaches. A fleet ordered to move into a sea zone containing hostile landing fleets intercepts the landing.

Normally, all the ships are selected by default. If you want only a portion of your ships to perform a mission or move, you can control which ships are selected with the arrows in the toolbar next to each ship type.

When you give movement orders, the ships not contained in your selection remain behind. The toolbar arrows do not permit you to select particular ships of a single category. If you want to make a more specific selection of forces, you can use the fleet book. For more information see the “Fleet Book Command” section, starting on page 40. This would be necessary, for instance, if you wanted a particular veteran battleship, among several present in the fleet, to conduct a mission.

Using the Map Cursors.

Once you have made a selection of ships using the toolbar or the fleet book, use a map cursor to command it. The map cursors allow you to assign your selected fleet in four different ways: movement to another sea zone plus three kinds of missions.

Moving a Fleet.

To move the fleet, click on a new sea zone with the ship’s **Wheel Cursor**. This cursor does not appear in the fleet’s current sea zone. If the new zone is out of range you see a red slashed circle cursor; you cannot move the fleet that far in one turn.

Patrols and Blockades.

In its present sea zone, a fleet can patrol, attempting to intercept all hostile ships, by using the **Telescope** cursor. A fleet can blockade a designated port, using a ship with a red “X” cursor, by clicking near the port when that cursor appears. Both of these commands are used against enemy forces. A blockade has greater chance of success than a mere patrol against ships that enter or leave the selected port. A blockade does not seek other ships in the sea zone, however, hostile patrolling fleets can intercept your ships on blockade.

Both blockades and patrols can result in battle against hostile warships, or in interception of merchant ships. When merchants are intercepted, the intercepting forces can sink or capture the merchant ships. Additionally, it is possible to capture the cargo being carried. These details are summarised in the battle report at the end of the turn.

Naval Landings.

Near the coast you see a **Cannon** cursor. This allows the fleet to establish a site for a later landing of army forces. When you assign fleets to this mission, you are accepting the potential of automatic interceptions by enemies. Any enemy fleet that enters the sea zone or patrols in the sea zone can find and intercept your forces. You must be prepared to defeat these attacks.

You cannot move land forces on the turn the landing site is established. Land forces can be moved to the selected enemy province on any subsequent turns, as long as you maintain the landing site by keeping ships in that sea zone.

Toolbar For Fleets.

The Fleet Book Command.



The first naval command button, which appears as a flag, brings up a detailed book on the selected fleet. You may also view this book by clicking with the blue question mark cursor directly on the picture of the fleet.

The **Fleet Book** shows you the details of the selected fleet; including the names, the health, and the medals of each ship. By clicking on the picture of a ship you may select or unselect it individually. Notice that on the toolbar, the number of selected units changes as you select units.

You may rename the ships using the **Fleet Book**. Click on the name to edit the name text.

The Next Fleet Command.



The second button, which appears as a small arrow pointing to the right side of the screen, advances you from the currently selected fleet to the next unit in your cycle. Use this button when you do not know what orders to give, but you want another opportunity later in the turn.

The Done Command.



The Done button, third in the row on the toolbar, appears as a small “X”. This command, if given to a selected fleet, tells the fleet to remain in the same sea zone, trying to stay out of trouble for that turn.

You might use this button when do not want to do anything with your fleet this turn, but expect to have orders for it in the near future.

The Defend Command.



Like Done, the Defend command ends the fleet's turn. However, ordering the fleet to defend removes it from the cycle of units for future turns as well. You might decide to give this order when you have decided a given fleet is a permanent defence force in a sea zone, but you do not want it to try to find enemy ships. Generally, this button should not be used for fleets. It is better to patrol with a low level of aggression.

Once a fleet is defending, you must use the selection cursor or the Wake all Units keyboard shortcut, by pressing the “w” key, to restore the fleet to the unit cycle.

Setting Aggression Levels.



Directly above the ship pictures in the toolbar are three buttons that enable you to establish the aggression level of a fleet. The default button (in the middle) means that the fleet attempts to engage any enemy it encounters, when the officer in charge of your fleet believes it to be inferior to his force.

This decision is important even if your ships are not looking for enemies on a patrol, because enemies may be looking for them. The commander of your fleet must decide whether to accept battle or try to flee based on this aggression setting.

The other two settings dramatically increase or decrease aggression. The high level means your commander engages all comers if he believes there is even a remote chance of victory. This setting is most useful for forces whose commander cares more about dealing out damage to others than preserving his own fleet. The most cautious setting means that the fleet tries to avoid battle unless the officer in charge believes he has an overwhelming advantage.

When deciding which level to set, remember that your officers can make errors in their estimates about the size of enemy forces. When in doubt, you should generally choose the more cautious setting, unless it is important to defend a particular zone or damage enemy fleets.

Warship Statistics.



Warship Statistics Table.

- **FRP.** Firepower establishes the strength of the ship's attack.
- **RNG.** In naval combat range is the most important ability of the your ships.
A ship with greater range starts dealing out damage before its foes are able to respond.
- **ARM.** Armour determines the ship's resistance to damage.
- **HULL.** The size of the ship determines how long it takes to sink it once the armour is penetrated.
- **BATT MV.** Speed in battle. A fleet with the edge in speed can force the action or flee from the fight. A ship with both greater speed and greater range can often sink the enemy and take no damage itself.
- **Speed.** The number of sea zones that this type of ship can move through during a turn.

Ship Type.	FRP.	RNG.	ARM.	HULL.	BATTMV.	Speed.
Frigate	3	5	10	35	4	3
Ship-of-the-Line	6	6	20	65	3	2
Raider	3	7	20	30	7	5
Ironclad	5	8	55	50	5	3
Armoured Cruiser	6	9	50	40	8	6
Advanced Ironclad	10	10	60	70	6	4
Battle Cruiser	18	13	55	90	9	6
Dreadnoughts	20	13	70	115	7	5

Types of Warships.

Warships are classed as either fast ships or battle ships. Fast ships (Frigates, Raiders, Armoured Cruisers, and Battlecruisers) are used primarily for escorting, intercepting, and blockading. To control a sea zone and destroy an enemy fleet the battle ships (Ships-of-the-Line, Ironclads, Advanced Ironclads, and Dreadnoughts) are superior.

Frigates.

Frigates, the fastest ship early in the game, are cheap to build and good at scouting. Early in the game, they are effective commerce raiders. Frigates are not scrapped until Armoured Cruisers enter the game, but they are not very useful once Raiders can be built instead.

Ships-of-the-Line.

Ships-of-the-Line remain competitive until the Advanced Ironclad enters the game because their mighty firepower is useful against raiders and ironclads. Once you can build Advanced Ironclads, Ships-of-the-Line are all scrapped.

Raiders.

Raiders are the ideal ship for scouting, escorting, and raiding the merchants of other Great Powers for many decades. They become obsolete and are scrapped when Battlecruisers become available.

Ironclads.

Ironclads last until they are replaced by Dreadnoughts. They are more likely to survive a battle than is a Ship-of-the-Line, but Ironclads do not win such confrontations every time.

Armoured Cruisers.

These Cruisers are the most efficient vessels for escorting and raiding commerce. Although the later Battlecruiser has greatly superior abilities, Armoured Cruisers are much cheaper and remain adequate to the task until the end of the game.

Advanced Ironclads.

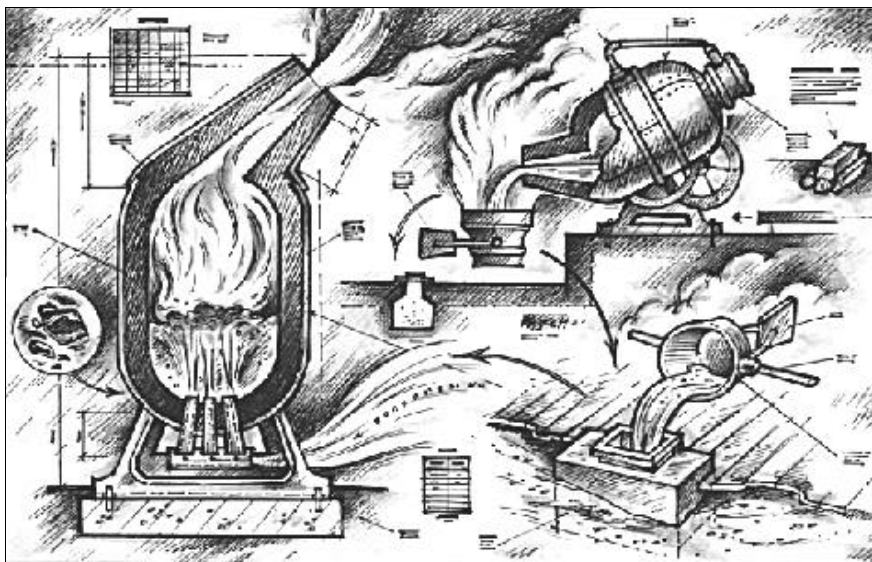
Advanced Ironclads possess an important advantage in range over all earlier vessels. They are expensive, but are never sold for scrap. However, once Dreadnoughts can be built, these ships are not worth much.

Battlecruisers.

Battlecruisers are a luxury item; they are expensive Armoured Cruisers. If you use them to fight Dreadnoughts, you will be sorry. However, they are unmatched against any other fast ships.

Dreadnoughts.

Dreadnoughts effectively dominate the seas, and sink any other vessels they encounter. The only ships that can fight them are other Dreadnoughts.



Bessemer Converter. Henry Bessemer invented a process of blowing air into the bottom of a vat of molten iron to remove the carbon, producing cheap, highgrade steel.

Battles.

All fleet interceptions and subsequent naval battles are resolved strategically and then reported on the battle report screen. The abilities summarised on the “Warship Statistics” table control the battle. Superior range is the most important statistic.

Admirals and Flagships.

As a reward for naval expansion, you receive Admirals accompanied by a flagship. An Admiral is much better at assessing enemy forces in his sea zone than a mere captain or commodore. In addition, Admirals contribute their leadership abilities and their flagships to the performance of the fleet in battle. Flagships are always the most powerful ship available at the time the reward is received.

Experience.

Ships gain experience in the same ways as regiments. A ship with four medals is approximately twice as powerful as a ship of the same type with no medals.

Escorts and Repairs.

Escorting refers to reserving some of your warships to protect vulnerable merchants. You do not see ships escorting merchants on the **Terrain Map** screen. To assign ships to escort, leave them anchored in your home port. They automatically escort the merchants during that turn.

Ships that suffer damage in battle must remain in port to be repaired. Ships cannot repair in the open sea. Ships undergoing repair cannot act as escorts. Only undamaged ships can take escort duty.

Obsolete Warships.

Sometimes, when technology makes a new warship available, all the ships in one of the older classes are broken up for scrap. When obsolete warships are broken up, your minister notifies you. The experienced crews are spread among the fleet, increasing overall navy experience.

THE TRANSPORT NETWORK

What is the Transport Network?

All the agricultural, mineral, or industrial products of the countries of the world are called commodities. Some commodities are produced in rural districts; some are produced only by industry. Most may be traded on the world market. Commodities are divided into three sub-categories: resources, materials, and goods. Resources are commodities that are grown or mined in your country and not produced industrially. At the beginning of the game, your transport network is concerned only with resources.

In the early part of the game, your industry obtains these resource commodities from the terrain tiles next to the capital city. Each turn, when you click the End Turn button, the commodities produced in these tiles move to industry, becoming available for workers, mills, factories, or as an increase to your cash. Some commodities can be traded on the world market; some can be used to construct military units or warships.

As the needs of industry grow, so must the transport network. The Engineer constructs ports, rail depots, and railroads, perhaps far from the capital city. Each new construction adds the potential for more commodities to use the network. Other civilian units, such as Farmers and Miners, develop terrain that is already connected to produce a greater quantity of commodities each turn.

Transport Capacity.

Although the civilians working on the **Terrain Map** screen expand the pool of commodities which potentially could be transported, your industry cannot use all these additional commodities without the assets to transport them. Transport capacity is the total number of commodities that your network can move each turn. This number may be increased by using the railyard building on the Industry screen. See the “Building Transport Capacity” section, starting on page 60 for more information.

Regiments can also be transported using the rail network, but at a much lower rate. Each armaments point that a unit has requires five points of rail capacity to transport. For a listing of various regiments armament point totals, see the “Regimental Abilities and Comparison” section, starting on page 86.

Rail Depots and Ports.



These structures, constructed on the Terrain Map by the Engineer, expand your transport network. Once connected, depots and ports can gather all commodities that are in the same space as the depot or port, or in adjacent spaces within your country. It is more efficient to build depots and ports with at least two tiles between them so that the commodities of each terrain tile can be gathered by only one depot or port, thus avoiding duplication of effort.

Unconnected depots and ports do not gather commodities. The capital city is always both a connected depot and a connected port. Near each depot on the map is a small signal post. You can tell immediately that a depot is not connected if the two lights on the signal post are red. If the lights are green, the depot is connected. Although there is no equivalent marker for a port, ports are almost always connected.

Connecting a Depot.

Since a depot is a railroad station, no depot is connected without a railroad. A depot is connected or unconnected depending on whether it has a transport line to the capital city. The most obvious line is a railroad directly from the tile of the depot to the tile of the capital city. However, a depot may also be connected by rail to a tile with a port that also contains a depot. The commodities must pass through the second depot to reach the port and then travel to the capital by water.

Connecting a Port.

Ports may be built only on coasts and tiles containing a river. They cost more than depots. However, they are much easier to connect than are depots since no railroad must be built. In general, a port is always connected. However, if you lose control of a province downstream from a river port, your port has no access to the sea and may not be connected.

If you choose to build a port on a coast distant from your capital and then build railroads inland from the port, remember to construct a depot in the same space as the port. Without this additional depot, the port itself is connected, but the future depots constructed along your new railroad have no way to move their commodities to the port.

How Connections are Lost.

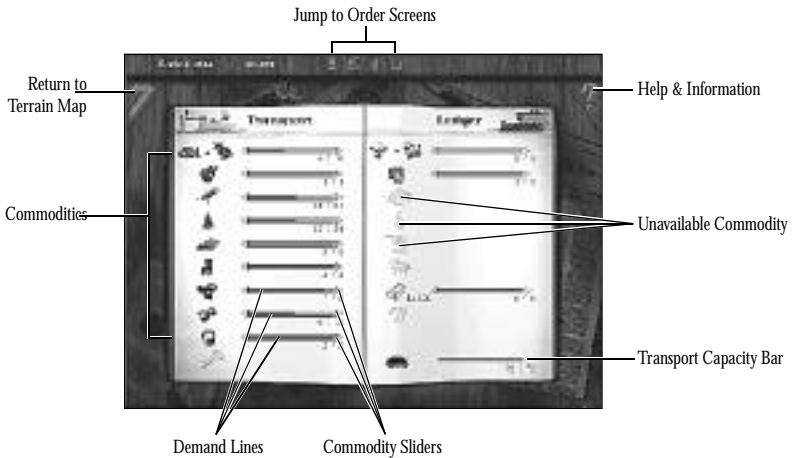
Connections are lost when a province somewhere along the line to the capital is taken; for example, when a province containing a railroad is taken, or when a province downstream from a river port is lost. Sea ports can lose their connections only by hostile fleet blockades. If an enemy fleet is in undisputed command of a sea zone, the ports adjacent to that sea zone lose their connection. Undisputed command means that you have no warships present in the sea zone containing the enemy fleet. As long as any of your ships are present, the ports maintain their connections.

Using the Transport Network.

Getting to the Transport screen.



From the **Terrain Map** screen toolbar, click on the Go to Transport button with the cargo container and small arrow on it. This button appears in a lighter colour each turn until you have visited the **Transport** screen during that turn.



How to Read and Use the Transport Screen.

The **Transport** screen is displayed as an open book. All commodities that could be transported appear on one of the two pages, but only commodities presently available to you are in colour. Next to each of the available commodities is a slider for controlling how much of your total transport capacity you want to use to transport that commodity. The numbers under the slider indicate how much of the commodity is being transported compared to the total amount of the commodity you have available. You can place your cursor over the commodities and read the hot text at the upper right to remind you what these commodities are.

Click on the arrows at either end of the sliders to increase or decrease the amount transported of each commodity. As you increase the amount, you use some more of your total transport capacity, as shown by the coloured bar in the lower right section of the book. The numbers under that bar show you how much transport capacity is being used compared to the total amount of transport capacity you have.

You may increase transport capacity in the Railway building.

Industry and Worker Demands.

Coloured red or green lines called demand lines appear underneath many of the sliders on the **Transport** screen. The demand lines offer important information about the needs of industry and workers. A green line means that the current level of transport for that commodity is enough or more than enough for current demand taking your warehouse stockpile into account. If the commodity is a food, the demand comes from workers who need to eat. If the commodity is an industrial one, the demand comes from the mill or factory that requires that commodity for production. A red line means the industries or workers require more of that commodity. The hot text shows you the exact number required by industry when the cursor is moved over a particular line.

Since the success of your trading with other countries is not predictable, the demand indicators do not take account of potential trade deliveries from abroad.

Transport Example: Using Demand Lines.

You are transporting six grain per turn, and the line under the grain slider is red, telling you that the workers want more grain. If you expect to buy significant quantities of canned food on the world market, you may not need to change your orders or expand the amount of grain available on your network. Otherwise, you should take steps to transport more grain to ensure your workers do not get sick or starve.

Possible Commodities to Transport.

At the beginning of the game you may only transport resources from the countryside to industry. Later, your rural districts may develop small industries in the towns. This permits expansion of your transport network to materials and goods.

Industrial Resources.

These resources move directly to the industry warehouse where they are available for production or trade the turn after you transport them. Since the world prices of industrial resources tend to be low, these commodities are most useful to you when you use them, along with workers and industry, to produce a more expensive material. If your industry does not require the extra industrial resources, consider transporting something else, such as food, instead.

Coal and Iron.



Coal and iron are required by your steel industry in equal amounts. In the absence of other sources of one or the other, such as a surplus in the warehouse or foreign deliveries, you should transport coal and iron in equal amounts. Later in the game you may find a greater need for coal when some of your ships require it for fuel.

Wool and Cotton.



Since wool and cotton may be used interchangeably by your textile mill, one slider on the **Transport** screen suffices for both commodities.

Timber.

The lumber mill requires timber to produce lumber and paper.

Food Resources.

Your industrial workers try to consume transported food each turn; extra food is moved to the warehouse. Each individual worker enjoys only one type of food. This means you must transport all three food types to satisfy as many workers as possible.

Workers forced to eat a type of food they do not enjoy report sick and stay home from work on that turn.

Even though food resources cannot be traded on the world market, you should consider transporting extra food whenever you can. Stored food feeds your hungry workers when enemies interfere with the transport network. In addition, in the food processing centre you may produce canned food from your stored food. For more information on how workers eat and how food is used see the “Workers” section, starting on page 53.

Canned food may be traded or used to recruit more workers to your industry. Industrial workers eat canned food reserves, if available, in preference to an undesired food resource and report to work normally after consuming the canned food.

Grain.

One-half of your workers try to eat grain every turn. Grain farms dot the landscape of most Great Powers, so you should be able to find and transport additional grain when an increasing population demands more supplies.

Fruit.

One-quarter of your workers try to eat fruit every turn. Try to construct your transport network with access to orchards.

Livestock and Fish.

The remaining workers desire livestock or fish; either one is acceptable. Although livestock ranches can be rare, you can satisfy demand by constructing ports and obtaining fish to transport.

Other Resources.

Horses are used in the armoury to build military units and can be stockpiled in the warehouse. Gold and gems never reach the industry warehouse and they cannot be traded. Instead, all gems and gold transported convert immediately into cash. You can benefit from gems and gold in an unconquered nation through the overseas profits feature, but this does not use the transport network. For more information on developing Minor Nations see the “Working in Other Countries” section, starting on page 29.

Horses.



Generally, you do not need to transport horses every turn, since their only use is construction of cavalry and artillery regiments. Build up a stockpile of a few horses in the warehouse and then use the transport capacity to bring in something more immediately useful.

Gold.



Gold may be found in mountain terrain. Each unit of gold transported increases your cash by \$200.

Gems.



Like gold, gems may be found in mountains. However, unlike gold, gems can only be found in Minor Nations. To obtain gems for your transport network these nations must be conquered. Transported gems convert to cash at \$500 per unit.

Town Development.

Each province you own includes a town. At the beginning of the game, these towns produce nothing. However, if a connected rail depot or port is placed on or next to the town, industrialisation begins there.

Materials.



Over time, a connected town begins to produce materials that are added to the transport network and appear in the **Transport** screen. The type of materials produced depends on the resources available within the province of the town. The quantity of materials produced depends on the capacity of the industry that demands those materials. The town's growth is represented on the map by additional buildings (one of them is a windmill) when the first material is produced. Towns produce only steel, lumber, and fabric. Other materials must be produced on the **Industry** screen or purchased on the world market.

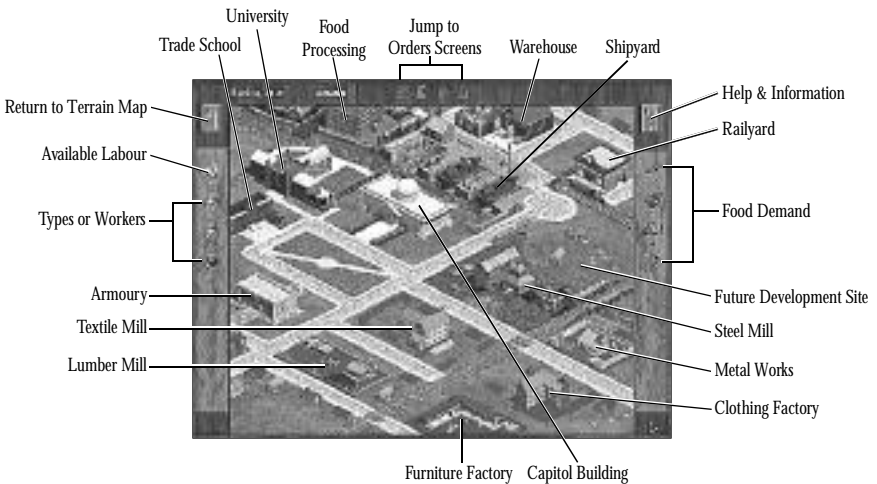
Goods.



Once materials become available, the town begins to develop the capacity to produce goods as well. The town's growth to this level is represented on the map by additional buildings including a factory with smokestacks. The type of goods eventually available depends on the materials being produced; the maximum quantity of goods available in the town is always one-half the quantity of the materials available. Towns can produce consumer goods, they can not produce armaments. Armaments must be produced on the **Industry** screen or purchased on the world market.

Example: Industrial Growth of a Town.

A province consisting primarily of forested land, eight forest tiles, includes a town with an adjacent connected rail depot. When the furniture factory of the **Industry** screen reaches capacity four the town grows and begins to produce one unit of lumber per turn. Since there are eight forest tiles, the maximum amount of lumber that could be produced by the town is four per turn, and the town slowly climbs to this level. This production does not reduce timber production, it is in addition to the timber already produced in the province. Once maximum lumber production is attained, the town begins to develop its furniture output and grows again. Maximum furniture output is two units per turn, or one-half the production of lumber by that town



INDUSTRY

What is Industry?

Industry is the process by which the commodities you transport and the commodities you trade for are stored and used for production into more expensive or useful commodities. You also build all your units on the **Industry** screen. Each turn, when you click the End Turn button on the **Terrain Map** screen, all the production orders you entered on this screen are carried out. Whatever you build is available the following turn.

Going to the Industry Screen.



From the **Terrain Map** screen toolbar, click on the Go to Industry button with the smoking factory on it. This button appears in a lighter colour each turn until you have visited the **Industry** screen during that turn.

Understanding the Buildings.

Each building on the **Industry** screen represents one type of your nation's industry. To find out which building is which, move your cursor over the buildings and read the hot text in the upper right of the screen. Clicking on a building brings up a production dialog for that building. These dialogs may be left open from turn to turn.

On the right side of the screen, the buildings represent industries such as Steel and Lumber Mills. Movement, such as men sawing, at one of these buildings means that work is being performed there. The other buildings on the screen permit you to construct new units for the Terrain Map, to build merchant marine, to increase transport capacity, to stockpile commodities, to produce canned food, and to improve and expand your work force.

Information in the Industry Screen Borders.

On the left border of the screen, you see the make-up of your workforce. The number beneath the labour icon (the muscular arm) decreases as you allocate labour to various tasks. The numbers beneath the worker icons stay constant throughout the turn; they show the types of workers which constitute your labour force. An untrained worker supplies one point of labour per turn. Trained workers supply more labour (two per turn); expert workers supply the most (four per turn). Hot text reminds you which type of worker is which, as does the colour of the worker's coverall: gray for untrained workers, light blue for trained workers and dark blue for expert workers.

All workers eat food every turn. The amount of food demanded each turn appears on the right border of the screen. The food shown represents the ideal balanced diet. Workers eat any type of food to prevent their own starvation, but if they do not get the type of food desired they become sick and perform no labour that turn.

You can avoid the consequences of an unbalanced diet by stockpiling canned food in the warehouse. Workers who find none of the desired type of food, eat canned food before they eat food that makes them sick. Workers do not get sick when they eat canned food.

Using the Warehouse.

The Warehouse, near the top centre of the Industry screen, is the only building with a purely informational function. It lets you know how much of each commodity you have available. These commodities are used up and produced in the other buildings on the screen. If you leave the warehouse dialog open and give orders in a different building's dialog, you see the items that are used in that building deducted from the warehouse.

The commodities in the warehouse are available for trade. When you go to the **Bid and Offers** screen, the commodities in the warehouse at that moment are what you can offer for sale.

Production Economies.

The warehouse dialog is organised in sections according to production economies. In **IMPERIALISM** a production economy is a two or three level diagram outlining how a given industry works. The first level commodities in the diagrams are always called resources — usually items that can be grown or mined. The second level commodities are called materials and are produced from resources. The third level commodities — called goods — are made from materials.

Most of the economies have three levels and require two production buildings, one to take in resources and make materials and another to take in materials and make goods. A two-level economy has only one building to produce the materials from the resources.

All production within the economies is on a two-for-one basis. For example, in the textile economy two cotton or wool are required to make one unit of fabric. Two units of fabric are required to make one unit of clothing. The details of each economy are explained below.

Production Economies Table.

Products.	Resources.	Materials.	Goods.
Textile Economy	Wool and Cotton	Fabric (made by 2 cotton or wool)	Clothing (made by 2 fabric)
Wood Economy	Timber	Lumber and/or Paper (each made by 2 timber)	Furniture (made by 2 lumber)
Metal Economy	Iron and Coal	Steel (made by 1 iron and 1 coal)	Hardware and/or Armaments (each made by 2 steel)
Oil Economy	Oil	Fuel (made by 2 oil)	
Food Economy	Grain, Fruit, Livestock, and Fish		Canned Food (2 canned food made by 4 raw food)
Horse Economy			Horses

Labour.



The buildings on the **Industry** screen that produce commodities require labour to make the next level commodity from the input commodities. For example, you might have plenty of cotton or wool in your Warehouse, but without some labour you cannot produce fabric.

Labour is symbolised by a muscular arm icon. The number shown with the arm tells you the total amount of labour supplied by all your available workers, and your available power. This number appears on the left border, and in the Warehouse dialog. Each turn, as you assign labour, this number goes down, showing you the amount remaining available.

Workers.

Workers supply an amount of labour determined by their training level. When new workers migrate to industry, their untrained efforts supply only one unit of labour per turn. A trained worker supplies twice as much labour at two per turn, and an expert worker supplies four per turn.

Trade School and Training.

The Trade School, located on the left side of the **Industry** screen, improves the labour output of your workers. Click on the red brick building to open the Trade School dialog. Training costs paper and cash. If the amount of cash or paper you have is insufficient, the item has a red “X” next to it.

Training a worker takes him out of the labour pool for the turn. If you open the trade school dialog after assigning all of your available labour to factories and mills, you cannot train. Of course, you can free up labour by opening a factory or mill dialog, reducing the number of workers assigned, and then returning to the Trade School dialog to assign them to train.



Capitol Building and Migration.

The white Capitol building near the centre of the **Industry** screen controls your migration policies. Click on the building to open the Capitol dialog. To recruit rural workers for industry you need to supply them with the comforts of a developing economy: canned foods, clothing, and furniture.

You may recruit untrained workers using this dialog during every turn, when you have the necessary commodities. However, the size of your country limits the number of workers that migrate during one turn to one-fourth of the number of provinces you own, rounded down. Later in the game, your Capitol building may upgrade in response to successful foreign policies. Then the limit becomes one-third of the number of provinces owned.

Be careful not to increase your population too fast. In addition to the cost of recruiting the new worker, you have to supply the workers with food each turn. This can be difficult until you have established a large capacity transport network, or a reliable source of imported food.

Food Consumption.

To be able to supply any labour, all workers must eat one unit of food per turn; each worker has a preferred type of raw food that he wants to eat. If fed the wrong type of food, a worker gets sick and refuses to work. If fed no food at all, a worker starves, and is removed from your industrial system.

To understand how workers' food preferences are determined, think of them in groups of four. Within this group the first worker eats grain, the second eats fruit, the third eats grain, and the last worker eats either livestock or fish interchangeably. The count starts again, so the fifth worker eats grain. Food preferences are independent of the type of worker (expert, trained, or untrained).

Consumed food is deducted from the amount transported to industry when you click the End Turn button. If you do not transport sufficient amounts of the correct types of food for all your workers, some workers eat by deducting food of the desired type from your warehouse. If they fail to find their desired type of food in the warehouse, they eat any available canned food from the warehouse. As a last resort, the hungry workers eat surplus food of the wrong type and get sick. If workers find no food of any kind, they starve to death.

Satisfying Your Food Needs.

Canned food is one of the requirements to draw migrants to industry. It is also extremely useful as a reserve stockpile, since the requirements of any worker can be met by eating it. Of course, you may trade for canned food on the world market. However, if you are fortunate enough to possess a surplus of all raw food types, you can produce your own canned food in the Food Processing Centre.

Food Processing.

The production dialog for the Food Processing Centre also functions just like one for a factory or mill except that there is no capacity limit. You can produce as much canned food as you want to as long as you have grain, fruit, and livestock or fish. Production takes place according to the same ratio of foods that the workers eat. This means that two grain, one fruit, and one fish or livestock are required for every two units of canned food produced.

Since it is unlikely that you will want to make food every turn, orders to this centre are not saved.

Power.

Power is not a commodity. It cannot be sold or stored in the Warehouse and it requires no labour to create. However, on the turn when it is created, power adds directly to your labour total. Power is generated by building a Power Plant on the **Industry** screen. The option to build a Power Plant and an Oil Refinery becomes available once **Oil Drilling** technology is purchased.

Creating Power.

Power is created in the Power Plant in the same turn it is used. As you increase the amount of fuel used by the plant, your available amount of labour rises automatically. With enough power, you can free a large segment of the work force to expand the army, or the number of civilian units.

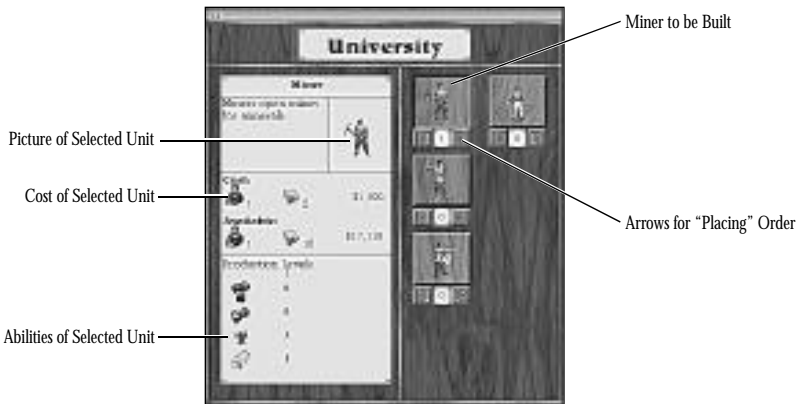
Using Power.

Power is used automatically when you allocate labour in a production dialog. It is used in advance of any of your human labour.

Building Units.

Each of the three unit construction centres; the University, the Armoury, and the Shipyard, builds a different sort of unit: civilians, land regiments, and ships respectively. All new units (with the exception of merchant ships) appear on the **Terrain Map** screen at the start of the next turn. All new units (including merchant ships) are announced by one of your Ministers at the start of the next turn. New units start their first turn on the Terrain Map, in the province of the capital, or in port at the capital.

In all three construction centres, units are built in the same way. Once the dialog is open, click on the picture of the desired unit to select it. Then control the quantity to be built using the arrows underneath each unit picture. The display provides information on each type of unit as that unit is selected.



University.

All civilian units require expert workers, cash, and paper. If you are short of one or more of these items, the shortage appears in red text on the information panel on the University dialog. It is important not to build too many civilian units, especially early in the game. Each unit constructed costs you an expert worker from your industry, where it supplied a valuable four units of labour each turn. Build only what you need. Consider disbanding civilians when you are short of labour for industry.

At the beginning of the game you can construct only four types of civilians: the Farmer, the Miner, the Prospector, and the Engineer. Soon after the game begins, you can invest in **Feed Grasses** technology and **Iron Railroad Bridges** technology. These developments permit the construction of the Rancher and the Forester respectively. Later, **Oil Drilling** technology permits construction of Drillers.

The information panel for each unit type, found at the lower-left of the University dialog, provides production information according to your current level of technology. For example, at the start of the game, the Miner works at production level “1,” so you see a column of production numbers beneath the number “1.” This column provides the per turn output of a mine for each type of mineral. Information on other civilian units is organised in a similar fashion.

To view the uses of the various civilians see the “Work of Civilian Units” section, starting on page 25.

Armoury.

Regiments for your army require cash, armaments, and workers. Generally, more powerful or more specialised units require workers with prior training. Some regiments also require fuel or horses. If you are short of one or more of these items, the shortage appears in red text on the information panel on the Armoury dialog. The greatest cost to you, especially in the long run, is the loss of workers. They can be upgraded to a more advanced type of regiment as new military technology is purchased, but they can never return to industry.

The organisation of the units on the Armoury is by generic category of regiments. This means that the best available regiment within a generic category at any given time is the only one you can construct of that category at that time. The eight generic categories are: Light Infantry, Regular Infantry, Heavy Infantry, Light Cavalry, Heavy Cavalry, Light Artillery, Heavy Artillery, and Combat Engineers. Each category always appears in the same position on the Armoury dialog.

Example of Armoury Construction.

At the beginning of a random world game it is 1815 and you have a “Napoleonic Era” regiment available in all eight unit categories. Your Heavy Infantry category, for instance, offers Grenadiers, while your Light Cavalry category offers Hussars. When you invest in a new technology, the **Bessemer Converter**, the picture of the Hussars disappears and is replaced by Scouts. At this point, you can no longer build Hussars; your Light Cavalry category offers only the superior regiment, Scouts. However, you could still build a Grenadier regiment, until a different technology updates the Heavy Infantry category.

For details on the different regiments and the categories see the “Regiment Categories” section, starting on page 32.

During the game, rewards resulting from your military success can improve the Armoury, allowing you to construct troops who start with experience medals.

Shipyard.

Ships require lumber and/or steel for their hulls and fabric, coal, or fuel for motive power. Warships require armaments. If you are short of one or more of these items, the shortage appears in red text on the information panel on the Shipyard dialog. Ships do not require workers, allowing you to increase your navy and merchant marine without decreasing your labour force for industry. However, since ships do require large amounts of precious commodities, over-construction can slow your early development.

Merchant Ships.

Merchant ships do not appear on the terrain map. Instead, each merchant ship you construct adds its cargo capacity (the number of cargo holds) to the total you have available each turn for trade. If you build faster ships, the average sailing speed of your merchant marine increases, making blockade and interception much more difficult for hostile navies. You must consider both speed and cargo capacity when deciding which merchant ships to construct. Five types eventually become available: the Trader, the Indiaman, the Steamship, the Clipper, and the Freighter.

Warships.

Warships move on the terrain map in fleets. As your navy grows you receive bonus ships, called flagships, each carrying an admiral who helps you in sea combat. Unlike regiments, ships cannot be upgraded and do eventually become obsolete. An obsolete ship is broken up.

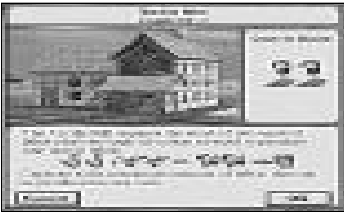
There are eight ship types available in the game, which can be divided into fast ships and battle ships. The four fast ships, Frigates, Raiders, Armoured Cruisers, and Battlecruisers, are most effective at blockading or intercepting merchants, scouting, and escorting convoys. They should not be used in battles to dominate sea zones unless the enemy uses battle ships from an earlier era than your fast ships.

The four battle ships are Ships-of-the-Line, Ironclads, Advanced Ironclads, and Dreadnoughts. Each of these can dominate the sea during its era and has a good chance against the fast ships of later eras.

In sea combat, four factors influence the battle. Speed, firepower, and armour are all important, but the controlling factor is range. The later warships can fire so much further than those built early in the century, that one Dreadnought, for example, can sink a large number of Ironclads by itself.

Building Industry.

On Introductory and Easy settings, six industrial buildings are constructed for you. You need not be concerned with constructing industry until the oil refinery becomes available later in the game. On Normal, Hard, or Nigh-On-Impossible settings, you must construct your own industry from the beginning.



Industry Constructor.

When factories and mills do not exist, click directly on the future site of the mill or factory to construct them. Use the hot text in the upper right of the screen to confirm which site is which. A click on the site brings up the constructor dialog for that factory or mill. You can confirm or cancel construction of the building.

Production Equations.

On the constructor dialog, you see a production equation, made up of icons for the factory or mill explaining the function(s) of that building. The text above the equation explains it in more detail. The most important industries to build early in the game are the Lumber and Steel Mills. From the equations, you can see these buildings are used to produce lumber and steel. Since lumber and steel are used for all industrial expansion, you must construct a lumber and steel mill with your initial stockpiles of lumber and steel, or you may be forced to beg for lumber and steel from other Great Powers.

Cost of Construction.

When a mill is first built it is always capacity “2”; a factory begins at capacity “1.” For each point of capacity built, you pay one lumber and one steel from your Warehouse. This same cost applies later in the game when you enlarge your industries.

Expanding Industry.



When you have excess labour and commodities on your industry screen, it's time to expand your industries. In the production dialog of an industry, locate the Expand Industry button in the upper-right corner of the dialog. This brass button has an icon of smaller factory, an arrow, and a larger factory.



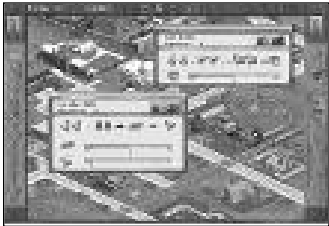
When you click on the Expand Industry button an Expansion dialog appears. Here you can confirm that you want expansion or cancel expansion for this turn. The cost in lumber and steel is listed on the dialog and a picture of the new building is shown.

Industrial Capacity.

Capacity (size) is improved only in certain increments. For mills, which start at capacity “2,” the improvement levels are capacity “4,” “8,” “16,” “24” and then continue to increase by eight at a time. For factories, which start at capacity 1, the improvement levels are “2,” “4,” “8,” “12” and then continue to increase four at a time. The industrial capacity of a factory or mill is the maximum output in any one turn.

Giving Orders to Industry.
























All orders to industry are given on production dialogs, floating windows that appear when you click on one of the buildings. Each dialog includes a production equation showing you what the building can do, and a slider, or sliders, where you enter the amount of the output commodity you want to produce. For buildings that have two possible outputs, two sliders are provided, though the capacity you can produce is a combination of what you enter on both sliders.



A red “X” near an item in a production equation tells you that you have no more of that item available. Additional production cannot be ordered until that missing item is supplied.

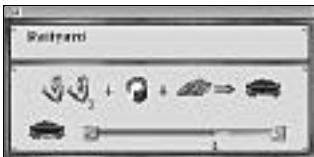
All production orders at factories and mills are saved to the next turn. Even if the warehouse stockpile sustains temporary shortages which lower production, the building “remembers” how many output units you wanted and continues to try to fill the order each turn. However, if you open the production dialog, the memory of the building resets on whatever orders are shown on the dialog after you give (or fail to give) your new orders.

Industrial Input and Output Table.

Industrial Building.	Input Commodities.	Output Commodities.
Textile Mill	Wool or Cotton  	Fabric 
Clothing Factory	Fabric 	Clothing 
Lumber Mill	Timber 	Paper or Lumber  
Furniture Factory	Lumber 	Furniture 
Steel Mill	Coal and Iron  	Steel 
Metal Works	Steel 	Hardware or Armaments  
Refinery	Oil 	Fuel 
Food Production	Grain, Fruit, Fish, Livestock,    	Canned Food 

Building Transport Capacity.

When you have plenty of labour and your factories are not full, you need to bring more commodities to industry each turn. One way to do this is to increase transport capacity. As with other industrial expansion, increasing transport capacity requires both lumber and steel.

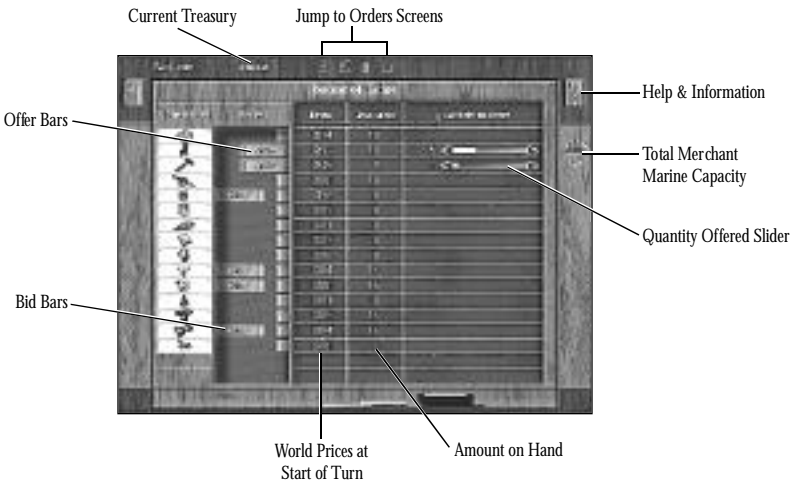


Railyard.

The production dialog for the railyard differs from the production dialogs for a factory or a mill in that there is no capacity limit. You can build as much transport capacity as you want, provided you have steel, lumber, and available labour.

Since it is unlikely that you will want to increase transport capacity every turn, these orders are not saved.

TRADE



What is Trade?

During each turn, all the Great Powers and Minor Nations in the world attempt to buy and sell commodities on the world market. You need to trade to obtain cash, to provide your industries with rare resources or materials, and to develop economic control over Minor Nations.

Using the **Bid and Offers** screen, you offer commodities for sale, and enter bids for commodities you hope to buy. Each turn, when you click the End Turn button on the **Terrain Map** screen, you may receive offers to buy some or all of the items you bid on, and the items you offered for sale may be sold to other countries. If you accept an offer to buy, the commodities you buy appear for your use in the **Industry** screen next turn. Commodities you sell are deducted from the warehouse of your Industry screen.

Going to the Bid and Offers screen.



From the **Terrain Map** screen toolbar, click on the Go to Trade button with the dollar sign on it. This button appears in a lighter colour each turn, until you have visited the **Bid and Offers** screen during that turn.

The Bid and Offers screen Display.

Each row on the **Bid and Offers** screen provides information about one commodity, represented by an icon at the left end of the row. When you place your mouse cursor over the icon, hot text in the upper right section of the screen identifies the commodity.

In the row you see a box for the current world price and for the amount of the commodity available in your warehouse after deduction of the commodities you have ordered for production on the **Industry** screen. You cannot sell items you do not own or that you have ordered industry to use this turn.

Understanding Trade.

The economy of IMPERIALISM involves shortages and competition for commodities. Wanting a resource such as coal, for example, and bidding on it, does not guarantee that your Great Power receives coal that turn. Your success depends on the world price of coal, your Great Power's trade policies toward coal-producing countries, and the diplomatic relationship between your Great Power and the other countries in the world.

Once all the Great Powers and Minor Nations enter their offers to sell and bids to buy, and all Great Powers end their turns, a list of the potential trade deals for this turn is created. The commodities for sale appear as offer sheets for the decisions of the rulers of all bidding countries. For more information see the "Receiving Trade Offers" section, starting on page 67.

Example: Offers of a Trade Deal.

On a turn when the Minor Nation of Belgium decides to sell coal, all of the coal it offers first appears as an Offer Sheet to Great Britain, the most favoured trading partner of Belgium, which bid to buy coal this turn. If the ruler of Britain decides to buy only some (or none) of the offered coal, then the coal remaining (of Belgium's offer) passes to the next coal-bidding country on the list of Belgium's favourite trading partners. This process continues until the bidders purchase all the offered coal or until there are no more coal bidders.

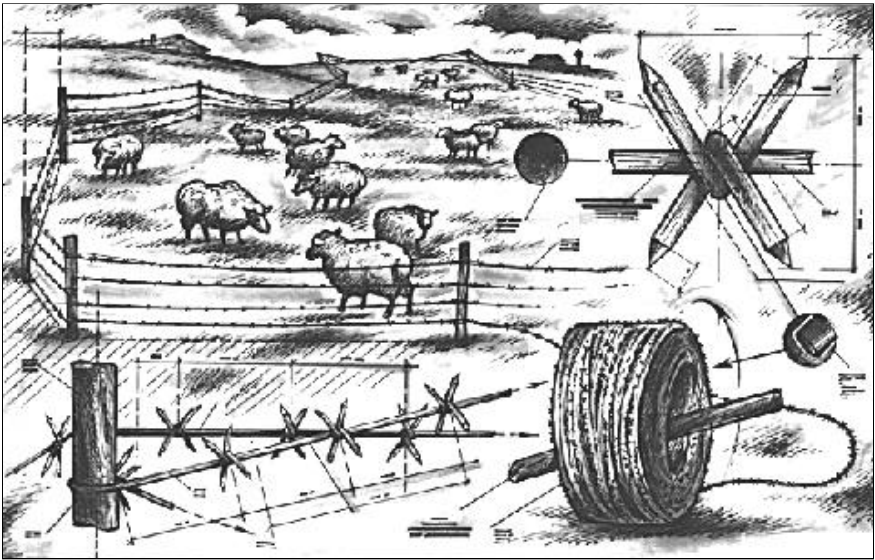
Your goal is to put your Great Power at the top of the favoured trading partner list of as many other countries as you can. Try to concentrate on potential trading partners that produce the commodities you most need. You must consider and work with a variety of factors, including world prices, trade policies, and diplomatic relationships.

Prices.

The prices shown on the **Bid and Offers** screen are the world market prices for the commodities traded during the previous turn. This price is a starting point for this turn's price, which may go higher or lower depending on supply and demand. If, during this turn, demand for a commodity is stronger than the supply, the price rises. If the reverse is true, the price falls. If supply and demand are closely matched, the price this turn remains much the same as last turn's price.

All Minor Nations, and sometimes Great Powers as well, decide which of their products to offer for sale, based in part on the world market price from last turn. As prices rise, more countries offer the product for sale. Eventually, the new supplies begin to drive prices down again.

When you enter your bids and offers, it is impossible to predict the final price for this turn, because the buy bids and sell offers which determine the price come from all the countries in the game, not just from your own Great Power.



Barbed Wire. Barbed wire enclosed the open range and allowed farmers to regulate their herds and improve their breeds.

Trade Subsidies.

Because obtaining scarce resources can be difficult, especially at the beginning of the game, your traders may need the assistance of beneficial trade policies. You may choose to grant trade subsidies using the Diplomacy screen. For more information see the “Trade Policies” section, starting on page 78.

When your Great Power grants a trade subsidy to another country, the price of commodities traded between the two countries changes by the percentage amount of the subsidy. This favours the other country on both ends of trade deals with you. When your Great Power buys from that country, prices are higher, and when your Great Power sells to them, prices are lower.

This reduction of your profits usually pays for itself in the long run. Since other countries often decide to offer their products to the countries that pay them the most, your traders enjoy an advantage over all other bidders for the resources grown or mined by that country. Your competitors are the rulers of the other Great Powers, not the Minor Nations. Offering subsidies to the Minor Nations gives your Great Power an advantage over the competition, in return for a marginal (and often temporary) reduction in profits.

Effects of Diplomacy on Trade.

Subsidised prices and improved diplomatic relations both affect the order in which countries receive offers to buy commodities. Countries with commodities to sell combine both factors to decide which country is the most favoured trading partner.

You improve diplomatic relations using the **Diplomacy** screen. For detailed instructions, see the “Foreign Aid and Bribery” section, starting on page 77. But trade affects diplomacy, too. Each time your Great Power completes a deal with another country where you have established a trade consulate or an Embassy, the relationship with that country improves slightly. By choosing a few nations to be regular trading partners, you can focus the effects of your diplomacy and trade. Your diplomacy gets your trading off to a fast start; trade causes relations to improve more quickly, giving you more options in diplomacy.

Information in Screen Border.

The wooden borders of the **Bid and Offers** screen display icons representing commodities that the industrial workers need. The most important is the canned food icon. When this appears, it means that your workers, threatened by sickness or starvation, demand that the traders obtain some food from abroad.

The appearance of other commodity icons tells you that you are in short supply of that commodity; that is, the capacity of the factory or mill that requires that commodity for production exceeds the warehouse stockpile, and the amount being transported to industry within your Empire.

Example: Using Border Information on the “Bid and Offers” Screen.

If the industrial capacity of your steel mill is “16,” for example, and you have set your **Transport** screen slider to transport four units of iron, and your warehouse contains ten units of iron; then an iron icon appears in the **Bid and Offers** screen border, to show you that your steel mill can use two more units of iron this turn. This might be a good reason to enter a bid on iron.

Giving Trade Orders.

Your traders need not be told what to do every turn. Once you have established your orders, you visit the **Bid and Offers** screen only to change them. Of course, if circumstances change, you might decide to visit the **Bid and Offers** screen to consider your new needs.

A buy bid instructs your traders to consider all available offers of the requested commodity. A sell offer includes information from you about the maximum amount you wish to sell. Your traders continue to offer the commodity to bidders until the amount you select is sold or until all bidders have rejected the remaining amount.

Sliding brass bars are used to mark your buy bids and sell offers. To enter a bid, click on the brass loop immediately to the left of the appropriate commodity icon. The Bid Bar for that commodity slides out of the wood. Enter sell offers using the other bar and loop to the right of the Bid Bar. When the Offer Bar slides out, a slider and a sell quantity number appear in the Quantity to Offer column. Using the arrows to the right and left of this slider you increase or decrease the amount of the commodity to offer.

Deciding What to Bid On.

The economy of IMPERIALISM recreates the age when merchants and industrialists of Great Powers garnered huge profits by obtaining raw resources from abroad at low cost, and selling products manufactured from the resources back to the same people who grew or mined the original resources. Often the influx of cheap manufactured goods from abroad would destroy the market for local production of the Minor Nation, guaranteeing the Great Power a market for its goods. Sometimes Great Powers quite intentionally discouraged local production to increase the profits of their own industries.

As ruler of a Great Power, you take advantage of such opportunities. Enter bids on resources such as coal, iron, cotton, and timber. Great Powers generally avoid selling these commodities, so your trading partners are Minor Nations for the most part. On the other hand, if you enter bids on materials such as steel, or goods such as hardware, the cash you pay for these commodities helps your opponents, the other Great Powers.

Limits on Bidding.

You may bid on only four commodities each turn.

Deciding What to Offer for Sale.

Your challenge in offering items for sale lies in balancing the internal needs of your Great Power with the need for immediate profits from trade. Clothing and furniture, for example, may be sold on the world market for substantial gains. However, encouraging migration and increasing the number of industrial workers requires the expenditure of clothing and furniture in the capital building.

For the most part, price levels create a situation where the most efficient commodities to sell are the four goods: clothing, furniture, hardware, and armaments. However, if demand for materials such as steel or lumber pushes their prices high enough, it can become more efficient to sell these commodities. The Great Powers that purchase your materials can use them for industrial or military expansion. Most goods go to the Minor Nations, not your competition.

Limits on Offering.

You may offer for sale as many different commodities as you hold in your warehouse stockpile, unused by industry this turn. However, the quantity of each commodity offered cannot exceed the total merchant marine number of your Great Power. For more information see the "Merchant Marine" section, that follows. This number appears in the right border of the screen underneath the ship icon.



Merchant Marine.

The merchant marine number represents the total cargo holds available in all the merchant ships owned by your Great Power. Each cargo hold can carry one unit of any trading commodity. The total merchant marine number establishes the maximum amount you can offer for sale of any one item. A more significant limit on trading, under most circumstances, is the fact that each cargo hold can be used only once per turn.

Examples: Limits of Merchant Marine.

Even though you can offer four units of clothing and four units of furniture because your merchant marine number is four, it is unlikely you can sell all eight units because you have only a total of four cargo holds. You might sell more than the four you can deliver if the buyer is a Great Power with its own cargo holds.

Not only does the merchant marine number limit how much you can sell; it also limits the amount of commodities you can buy. If your merchant marine number is four and you sell four units of clothing to a Minor Nation, none of the bids you entered this turn can be filled. You can buy nothing if you have no merchant marine to move the cargo.

How the Merchant Marine is Used.

Merchant Marine of Other Great Powers.

No Minor Nation owns merchant marine. When you trade with a Minor Nation, as either buyer or seller, you can be sure that your merchant marine is required. However, since the other Great Powers do own ships, your merchant marine is not always used when you trade with them.

The rule for trades between Great Powers is that the buyer always picks up the commodities. If a bidder has no remaining cargo holds available, the bidder is not permitted to accept the deal, and the items are offered to the next bidder on the list.

Commodity Order.

To make planning ahead with your merchant marine possible, IMPERIALISM always uses an established order when expending the Great Powers' merchant marine for trade. This commodity order is shown on the **Bid and Offers** screen from top to bottom. Clothing deals, for example, are always considered prior to all other deals because clothing is the first item in commodity order. Reserving some cargo holds for later deals becomes an important skill. For more information, see the "Merchant Marine and Commodity Order" section, starting on page 69.

Merchant Marine in War.

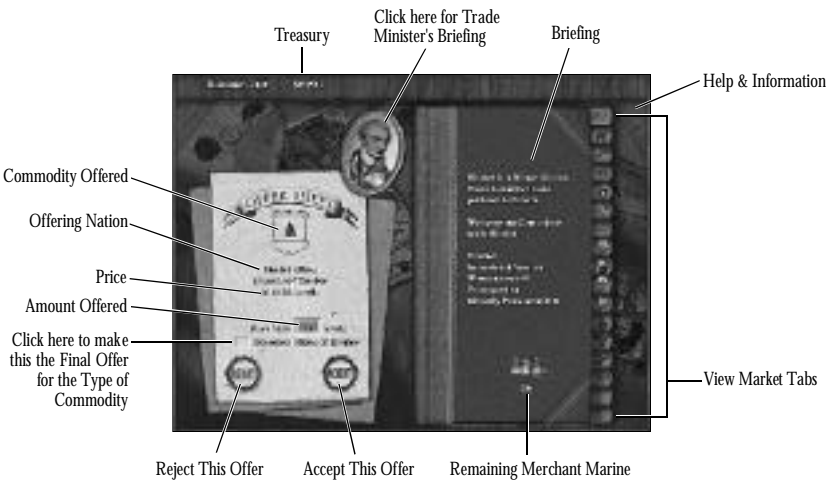
Interceptions.

Once your Great Power declares war, or is attacked by another Great Power, your merchant marine can be intercepted, and sunk or destroyed. Of course, you can do the same to your enemies. You receive notifications of both successful interception of enemies' merchants, and losses among your own in the battle report.

Escorts.

To reduce the potential for losses among your merchant marine, warship escorts may be assigned. Any ship docked at your capital and fully repaired is used to escort merchants during that turn.

Receiving Trade Offers.



Accepting/Rejecting Offers.

Once all Great Powers end their turns, the world market opens. You now receive offers from countries selling the commodities you bid on using the **Bid and Offers** screen. You must accept or reject each offer as it is presented; though you are free to change the quantity to accept any lower amount. By placing your cursor over the picture of the commodity on the offer sheet you can see hot text in the upper-right which tells you the amount of that commodity in your warehouse.

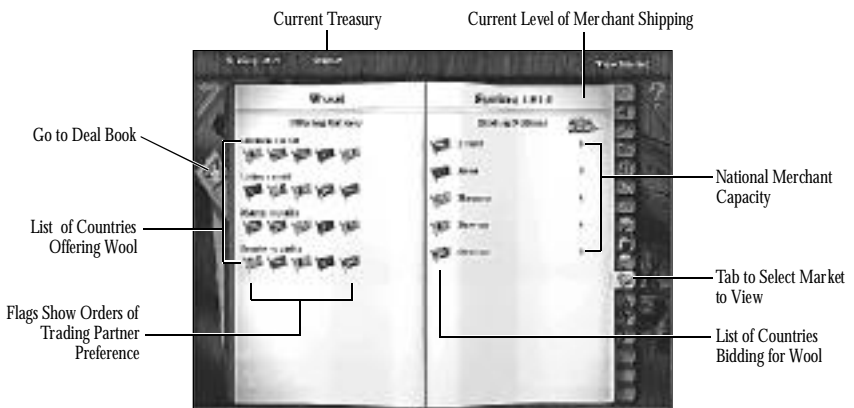
After you (the potential buyer) act on each offer, any commodities remaining are passed on to other countries that bid on those commodities. Of course, you might not be the first buyer in line. The offers you see may already have been passed up by other countries acting ahead of you.

As each offer is presented, you can accept any number up to the amount offered. Change the number in the box and then click on the accept seal shown on the offer sheet. To reject a deal, click on the reject seal.

If you decide that you have purchased enough of a certain commodity, check the box “no more offers of...(that commodity).” You are presented with no more deals for that commodity this turn.

Information: The Trade Book.

The offer sheet itself appears on the left side of the screen. It provides simple information on each particular offer. By clicking on the small tabs on the book to the right of the screen, you obtain more information about the world market.



Each tab supplies details on the world market in that commodity. When the tab is selected, the **Trade Book** opens to a two-page display. The left page lists the countries offering to sell a commodity, the quantity offered, and the ranked order of all bidders. For example, the first flag shown under the name of an offering country is the flag of the bidder who acts on that offer first. On the right page is a list of bidding countries with the amount of merchant marine currently available. A country with no merchant marine (if a Great Power) cannot accept any deals regardless of its position in line.

Market Presence or Absence.

You cannot review markets unless you have entered a bid on that commodity. Your traders do not have enough time to review the markets of commodities that they cannot purchase.

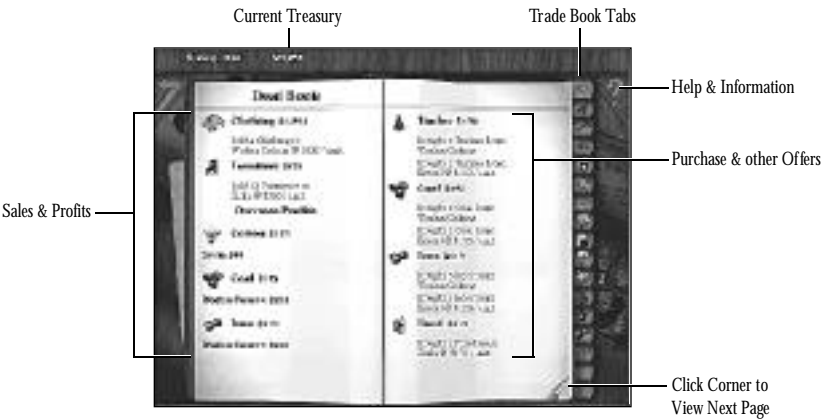
Merchant Marine and Commodity Order.

A basic component of trade is the careful use of your merchant marine each turn. For example, on a turn when you plan to sell stockpiled hardware, consider carefully what items you can accept with the remaining cargo capacity once the necessary amount is used for hardware. On a turn when you have very little to sell, bid on canned food or other items that you normally would not have ships available to move.

Offers always occur in the same order, the commodity order shown on the **Bid and Offers** screen, and in the tabs on the side of the trade book. This means, for example, that if you desperately need iron, you may need to stop accepting all the wool you can get in order to reserve some of your limited merchant marine capacity for the iron coming later.

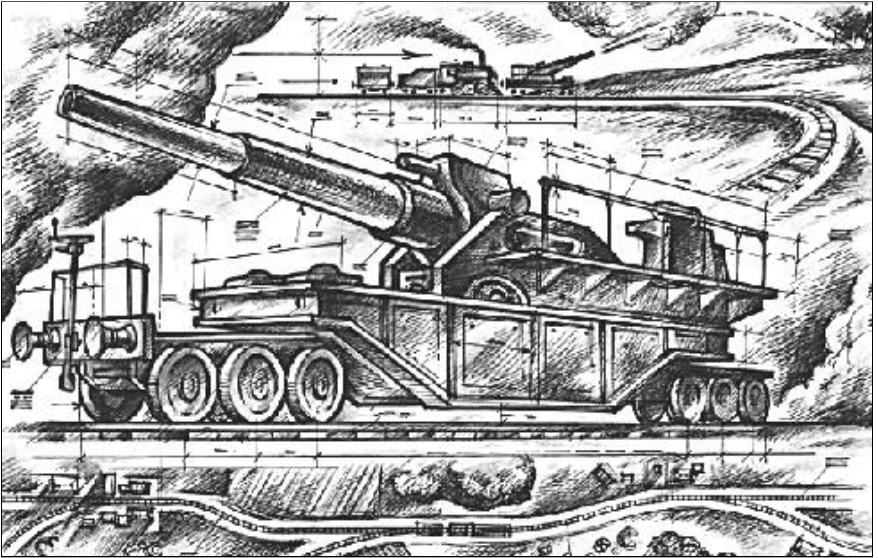
For example, click on the **Trade Book's** iron tab to look at the market in iron. If one of the countries selling iron shows your flag as its top bidder, you can count on receiving an iron offer this turn. Save some merchant marine for it.

The Deal Book.



At the end of every trade offers phase, before the new turn begins, the **Deal Book** is displayed. It opens to the page showing a summary of all of your trades. You may need to turn several pages to see all the deals you have concluded. If you want to look at the **Deal Book** during your turn, it can be brought up through the **Help and Information** dialog, for more information see the “Help and Information Dialog” section, starting on page 9.

The **Deal Book** lists all your country’s trades, as well as potential deals that were not made because you rejected them or ran out of merchant marine.



Heavy Artillery. The invention of a recuperator to reduce recoil and the development of an all-steel cannon led to massive new artillery pieces.

Summary of Trading & Overseas Profits.

One page on the **Deal Book** includes a summary of all your trades. Eventually, your overseas profits add to the positive side on this balance sheet. Overseas profits are any money you make when another country sells something or mines some gold or gems. The only way to earn this beneficial bonus is by purchasing land in a Minor Nation with a Developer and then increasing production of the land with your other civilian units. For more on how to do this see the “Working In Other Nations” section, starting on page 29.

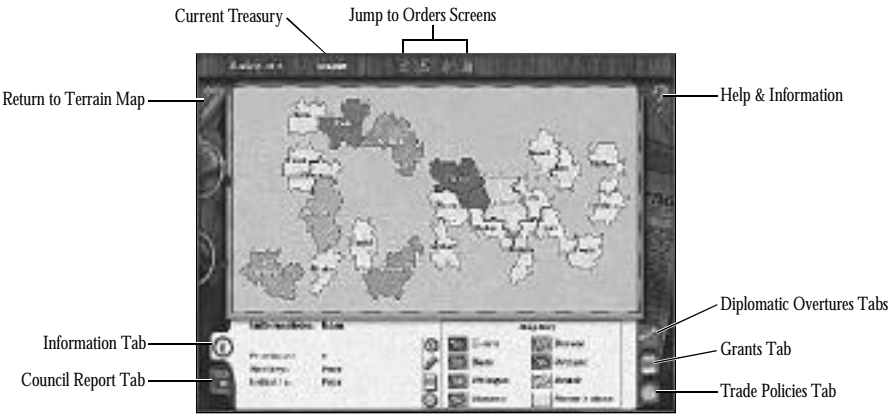
Your Great Power also incurs charges for military upkeep. As your armies and navies expand and modernise, you must pay more each turn.

Your Great Power's Credit.

Sometimes you may spend too much money and end a trade offers phase in the red. The **Deal Book** tells you this, and lists your borrowing limit. If you go over this limit, you receive a warning about a forced sale of your warehouse stockpile. The prices paid during a forced sale are quite low, and it is a good idea to avoid it if you can. Also, you cannot make purchases nor can you give orders that require an expenditure during your turn, as long as your debt exceeds your limit.

On the other hand, there is nothing wrong with borrowing as long as you stay within one-half of your credit limit. If you go over one-half the maximum allowed your interest rate starts to worsen until the money is paid back. On the other hand, since the world banking community likes to have countries in debt, every time you repay the money you have borrowed, the interest rate for future loans improves. Your credit limit also increases as your national income rises.

DIPLOMACY




What is Diplomacy?

Diplomacy provides a structure for your interaction with the other countries in the world. Also, the **Diplomacy** screen provides useful information for plotting your overall strategy. As with other activities in IMPERIALISM, the orders you give in diplomacy are carried out simultaneously with other Great Powers' orders at the end of the turn. Until you click the End Turn button you can take back any diplomatic orders you give.

There are three ways to improve your relations with another country: establish a non-aggression pact, grant foreign aid, and conduct trade. You won't see the colour code showing the relationship change every time you take an action. The benefits of diplomatic actions build up over time; although they are gradual, they are essential to success.

The quickest way to improve relations is first to build a trade consulate, and then to trade frequently with the nation you are courting. Use trade subsidies to secure your status as most-favoured trade partner.

Going to the Diplomacy Screen.

 From the **Terrain Map** screen toolbar, click on the Go to Diplomacy button with the diplomat's hat on it. This button appears in a lighter colour each turn, until you have visited the **Diplomacy** screen during that turn.

Using the Diplomacy Screen for Information.

The two tabs on the left side of the **Diplomacy** screen are used to obtain information on all the countries of the world. Neither of these tabs provides an interface for giving diplomatic commands. Whenever you enter the **Diplomacy** screen, the information tab is selected.

Information Tab.



Your own country is selected when you first open the **Diplomacy** screen. You see some facts about your military and industrial strength as well as the size of your Empire, excluding colonies. Clicking on a different country on the map selects the new country.

By selecting the various Great Powers you review their size as well as military and industrial strengths. If you select a Minor Nation, the information is slightly different and includes a listing of the favourite trading partner and the Great Power with the best diplomatic relationship with the Minor Nation. These two may be different due to the effect of trade price subsidies. The favourite trading partner receives the first chance to sell to and buy from the Minor Nation, while the Great Power with the best relations is closest to gaining the Minor Nation as a colony.

This information about each country is called basic information. To obtain more details, you use the centre icons in the middle of the lower part of the screen.

Using the “Centre” Icons.



In the middle of the screen, three additional icons provide more information on any of the countries in the game. To return to the basic information display, click on the blue “i”. Regardless of which centre icon you select, you can always cycle through all the countries in the game by clicking on them on the map.



Treaty Status.

The treaty status icon appears as a small scroll. Click here to see a map display of the various treaties and wars of any nation in the game. It can be useful to see which Great Powers are allied with one another or to see which Minor Nations have joined larger empires as colonies.



Relationships.

The small rectangular document (which represents a grant of foreign aid) brings up the relationship display for any country in the game. Unlike the treaties display, the relationships shown do not imply any formal status between two countries. Instead you are viewing the relative levels of friendliness. Of course, a particular treaty status might lead to more or less friendly relations. For instance, you would usually see a correlation between hostile feelings and the formal status of war on the treaty display.



Trade Policies.

The ship icon allows you to view the trade policies of any country. In the lower portion of the screen is a list of the top exports of the country. Use this listing to decide which Minor Nations to invade or to court diplomatically.

On the map you see the existence of any trade subsidies or boycotts between two countries. Both boycotts and subsidies are initiated by Great Powers. A subsidy means that the Great Power is paying more than market price for the trade commodities of the other country, as well as selling its own commodities at lower cost to the other country. A boycott means that no trade of any kind occurs between the two countries.

Who is Winning: Council Report.

Once the Council of Governors meets for the first time, you may review the voting results of the last council meeting by clicking on the lower left tab on the **Diplomacy** screen. The map portion of the screen shows flags in each province that voted at the last meeting, and the lower portion of the screen shows you the vote totals of the two nominated Great Powers. For more on the Council see “How to Win” on page 15.

Diplomatic Overtures.



On the right side of the lower portion of the **Diplomacy** screen are three tabs that allow different sorts of diplomatic initiatives. Clicking on the first of these, the large tab with the scroll, allows you to make diplomatic overtures to the other countries in the game.

How to Make an Overture.

The overtures map always displays the treaty status of your own country. To view information on treaties between other countries you must use the information tab. A new overture toward any country may be made by clicking first on the desired scroll on the lower portion of the screen, and then clicking on the country on the map.

When you click on the scroll, your cursor changes to represent the type of overture you are making. When you click on the country, an icon stays behind to mark that you made the overture.

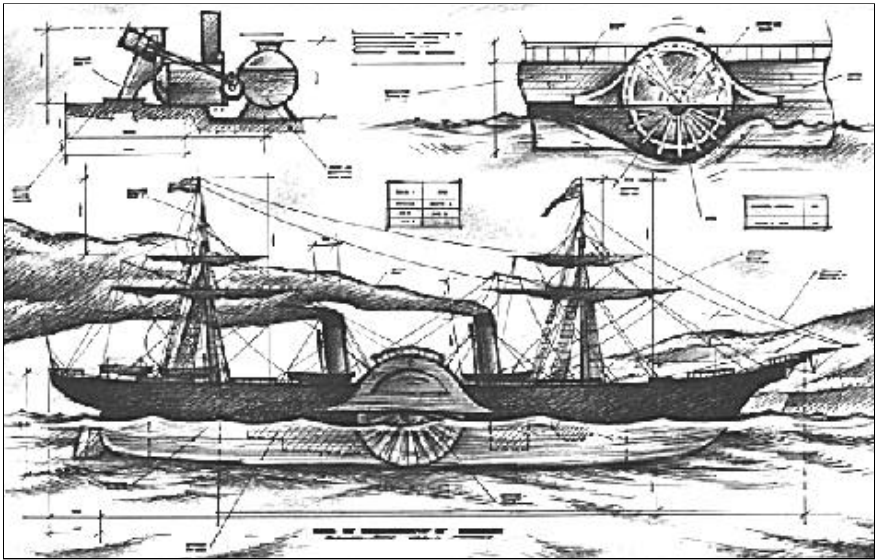
To cancel the overture before the end of the turn, click on the icon on the country. It disappears confirming that you have rescinded that overture. If the overture costs money, the amount you spent is returned to your treasury upon cancellation.

War and Peace.

At the beginning of the game, your Great Power is at peace with everyone. The overture of a declaration of war may be made to any Great Power or Minor Nation. Once you are at war with a country, the peace overture becomes available.

Unlike most overtures, a country cannot refuse a declaration of war. If you declare war on a country, it receives notification of the war as soon as you click the End Turn button, and the war begins on the next turn. You must declare war in order to conduct any type of hostile action on land or sea. Obviously, war worsens the relations between your country and those with whom you are at war.

Less obviously, whenever you declare war, your relations with all countries in the game can change significantly. Countries that dislike the country you attacked are more friendly toward you after you declare war. Countries with good relations with your victim dislike you more after you declare war.



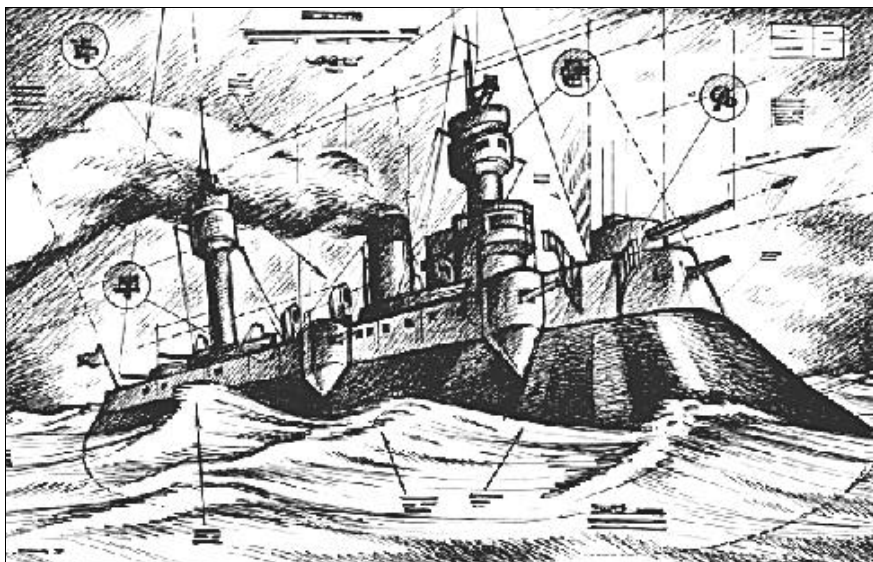
Paddle wheels. Paddle wheels provide adequate power but the huge wheels take space which cannot be used for mounting cannon on the broadside.

It is wise to take this fallout into account when deciding what Minor Nation to attack. All Minor Nations like their neighbouring Minor Nations and believe that their own fate is tied to the fate of their neighbours. You should aim your war machine at Minor Nations distant from those you trade with every turn.

Minor Nations never refuse an offer of peace. They are always happy to have a Great Power stop attacking them. Great Powers, on the other hand, accept peace offers only when it is to their advantage to do so. Generally, if they have obtained what they wanted and are not able to take your capital at this time, they accept your peace overtures.

Diplomatic Overtures to Minor Nations.

At the beginning of the game, the diplomatic overtures it is possible to make to Minor Nations are limited. A declaration of war is always available, but more complex relationships must be built over time. Sometimes one successful overture is required before another one can be attempted. At the beginning of the game, your first step is to establish trade consulates in some of the Minor Nations. Later you may establish Embassies, offer non-aggression pacts, and attempt to convince Minor Nations to join your Empire.



Marine Engineering. Armoured Cruisers used new steam turbine engines to vastly increase the speed of warfare at sea.

Trade Consulates.

Minor Nations always accept an overture to establish a trade consulate. The overture costs you \$500 and the new consulate opens starting the turn after you make the overture. The most immediate benefit of a new consulate is the right to set trade policies toward that Minor Nation, policies such as subsidies to encourage trade. Trade policies are set using the tab with the ship icon on the right side of the screen.

Once a new trade consulate is established in a nation, each completed trade deal between your Empire and this nation improves your diplomatic relationship. If relations improve enough, some of the council votes of the other nation might go to you. Eventually, their leaders could decide to join your Empire peacefully as a colony provided you build an Embassy.

A trade consulate is required for the later construction of an Embassy.

Embassies.

Once you establish a trade consulate in a Minor Nation, you are able to establish an Embassy in the Minor Nation as well. The Embassy overture costs \$5000; at the beginning of the game, you need to be restrained in your offers. Minor Nations never refuse your request to establish an Embassy.

Embassies permit full-fledged diplomatic relations including grants of foreign aid, pacts and other treaties, and the possibility of armed intervention if the Minor Nation is invaded. Until you establish an Embassy, your civilian workers may not enter the Minor Nation. Because Embassies are so expensive, you should generally establish Embassies only in Minor Nations where your intentions are peaceful.

Only Minor Nations where you have Embassies ever join your Empire voluntarily.

Non-Aggression Pacts.

Once you have established an Embassy, you are able to offer a pact overture to the Minor Nation. This action costs no cash and it's a good idea to offer the pact to all Minor Nations where you establish Embassies. Minor Nations always accept an offered non-aggression pact, since it limits the actions of Great Powers. In fact, they are so happy to receive a pact that it significantly improves your Great Power's relationship with the Minor Nation.

A non-aggression pact hurts you only if you break it. If this happens, the normal worsening of your relationships across the world is significantly increased. Other countries believe you can no longer be trusted.

Joining the Empire.

The Empire scroll on the diplomatic overtures screen allows you to ask a Minor Nation to join your Empire voluntarily. This overture costs nothing, but the Minor Nation declines it if your relations are not sufficiently friendly. Using the information tab you can look at your relationships worldwide. If your relations with any Minor Nations have improved to a dark green colour, an overture to join your Empire might be accepted by that nation.

When a Minor Nation joins your Empire voluntarily it is called a colony. You control all the regiments owned by the Minor Nation, and you can reinforce the colony with your own forces. You always have priority over all other countries for the purchase of the colony's commodities, and the votes of the colony's provinces go to you if you are nominated for victory.

Unlike territory you conquer, the colony still retains a modicum of independence. It produces and purchases commodities on its own, for instance, providing a guaranteed market for your goods. In a colony you must purchase lands for development with a Developer civilian unit; whereas with conquered territory this is unnecessary.

Diplomatic Overtures to Great Powers.

At the beginning of the game, your Great Power already has embassies, which include trade consulates, in every Great Power. These embassies permit full-fledged diplomacy with all other Great Powers right from the start of the game. If you fight a war, it is necessary to re-establish your embassies when peace is made.

Alliances.

You can offer an alliance only to Great Powers. An alliance, if agreed to, establishes a promise of mutual defence if either ally is attacked by a third Great Power. When your ally is attacked, you receive notice of the declaration of war and an immediate demand by the ally that you declare war on the aggressor. If you are attacked, your allies, if any, receive notices of demand for a declaration of war. The alliance is immediately broken when a Great Power refuses to support an attacked ally. The refusing ally suffers severe penalties in world opinion resulting in across-the-board worsening of relations.

A similar notice is delivered to you if your ally is the aggressor against a third Great Power. The consequences of a refusal to join this war are quite different. Refusal to join a war when the ally is the aggressor does not result in any penalties. Allies must receive an offer to join the war, but cannot be held responsible for the judgment errors of other Great Powers.

Great Powers offer and accept alliances based on the military conditions of the others. Great Powers in a position of disadvantage are both more likely to offer and to accept an alliance. Choose your allies carefully.

Joining the Empire.

You can ask Great Powers to join your Empire. They agree only if their position in the game is hopeless due to your success. Agreeing to such an offer removes that power from the game. Accepting such an overture from another Great Power ends the game for a human player as well; you should decline it if you wish to keep playing.

Foreign Aid and Bribery.



The second tab on the right side of the **Diplomacy** screen allows you to grant money to any country in the game where you have an Embassy. This cash gift directly improves the diplomatic relations between the countries.

For the most part, you want to grant funds to Minor Nations, not Great Powers, since there is little chance that good relations with other Great Powers — your competition — can help you win the game. Improving relations with Minor Nations can put you ahead in the race to grab colonies before the other Great Powers.

How to Grant Money.

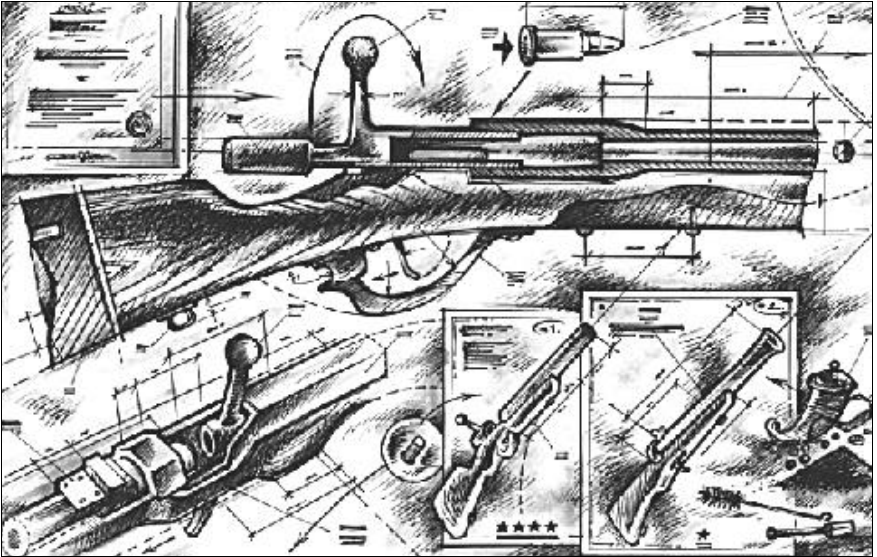
The grants map always displays the relationships of your own country. To view information on relationships between two other countries, you must use the information tab. A new grant toward any country may be made by clicking first on the desired grant amount on the lower portion of the screen and then clicking on the country on the map.

When you click on the grant certificate, your cursor changes to represent the grant you are making. When you click on the country, an icon stays behind marking that you made the grant.

To cancel the grant before the end of the turn, click on the icon on the country. It disappears to show that you have rescinded that grant. The amount you spent is returned to your treasury upon cancellation.

Locked Grants.

Locked grants function just like normal grants except that they continue every turn with no further order from you. The cumulative effect of ten \$1000 grants is greater than one \$10,000 grant, so locked grants are a good idea if you can afford the regular drain from your cash, and you are not in a hurry to see results.



Breechloading Rifles. Loading a rifle at the breech instead of the muzzle permits more rapid firing, while a rifled gun barrel increases accuracy and range.

Assessing Success of Grants Policy.

The nine relationship levels are colour-coded, but an immediate change in colour does not occur with each grant. Remember which Minor Nations are receiving your funds and watch for them during the trade offers each turn. If you see your position in the line of bidders for that Minor Nation's products moving up, you know that your grants are having an effect on the relative relationships between the Minor Nation and all the Great Powers.

You should use the information tab (grants icon display) to keep an eye on all the relationships of this Minor Nation. Select the Minor Nation and see if any other Great Powers have a colour as friendly as yours. See who is listed as the most favoured trading partner and who is listed as having the best relations. As you grant money, you should be able to see your country in these sections of the display unless other Great Powers are granting as much or more than you are.

Trade Policies.



The third and lowest tab on the right side of the **Diplomacy** screen enables you to set trade policies with any country in the game where you have a trade consulate or Embassy. While these policies cannot directly improve relations, they can encourage trade with the other country, thereby improving relations with each successful trade deal. For the most part, you grant trade subsidies to Minor Nations. Trade subsidies with Minor Nations can put you ahead of the other Great Powers in the race to grab colonies and immediately help you acquire needed resources through trade.

Making a Trade Policy.

The map always displays the trade policies of your own country. To view information on the trade policies of other countries you must use the information tab. A new trade subsidy of varying percentages, or boycott toward any country, may be made by clicking first on one of the symbols on the lower portion of the screen, and then clicking on the country on the map.

When you click on the symbol, your cursor changes to represent the type of trade policy you are setting. When you click on the country, an icon stays behind marking that you made the new policy.

To cancel the policy change before the end of the turn, click on the icon on the country. It disappears confirming that you have cancelled that change.

Subsidies.

Subsidies have two immediate price effects, both to the advantage of the country that receives the subsidy. When the recipient country buys from the Great Power that granted the subsidy, its prices are reduced from the current world prices by the percentage of the subsidy. When the recipient country sells to the Great Power that granted the subsidy it sells at higher prices, increased from the current world price by the percentage of the subsidy.

A Great Power should never grant a subsidy to make more money in the short run. However, when competing for a market with other Great Powers, you might find it to your advantage to sell at reduced prices if the alternative is not to sell at all. When competing with other Great Powers for scarce resources, you might find it better to pay more if the alternative is not getting the resources at all.

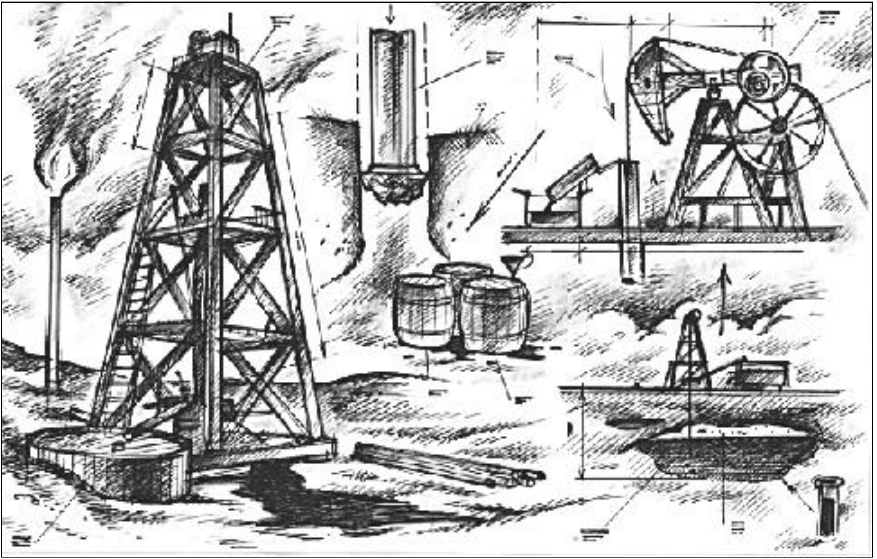
In the long run, subsidies establish a dependence of the Minor Nation on your Great Power. Each deal that you make with the Minor Nation moves you further ahead of the other Great Powers. Eventually, your status as the favourite trading partner allows you to control the foreign trade of the Minor Nation. When the nation becomes your colony, you can set prices at the world market level and buy and sell all you want.

Boycotts.

A trade boycott goes into effect automatically between countries at war. If you choose to enter other boycotts, it has the obvious effect. You receive fewer trade offers and have fewer potential markets for your goods. The boycott button with the red "X" through the ship represents a boycott preventing your own Great Power from trading with the country you click on.

Colony Boycotts.

Once you own a colony, you may order it to boycott countries independently of your Great Power. However, all your colonies must share the same boycott policies. Click on the boycott button with the black cross, and then on the country you want your colony or colonies to boycott. If you boycott the same country with your Great Power, you see a combined red "X" and black cross boycott indicator.



Oil Drilling. Oil was drilled for the first time at Titusville, Pennsylvania, in 1859. Six years later the first oil pipeline, six miles long, was constructed.

Receiving a Diplomatic Offer.

Diplomatic offers are a result of overtures taken by another Great Power, including the declaration of war overture. On the **Diplomatic Offers** screen, you must choose to accept or reject each offer as presented. Actions and failure to act have consequences, such as declaration of war and worsening of diplomatic relations.

Offer to Join an Ally on the Attack.

When an ally attacks another Great Power and asks you to join, refusal has no penalties except for the loss of the alliance. Join the war if you want to fight a war; otherwise, stay out.

Demand for You to Defend an Ally.

You must be cautious in declining these demands. Since your ally is under attack, there are substantial penalties for refusal. Of course, when you accept, normal declaration of war penalties are paid, dampening your relations with the countries friendly to the Great Power you declare war on. However, the penalties for refusal are more significant in most cases.

Repeatedly breaking alliances eventually leads to diplomatic isolation. The only way to win the game if this happens to your Great Power is conquest and military dominance of all the other Great Powers.

Offer to Make Peace.

If you accept this offer, the war ends between your country and the Great Power that made the offer. Since your allies have not necessarily received the same offer, you may end up breaking your alliances if you agree to a peace treaty.

Offer of an Alliance.

When another Great Power sends an overture for a diplomatic alliance, it is an offer to join with them for mutual defence. It is true that an alliance is basically defensive, although it has offensive implications.

If you agree to the alliance, you are making a public promise to defend the other Great Power if it is attacked by a third Great Power. You are accepting their promise to do the same for you.

Your relations are not adjusted downward if you refuse the offer. You should probably refuse if you're not particularly interested in having a war and the other country seems more threatened than you are. This is quite likely the case when they ask for an alliance; threat is what makes them seek an alliance.

On the other hand, if you feel threatened, an alliance may dissuade a potentially hostile power from attacking you. Normally, most countries do not attack if the military balance is not in their favour.

Offer to Intervene in a Minor Nation.

An offer to intervene in a war on behalf of an attacked Minor Nation is a one-time chance with that nation. If you decline, you do not have another chance to absorb that Minor Nation as a colony, except in the unlikely event that the other Great Power's attack fails and the Minor Nation joins you peacefully later in the game.

The advantages of intervention are substantial. First, you get the colony immediately, or at least what's left of it after you defend it. The provinces vote for you if your Great Power is nominated by the Council of Governors for victory. However, your decision to intervene counts as a declaration of war against the other Great Power and this makes you the aggressor. Alliances of the Great Power you are declaring war on may react to your declaration.

FIGHTING BATTLES

Battles take place between two turns. After all Great Powers have ordered the movement of their troops, the movements and attacks take place simultaneously. However, when orders contradict each other, such as two battles planned in the same province, one battle must be resolved first. The order for resolving battles depends on the army initiative rating of the forces involved. Not surprisingly, this rating depends on the relative make-up of the army and the experience of the army leader, if any. These rules always apply, regardless of the mode of resolving the battle.

Example: Army Initiative.

If Prussia and Italy invade a province of Switzerland on the same turn, the two forces trying to move into the same place are compared. Since the Italians have more cavalry and a superior leader, their force gains initiative over the Prussians. The battle between the Swiss and the Italians is resolved first with the Italians victorious, in this example.

If the Prussians are allied with or at peace with Italy, their invasion does not take place since the province has become Italian. On the other hand, if the Prussians are already at war with Italy, moving second provides an advantage. When they attack the Italians, the Italians may already be weakened from their battle with the Swiss.

Battles and Reports.

In any turn during which you fight a battle or battles, on land or sea, the battle report screen appears. On this screen at the bottom of the page you can read the composition of the forces involved and the result.

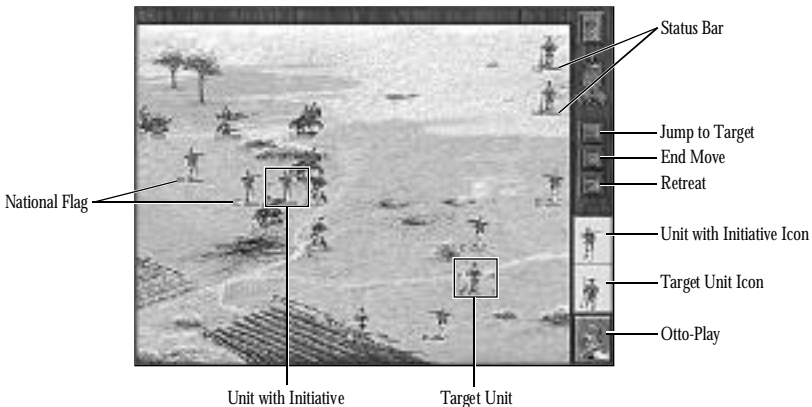
Click on the wooden Information button marked with an “i” to see the details on the two armies or fleets that fought the battle. The forces for both sides are displayed, with their health after the battle.

Eliminated regiments are marked KIA while eliminated ships are marked as SUNK. All regiments and ships also display their experience medals, including experience just earned in that battle. For naval actions, you may also see cargo captured or lost when merchant ships are intercepted and captured or sunk.

Use the arrows to cycle between multiple battles, or click on the map icon that marks each battle on the world map.

Tactical Land Battles.

Fighting on a tactical battlefield gives you the best chance for a crushing defeat of your enemies. This option may be turned off using the Preferences screen at any time during your turn. However, once you enter the tactical battlefield, you are committed to fighting there; but you may choose to let your Defence Minister handle the battle for you.



Deployment.

When the battle begins, green dots displayed on the battlefield show where you can deploy your regiments. The next regiment to be deployed appears in the toolbar. You can delegate deployment to your Defence Minister.

Individual Regiment Initiative.

Once both sides have deployed their forces, the battle is fought in a sequence of unit moves based on the initiative rating of the individual units. This means that several of your units might act before any of the enemy regiments; or, that the enemy forces might all act before you can. Generally, cavalry acts before infantry, and infantry acts before artillery. However, these rules are modified by the experience rating of the regiments and the qualities of the leaders on each side.

Because the order of movement and firing on the battlefield is based on initiative, there is no way for you to select your units out of turn. Units must act or not act when they get the chance. Often it is useful to avoid firing during your turn, preserving that regiment's fire as opportunity fire for an opponent's move. If this is done, the unit fires on the first enemy to move within range.

Using the Toolbar.

The toolbar displays the active regiment and the regiment's selected target. Near these unit pictures you see any medals won by either of the units. These medals measure the regiment's experience.



The top button, Jump to Target has a small cross hair reticle icon on it. When one of your regiments is active, click on this button to cycle through all enemy units in range. This reduces the amount of scrolling you need to do.



The middle button, End Move ends the turn of an active unit. If you choose to reserve you fire or to move only part of your movement points, you need to click here to advance the game to the next active unit.



The lower button, Retreat, orders all of your forces to retreat, not only the active unit. You should click here only if the battle is lost and retreating might save the lives of some valuable regiments.

At the very bottom of the toolbar is a picture of your Defence Minister. Clicking here turns control of the battle over to your him. For more information see the "Tactical Resolution with Otto-Play" section starting on page 87.

Using the Battlefield.

On the battlefield you see an area of small pips showing the radius of potential movement of the active unit. If a pip is green, it means that no enemy can fire into that space presently and that the active unit can move their without any fear of immediate damage. A red pip means that enemy units can fire into that space.

As regiments are damaged, their status bars change from green to show red and yellow sections. Red represents actual wounded or killed soldiers. Yellow represents soldiers whose morale has broken and who wish to flee from the battlefield.

When a unit's bar is all red and/or yellow, the regiment heads off the battlefield as rapidly as possible. If enemies are too near, the regiment may choose to surrender.



When one of your regiments is selected you fire by placing the cursor over an enemy in range and clicking. You see the cursor change to a cross hairs reticle if the target is in range, and to a red "X" over a reticle if the target is out of range. If your unit has already fired, the cursor changes to an unloaded gun icon

You move an active regiment by clicking on a green or red pip on the battlefield. Because the enemy can fire during your move there is no way to take a move back. However, you can move cautiously by clicking each time a bit nearer to the enemy. There is no reason to move an active unit its entire distance all at once.

An active cavalry regiment stays active until you click done on the toolbar or until it has fired its weapons and used its entire movement. Infantry and Light Artillery cannot move after firing, but can move and then fire. Heavy Artillery can either move or fire, but not both.

On the Attack.

The best way to conduct an attack is concentration of force against a small number of defenders. Use light cavalry and light infantry to draw fire from stationary defenders, and then move in your heavy forces (Heavy Infantry and Heavy Cavalry are best) and destroy the line of enemies one by one. Use your artillery to weaken the better enemy defenders before your best regiments close with them.

Defending your Provinces.

On defence, even though you benefit from entrenchments, you must fight actively. Try to hit attacking artillery with light cavalry and reserve your artillery to hit the enemy grenadiers and heavy cavalry when they get close enough. Be willing to retreat and save your men for a counter-attack unless you are defending your capitol.

Entrenchments and Forts.

Entrenchments are created automatically by the garrison of a province. Entrenchments provide a 20% reduction in the damage the entrenched regiment suffers. This is reflected on the Regiment Abilities Table by the higher defence number for entrenched regiments.

Constructing forts with your Engineer in key provinces also provides a great advantage on defence. Forts provide even a greater reduction in damage. Each successive level of fortification provides a 10% reduction over the previous level. This means that the best fort provides a 50% reduction in damage according to this formula:

$20\%(\text{base for entrenchment}) + (10\% \times 3 \text{ for three fort levels}) = 50\% \text{ reduction.}$

Any regiments you station behind a fort wall but not manning the wall (adjacent to it) are even safer. These units cannot be damaged at all except by enemy artillery. However, only your artillery can return fire over the wall from these positions, so placing non-artillery units here merely to protect them is a questionable strategy.

Every fort has a gate through which friendly units can sortie, entering the battlefield. These units can also retreat from the battlefield into the fort using the gate. Enemy units can never use the gate. They must use Combat Engineers and/or artillery to destroy the fort.

Combat Engineering.



Forts can be knocked down by artillery fire, but this takes a long time. The best method is to use your Combat Engineer units to destroy the forts. To use an Combat Engineer unit of any era, look for the shovel cursor next to the position of the unit on the battlefield when the Combat Engineer unit is active. Clicking on a space adjacent to the regiment causes it to begin construction of a sapper tunnel.

Each active turn for the regiment allows the extension of the tunnel one space further. Since the regiment spends most of its time underground or behind protective construction, it is very difficult for the defenders to do serious harm to the Combat Engineers while they build toward the walls. However, since only one tile of tunnel can be constructed each turn, it can be a lengthy process to approach the fort.

Once the engineering unit reaches the walls, it conducts a very powerful attack against one tile of the fort using a dynamite cursor. Any unit defending that tile can make an attack on the Combat Engineer the turn they attack the wall. Once the fort tile is destroyed, regiments from both sides can move through it freely and the defensive bonus from that tile is eliminated.

Leaders and Morale.

Most regiments flee from battle before they are destroyed. Generals are used to prevent this from occurring. When a general is the active unit, move him adjacent to any of your regiments who have suffered damage, and click on your unit. Morale is restored according to the ability of the General. Since this morale boost restores some broken troops to action, the firepower of the regiment increases.

Upgrading a general improves his movement rate, allowing him to reach more regiments before they flee. The amount of morale restored depends on the experience of the General, not his upgrade level.

Overuse of a General can cause a weakened regiment to be killed outright, as it remains on the battlefield. You should consider letting a broken unit retreat if it is near death.

Tactical Resolution with Otto-Play.

Anytime during the battle you can instruct your Defence Minister to take over by clicking on his picture in the toolbar. He may not fight as well as you do, so be cautious using this feature.

Regiment Abilities and Comparison.

The table below provides ratings on the various unit types. It does not reflect all the advantages that a unit of a specific category might enjoy. For example, all Light Infantry possess special advantages in rough terrain on the tactical battlefield.

Regiment Abilities Table.

- FPN. Normal Firepower Rating. Basic attack strength of the regiment.
- FPM. Melee Firepower used only when the attacker is adjacent to the target.
- RNG. Range is the maximum number of tiles the unit may fire. The number in () is the range if the unit is defending. This is different in the case of artillery, which receives the bonus to reflect planned fields of fire and emplacements.
- DEF. This number reflects a regiment's ability to withstand enemy fire. The number in () reflects a defence rating when the regiment is entrenched.
- MVR. The number of tiles a regiment can move on the tactical battlefield in one initiative turn.
- ARMS. The number of armaments it takes to construct this unit in the armoury. This number also determines how difficult it is to deploy the unit by rail. The number of armaments you can move by rail is limited to one for every five points of transport capacity. Regiments of Minutemen, Militia, and Conscripts cannot be deployed by rail.

Regiment Type.	FPN.	FPM.	RNG.	DEF.	MVR.	ARMS.
Minutemen	5	5	5	4(5)	4	NA
Skirmishers	5	5	5	7(8)	6	1
Regulars	10	10	5	5(6)	4	1
Grenadiers	12	12	5	5(6)	4	1
Hussars	7	10	3	7	11	1
Cuirassiers	15	19	3	5	9	1
L. Artillery	10	3	9(10)	3(4)	5	2
Artillery	16	4	11(12)	2(3)	3	2
Sapper	0	0	5	3(4)	4	2
Militia	7	7	8	4(5)	4	NA
Sharpshooters	10	10	8	7(8)	6	2
Rifle Infantry	15	15	8	7(8)	4	2
Guards	17	17	8	7(8)	4	2
Scouts	10	13	5	7	11	2
Carbineers	20	26	5	5	9	2
Field Artillery	17	5	12(13)	3(4)	6	4
Siege Artillery	30	8	14(15)	3(4)	3	4
Combat Engineer	0	0	8	4(5)	4	2
Conscript	10	10	10	10(12)	5	NA
Rangers	15	15	10	20(25)	7	4
Infantry	22	22	10	20(25)	5	4
Machine-gunners	25	25	10	20(25)	4	4
Mechanised	22	28	10	10(12)	11	4
Armour	45	60	12	20(25)	9	10
Mobile Artillery	25	8	15(16)	20(25)	8	6
Railroad Guns	50	12	17(18)	20(25)	3	8
Saboteur	0	0	10	10(12)	5	3

TECHNOLOGICAL ADVANCES

As the Industrial Revolution progresses, new discoveries and inventions multiply rapidly. These advancements become available on a world-wide basis; they cannot be kept secret. However, there are economic costs for using a new technology; for example, the cost of equipping your expert farmers with the new mechanical reaper or the cost of re-training your military to use rifled artillery.

Usually, it is impossible to invest in every new technology as it becomes available for the first time. Not only must you pick and choose among various advancements, but you must also decide how much of your Great Power's cash can go to technology in the first place. You have many uses for money, and not enough of it, especially at the beginning of the game.

Often you can afford to wait. Technology, once available, does not vanish. If you cannot afford the cotton gin in 1818, invest in 1830. On the other hand, you may never need to improve cotton output in your country.

Receiving a Notice of New Technology.

When a new technology first becomes available, you see a story with a large bold headline in the newspaper titled "New Invention." The text of the article gives you an idea of what this invention does so you can decide whether to invest in it.

Your Ministers might provide additional reminders on a technology if one of them feels a particular technology is important. For example, the Defence Minister might remind you to invest in the latest military developments.

If you are not sure what new technologies are available, you can always find out by going to the **Technology Investment** screen.

Technology Investment Screen.



From the **Terrain Map** screen, click on the **Invest in Technology** button in the top row of the toolbar. This button has a microscope on it. The most recently available technologies always appear at the top of the list, but you may need to look at several pages to view all of the technologies as the game progresses.

From this screen, you can look at the technologies you already own, invest in new technologies, and view a detailed history about each technology.

Investing and Cancelling.

To invest, click on a button listing the price of the new technology. The button changes to the word **Purchasing**, and your cash is reduced by the amount shown on the button. If you change your mind about this investment, click on the button again. The cash is restored to your reserves.

You cannot cancel a purchase of technology once you click the **End Turn** button on the **Terrain Map** screen.

Viewing History.

To view historical information about each technology, click on the picture of the technology on the **Investment** screen. You can do this both before and after you have invested in a particular technology. Near the end of each historical summary you can read a list of the benefits conferred by the technology in the game. A summary of these benefits appears on the **Investment** screen in the benefits column.

Every player always starts with the first two technologies listed below: **High Pressure Steam Engine** and **Seed Drill** technology.

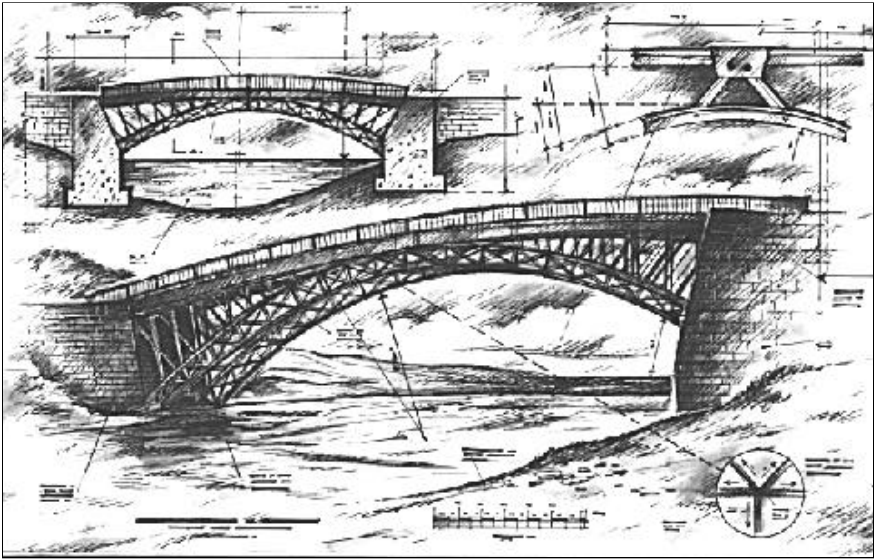
Benefits of Technology Table.

Technology.	Benefits of Technology.	Approximate Arrival Date.	Prerequisites.
High Pressure Steam Engine	Allows Engineers to build railroads through farms, plains, deserts, forests, and tundra.	1814	None
Seed Drill	Allows Farmers to improve Grain farms and Orchards to Level I.	1814	None
Cotton Gin	Allows Farmers to improve Cotton plantations to Level I.	1816-20	None
Streamlined Hulls	Allows construction of Clipper Ships.	1821-25	None
Square-Set Timbering	Allows Miners to improve Coal, Iron, Gold, and Gems mines to Level II.	1821-25	High Pressure Steam
Iron Railroad Bridge	Allows Engineers to build railroads through swamps. Allows recruitment of a Forester unit and improvement of Timber to Level I.	1821-25	High Pressure Steam
Feed Grasses	Allows production of a Rancher and to improvement of Wool farms and Livestock ranches to Level I.	1821-25	None
Spinning Jenny	Allows Farmers to improve cotton plantations to Level II. Ranchers may improve Wool farms to Level II.	1826-30	Feed Grasses and Cotton Gin
Paddlewheels	Allows building of a fast raiding and escort vessel and a large merchant steamship.	1826-30	None
Steel and Iron Plows	Allows Farmers to improve Grain farms and Orchards to Level II.	1831-35	Seed Drill
Bessemer Converter	Allows recruitment of Sharpshooters and Scouts and upgrading of Light infantry and Hussars to these more modern units.	1836-40	None
Compound Steam Engine	Allows Engineers to build Railroad through hills and Foresters to improve Timber production to Level II.	1836-40	Iron RR Bridge
Rifled Artillery	Allows recruitment of Field Artillery and Siege Artillery regiments, and upgrading of older artillery to these more modern units.	1841-45	None
Breech-Loading Rifles	Allows recruitment of Rifle Infantry, Guards, and Carbine Cavalry and upgrading of older regiments to these modern units.	1841-45	Bessemer Converter
Advanced Iron Working	Allows construction of Ironclads.	1846-50	None
Power Loom	Allows Farmers to improve cotton plantations to Level III and Ranchers to improve Wool farms to Level III.	1846-50	Spinning Jenny

Mechanical Reaper	Allows Farmers to improve Grain farms to Level III.	1851-55	Iron and Steel
Commercial Fertiliser	Allows Farmers to improve Orchards to Level III.	1856-60	Iron and Steel
Oil Drilling	Allows building of a Driller and production of Oil at Level I. Prospect for Oil in Desert, Tundra, and Swamp. Build Refinery and Power Plant on the Industry screen.	1856-60	None
Barbed Wire	Allows Ranchers to improve Livestock ranches to Level II.	1861-65	Feed Grasses
Steel Armour Plate	Allows construction of Advanced Ironclads.	1866-70	Advance Iron working
Large Artillery	Allows recruitment of Railroad Gun and Mobile Artillery regiments and upgrading older artillery to these more modern units.	1871-75	Rifled Artillery
Dynamite	Allows Engineers to build rail through mountains and Foresters to improve Timber to Level III. Miners may improve all mines to Level III.	1871-75	Compound Stream Engine and Square Set Timbering
Marine Engineering	Allows construction of a fast, powerful armoured cruiser and an enormous, all steel freighter.	1871-75	Steel Armour
Machine Guns	Allows recruitment of Modern Infantry, Machine Gunners, and Rangers and upgrading older regiments to these more modern units.	1876-80	Breech loading Rifles
Chemistry	Allows Drillers to improve Oil wells to Level II and Ranchers to improve Livestock ranches to Level III.	1876-80	Oil Wells and Barbed Wire
Improved Range-Finding	Allows construction of Dreadnoughts and Battle Cruisers.	1881-85	Marine Engineering
Internal Combustion	Allows recruitment of armoured and mechanised regiments and upgrading older units to these modern types. Drillers may improve Oil wells to Level III.	1881-85	Chemistry

Confirmation of an Investment.

When you click the End Turn button, any investment made in technology that turn are final. Before the next turn begins you receive a full screen picture of the new technology on your desk confirming that your Great Power now has access to the new technology. You may take advantage of the new discovery or invention on your new turn.



Iron Bridge. The increasing use of iron for construction revolutionised bridge-building, transportation, and architecture.

HISTORICAL SCENARIOS

The Recovery of France 1820.

After the wars of Napoleon, and his final defeat in 1815, France finds itself greatly reduced in extent and viewed with suspicion by the other Great Powers. Across the channel, Britain is already an industrial power, the first in the world. In the East, three conservative empires, often acting together, guarantee that France can never dominate Europe again. A serious lack of coal precludes, to an extent, the rapid industrialisation so successful in Britain.

But France has advantages. Her industries are more advanced than any on the continent, and her size and population are greater than any power except distant Russia. The lack of unity in Germany and Italy means that her borders are relatively secure.

Suggested Player Great Power: **France**

Victory Conditions: **Two-thirds of the votes in the Council of Governors**

Difficulty: **Hard**

Unification Movements 1848-1890.

Prussia seeks domination in Germany, but the other German states look to Austria, whose resources and population are much greater than those of Prussia. To the west, France seeks to ensure that no one power dominates a divided Germany. Can Prussia fight wars against these apparently stronger powers? Can Prussia convince the other states of Germany that their interests lie in the north and east?

Italy wants to unite. This may be possible if France or Austria is friendly; but can Italy ever rise to true Great Power status?

Suggested Player Great Powers: **Prussia or Italy**

Victory Conditions: **Two-thirds of the votes in the Council of Governors**

Difficulty: **Hard for Prussia, Nigh-On Impossible for Italy**

Naval Competition 1882-End of the Game.

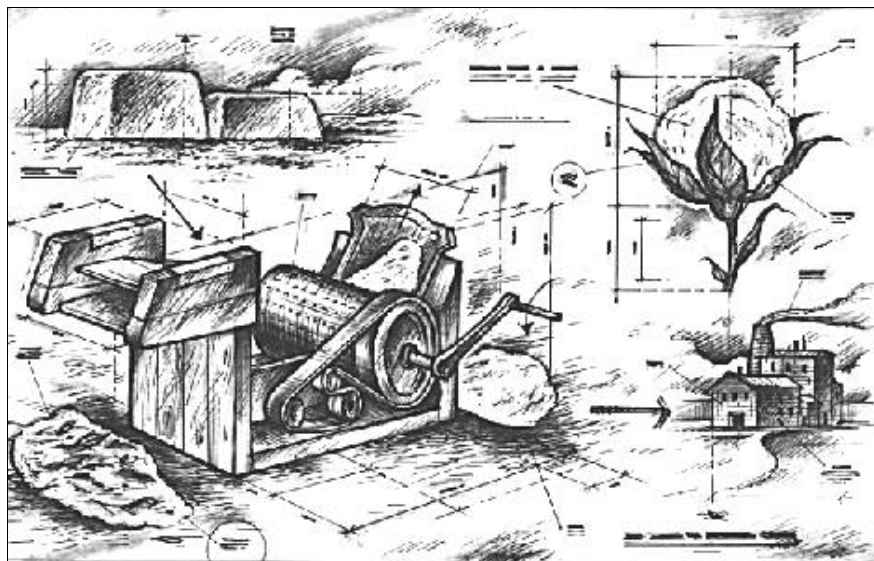
The Kaiser wants a fleet and a place in the sun. Britain wants to maintain the naval supremacy she has enjoyed since 1805. Germany can gain the ability to produce more than Great Britain but the British do not need a big army. These factors may lead to war.

Suggested Player Great Powers: **Germany or Great Britain**

Victory Conditions: **Two-thirds majority victory in any Council of Governors. If a third power wins in the council, the game ends and both Powers lose.**

Difficulty: **Normal for both Powers.**

Note: This scenario is only available after you register your copy of IMPERIALISM. See the data card that came with your copy of IMPERIALISM for details.



Cotton Gin. Eli Whitney invented a simple device that revolutionised cotton growing. His cotton gin spun the cotton through a roller covered with teeth and the seeds fell away.

TUTORIAL WALK THROUGH

To play a tutorial, click on the scenario **Book** on the Imperialism screen. On the scenario selection screen, select the Tutorial option. Then choose one of seven topics on the tutorial pop-up dialog. Each of these plays for only a few turns — enough to give you a basic understanding of the particular topic covered. Step-by-step instructions are provided for each topic below.

Tutorial Using Civilian Units.

Civilian units are built on the **Industry** screen. To learn how to build them follow the steps in the Industry tutorial. This tutorial tells you how to use civilian units on the **Terrain Map** screen, once they have already been built.

All your civilian units follow similar rules but perform different jobs on the **Terrain Map** screen. As you play each turn your available civilian units appear selected in order, one after another. This is called the unit cycle.

First Turn.

Prospector.

The selected unit is now the Prospector. On the map this unit is surrounded by a flashing white outline. The same civilian appears in the toolbar.

- Move the cursor around the map within your country. You can see the cursor change over different terrain tiles.

Over most types of land, including mountains and hills that are already prospected, you see the cursor appear as a green arrow. The green arrow means if you click on that spot you will order the unit to move there, but that there is no work the unit can do. This is called deploying.

- With the Prospector selected click on a forest tile (the green arrow cursor should be showing) The Prospector deploys to that tile and turns gray, indicating that he has acted this turn, but is not performing any work.

Engineer is selected now, but since you actually do have work for your Prospector you should going to first cancel the Prospector's orders and reassign him, before dealing with the Engineer.

- Place the cursor over the icon of the Prospector until you see a blue question mark.
- With this question mark showing, click the mouse.
- Read the dialog box that appears, and click on the button Rescind Orders.

This moves the Prospector back to his starting point and makes him the selected unit again.

- With the Prospector selected again move the cursor over hills and mountains until you find an eye cursor.
- Click with the eye cursor showing. The Prospector will move to that location and begin looking for minerals.

You see the unit animate when working, "grayed-out" when inactive. This work will take the entire turn. Next turn the prospector appears in the unit cycle again.

Engineer.

Now you cycle to the Engineer. Like the Prospector, he has a flashing white outline and appears in the toolbar indicating he is selected.

The Engineer is capable of building forts, railroad track, ports, and depots. This turn, you should build a depot at the end of the railroad from the capital city. Depots and ports are used to gather resources from the tiles around them. Without a place to collect the resources and make them available for transport to industry, the production of a terrain tile cannot be used.

- With the engineer selected, place your cursor on the tile he occupies. You see a hammer cursor.
- Click the mouse on that tile with the hammer cursor showing. A dialog appears.
- On the construction dialog, click on the depot button. The Engineer begins constructing a depot.

The unit becomes animated when working. This unit constructs forts and ports in the same way, using the same construction dialog. For building rail, a cursor of railroad track indicates the spaces he can build in.

Miner.

The next unit in the cycle is the Miner. Miners open new mines, and improve older mines in hills and mountains. They cannot open mines unless the Prospector has already found minerals there. This turn your miner will improve an existing mine in the space where he now is.

- With the Miner selected, place your cursor on the tile he occupies. You see a hammer cursor.
- Click on that space with the hammer cursor showing. The Miner begins to animate. When he is done working the mine will be bigger, and will produce more iron ore.

Forester.

Next the Forester appears in the cycle. This is the first turn the Forester has been available so none of the forest production has been improved. Although this unit is capable of improving output in any hardwood forest, it would be wise to start improving a forest near a city, port, or depot. Only then will your transport network gain the increased timber output immediately.

Three tiles north of the capital city you can see a lighthouse icon in the midst of a large forest. This represents a port built earlier in the game, which gathers timber from its own tile and all six surrounding tiles of forest.

- With the forester selected, move your cursor across the forest tiles around the port. Look for the hammer cursor again.
- Click with the hammer cursor showing. The Forester moves to the indicated terrain tile and begins working. This is verified by the animation of the Forester chopping a tree.

Rancher.

Your last civilian is a Rancher. Ranchers improve the output of sheep ranches and cattle range terrain. Unfortunately, you have no livestock or sheep tiles near your ports, depots, or your capital. The Rancher can work on the space he is currently standing in, but this won't help until a depot or port is built nearby. Since you don't need extra livestock right now, there is no reason to invest in a new port or depot to pick up this livestock. Given these factors, and the absence of sheep farms in your country, it was a mistake construct a Rancher.

- With the Rancher selected, click on the disband button on the toolbar. This button has an icon with a human figure and a line through it.
- On the dialog that appears click OK. The Rancher vanishes but the worker used to construct this unit returns to the **Industry** screen where he came from.

Unlike other orders, you cannot rescind the decision to disband a unit, although you can always rebuild that unit again later. You have now completed the unit cycle of civilians for this turn.

- Click on End Turn at the bottom of the toolbar.

Second Turn.

This turn, you go through the unit cycle again, but only one unit has finished work.

Prospector.

If the spot you ordered prospected last turn had nothing of value you will now see a pickaxe and a red "X" in the tile near your selected Prospector. If the tile did include minerals, you see an icon of some minerals in the upper-left corner of the terrain tile.

- Rather than using the eye cursor to hunt for the next tile to prospect, click on the tiny mountain tile shown on the toolbar under the picture of the Prospector.
- The screen centres on an mountain tile. Click on this tile with the eye cursor. This feature helps find tiles to prospect when most of the country has been searched.
- The rest of your units are still working. Click on End Turn.

Third Turn.

- Continue using the Prospector to look for minerals. You can find unprospected spaces by using the eye cursor or the toolbar. Your other units are still performing work assigned on the first turn.
- Click on End Turn.

Fourth Turn.

- Continue using the Prospector to look for minerals.

Engineer.

The Engineer has finished the work of building a depot. In his tile, you see a small building with two green lights near it. The green lights mean that the depot is connected to the transport network. If there was a break in your railroad track, the lights would turn red.

There is nothing to be done by the Engineer in his present location.

- Using the Green arrow cursor, click on the map within one tile of something you would like to connect. While deploying the Engineer will accomplish no work. Next turn he can work in his new location.

(Suggestion: deploy to the southern part of the country somewhere along the most southern railroad line you have. From there the Engineer can extend the railroad track further south toward a distant, and currently unconnected, iron ore mine. The best tile is one tile northwest of the town at the end of the line.)

Your Miner and Forester are finished developing their spaces. You see additional structures built where they were working, verifying that the output in those tiles has increased.

- Click on spaces with the hammer cursor showing to assign the Miner and the Forester to keep working. If you need to find a new tile to work in, click on the tiny tiles in the toolbar to centre the map.
- Click on End Turn

Fifth Turn.

- Continue using the Prospector to look for minerals.
- Continue to use the Engineer to connect additional resources to your transport network. This turn build railroad in a southwest direction toward the cotton plantation and the unconnected iron mine by clicking with the rail cursor adjacent to his present location.

You have completed this civilian unit tutorial.

Tutorial Using Military Units.

You can build military units on the Industry screen. This tutorial covers moving and fighting with land military units.

Your Great Power of Zimm has decided to strike the Minor Nation of Pram across your eastern border. Although the diplomats came up with a pretext for the war, the best reason for taking over Pram is to prevent another Power from using it as a staging area for invasion. After all, Pram shares a border with your capital city.

Scouting.

- To scout your enemies prior to your invasion, move your cursor over the small tent near the town labelled “Demerest” in Pram
- With a red question mark cursor showing, click near the tent.

You receive the best estimate your officers can provide on the forces in that province.

Selecting.

Your attack force is located in the province of Sussex. To activate and order these forces, they must be selected.

- Move the cursor over the small tents near the town in Sussex. Look for a flag and arrow.
- With the flag and arrow showing, click on the tents. The garrison of the province of Sussex appears in the toolbar, and the tents in Sussex now have a flashing white outline. This garrison is now selected.

Marshaling Your Forces.

The entire garrison is selected, but you may want to leave some of them behind when you attack. You can use the toolbar to make these decisions.

- Click on the down pointing arrow near the Light Infantry regiment shown in the toolbar. Hot text in the upper-right helps you identify the Light Infantry.

The number “1” between the two arrows changes to a zero, while the number “1” under the unit picture remains. Now these numbers are telling you that you still have one Light Infantry in the garrison but that this regiment is no longer selected to give orders to.

The four regiments in the upper-right corner of the toolbar display have no arrows with them because they are local militia who cannot be ordered to leave their home province.

Since these militia remain behind in any event, you should probably attack with all the rest of your forces.

- Click on the up arrow near the Light Infantry to restore this regiment to the selected force.

Ordering an Attack.

- With the regiments selected, move your cursor over the enemy province of Demerest. Look for a crossed swords cursor.

This is easier to find if you do not move your mouse directly over the town because near the town, the scouting cursor appears again.

- Click anywhere in the province with the crossed swords showing to order the attack.

You see a red arrow appear in Demerest. If you had ordered your units to move to a friendly province, this arrow would be green.

- Click on the red arrow with the blue question mark cursor showing. A dialog appears, confirming the forces and their order.
- Click OK to confirm the orders and dismiss the box.
- Click on End Turn at the bottom of the toolbar to advance to the battlefield.

Fighting a Battle: Initiative, Moving, Firing.

Your Defence Minister appears and asks you if you want him to deploy the troops.

- Since this should be a simple victory, click OK. Otto-Deploy is faster than doing it yourself.

Tactical combat is fought based on initiative. Each regiment acts in an order based on experience, leaders, and the type of unit. Generally cavalry acts before infantry which acts before artillery.

- To move the regiment with initiative click on a dot shown on the battlefield. Green dots are safe from enemy fire. Red dots are in range of enemy forces.

- To find an enemy in range, move your cursor over potential targets. If the target is in range of the unit with initiative, you see a Cross Hairs cursor. If your unit is out of range, you see a Cross Hairs with a red “X” through it.
- To fire, click on an enemy in range.

Most units can move and fire in the same turn. If they do not fire at an enemy, they automatically reserve their fire for the first enemy regiment that moves in range.

- To end the turn of a unit without moving as far as possible or without firing, click on the done button in the tactical toolbar. This is the middle of the three buttons.
- When all the enemy forces have surrendered or fled, you are notified of your victory. Click OK to advance the turn.

Fighting a Battle: Losses and Morale.

As regiments are damaged, their status bars change from green to show red and yellow sections. Red represents actual wounded or killed soldiers. Yellow represents soldiers whose morale has broken and who wish to flee from the battlefield.

When a unit's bar is all red and/or yellow the regiment heads off the battlefield as rapidly as possible. If enemies are too near, the regiment may choose to surrender. If the bar disappears completely, the regiment has been destroyed.

Battle Reports.

Fighting on the tactical battlefield is an option that may be turned on or off in the preferences screen. Regardless of which mode of combat resolution you prefer, you receive a summary of all the turn's battles called a battle report. This turn the only report is the battle you just fought.

- Click on the large wooden “i” button to bring up the details on all the units who just fought.

When you fight more than one battle, the arrows allow you to cycle through all the battle reports for that turn.

New Turn.

You should now allow your forces in Demerest to heal before continuing the attack. Regiments which are not moving heal during their turn.

When they are ready, you can continue to practice your skills against Pram, or start a new game of your own. For a properly balanced game, you should begin again since many military forces have been added to this tutorial.

Tutorial for Using Naval Units.

For this tutorial your Great Power possesses one Frigate and two Ships-of-the-Line. The Frigate is stationed off the coast of Deneb, while the two other ships are stationed in home waters. Your country is at war with Deneb.

Selecting.

- Place your cursor over the fleet just off your coast, until you see a pennant with an arrow.
- Click to select this fleet with the pennant and arrow cursor.

Patrolling.

A patrolling fleet attempts to intercept hostile ships entering or stationed in the sea zone of the patrol. The three buttons directly above the fleet in the toolbar control how aggressive the captains of the patrolling ships will be.

- With the fleet selected, click on the central button, showing two cannon icons, for normal aggressiveness.
- With the fleet selected, order it to patrol this sea zone by clicking anywhere in the sea zone with the telescope cursor showing.

The patrolling fleet appears in the sea zone with a telescope symbol near it indicating a patrol. Other possible actions are defined by different cursors and matching symbols. Fleets can conduct landing missions in hostile territory using the cannon cursor; move to a new sea zone with the wheel cursor or blockade enemy ports shown by the red “X” ship cursor.

- Click on the fleet with the blue question mark cursor and read the dialog box.
- Click on OK to confirm the fleet’s patrol orders.

Orders for the Frigate.

- Click on the Mini-map near the yellow country of Deneb. Your Frigate is stationed on the far side, near Deneb’s capital city
- Click with the pennant and arrow showing to select this fleet.

Like the Ships-of-the-Line, the frigate could be ordered to patrol, but a blockade of Deneb’s capital would be more effective.

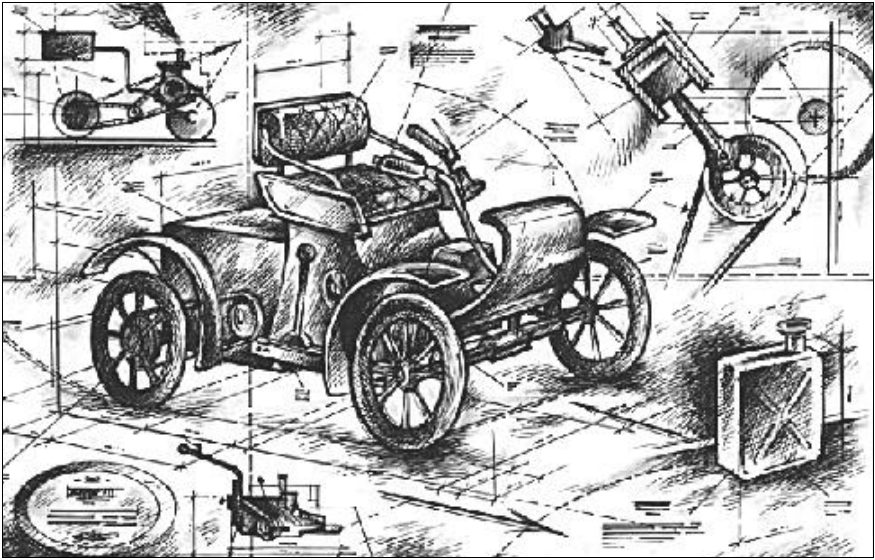
- Place the cursor over the anchor icon representing the home port of Deneb.
- Click with the red “X” and ship showing to establish the blockade.
- You have ordered both fleets. Click on End Turn.

It might take more than one turn for your blockading frigate to succeed. When it does, you receive a report about the interception of enemy merchants. You receive reports of naval battles in the same way. Since Deneb has no fleet right now, you do not have to fight just yet.

- On the battle report screen click on the large wooden “i” button to read more information about a battle or interception.

Sometimes, your blockade merely forces the enemy to take their cargo back to port, but if you are more fortunate, you may capture or sink their merchant ships as well.

You may continue to practice your naval tactics, but for a balanced game you should now start again.



Internal Combustion. Internal combustion replaced the steam engine in industry and then restored mobility to the battlefield with the invention of tanks.

Tutorial for Using the Transport Screen.

Your transport network is used to move commodities in your country from towns and rural areas to the industrial centre of the capital city.

- Click on the Go to Transport button in the toolbar. This button has an icon of a crate with an arrow under it. Hot text in the upper-right of the screen says Give Transport Orders when the cursor is over this button.

In the **Transport** screen, all the possible commodities to transport appear, but only the coloured icons are available in your country right now.

- Place your cursor over various icons and read the information in the hot text in the upper-right part of the screen.

The bar with the railroad car icon in the lower-right part of the screen tells you how much of you transport is being used over the total you have. Right now, two points of your total of twenty-four are not being used.

- Click on the arrow to the right of the coal slider, one click, until the line under the slider turns green.

A green demand line means that the amount to be transported satisfies the demand for that item. A red demand line means that industry or workers require more of that commodity.

Although all demands are satisfied now, you still have one more point of transport capacity.

- Click on the arrow to the right of the timber slider to order the transport of nine units of timber. Timber is the most critical resource at the beginning of the game (with the exception of food).

It might be the case that extra food is being brought to the workers under these orders. If so, your transported food could be reduced to allow more timber, coal, or iron to make its way to industry.

- Click on an arrow to the left side of one of the food sliders. The demand line turns red. This lets you know that your food orders are already set as low as you can afford. If a smaller amount of food was transported, the workers might have to eat your reserves of canned food. Eventually workers could starve.

You could check the amounts being transported without clicking by reading the hot text to the upper-right when a cursor is over a commodity.

- Click on the arrow in the upper-left part of the screen to return to the **Terrain Map** screen. You now know how to use the transport system. To increase the transport capacity available, build more in the railway on the Industry screen.

You can continue with this game or start one of your own.

Tutorial For Using the Industry Screen.

- Click on the Go to Industry button marked with a smoking factory icon.
- Move the cursor over the screen and watch the hot text in the upper-right corner for the names of the various buildings.
- Open the warehouse by clicking on it. The warehouse is near the top-centre of the screen.

The warehouse provides a list of the commodities available for your use, divided into production economies. For more information see the “Production Economies” section, starting on page 52.

Giving Orders to Industry.

- Open the Clothing factory by clicking on it. This brings up the production dialog for the factory.

The left border of the screen provides a summary of the labour (workers) presently in the city, in the same way that the warehouse shows available commodities. As you give orders to industry, these numbers go down as labour is assigned to work and commodities are used up by the factory.

The clothing factory has a capacity of one. That means you can make one unit of clothing per turn. The six factories and mills in the lower part of the screen all have limited capacity. All of them require labour and commodities from your stockpile to produce anything.

- Click on the arrow to the right of the slider on the clothing factory dialog.

As you do this, the amount of available labour shown in the right border under the arm icon goes down by two, and the amount of fabric shown at the centre-top of the warehouse also goes down by two.

The equation on the clothing factory dialog tells you why this happens. Every time you order a new unit of clothing you expend two units of fabric and use (for this turn) two units of labour.

Note that the numbers under each worker type in the left border did not change when you made the clothing. These workers are your permanent work force and their numbers decrease only when workers leave industry permanently. The number under the arm icon shows how much of the labour of these workers remains available this turn.

- Click on some other industries in the lower section of the screen and give them production orders as well.

Some of these industries cannot make anything because your warehouse lacks the commodities they require. This is shown by a red “X” near the item you are short of. You may choose to leave these dialogs open, or close them after you have given your orders.

- To close, click on the box in the upper-left of each dialog on a Mac, upper-right in Windows ‘95.

The Food Processing Centre at the upper-left of the screen and the Railyard near the upper-right function just like one of these factories or mills, except that there is no limit of capacity. This means you can produce as much canned food (out of raw foods) or transport capacity (out of lumber and steel) as you wish, as long as you have labour and the required commodities available.

Increasing Capacity.

One clothing per turn is not very much. You could make more money by producing two per turn.

- Click on the Clothing Factory to open the production dialog unless it’s already open on the screen.
- Click on the brass button with the two factories in the upper-right of the dialog. This brings up the Clothing Factory Expander.

The Expander tells you the cost of the expansion and what the capacity the factory is when the expansion is completed.

- Click the OK button on the Expander to order the increased capacity. Steel and Lumber are deducted from the warehouse at this moment. Expansion requires no labour.

Note scaffolding around your clothing factory and a hammer and nail icon on the production dialog. Both of these indicate the expansion is occurring this turn. It will be completed next turn.

Building a Unit.

You need ships, civilians, and regiments to expand your Empire. Three buildings on this screen, the Shipyard, the University, and the Armoury, construct these different unit types. This turn, build a Miner.

- Click on the University to open the university dialog
- Click on the Button with a picture of a Miner to recruit the Miner.
- If you are not sure which unit is the Miner, click on each button until you see the information titled “Miner” in the panel to the right side of the dialog. Clicking on the buttons does not order the unit to be built.
- To build a Miner, click on the right arrow under the Miner button. The number “1” appears under the picture letting you know you have ordered one Miner. In the border to the left of the screen, the expert worker used to build the Miner is actually deducted from your work force permanently, so the icon representing that worker disappears.

Next turn, the Miner appears on the Terrain Map.

The Armoury and the Shipyard both work exactly like the University, although building ships does not require workers, just materials.

Training Labour.

To replace the labour of workers permanently deducted from Industry you can improve the training level of your work force.

- Click on the Trade School to open the Trade School dialog
- Make sure you have at least one labour still available. If you do not, open a production dialog and reduce production. You must have at least one labour free to train.
- Click on the arrow to the right of the top slider. This takes one untrained worker and orders it to be educated up to level of trained worker this turn. The workers cannot work in a factory while being educated.

Each level of training doubles the amount of labour performed. An untrained worker adds one point of labour to your total. A trained worker adds two points. The mighty expert worker adds four points of labour.



Migration.

Even with training you need to increase population to keep your economy rolling. Using the Capitol Building you can recruit more untrained workers for Industry.

- Click on the Capitol building to bring up the Migration dialog.
- Click on the arrow to the right of the slider to bring migrant workers to your city by expending food, clothing and furniture to improve their standard of living.

The amount of new workers that can migrate to industry each turn is limited by the size of your country. Remember that each new worker must have food to eat every turn.

You have now learned the basics of Industry in IMPERIALISM.

- Click on the arrow in the upper-left to return to the **Terrain Map** screen.
- Click on End Turn on the **Terrain Map** screen to advance to the next turn and check the results of your production and unit building orders. You can continue to play this game or start one of your own.

Tutorial For Conducting Trade.



Bid and Offers screen.

- Click on the Go to Trade button marked with a dollar sign icon.

The **Bid and Offers** screen allows you to set bids to try to buy things you want, and to offer for sale items you hope other countries want to buy. Generally speaking it is best to bid on resources and sell finished goods. This allows you to make a profit.

- Look at the left border of the screen. The icons appearing there are resources that your industry needs. To bid on some of these resources, click on the brass bars in the orders column next to the commodity icons.

When a bar slides out, the word **Bid** appears on it.

- To offer a commodity for sale click on the brass bars on the other side of the orders column.

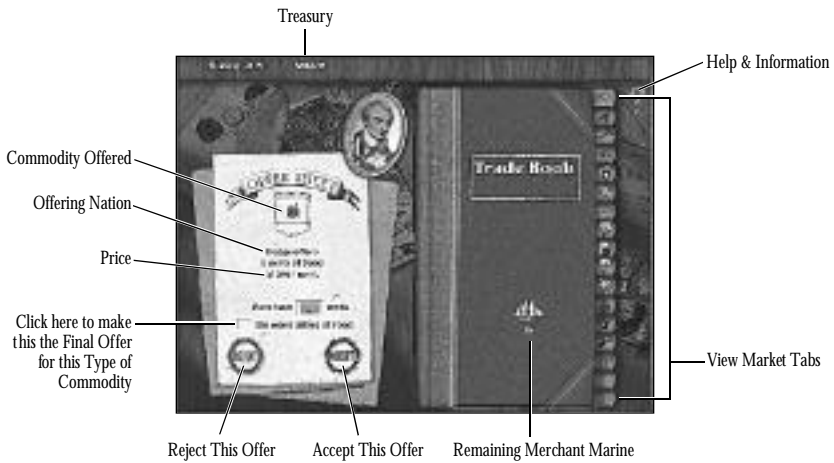
Note that when the bar slides out, it has the word **Offer** on it. When the bar first slides out, you are offering the most you can sell.

- To reduce the amount you are offering for sale, click on the white arrow to the left of the **Quantity to Offer** slider.
- Click on the arrow in the upper-left part of the screen to return to the **Terrain Map** screen.
- The next step is ending your turn using the End Turn button in the lower-right of the **Terrain Map** screen.

Offer Sheets.

When you end your turn you begin to receive offer sheets for the items you bid on. If you do not receive offer sheets you need to take diplomatic actions to improve your relations. This improves your chances of obtaining offer sheets.

- Click either Accept or Reject on the offer sheet. Before you accept you might want to change the quantity being accepted.
- To view a market for one commodity, click on the tabs on the right side of the screen. This opens the trade book.



The Trade Book.

The **Trade Book** displays the nations bidding on the selected commodity on the right hand page, and displays the sellers on the left. Under the names of the selling countries are the flags of the bidders, in the order of preferred trading partners. You are allowed to view only those markets where your bidders are present.

One of your goals is to get your country to the top position with a few of these offering nations. That way you can be sure of receiving the offer each turn it is made, before the other bidding nations get the chance to accept the deal.

- To return to the offer sheets click on the check mark seal in the corner of the **Trade Book**.

Once you act on all your offers, or run out of merchant marine, the trade offers part of your turn ends.

The Deal Book.

After the trade offers of all countries have been dealt with, and before the new turn begins, you see your **Deal Book**. It reports all the trades and potential trades you made or could have made this turn.

- Click on any curled page corner to turn the pages and see more.
- Click on a tab on the right of the screen to visit the trade book. The information available in the **Trade Book** is the same as earlier during the trade offers part of your turn. You are able to access only those markets which you bid on during this turn. From the **Trade Book** you click on the check mark seal to return to the deal book.
- Click on the arrow in the upper-left from either the **Trade Book** or the **Deal Book** to advance to the next turn of IMPERIALISM

Tutorial For Using the Diplomacy Screen.

First Turn.

- From the **Terrain Map** screen, click on the Go to Diplomacy button. It has an icon of a diplomat's top hat on it. Hot text in the upper-right also helps you identify this button.

Obtaining Information.

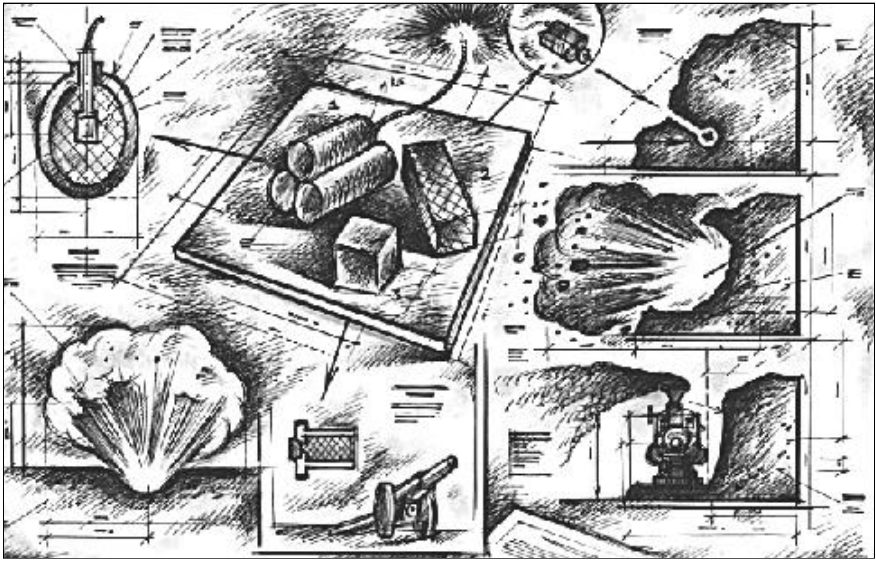
When you decide to make a nation a frequent trading partner and to improve your relations with that nation, it is called "courting." Your long-term goal when courting is to gain control of the nation peacefully. It is unwise to court nations which you plan to conquer militarily anyway, since the assets you spend courting that country are then wasted.

Your Great Power does not have enough cash, trade goods, or merchant marine to court all the Minor Nations in the world so your first step is to determine which nations to court.

- To obtain information about the products produced in the Minor Nations, click on the small green circle with a white ship in the lower-centre of the screen. Then click on any Minor Nation on the map. This selects that nation and causes it to be outlined in white. You see on the lower-right part of the screen the major exports of the selected nation.
- Click on various Minor Nations on the map, observing what commodities they are likely to export. Your Great Power is short on coal and iron, so pay special attention to nations who sell those resources.
- Click on the other Great Powers and see which Minor Nations are already being courted by other Great Powers. If the other powers establish trade consulates in a Minor Nation, it means that they intend to court those nations.
- Click on the icon directly above the green circle. This displays the level of friendliness (relationships) of all the countries in the game. You use this to see which Minor Nations are friendly to those nations you plan to trade with.

Although many Minor Nations sell one or both of coal and iron, the best ones to court are Issa and Zinlu. This is true because of the following factors:

1. Your neighbour Loke is a poor nation which is not worth trading with but which you will need to conquer later in the game if only for security reasons. Issa and Zinlu are not especially friendly with Loke. You should court countries that are not friendly with lands you plan to invade, since your invasion hurts relations with everyone friendly with the nation(s) you invade.
2. Zinlu and Issa are friendly to each other
3. Neither nation has a land border with other Great Powers. This means they are unlikely to be invaded right away.
4. Zinlu, at least, is not being courted by any other Great Power.



Dynamite. Although dynamite has many military applications, mining and construction also benefited from this explosive invented in 1866.

Taking Actions.

Once you have decided which nations to court, you use, for the first time, the large tabs on the lower-right of the screen. This turn you should use the Offer Treaties tab.

- Click on the Offer Treaties tab.
- Click on and select the scroll labelled Trade Consulate.
- Click on Issa and Zinlu on the map. You see a yellow scroll icon appear within the borders of those nations confirming you have paid for the construction of a trade consulate in those nations. This is the first step in courting Issa and Zinlu.
- Click on the arrow in the upper-left of the screen to return to the **Terrain Map** screen. You have finished your diplomacy for this turn. You may end your turn now, or take actions on other screens before ending your turn. The End Turn button is on the lower-right of the **Terrain Map** screen.

Second Turn.

Obtaining Information.

- From the **Terrain Map** screen, click on the Go to Diplomacy button.
- With your own Great Power selected and outlined in white, click on the scroll icon in the lower-centre of the screen. You see a small dollar sign icon in Issa and Zinlu confirming that you now have trade consulates there.

- Click on the small green circle icon in the lower-centre of the screen. Then click on various Great Powers. You are checking to see if any of your competitors have taken more “courting” actions in Issa or Zinlu.

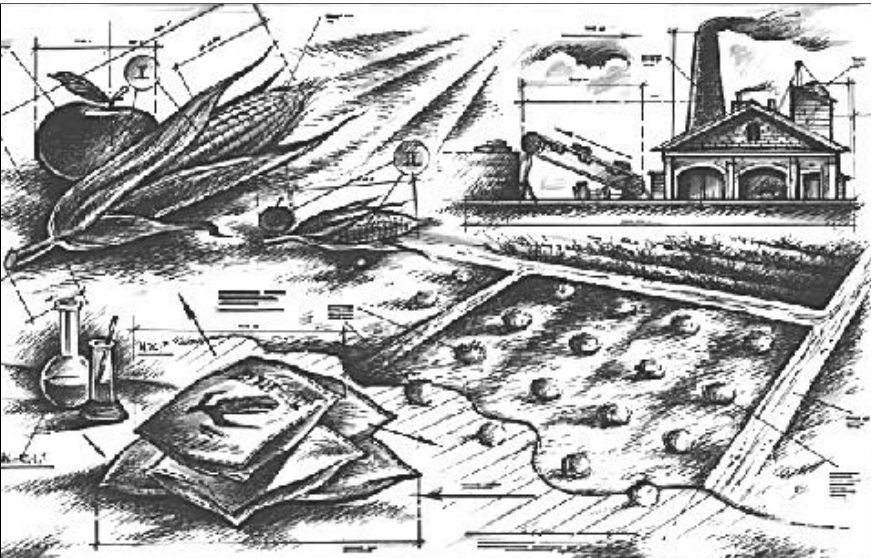
Notice that when Patagon and Kem are selected, there is a green circle labelled 5% within the borders of Issa. This means that your competitors have offered Issa a 5% trade subsidy in hopes of improving their chances at Issa’s resources and markets. No competitors have offered Zinlu a subsidy.

Take actions.

- Click on the large green circle tab in the lower-right of the screen. This takes you to the trade policies screen. Here you offer subsidies to compete for resources and markets with your foes.
- Click on the green button labelled 5% then click on Zinlu on the map. You see a green icon appear informing you that you offered Zinlu a 5% trade subsidy. Since no other Great Powers are courting Zinlu right now this should put you ahead in the race for Zinlu’s resources and markets.
- Click on the green button labelled 10%, then click on Issa. By offering Issa a larger subsidy than those offered by Kem and Patagon, you hope to move into first place as Issa’s favourite trading partner.
- Click on the arrow in the upper-left of the screen to return to the **Terrain Map** screen.

You are finished with the Diplomacy Tutorial. The next step is to open Embassies in the nations you plan to court. This costs \$5000. You should also seek to trade frequently with Issa and Zinlu to improve relations as rapidly as possible.

You may continue this game, or start one of your own.



Commercial Fertiliser. John Lawes first treated phosphates with sulfuric acid, significantly improving the effectiveness of fertilisers.

HOT KEY LIST

Hot keys available from transport, trade, industry or diplomacy or map:

- 1 go to transport screen
- 2 go to industry screen
- 3 go to trade screen
- 4 go to diplomacy screen
- 5 go to technology screen

Hot keys available from any screen:

- F1 for Windows 95 Help and Information (like clicking the query button)
- “h” for Macintosh Help and Information (like clicking the query button)

Hot keys available from Tactical screen:

- Space Bar Next Target
- “d” Done With Move

Hot Keys available from Diplomacy/Bids and Offers screen:

- Escape reject the offer
- Return accept the offer

Hot Keys available from the Terrain Map screen:

- “w” Rouse civilian units with “Sleep” orders and naval units with “Defend orders”

STRATEGY IDEAS

A game of IMPERIALISM tends to evolve in three phases, which can be termed Development, Diplomacy, and Destruction. The emphasis is different for each phase.

Tips For the Development Phase.

At the beginning of the game, your greatest lack is money. Early development of reliable income sources gets you off to a fast start. This is best done by finding Minor Nations which produce resources you are short of, and trading with them every turn. Using trade consulates and subsidies you can guarantee these Minor Nations want to purchase your goods ahead of those of the other Great Powers. Do not spread your efforts between too many different Minor Nations. This often causes you to fall behind in all of them, losing the battle for markets.

With consistent income from the sale of goods, you purchase new technologies, build new civilian units, and construct lots of rail depots and ports. While you are looking for gold, coal and iron, consider building a depot or port with plentiful timber immediately. Timber drives your early development even more than do coal and iron because timber is required to produce both paper and lumber. Generally, the biggest restrictions on early development result from deciding between: 1) training and new units (paper); 2) the need for transport and industrial capacity (lumber along with steel); and, 3) the need for worker migration to industry (furniture, along with canned food and clothing). Timber is the only resource required for all three.

On the industry screen, you must strive to maintain a balance between labour, industrial capacity, and raw resources available to industry (through either trade or transport). When one of these items shows a surplus, work on increasing the others to maintain rough equality. At the beginning of the game your shortage is likely to be labour. Often an early increase to the size of the lumber mill fosters rapid development.

The most important technologies early in the game are the iron railroad bridge which allows the doubling of timber output, and square-set timbering which allows the doubling of mineral outputs. These should be purchased as soon as they are available.

If you want to fight a war during this period, a single frigate can do a great deal of damage as a privateer before the other Great Powers build their navies.

continues...

Tips For the Diplomacy Phase.

Gradually your internal production and industrial outputs provide surpluses and permit you to focus on other nations as well as your own. For Minor Nations this means obtaining colonies, either by defending them from aggression of other great Powers, or by diplomatic and development actions.

The first step is investing in Embassies with those few Minor Nations you have a good chance to win to your side. Always follow an embassy with a non-aggression pact. Next, send in your Prospector, your Developer, and other civilian units. By increasing the output of the Minor nation, you increase the trades you can make with them each turn. This speeds the improvement in your relationships. While this is happening, you need to greatly augment your merchant marine to deal with the increasing volume of trade.

Grants (or bribes) serve to help you maintain a lead over other Great Powers, but it is generally better to use the money for development first, and only make significant grants if you have a substantial surplus. Although grants to other Great Powers do reduce the risk of wars, it is generally a better idea to provide grants to Minor Nations first.

During this period of the game you must be cautious in starting wars due to the harm your relationships suffer when you declare war. Fighting defensively can be a great benefit however. One good strategy for early wars is to stockpile a large number of arms and then when you can upgrade your forces to do so all at once using your large stockpile. Starting a war before your enemies have upgraded provides a significant edge.

Tips For the Destruction Phase.

When all or nearly all of the Minor Nations have been conquered or colonised you should change your aims to destruction of your foes. This does not necessarily mean starting a war; but it means that you must be prepared for more direct confrontations. Building a large stockpile of arms, investing in a modern navy, and upgrading your land forces whenever possible are keys.

Notice which resources you are short on, and protect your sources of those items. Try to expand against a weaker power first, and make sure that no one Great Power commands a large lead in the Council of Governors.

If you follow these rules successfully, your chances for eventual victory are good.



FROG CITY CREDITS

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