

EMPIRE

Hex Conquest — Game Manual

Version 1.0.0 · Tronsoft Games · Tronsoft Games Portal v6.12+

1. Overview

Empire is a turn-based strategy wargame of exploration and conquest played on a hexagon-shaped map of hexagonal tiles. Each game generates a fresh archipelago of islands and open sea, concealed beneath the fog of war. You command one of several rival empires, each beginning with a single city and a lone army. Victory belongs to the last empire holding cities.

The design follows the tradition of Walter Bright's Empire (1977), one of the earliest computer wargames and an ancestor of the modern 4X strategy genre. This is an original, independent implementation.

2. Starting a Game

On the start screen, choose three options and press **Begin Campaign**:

Map size	Small, Medium, or Large hexagon map.
Opponents	One to three computer-controlled empires.
Neutral cities	Few or Many unclaimed cities to capture.

3. The Map and Fog of War

The world is hidden when the game begins. Your cities and units each reveal the hexes within their line of sight. Tiles you have seen but no longer observe are remembered in a dimmed state, and any enemy movements there are hidden until you look again. Scouting with fast, far-seeing fighters is the quickest way to map the archipelago.

Scroll the mouse wheel to zoom and drag to pan.

4. Units

Unit	Sym	Moves	Sight	Att	Def	Role
Army	A	1	1	3	3	Captures cities; rides transports across water.
Fighter	F	5	3	2	1	Fast scout; limited fuel, must refuel at a city.
Transport	T	3	1	0	2	Carries up to 6 armies across the sea.
Destroyer	D	4	2	4	4	Warship; detects and sinks submarines.
Submarine	S	3	1	4	2	Invisible unless an enemy destroyer is adjacent.

5. Movement and Turn Order

Click a unit to select it; its reachable hexes are outlined in yellow. Click a highlighted hex to move there. Movement is spent one hex at a time across the six hex directions, up to the unit's allowance. Turns run in a fixed order — you first, then each AI empire. At the end of each player's turn, their cities add production, completed units appear, and fighters consume one point of fuel unless resting on a friendly city.

6. Production

Click one of your cities to open its build panel and select a unit type. Each city accumulates production points every turn and completes the chosen unit once its cost is met. Land units appear in the city; sea units appear on an adjacent water hex.

7. Sea Transport and Invasion

Armies cannot cross water on their own. To invade another island: build a Transport in a coastal city, move an Army onto the transport to embark it, sail the transport beside the target shore, and press **Unload Cargo Here** to land armies on adjacent land. From there, march them into the enemy city.

8. Combat

Move a unit onto an enemy-occupied hex to attack. Each side's strength — attack for the aggressor, defense for the defender — is multiplied by a random swing, and the higher result wins; the loser is destroyed. A unit defending inside a city fights at a bonus. If an attacker defeats the last defender of a city, the city is captured and turns to the attacker's color. Submarines are hidden from opponents unless an enemy destroyer sits adjacent, which makes destroyers the natural counter to submarine raids.

9. Winning and Losing

You win when every rival empire has lost all its cities and yours is the last empire standing. Neutral cities do not count as a rival. You lose the instant your final city is captured, even if units remain on the map.

10. Saving and Restarting

This release does not persist games between sessions. Reload from the library and press Begin Campaign for a new random map. When a game ends, use Play Again to restart immediately.