

TRON'S EMPIRE

Game Manual
Version 1.0.0

A single-player hex strategy game of world conquest

Tronsoft Games · 2026

1. Overview

Tron's Empire is a turn-based hex strategy game for one player against one to four computer-controlled empires. The setting is a compact world of five terrain types, rendered on a hexagonal grid that wraps seamlessly in every direction — a torus. There are no true edges: an army marching off the right side of the map reappears on the left, and the same is true top to bottom.

The game grew out of a hand-drawn colored-pencil hex map created in 2003 for an unreleased project of the same name. This release realizes that map as a playable conquest game.

Your goal is simple to state and hard to achieve: control the whole world. Capture cities to grow your production, raise armies, and eliminate every rival empire.

2. Starting a Game

From the start screen choose a map size and an enemy intelligence level, then press **Begin Campaign**.

2.1 Map sizes

Size	Grid	Neutral cities	Rival empires
Small	12 × 9	6	1
Medium	16 × 12	10	2
Large	20 × 14	16	3
Huge	26 × 18	24	4

2.2 Enemy intelligence

- **Easy** — rivals expand slowly, wander, and attack recklessly.
- **Normal** — rivals head for the nearest unclaimed city and attack when the odds are reasonable.
- **Hard** — rivals produce faster, avoid poor attacks, prefer undefended targets, and pull armies back to defend threatened cities.
- **Mixed** — each rival is assigned a different intelligence level for an uneven, more lifelike field.

3. The Map & Terrain

The world is a hex grid. Each hex is one of five terrains. Terrain sets how much movement it costs to enter and how much defense it grants a unit standing on it.

Terrain	Move cost	Defense	Notes
Plains	1	—	Open ground.
Forest	2	+	Slows movement, aids defense.
Desert	1	—	Open but harsh.
Mountains	3	+ +	Very slow, strong defense.

Water	impassable	—	Blocks all land movement.
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Fog of war hides the map beyond the sight of your cities and armies. Explored-but-unseen areas are dimmed; rival armies are only visible when one of your units can see them.

4. Turn Structure

Play alternates between your phase and the rivals' phase.

- At the start of your phase, every city you own advances its production and all your armies refresh their movement points.
- You move and attack with your armies and set city production in any order.
- Press **End Turn**. Each rival empire then takes its full turn in sequence.
- Battles that you can see are shown, and control returns to you for the next round.

5. Cities & Production

Cities are the engine of your empire. Each city you hold builds one unit at a time; click a city to choose which. A progress bar under the city shows how close the next unit is. A finished unit appears on the city tile when that tile is empty.

Unit	Build time	Move	Combat	Best use
Army	5 turns	4	Balanced	All-purpose force.
Rider	4 turns	7	Fragile	Grabbing cities, scouting.
Legion	8 turns	3	Strong	Sieges and defense.

Capturing a city — yours or a rival's — resets its production to Army; reassign it as you like.

6. Movement

Select an army to see its reachable hexes highlighted in green and its attackable neighbors ringed in red. Moving spends movement points equal to the terrain cost of each hex entered; an army may move as far as its points allow. Only one unit occupies a hex at a time, and armies cannot move through water or through cities they do not own. Because the world wraps, routes across an edge are often the shortest path.

7. Combat

Attack by moving an army into an enemy army or an unowned city (click a red-ringed hex). A battle popup shows the attacker, the defender, the attacker's chance to win, and the outcome.

The win chance starts around 55% and shifts with:

- The attacking unit's strength (Legions attack better, Riders worse).
- The defending unit's strength (Legions defend better, Riders worse).

- The defender's terrain (forest and mountains help the defender).
- Whether the defender is in a city (cities add defense).

The winner holds the hex; the loser is destroyed. Winning into a city captures it. Attacking ends the attacking army's turn. undefended cities are captured without a fight.

8. Winning & Losing

You win when no rival empire holds any city or army — the world is entirely yours. You lose if your last city is captured and your last army destroyed. A summary screen announces the result and offers a new campaign.

9. Saving & Restarting

Tron's Empire is a single-session game; it does not store progress between sessions and requires no accounts. Press **New Game** / **Settings** at any time to start over. The game runs entirely in your browser and sends no data anywhere.

10. Strategy Notes

- Expand fast early: neutral gray cities are undefended, so a Rider can snatch several before rivals arrive.
- Hold the line with Legions in cities — terrain plus city defense makes them very hard to dislodge.
- Use the wrap. Threats and opportunities can come from any direction, and so can you.
- Watch the rival panel: it shows each empire's known cities and visible armies, and marks the fallen.