

TRON'S EMPIRE

Strategy Guide

Opening

The first ten turns decide most games. Neutral cities are undefended, so the empire that claims the most of them earliest wins the production race. Build a Rider or two immediately and fan out toward the nearest gray cities. Every city taken is another unit factory and one fewer prize for your rivals.

Unit Economy

- **Riders** pay for themselves by capturing cities faster than they die. Use them to expand and to scout through the fog.
- **Armies** are your backbone: cheap enough to mass, strong enough to trade evenly.
- **Legions** are an investment. One Legion in a mountain city can hold against several attackers. Build them where you expect to be hit.

Terrain & Position

Defense compounds. A Legion (strong defense) standing in a city (city bonus) on mountains (terrain bonus) can push an attacker's odds down toward the 15% floor. When you must hold a chokepoint, hold it from the best terrain you can reach. Conversely, avoid attacking into that stack head-on — go around, or bait it into the open where the city and terrain bonuses vanish.

Using the Wrap

The map has no back rank. A rival can strike your heartland from the 'far' edge, and you can do the same. Keep a mobile reserve, and remember that the shortest route to an enemy capital may run off the edge of the screen.

Reading the Rivals

The Rival Empires panel lists each enemy's known city count and the armies you can currently see. A rival whose count stops growing has been contained; one that is snowballing should be attacked before it becomes unstoppable. On Mixed difficulty, identify the Hard opponent early — it expands fastest — and deny it easy cities.

Difficulty Notes

- **Easy / Normal** — you can out-expand the AI; play greedily.
- **Hard** — the AI builds faster and defends well. Win the early city race, then grind its exposed armies with favorable fights before assaulting its cities.

- **Mixed** — exploit the Easy rival for territory while walling off the Hard one.