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OFFICIAL STRATEGY GUIDE

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# IMPERIALISM™

THE FINE ART OF CONQUERING THE WORLD

**ECONOMIC,  
DIPLOMATIC,  
AND MILITARY  
STRATEGIES!**



Michael Knight



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# IMPERIALISM™

The Official Strategy Guide



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Michael Knight

Prima Publishing  
Rocklin, California  
(916) 632-4400  
[www.primagames.com](http://www.primagames.com)



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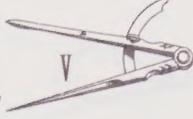
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ISBN: 7615-1091-5

Library of Congress Catalog Card Number: 97-66006

Printed in the United States of America

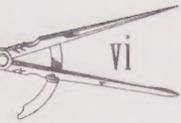
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## DEDICATION

I dedicate this book to two of my favorite history professors, Dr. Frank Garosi and Dr. Karl Von den Steinen, for making this period and others so interesting that I continue to study it, and to members of my weekend gaming group—Kelly Robinson, Steve Selvester, Derrick Koo, and Don Benson—for many hours of fun and friendship.



## ACKNOWLEDGMENTS

### Special Thanks

I'd like to thank SSI and Frog City for releasing a great game and for all their assistance. Brandon Chamberlain at SSI provided great tips from his own experience playing the game and made sure I had the latest releases to play. Bill Spieth and Alex Peck from Frog City used precious time as the game neared completion to provide their own insights, strategies, and tactics only the developers would know about.

I'd be remiss not to mention those at Prima who made this book possible—Sara Wilson, Prima project editor, for helping to get this book published, and Stacy Mollsen, for serving as liaison with SSI and for asking me to write this book.



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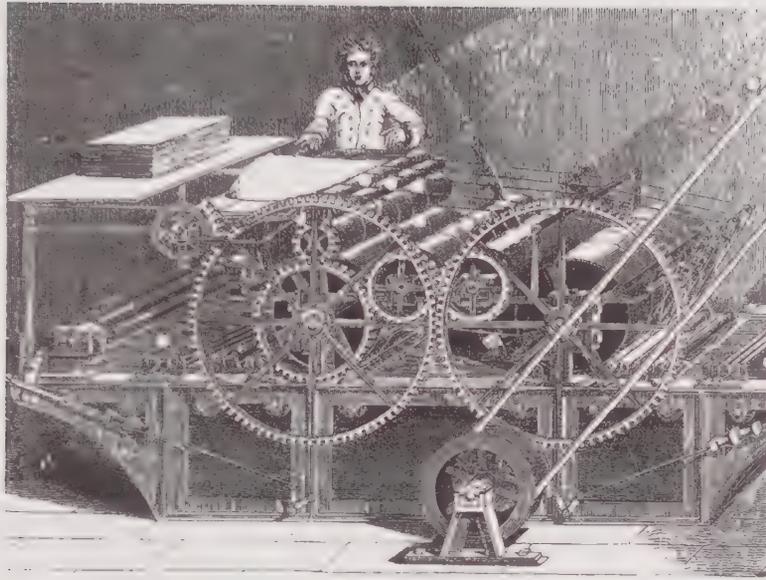
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# GUIDELINES FOR GREAT POWERS

**D**uring my high school years, a group of my friends and I would gather weekly for some type of strategy board game. The game of the week varied. Some games would last for several sessions of play. Whether it was *Diplomacy*, *Risk*, *Axis and Allies*, or something else, we always had a good time. The games usually incorporated role-playing elements and players went off to another room to negotiate pacts, treaties, and alliances. We thought gaming could get no better.

Then came the computer game, just about the time we were all going off to college and could no longer assemble regularly. These early computer strategy games allowed me to play in the absence of other humans. Several games were quite involved and complex, but playing against the AI just wasn't as much fun as gameplay with another person.

Earlier this year, I read of a strategy game in the works at Frog City, to be published by Strategic Simulations, Inc. What caught my attention about *Imperialism* was its time period—the 19th century. I had been a history major in college. My classes on the period were among my favorites, thanks to professors like doctors Garosi and Von den Steinen.

*Imperialism* has given me an opportunity to play an active role in an era I'd only read about. Its multiplayer capability, which allows interaction with human-controlled Great Powers, provides far richer levels of negotiation than what's possible with computer opponents.

*Imperialism* is a many-layered game with myriad interrelated aspects. The effects of events in its three main components—diplomacy, economics, and military—can't be isolated. A decision you make in one area inevitably causes changes in the other two. I quickly learned, as did the great leaders of history, that the key to success is *balance*. And as you'll find, or have already found, maintaining that balance isn't easy.

## The Purpose of this Book

This book is a strategy guide—not a cheat book that will tell you how to get an extra million dollars or build invincible military units. It discusses the game interface and how the game works. Each chapter covers a specific aspect of *Imperialism*. I've included a brief history of the period to set the stage for the historical scenarios, multiplayer tips, and hints from the game developers.

Go, now. Make your empire the greatest in the world.



## CHAPTER 1

# THE EMPIRES OF THE 19TH CENTURY

**D**uring the 19th century, a number of empires coexisted and competed with one another. Unlike the ancient empires of Greece or Rome, these latter-day empires weren't built for the sake of conquest, defense, or the wealth acquired by taxing more subjects. Instead, they were founded on the principles of capitalism. They never would have existed without the onset of a brash new era—the Industrial Revolution.

## MERCANTILISM

The Industrial Revolution began in Great Britain in the last quarter of the 18th century, fueled by new advances in technology and science. New ideas in labor management increased production efficiency, as did improved tools and machinery. Instead of one skilled craftsman building a complete product from start to finish, the job was broken down into several tasks. Each worker was trained to perform a particular task, and quickly became expert at it. Division of labor alone more than doubled industrial output per worker. Factor in machines powered by waterwheels or other sources, and production increased remarkably. This increase had two consequences: First, it created a surplus of goods for sale. Second, it set up a demand for the raw materials required for the production process.

Prior to this revolution, Britain had had more than enough resources to support its industry. But the new production levels consumed raw materials at an incredible pace. Purchasing other nations' resources could be expensive. Besides, other nations were developing their own national industries.

For over a century, Britain had been establishing colonies on other continents. These provided the mother country with agricultural items that wouldn't grow in the British Isles—tea, tobacco, and the like. Now these colonies provided solutions to the problems created by the Industrial Revolution: The colonies contained raw materials and resources that Britain's factories needed, and also provided a market for surplus manufactured goods. Plus, the mother country could dictate colonial foreign trade policies and set tariffs high enough to discourage trade elsewhere.

The practice of buying raw materials cheaply from protected sources and then selling back the finished goods so created for a large profit is called mercantilism.

## WARS FOR EMPIRE

While Great Britain was becoming the “factory for the world,” the great powers on the continent vied for supremacy. Many conflicts were over control of minor nations such as the Low Countries (modern Netherlands, Belgium, and Luxembourg) and German states.

In 1756, the Seven Years’ War erupted over control of the province of Silesia, which Prussia had taken from Austria. Austria garnered the support of France, Russia, Spain, and several minor nations. Great Britain felt compelled to join her Prussian ally to prevent a hegemony on the continent by a great power. Britain and France also waged war in North America and on the Indian subcontinent, where British forces succeeded in securing regions for the crown. These became important colonies for English mercantilism.

Suffering from the loss of her colonies and the cost of war with Britain renewed during the rebellion in America, France now faced another conflict, this time internal. The French Revolution overthrew the legitimate monarchy and set up a republican government that couldn’t effectively lead the nation—until a Corsican soldier took the reins: Napoleon Bonaparte united the French people with a series of wars that gave France control over most of Europe. Finally, however, the little emperor overextended his reach, and a coalition of nations dealt France a severe defeat.

## THE CONGRESS OF VIENNA

The devastation of the Napoleonic Wars led many leaders to seek ways to prevent a recurrence. A conference of European nations was held at Vienna to discuss France’s fate. Under the influence of Prince Metternich, the French monarchy was

restored and a system of balance of powers established. If any nation—particularly France—tried to gain dominance, the other countries would unite against the aggressor to restore the balance. Whenever two nations had a quarrel that could potentially lead to a major war, a third nation would call a congress of nations that would attempt to settle the dispute peaceably. This system succeeded in preventing major wars for nearly a century.

Unable to war against and exploit one another, the great powers of Europe turned outward. Expansion would have to take place in the Americas, Africa, or Asia. Thus began a race for colonies.

## RUSSIAN EXPANSION

Unlike the other European nations, Russia had lots of (resource-rich) adjacent territory to expand into. In 1825, Nicholas I came to the throne. Faced with internal dissension, he cracked down hard on anyone who threatened his power. Russia's large army could become a problem if left idle, so the tsar occupied it with expanding the empire into Asia.

Russia sought control of three main areas: In the west, control of the Ottoman Empire would give Russia the Dardanelles and the Bosphorus, the straits connecting the Black Sea to the Mediterranean Sea. If these fell to an enemy, Russia's only warm-water ports would be cut off from the rest of the world. In central Asia, Russia advanced toward Persia to secure its southern border. Finally, Russia expanded east all the way to the Pacific, and into parts of China.

Russian expansion resembled the westward expansion and "Manifest Destiny" of the United States during the same period. Neither country faced any great power in the areas of its expansion, which provided both countries vast amounts of resources. Although no one (except Mexico) really worried

about American expansion, Russia's moves alarmed Great Britain. The British believed Russian control of the straits would allow the Russian navy to project its power into the eastern Mediterranean and threaten British control of Egypt. Also Russia's central and eastern expansion was getting a little too close to British-controlled India and Persia, and threatened **China**, a major British trading partner.

When Russia made a move for the straits in 1853 by declaring war against Ottoman Turkey, the British and French sided with Turkey and declared war on Russia. The resulting Crimean War lasted three years, and ended in Russian defeat.

Tsar Nicholas I died during the war. His son and successor Alexander II continued the eastward expansion. The new tsar tried to bring about reform to give the Russian people more power. After an assassin's bomb killed him in 1881, *his* son, Alexander III, seeing the effects of that reform, retightened governmental reins. On Alexander's death in 1894, his son Nicholas II assumed the throne. By now, Russian eastward expansion had brought it into conflict with Japan, which declared war on Russia in 1904. This Russian defeat created further internal problems.

As the tsars busied themselves expanding their empire, the rest of Europe was industrializing. Alexander II had begun the process by bringing in foreign technicians to set up industry, but most of Russia's vast potential remained untapped. It wasn't until Nicholas II ruled that Russia began to catch up with the rest of the world. By this time, though, the tsar had too many domestic problems to try to take the lead in European industry.

## FROM NAPOLEON'S ASHES

Following Napoleon's defeat in 1814, a constitutional monarchy was set up in France. The Allies also imposed a military

occupation of two-thirds of France to prevent another revolution. The occupation ended in 1818 and France was allowed to join the congress of nations.

Internal conflict between royalists and republicans continued causing problems for the French government and economy for another two decades. Things finally began to settle down under the leadership of Louis Philippe, the “Citizen King,” who ruled from 1830 to 1848. The economy began to improve. The Railroad Law of 1842 created a national railroad that further accelerated the Industrial Revolution in France.

However, turmoil brewed again as the population called for universal male suffrage. The confusion didn’t end until Louis Napoleon Bonaparte, nephew of Napoleon I, took control of the government during a coup at the end of 1851. He gave France a new constitution and restored the empire, taking the title “Napoleon III.” Even though the congress of Vienna had forbidden a Bonaparte to rule France, 37 years had passed since then, and the congress of nations allowed it.

Under Napoleon III, France’s economy boomed. However, his lack of legitimacy worried the emperor. He wanted to deal on an equal basis with other European leaders. He sought to create foreign problems so he could provide solutions and gain acceptance, but almost all his plans failed. As a result, two new great powers were created—Italy and Germany—swinging the balance of power away from France.

Napoleon III’s capture in 1870 during the Franco-Prussian War not only cost him his throne, but lost France the provinces of Alsace and Lorraine to the newly created Germany. Having created an unfriendly neighbor, France sought an ally—and found one, Russia, near the end of the century.

During this period France was colonizing Africa and Asia, building a larger empire than it had held before the Seven

Years' War and second only to Great Britain's. This caused some disputes between the two powers, but a common fear of Germany brought them together. By the turn of the century, France had become an industrial giant, though not quite as powerful as Germany.

## THE SUN NEVER SET ON THE BRITISH EMPIRE

Great Britain's foreign policy differed completely from the continental powers'. Separated geographically by the English Channel and possessing a powerful navy, Britain little feared invasion. Its colonies were spread around the globe. Its government and population assumed an isolationist stance toward Europe. Britain didn't want to be bound to assist in problems that wouldn't affect it directly. Instead, it would wait until a conflict developed and then side with the weaker of the two parties to preserve a balance of power. Britain's only fear was a hegemony of power on the continent that could become a threat.

Britain took action when it felt its *colonies* were threatened, however. During the first half of the 19th century, the British became concerned that Russia would continue to expand until it controlled British interests in western, central, and eastern Asia. Concern turned to conflict in 1854, when Russia declared war on Ottoman Turkey and attempted to control the straits connecting the Black Sea to the Mediterranean. The British felt this would allow the Russian navy to operate unrestricted in the eastern Mediterranean and threaten British interests in Egypt and Persia. So Britain went shopping for allies on the continent, and found France and Austria willing to join against Russia. The Crimean War that resulted was the only major conflict among European powers during this period.

The British military kept busy suppressing nationalistic rebellions in its colonies, particularly India and the Sudan, in the final decade of the 19th century. In the early years of the 20th century, Kaiser Wilhelm II's support of the Boers against British rule in South Africa led Great Britain to seek more permanent allies on the continent.

## THE UNIFICATION OF GERMANY AND ITS RISE TO POWER

At the congress of Vienna in 1814, the 240 states of the Holy Roman Empire were combined into the 39 states of the German Confederation. Prussia was the largest and most powerful of these states. It began a process of industrialization but was always cautious of the other great powers. Often in its history, Germany had provided a battleground for the other powers.

In 1862, Otto von Bismarck was named minister-president of the Prussian parliament. He encouraged Wilhelm I to make Prussia a major player in European diplomacy. The first thing Bismarck undertook was to make treaties with France, Italy, and Russia. To keep Austria from getting nervous, he encouraged his neighbor to take the provinces of Schleswig-Holstein from Denmark. Prussia's military might made short work of the Danish defenders. However, problems arose with Austria over control of these captured provinces. Prussia used this excuse to begin the Austro-Prussian War, which lasted only seven weeks. As part of its victory concessions, Prussia gained control of several German states, which it organized into the Northern German Confederation.

This caused concern in the southern German states, so Bismarck took advantage of a conflict between Prussia and France to unify all the German states: Napoleon III requested Prussian support for the successor to the Spanish throne. Bismarck edited a dispatch from Wilhelm I to the French

emperor to make it sound as though France was being insulted, and released it to the public. When France declared war, the southern German states joined with Prussia for protection. Victory in the Franco-Prussian War created a nationalistic pride that brought all the German states together as the German Empire, with Kaiser Wilhelm I as ruler.

Having achieved unification, Bismarck set about securing the new empire by allying with a number of other powers. He was very shrewd in his politics and helped defuse several conflicts by switching his support from one side to the other (he usually had treaties with both). For the new German Empire, a stable Europe was a safe Europe. This security also allowed Germany to build up its infrastructure and become Europe's greatest industrial power.

This European balancing act was an enormous task only Bismarck, its creator, could control. However, when Wilhelm II came to the throne, he dismissed Bismarck because Bismarck opposed expansion: Bismarck understood that Germany's rise worried the other great powers. To prevent a coalition against Germany, he had worked hard to demonstrate that the empire had no need or desire to expand. This clashed with the young Wilhelm II's plans and the nationalistic sentiments of the populace. Both desired a greater Germany and the respect due its stature. Wilhelm II refused to renew the treaties with the other powers and provoked them all, especially Great Britain, with colonial expansion and efforts to build a strong navy.

## THE LIGHTS GO OUT ALL OVER EUROPE

In attempting to force itself into the forefront in Europe, Germany alienated many former allies and caused powers once hostile to one another to ally against it. Germany allied with Austria and pledged support for Austrian actions in the Balkans.

This concerned Russia, especially after Germany refused to renew its treaty, because there were many ethnic Slavs in this area. France, still bitter over losing Alsace-Lorraine in the Franco-Prussian War, eagerly allied with Russia.

German interference in South Africa and the Kaiser's desire to build a large navy brought Britain alongside France and Russia to form the Triple Entente. With the major powers firmly allied, negotiations became difficult; the flexibility of the balance of powers was lost. Any little conflict could blow up into a major war involving all of Europe.

That spark was struck in 1914, when a Serbian nationalist assassinated the heir apparent to the Austrian throne, Archduke Francis Ferdinand, and his wife in Sarajevo, Bosnia-Herzegovina. The ensuing declarations of war resulted in the Great War. It devastated all the Great Powers: The Russian Empire came to an end with the Communist Revolution that overthrew the tsar and his regime. Germany lost not only its colonies abroad, but its monarchy, as well. France and Great Britain lost their colonies over the next four decades. By the middle of the 20th century, none of the former empires of Europe was anything more than an ordinary nation.



## CHAPTER 2

# HAIL THE NEW LEADER

**S**o you think you have what it takes to create a powerful empire. Well, here's your chance to do it. But you won't play in a vacuum. *Imperialism* pits you against up to six other Great Powers, all trying to accomplish the same goal you are.

But only one can dominate.

This chapter acquaints you with the game system and interface. You'll have enough problems to take care of without worrying about basics. *Imperialism* is a simultaneous turn-based game: Each player gives orders for the current turn at the same time. The orders aren't

resolved until all players have completed them. Then all the orders are carried out at once. The other Great Powers can be computer- or human player-controlled, connected over the Internet, an internal network, or modem.

## GETTING STARTED

You begin a game of *Imperialism* behind a desk. Choose the type of game you'd like to play by clicking on various objects in the office.



Fig. 2-1. Select the type of game you'd like to play in the office.

### Historical Scenarios (Book on the Desk)

This takes you to the library, where you can choose to play a historical scenario. Scenario choices are listed on the left. Descriptions for each appear in the window to the lower left to help you choose.

### Random World Games (Globe)

This takes you to the map room, where random worlds are generated. As you enter, the globe will spin as a new world is created. When it's completed, it appears at the left, with your Great Power national coat of arms highlighted. To play as a different Great Power, select one of the others with the cursor. Click on the globe to generate another world if the first isn't to your satisfaction. When you have the world and Great Power you want, select the difficulty level, and you're ready to begin.

## Game Difficulty

In randomly generated worlds, you may choose from five difficulty settings. **Introductory** games begin with your capital selected and all your factories and mills constructed. Your ministers will advise, warn, and brief you. In addition, you and any other human players receive economic and diplomatic advantages over computer players.

The **Easy** setting is similar to Introductory, except that minister briefings don't happen automatically, and you don't begin with diplomatic advantages.

The **Normal** setting allows you to choose your own capital, and you must construct all your factories and mills. No one has an advantage.

With the difficulty set to **Hard**, you'll do the same as the Normal game, but with fewer initial resources. Computer players receive both economic and diplomatic advantages over human players.

If you're really up for a challenge, **Nigh on Impossible** will definitely provide it. It's similar to the Hard setting, with one tough addition: All computer players begin with a vast military superiority over human players.

## Saved Games (Ship in the Bottle)

This is where you'll store saved games. Select a game from the list to begin at the turn where you saved it. *Imperialism* allows the presence of only ten saved games at a time. However, you can save more by transferring files to different directories or folders outside the game.

Saved-game files are stored in the *Imperialism's* main directory or folder, and named slot0.imp, slot1.imp, and so on. When you've filled the eight slots, create a new folder or directory

within the game's folder. Call it whatever you like, something that will help you remember which games are in it. Copy the files to this new folder. Now you can begin saving new games in the slots without losing the old. To play an old game, copy the latest saved games into a new folder and move your old games back into the original *Imperialism* directory. The process is a bit involved, but it allows you more than eight saved games.

## Multiplayer Games (Telephone)

To play against other humans in multiplayer games, select the Telephone. This takes you to the conference room. Now select your connection method or protocol from the list at the top of the screen. To join a game in progress, click on the Tea Service to bring up a list of the games available. If you're hosting a game, click on the Book to play a new scenario, the Globe for a new random world, or the Ship in the Bottle to play a saved game. Once you've selected the game and all the players have joined, begin.

## THE GAME INTERFACE

When the game starts, the Terrain Map appears. Game Controls at the upper right allow you to set preferences, get help, and save your game. Below this is a Mini-Map. Click on a point within this map to center the Terrain Map on

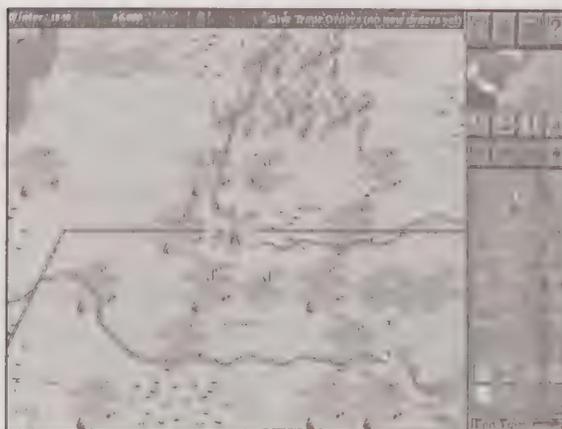


Fig. 2-2. Your game begins at the Terrain Map. From here you can access all the other screens and game controls.

that location. You'll find Orders and Unit buttons on the right, and the End Turn button at the bottom. The upper-left screen area displays the current turn date and the amount of money in your treasury.

## The Game Screens

You'll play *Imperialism* on a number of different screens. Each allows you to give specific orders to run your empire.

*Terrain Map Screen:* You give orders to all your units from here. Improve the land, build transportation networks, and reposition your military units.

*Transport Screen:* Assign cargo to your barges and railroad cars from this screen. Each resource ships from a depot or port. As your resources outpace your transportation network, use this screen to decide what to leave behind. (Whatever you leave behind is lost for good.)

*Industry Screen:* You'll spend a lot of time at this screen. It's from here that you'll build factories, mills, and ships, recruit civilian and military units, and organize your labor pool.

*Trade Screen:* Make your money from here. Each turn, you use this screen to tell your merchants what commodities to sell and which to bid on.

*The Diplomacy Screen:* Give orders to your diplomats from this screen. It also provides information on the countries in your world and their diplomatic relationships with one another.

## Using your Ministers

Running an empire can be taxing, even overwhelming. But you know that, so you've chosen three ministers to assist and advise you. The **Minister of the Interior** covers matters of industry and resources. The **Foreign Minister** keeps an eye on your

diplomats and your international relations. Finally, the **Defense Minister** not only advises you during war and battles, but also briefs you on the status of other nations' militaries. You can set the level of assistance your ministers provide in game preferences.

At the Introductory difficulty level, you'll receive Minister Briefings at the beginning of your turns for each game screen. If it's your first time playing *Imperialism*, these briefings will help you understand the game and its many complexities. You can also bring up these briefings from the control panel under Help and Information.

Your ministers also offer advice and warnings in their focus areas. If your orders could have negative results, they'll let you know if warnings are activated. For example, if you've adjusted your resource transportation so that too little food comes in for your citizens, your Minister of the Interior will warn you to change this before any workers starve. Your Defense Minister will warn you if you fall behind your rivals in the arms race. It's usually a good idea to heed your ministers' warnings.

## The World

The world in *Imperialism* is divided into countries, which are made up of provinces. There are two nation types—Great Powers and Minor Nations. Each Great Power, played by humans or computer, vies for control over most of the world. Minor nations are areas Great Powers exploit and battle over. There are always seven Great Powers and 16 Minor Nations in each randomly generated world. This formula varies in the historical scenarios, however.

Nations break down into provinces. In random games, there are 120 provinces. Each Great Power contains eight in the beginning, and Minor Nations have four. Provinces are the basic territorial units for military actions. Each province equals



one movement space; battles are fought for individual territories, and the victor gains control. Once all a nation's provinces are captured—or, in the case of a Great Power, the province containing the capital—the country is eliminated.

A Great Power may colonize Minor Nations and incorporate them into its empire. This needn't involve outright conquest. Economic coercion, bribery of national leaders with grants, or successful intervention when another Great Power invades the Minor Nation can all result in successful colonization. When a Great Power gains a colony, all the Minor Nation's provinces join at once. However, unlike conquered territory, they retain a bit of independence. To develop a colony's resources, you must purchase the land with a developer and buy the resources on the world market. However, you have first shot at them. You profit if another nation purchases resources you helped develop.

## PLAYING THE GAME

*Imperialism* players must give orders each turn. The types of orders are usually the same, so there's a format to the process. Depending on scenario and difficulty level, not every step applies. Later chapters explain each phase in detail. What follows is a brief synopsis of how the phases fit together to make up a game turn.

### Choosing a Capital

If you play on a random world at Normal difficulty level or greater, you first must place your capital. *Where* you place it is very important. *Imperialism's* only requirement is that it be on flat terrain, adjacent to water. Because it takes a few turns to build railroads or ports, and because food is your primary requirement, choose a location adjacent to grain farms and

orchards. If you have a choice of places near agriculture, choose the one closest to resources—your next concern. This gives you a head start. You may only choose a capital at the beginning.

## Civilian and Military Units

The first phase of most game turns takes place on the Terrain Map screen and involves giving orders to your civilian units—at the beginning, a prospector and an engineer. Later you'll recruit new civilians to do additional work. Send the prospector to a hill or mountain tile to look for minerals. The engineer will build up your transportation network on the Terrain Map by constructing railroads and ports.

During this phase you can also deploy military units. You face no threats and have only a few units to begin with, so keep them in your capital province. If you lose this province, you're out of the game, so defend it well. (For more information on this phase, see Chapter Three.)

## New Technologies

If the Microscope button at the upper right is lit up on this screen, it means a new technology is available for investment. Click this button to go to the Technology screen, where you can invest money in developing technologies. (This is covered in greater detail in Chapter Eight.)

## Moving Resources

At the Transport screen (the next phase), you'll choose resources for the transportation network of railroad cars and barges to carry to your capital. At the start, you have more than enough units to carry all your resources, but later in the game you must prioritize. (For more on this, see Chapter Four.)



## Get Those Laborers to Work

The third phase takes place on the Industry screen. Build and upgrade factories and mills from here. Recruit and train labor and new units, both civilian and military, and assign labor and resources to produce materials and goods. Most orders you give on this screen will remain each turn unless you change them. It's a good idea, however, to review all orders every turn, because available resources and labor can change. (The industry phase is covered in Chapter Five.)

## International Trade

Money is vital for maintaining and enlarging your empire in *Imperialism*. The only way to make money is by trading with other countries. The Trade screen allows you to give orders to your merchants concerning items to sell and items to bid on. You can also buy resources here for your mills and factories to process and sell the finished goods at a substantial profit. (This phase is discussed in Chapter Six.)

## Diplomacy

The final phase of a game turn takes place on the Diplomacy screen. Here you instruct your diplomats to establish consulates and embassies, give subsidies and grants, or make pacts or treaties with foreign nations. This phase is important for enticing Minor Nations to join your empire and for avoiding unwanted wars with other Great Powers. (Chapter Seven covers this phase in greater detail.)

## Ending the Turn

Once you've completed all the phases, you may issue the End Turn command at the lower right of the Terrain Map screen.



This done, all orders for each country are carried out simultaneously in the following sequence: First, diplomatic offers are exchanged and accepted or rejected. Trade deals take place next. Third, industrial production, followed by the resolution of military conflicts. After this, intercepted or blockaded trades are canceled. Finally, all commodities are transported internally, delivered by traders, and items warehoused to use during the next turn.

Then it's time to do it all over again. Each turn represents three months. Randomly generated games, which all begin in 1815, can last up to a hundred years (or 400 turns) unless a winner is declared before that time. Time limits for historical scenarios vary depending on the start year.

## The Goal: Victory

The key to claiming victory in any game is knowing what it takes to win. Although conquering the world would win the game for you, the last part would be pretty boring as you defeat nation after nation with your vastly superior strength. Therefore, a Council of Governors, which convenes around every ten years, determines the victor. Each province has one vote, and the Great Power that gets two-thirds of the total is declared the winner.

At each council, two Great Powers are nominated based on economic, diplomatic, and military strength. All provinces under the control of a Great Power vote for that power. Minor Nations with strong ties to a Great Power may also cast their votes for that power. If a victor isn't declared before the tenth (and final) council, every governor must select one of the two nominees. Because acquiring these votes is necessary to win the game, push to get them through conquest and colonization. Making a lot of money or building a large military will help, but neither alone will win the game.

**NOTE**

The Election in the Council of Governors determines the winner of the game. Therefore it is important that you play the game so that you will first be nominated as one of the two leading powers and then receive at least a two-thirds majority of the votes for total victory in Imperialism.

The Status screen provides a lot of information to help you see where you need to improve your empire. First look at the Council Projection to see where your nation stands as compared to the other great powers. You want to be number one. If you are not, then look at each of the status topics. They all help determine the council projection, but a few carry more weight than others. You need to have good industry as well as good trade and relations with other countries. However, military strength is one of the most important factors for getting the votes of other Great Powers.

In this game it is better to be feared than loved. If you have fairly good relations with another power and a stronger military, they will usually vote for you out of fear. If your military strength is comparable to your opponent's, though, they must have better relations with you than your opponent to vote for you in the elections. You also gain the support of minor nations if you have good relations with them. These are best fostered by lots of trade.





## CHAPTER 3

# WORKING THE MAP

**Y**ou'll play the main part of *Imperialism* on the Terrain Map screen, where each turn begins and ends. You'll move all your units and improve your resource centers on this map. The map itself contains a lot of information. It tells you what types of terrain and resource centers make up your country and those of your rivals. It reveals what each of your units, civilian and military, are doing that turn. All phases of a turn are important, but you'll spend most of your time on the Terrain Map, especially in the beginning as you develop your country.

## THE TERRAIN TILES



Fig. 3-1. You'll spend a lot of time in Imperialism's Terrain Map.

The map is made up of a number of tile types, each representing a particular terrain—14 kinds in all. Each terrain variety features a resource that can be found in or on it. Civilian Workers develop and improve resource production on these tiles after they've studied the required technology. The following table lists *Imperialism's* terrain types and the resources you may find in each.

**TABLE 3-1. TERRAIN TILES**

<i>Terrain Type</i>	<i>Resources</i>
Barren Hills	Coal, Iron
Desert	Oil
Dry Plains	Grain
Farm	Grain
Fertile Hills	Wool
Hardwood Forest (light green)	Timber
Horse Ranch	Horses
Mountains	Coal, Gems, Gold, Iron
Open Range	Livestock
Orchard	Fruit
Plantation	Cotton
Scrub Forest (dark green)	Timber
Swamp	Oil
Tundra	Oil

**TIP**

It is important to choose a good location for your capitol city. The only requirement of the game is that it must be next to a waterway, either on a coast or next to a river connected to the ocean. Your first priority is to choose a location near a lot of resources, with farms and other food centers taking precedence so that you do not run out of food right at the beginning of the game. The next priority is to choose a location near the majority of your resources. Since timber is one of the earliest requirements in the game, build in close proximity to forests, especially if playing at the higher difficulty levels since trade will not meet your needs at the beginning. While you could build your capitol in a central location, it is easier to run a rail line from one side to the other instead of in several different directions. Remember that you can also build ports to help connect distant locations and do not have to build railroads for all connections.

## CIVILIAN UNITS

The map is full of resources, but you must hire Civilian Workers to find and develop them, and build a transportation network to carry them to your capital. In most games, you begin with a Prospector and an Engineer. You may hire additional units on the Industry screen at the university. Civilian Workers don't come cheap, so make sure you need them before you hire, and that you use those you've hired already.

## Developer

Unlike the other Civilian Workers, you can't hire the Developer. When your diplomatic relations with a foreign country improve significantly, you get a Developer as a reward. Each Great Power can have only one



Developer at a time. This worker can enter Minor Nations where you have an Embassy and purchase tiles for your country, which your other workers may improve. (For more on work in Minor Nations, see the “Foreign Investments” section later in this chapter.)

## Driller

After you invest in Oil Drilling technology, the Driller becomes available on the Industry screen. After a Prospector discovers an oil deposit in a swamp, tundra, or desert tile, the Driller can improve that resource center to Level 1, so you may build a derrick to produce oil. After you invest in Chemistry and Internal Combustion technologies, the Driller can return to your derricks and improve them to levels 2 and 3, respectively. Toward the end of the game, oil becomes very important and having a Driller is a necessity. If you have a lot of oil in your country or in Minor Nations you have good relations with, you may even need a second or third Driller.



## Engineer

This is one of your most important Civilian Workers. You'll usually begin the game with an Engineer. Put him to work immediately. His main job is to construct your transportation network by building ports and railroads. Ports must be built next to waterways. In the game's early stages, you can build depots and run rail lines only through plains, open range, plantations, farms, orchards, forests, desert, and tundra. New technologies allow you to expand into other terrain types. Iron Railroad Bridges let you build in swamps, the Compound Steam Engine adds hills, and Dynamite lets you build in mountains.





Engineers can also build fortifications on tiles containing one of your cities. These structures provide greater defense when enemy military forces invade your provinces.

## Farmer

You may hire Farmers right from the beginning. They improve grain farms, cotton plantations, and fruit orchards. Each improvement requires two turns (six months). If you have more than one cotton plantation, or very few farms or orchards, it's usually a good idea to hire a Farmer to improve your agricultural production. If you have plenty of food, however, wait until you really need this worker.



### TIP

You may not improve cotton plantations until you've studied the Cotton Gin, so hold off on hiring a Farmer until then.

## Forester

After you've invested Iron Bridges technology, the Forester becomes available. This worker can improve your hardwood forest tiles and increase their timber production. However, most forests on the map are scrub forest (shown as a darker green than the hardwood variety). You can't improve scrub forests, so unless you have hardwood forests or are developing them in a Minor Nation, don't bother with the Forester.



## Miner

The Miner is available right from the beginning and is probably the first Civilian Worker you'll hire. After a Prospector discovers a tile's mineral resources, Miners improve the tile by building mines. You can't produce



coal, gems, gold, and iron until you improve a tile to Level 1. After you invest in Square Set Timbering and Dynamite technologies, your Miner can return to the mines and improve them to levels 2 and 3, respectively. You may also send Miners to Minor Nations to develop *their* mineral resources.

Unless your country has a great abundance of mineral resources, one miner is usually enough. You still must connect the mines to your transportation network before they'll be effective.

## Prospector

The Prospector is another unit you start the game with. He searches for mineral resources in Barren Hill and Mountain terrain tiles. To accomplish this, send your Prospector to one of these tiles and click on it when the "eye" cursor appears. It takes an entire turn (three months) for a Prospector to survey a tile. If he finds a resource, its icon appears on the terrain map in that tile. Otherwise, a pick-ax bearing a red "X" appears, indicating an absence of resources.



When you give orders to your Prospector at the beginning of the game, choose terrain tiles located close to your capital or transportation network. Although you can hire additional Prospectors, one is usually all you'll need. After you locate mineral resources, you first must send a Miner in to develop them, and then connect the mines to your transportation network.

If you've established an Embassy in a Minor Nation and have already prospected the hills and mountains in your country, send your Prospector abroad to locate new resources.

**NOTE**

After you invest in the new technology of Oil Drilling, your Prospector can search in deserts, swamps, and tundra for this new resource.

## Rancher

After you invest in Feed Grasses technology, you can hire a Rancher. He'll improve your livestock and wool ranches. It takes two turns (six months) to raise each ranch one level.



Unless you have more than one wool ranch, or a shortage of livestock ranches in your country, don't waste your money on this worker. Most countries have more livestock than they can transport to the capital, anyway. You can also send Ranchers to Minor Nations to improve their wool ranches after you purchase the appropriate tiles with your Developer.

## RESOURCES AND DEVELOPMENT

Except for mineral resources, once you've connected a resource center to your transportation network, you can start hauling the resources you produce each turn to your capital. Each resource tile begins at Level 0, except for those in or adjacent to your capital. These upgrade automatically to their highest potential for the current technology. You can improve all resource tiles to Level 1 once you've improved it with the appropriate worker. As new technologies come around and you invest in them, you can further improve these tiles to levels 2 and 3. Each level increases resource production at the improved tile. Table 3-2 shows the effects of development and the number of units of resource produced at each level.

TABLE 3-2. RESOURCE DEVELOPMENT

Resource	Worker Required to Improve	<i>Worker Required</i>			
		Level 0	Level 1	Level 2	Level 3
Coal	Miner	0	2	4	6
Cotton	Farmer	1	2	3	4
Fruit	Farmer	1	2	3	4
Gems	Miner	0	1	2	3
Gold	Miner	0	1	2	3
Grain	Farmer	1	2	3	4
Iron	Miner	0	2	4	6
Livestock	Rancher	1	2	3	4
Oil	Driller	0	1	2	3
Timber (Hardwood Forest)	Forester	1	2	3	4
Timber (Scrub Forest)	Forester	1	—	—	—
Wool	Rancher	1	2	3	4

**NOTE**

Fish gathered at your ports counts as meat in your workers' diets. However, you can't increase production of this resource. Each port collects one unit of fish for each adjacent water tile.

## Foreign Investment

Develop your country as much as you can, then begin developing Minor Nations to prepare them to become colonies. This is called "foreign investment": You use your resources and money to improve another country's production so you can profit from their increased production and revenue. To accomplish this, you must do several things.

First, choose a Minor Nation that exports a lot of resources you need. Often you'll already be a customer for these resources and will have a Trade Consulate there. Next, build an

Embassy in the Minor Nation. This will cost you \$5,000, so *choose a good country*. Once you have an Embassy, you can send in Civilian Workers. If the country has lots of hills or mountains, you'll want to send over a Prospector first to find valuable mineral deposits.

While your Prospector looks around, improve relations with this country until you receive a Developer. You can improve relations by conducting a lot of trade, signing a nonaggression pact, and even by offering grants or bribes to the leadership. When you get a Developer, you can start buying land from the Minor Nation. After you've purchased a terrain tile—and not before—you can send more workers to improve it.

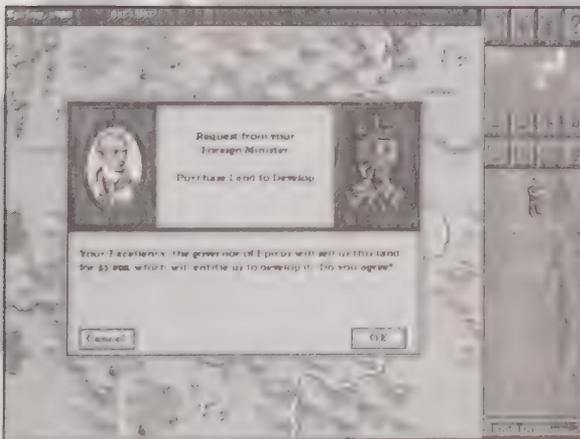


Fig. 3-2. The Developer can purchase foreign terrain tiles. Then other Civilian Workers can improve the resource centers and increase production.

Improving resource centers in a foreign country increases their production and makes additional resources available on the world market. Although you still must buy the resources, just like any other Great Power, more are available. By now you should be the most favored trading partner, so you'll get first crack at them, anyway. And because you own the resource center, the Minor

Nation will pay you a percentage of the resource profit that tile produces. This percentage increases as your relations with the country improve. If you buy the resources, you'll get some of the cost back; if another Great Power buys them, you'll make a profit. These transactions appear in your Deal Book at the end of every turn, under the heading "Overseas Profits."



When a Minor Nation becomes your colony, you receive 100 percent of the profits for the sale of overseas resources. You also have first right of refusal for anything the colony sells. (See Chapter Seven for details on how to establish a colony.) Your goal, therefore, is to colonize as many Minor Nations as you can. Remember, your rival Great Powers will do the same.

## MILITARY MOVEMENT AND GARRISONS

We cover military units and battle in detail in Chapter Nine. However, all military units move and receive assignments on the Terrain Map.

### Land Forces

Unlike Civilian Workers, who move to specific tiles, military land units are located within province boundaries, and move from province to province.



Military land units are organized as garrisons. Each province has a garrison, usually located near a city. After you give orders to your Civilian Workers, your garrisons are selected automatically to receive orders next.

You give all your strategic orders on the Terrain Map. These orders include Deploy (or move), Defend, and Invade. To select a garrison, go to the Garrison Book and activate the units you want to order. You can't order militia units, except for Defend. If you want other units to stay and defend the province, order them to do likewise.

To redeploy units, select those you want to move. Choose their destination and click on that province. If it's adjacent to or within their marching range, the units travel by their own means (usually on foot or horseback). However, if it's beyond their



marching range, the cursor changes to a locomotive, indicating that you must use part of your transport capacity to move your units to that location within the space of a turn. Although this means you can't carry your usual quantities of resources to your capital during that turn, it's a good way to reinforce a province in danger of attack. For this reason, it's important to build up your transport capacity as your army grows.

You can only order your military units to move into provinces within your empire—those that make up your country and colonies. Moving into any other province constitutes an invasion, and you can't invade a province unless a state of war exists between you and the owner of that province.

**TIP**

**When you deploy your military forces, garrison your capital first. If you lose this province, you're out of the game! Next, augment the defenders in provinces with coasts or in provinces adjacent to other Great Powers; in the event of war, these areas will be invaded first.**

## Naval Forces

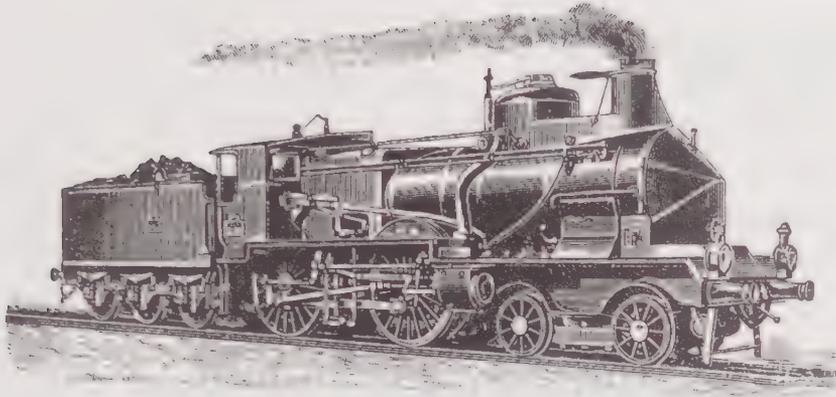
The map's oceans are divided into sea zones. Each zone is like a province in terms of movement; sea zones can't be owned, however. Your naval units are organized into fleets. To give orders to a fleet, select it, choose the units you want to activate, and leave the rest behind. Fleets can receive movement or mission orders. The movement orders tell selected ships only where to move. Missions are specific actions fleets can perform within their zone of deployment, including Patrol, Blockade, Escort, and Naval Landing. We cover each in greater detail in Chapter Nine.



**TIP**

When deploying your fleets for defense, it's a good idea to cover those sea zones adjacent to your provinces, particularly your capital province. Tell your ships to Patrol; they'll try to intercept any enemy ships in the zone, especially those carrying an enemy landing force.





## CHAPTER 4

# MOVING THE GOODS

**N**ow that you know how to develop your country and improve your tiles to increase resource production, you must get these resources to your capital city. Building up and maintaining a transportation network is an integral part of *Imperialism*. Although most of this takes place on the Transport screen, two elements also take place on the Terrain Map and Industry screens.

## BUILDING YOUR NETWORK

You'll build your transportation network on the Terrain Map screen. Here your engineers construct railroads and ports to connect your nation's tiles to your capital city. Without these networks you can access only those resources adjacent to your capital.

### Railroads

Railroads are the cheapest way to link the various parts of your nation, and the only way to access inland resources far from waterways. To build a railway network, engineers can construct depots and lay track. Your capital comes with one depot already constructed. From there you can run rail lines to other depots.

Each depot gathers the resources in its own tile and all adjacent tiles. If a depot is successfully connected to the capital, it shows up green on the map. If it's red, the connection is incomplete or has been broken. Your engineers can place depots and track only within your country's provinces. If you lose a province to conquest, you lose control of the railroad. Any connections made through the lost province are severed.

### Ports

Ports are similar to depots except they connect to your capital via existing waterways (ocean and rivers). Ports are more expensive to build than depots, but they gather resources the same way. As long as the waterways are clear of blockading enemy naval units, your ports remain connected to the capital (which, again, comes with a port already built).

If your nation has a lot of waterways and your resource centers are scattered or across terrain you can't build a railroad



through, ports can provide a quick solution. Instead of running a railway across your country, just build a port on the opposite coast. You can build it in one turn and have it up and running before several engineers can run the rail lines.

Ports and railroads also can work together. For example, you can build a port on a distant shore and a depot in the same tile and then lay track inland to another depot. The resources loaded up at the inland depot travel to the coastal depot and ship automatically from your port to the capital.

**NOTE**

At the beginning of the game, you have to determine where you want to run your transportation network. Your first priority should be timber followed by cotton or wool. Don't worry about minerals yet since it will take several years to find and begin mining them. If forests are located near your capitol, build a railroad to them. However if they are more than a few tiles away and also near a coast, build a port near them so that you can start bringing in timber right away. Follow the same procedure for cotton and wool and then minerals once they are ready to transport.

## TRANSPORT CAPACITY

After connecting your resource centers to your capital, build up your network's capacity by constructing rail stock and barges. This is done on the Industry screen at the train station. For two units of labor and one each of lumber and steel, you can increase your transportation capacity by one point. For each point, your network can carry one unit of resource.

At the beginning of the game, you'll usually have more than enough transport capacity to carry your resources.

However, as you expand the network and improve your resource centers to increase their production, you must build more transportation to increase your transport capacity points.

Your railroads will also move military units from one province to another. The cost of transporting military units varies according to the number of armament points required to build each unit. The ration of transportation points to armament units is 5:1. For example if your military unit required five armament units to create, it will cost you 25 transportation points to move it. (See the table of military units in the appendix.)


**TIP**

Try to build up your transport capacity so you have enough points to carry all your resources each turn. This opens up your merchant marine as well as your treasury to buy the resources you can't produce and makes you less dependent on the rest of the world. During a war, you may lose access to some nations on the international market due to blockade, boycott, or both.

## ASSIGNING TRANSPORTATION

At the beginning of the game, you have more than enough transport points to bring all your available resources to your capital. However, as your network grows, eventually you'll have more resources than transport points (unless you can keep your

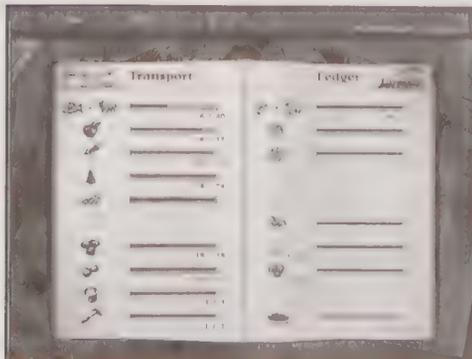


Fig. 4-1. Assign capacity points to various resources from your Transport screen.



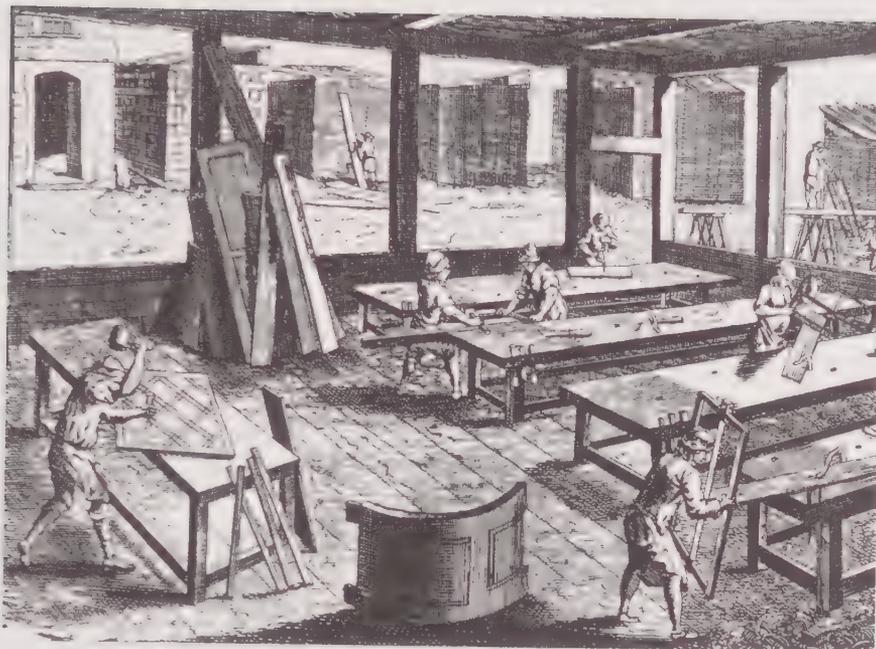
capacity equal to the demand). Therefore, you must decide how to allocate your points.

First, you must transport enough food, or have enough already in the warehouse, to feed your population. You can't afford to let your workers starve. Then evaluate the resources you'll need most in the following turn. Determine which items are most expensive on the international market. You should transport these valuable resources first. (Don't worry about losing the cheaper items; you can simply buy these resources on the international market.) Gold and gem resources from your mines convert to cash once they reach your capital. It's a good idea to use all your transport capacity by carrying to your capital all the resources you can rather than let them go to waste.

**NOTE**

You lose for good any resources you don't transport during a turn. They don't stockpile at depots and ports, so you can't pick them up later.





## CHAPTER 5

# INDUSTRIAL PRODUCTION

**O**n the Industry screen you'll direct the work of your empire. Here you recruit and train new workers and military units, assign labor, and choose what and how much to produce. You can also increase your transport capacity and merchant marine cargo space and build a navy from this screen. You perform each task by clicking on the building icons on the Industry screen.

## THE BUILDINGS

### Storing Commodities (Warehouse)



This important structure is where you'll store your commodities. Click on this building to open a window that displays what you have (less those items you've assigned on the Industry screen).



#### TIP

Keeping the warehouse window open at all times allows you to see the effect of your production orders and decisions on your resources, materials, and goods. Just drag the window to an unused space on the screen.

### Recruiting New Labor (Capitol Building)



The Capitol Building is where you recruit new labor. For each new, untrained laborer you must spend one unit each of canned food, clothing, and furniture. You may recruit a number of workers each turn equal to one-fourth the number of provinces you control (rounded down). As your foreign policy succeeds, your capital will be upgraded and you can recruit at a ratio of one worker to every three provinces. Each untrained worker adds one point of labor to the labor pool.

### Educating Your Workers (Trade School)

You increase your labor pool by educating your untrained and trained workers at the trade school. For each untrained worker you send to school, you get one trained worker for the cost of a unit of paper





and \$100. For each trained worker you educate, you get an expert worker at the cost of two units of paper and \$1,000. Trained workers add two points to the labor pool; expert workers add four. It's a good idea to educate your workers continually throughout your game. The more highly trained the worker, the more labor you get for a lower cost in food.


**TIP**

As you build your labor force, train workers based on the cost in paper at an average rate of one unit per turn. In other words, you could educate an untrained worker every turn at a cost of one unit of paper or improve a trained worker to expert every other turn at two units of paper each time. However, occasionally you'll need both untrained and trained workers to create military units, so *don't* educate your entire labor force.

## Creating Civilian Units (University)

The university is where you'll educate your expert workers into civilian units to use on the Terrain Map. Each worker exacts a different cost for its education. The following table lists costs for educating each expert worker.



**TABLE 5-1. EDUCATION COSTS FOR CIVILIAN UNITS**

<i>Occupation</i>	<i>Paper</i>	<i>Money</i>
Driller	—	—
Engineer	2	\$2,000
Farmer	2	\$1,000
Forester	—	—
Miner	2	\$1,500
Prospector	2	\$500
Rancher	—	—

Chapter 3 details the capabilities of each civilian unit. Keep in mind each time you create a civilian unit, it costs an expert worker—reducing your labor pool by four points. Obviously, then, you should only educate the units you really need. For example, don't create a Miner until your Prospector finds mineral deposits; you don't need a Forester unless you have hardwood forests.

**CAUTION**

**Don't create too many civilian units and deplete your labor pool. Create only the units you really need.**

## Lumber Industry

If you're playing at Introductory or Easy difficulty levels, you begin with a basic lumber industry. Otherwise, you must build it from the few resources you have at the start. Buildings in the lumber industry convert timber into useful materials and goods. The lumber mill converts timber into lumber and paper. It costs two units of labor and two of timber for each unit of lumber or paper you mill. The furniture factory takes two units of labor and two of lumber for each unit of furniture you produce.



The lumber industry is very important to your empire. You need paper for worker education and lumber for shipbuilding, improving industry, and increasing your transport capacity. You'll use furniture to recruit new workers to your cities and to sell for cash on the international market.

**TIP**

The key to making money is to buy low and sell high. Therefore, you want to buy as many resources as you can afford, turn them into materials, and the materials into as many goods as possible. Even if you don't need the resources right away, a calculated purchase can improve your relations with other nations. Sell off your excess goods to make money, which you use for other purposes. Without money you can't win, and you can only make money by selling commodities—and of them, finished goods sell for the highest prices.

## Steel Industry

As with the lumber industry, you either begin with the basics or must build your steel industry, depending on difficulty level. The steel mill produces one unit of steel for every two of labor and one each of iron and coal. The metal works then produces one unit of either hardware or armaments for every two labor and two steel units you delegate. You can use steel to upgrade industry, increase transport capacity, and to build ships. You need armaments to create military units, and you can sell hardware for cash on the international market.



## Textile Industry

As with the other two industries, if you select Introductory or Easy gameplay, you'll start with the basic necessities of a textile industry. At harder levels, you must develop one. The textile mill produces fabric. It costs two units of labor and two of either cotton or wool to produce one unit of fabric.



The clothing factory takes two units of labor and two of fabric for every unit of clothing produced. You'll use fabric in ship-building and clothing to recruit new workers and to sell for cash to other countries.

**NOTE**

Each industry building can increase its maximum production, although it will cost you in lumber and steel. Improve the mills first; then, as materials stockpile and available labor increases, improve the factories.

## Increasing Transport Capacity (The Railyard)

The railyard is where you increase your transport capacity by building barges and rolling stock. You add one point to your transport capacity for every two units of labor and one unit each of lumber and steel.



At the beginning of the game, you usually have more capacity than resources to carry. However, as you increase your transportation network and improve your resource centers, you'll need an increasingly greater capacity to carry resources back to your capital. It's a good idea, then, to build barges and rolling stock right from the start. That way, you'll always have enough transport capacity as your resources increase. Increase capacity by *at least* one point every other turn—one point every turn, if possible.

**NOTE**

The greater your transport capacity, the more military units you can deploy to distant provinces by rail each turn. If you're playing a game with a lot of military action, this can be useful.



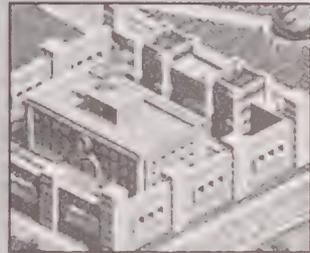
## Constructing Merchant Marine and Navies (The Shipyard)

The shipyard is where you construct your merchant marine and navies. Each ship type requires various materials for construction—but no labor. All construction takes three months (one turn). The finished ship is ready at the beginning of the next turn. See Chapter Six for more on your merchant marine, and Chapter Nine for details on your navies.



## Creating Military Units (The Armory)

You'll recruit and create new military units for your armies at the armory. Each unit has a particular cost in money, materiel, and a worker type. Each time you create a military unit it decreases your labor pool, so be sure to recruit new workers to take the place of those going into the military. For more information on military units, see Chapter Nine.



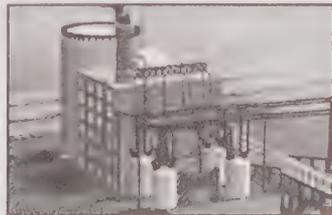
## Making Fuel (Oil Refinery)

Once you've invested in Oil Drilling, you can build the oil refinery. Here, crude oil is converted into fuel.



## Industrialization (Power Plant)

The Power Plant converts fuel into labor. As your industry grows and you acquire a steady supply of oil, you'll use more automation and less labor, cutting back on food and labor costs.



## Canning Food (Food Processing)



The food processing plant is where you turn fresh food into canned foods. Every two units of canned food requires two units of labor, two of grain, one of fruit, and one of meat or fish. You'll use canned food to recruit new workers to your capital.

Canned food can take the place of one of the three food groups, as well, if you don't have enough of one. This helps prevent sick workers. However, it's a very expensive meal: It takes twice as much food, as well as precious labor. It's better to increase your transport capacity so you have enough fresh food every turn. If you have excess labor during a turn, assign it to food processing (if you have surplus food).

## FEEDING YOUR WORKERS

Your workers are one of your most valuable assets. They're what turns your raw resources into materials and goods. There are three worker types—untrained, trained, and expert. Although you don't use the workers directly, you use the labor points they provide. Untrained workers produce one point of labor; trained, two; expert, four. Because expert workers provide the most labor, you want to educate your workers at the trade school so they're more productive. You'll also use workers to create civilian worker units for the Terrain Map and military units. The left side of the Industry screen displays the number of each worker type in your capital city.

Your workers don't work for free. Although you needn't worry about wages, you must feed them. *Imperialism* includes a realistic model for feeding your workers and keeping them healthy, so you must provide a balanced diet. Each worker eats one unit of food per turn.



Although, in theory, each worker gets a little of each type of food, the game, for simplicity's sake, requires that certain workers eat a specific type of food. Fifty percent must eat grain, 25 percent eat fruit, and the remaining 25 percent eat meat or fish. If you don't have enough of a certain type of food, the workers will eat canned foods, instead. Lacking canned foods, they'll eat food from one of the three food groups, but become sick and unable to work.

If a worker can't get any food for a turn, it starves and dies. Workers are expensive to recruit and educate, so make sure you always have plenty of food. The right side of the Industry screen shows the amount of food you need for the current turn. Maintaining an adequate food supply is an important reason to ensure you have a large transport capacity.

**NOTE**

Because each worker eats the same amount of food, whether untrained, trained, or expert, it's more efficient to educate your workers: Trained and expert workers eat the same amount but provide two and four times the labor of the untrained.





## CHAPTER 6

# MAKING MONEY

**I**mperialism's main objective is to gain control of enough provinces to win an election in the Council of Governors. Money provides an important means to this end. It's necessary for recruiting military units, for investing in new technologies, and for bribing Minor Nations. Because the game has no taxation system, the only way to make money is through buying and selling commodities on the international market.



## TRADE

To make money, you buy low and sell high, obviously. In *Imperialism*, this translates into buying cheap resources, milling them into materials, manufacturing the materials into goods, and selling the goods for a huge profit. You can usually sell a good for more than double its production cost.



Fig. 6-1. The Trade screen is where you tell your merchants what to buy and sell each turn. This doesn't mean you'll get whatever you want and sell everything you'd like, however. There must be buyers and sellers of these commodities.

Minor Nations usually sell resources, since they have neither the technology nor the ability to build factories to process the resources themselves. Unless absolutely necessary, avoid buying materials. Because they must be milled by another Great Power, your money goes into the hands of a

rival. Never buy goods either. Again, the money goes to the competition, and it's much cheaper to make them yourself.

## Bids

When your country needs a certain item, you place a bid. That is, you send a purchasing agent to the market with orders to buy that good. You won't decide on quantity at this point; instead, this takes place on the Trade Book screen (discussed later in this chapter).

There's one limitation to placing bids: Because you have only four purchasing agents, you can bid on only four commodities per turn. You'll have to prioritize your purchases, since at the beginning of the game there are five important

resources you must have—six once oil hits the market. The Trade screen shows the quantity of a given item in stock at your warehouse. If you have enough of an item to make it through the next turn, wait and bid on something else.

Check the current prices for goods. If clothing is selling cheaper than hardware or armaments, buy iron and coal instead of cotton and wool; you'll make more money that way. Another strategy is to buy enough of certain items to last two turns, and only buy every other turn. On alternate turns you can do the same with another commodity.

**TIP**

Cotton and wool are interchangeable in the textile mill, so bid on only one to leave a purchasing agent open for another resource. Choose the cheaper of the two. You'll be forced to choose the higher-priced resource when you're not the most favored trading partner of countries offering the other cheaper resource.

## Offers

You may offer as many commodities for sale as you like, choosing from the Trade screen. You must instruct your merchants what quantities to sell, as well. It's a good idea to offer all your available goods each turn, including clothing, furniture, and hardware. You



*Fig. 6-2. You may accept or reject an offer for a certain commodity and choose the quantity you wish to purchase.*

may also offer armaments for sale. However, use caution: You can't choose who buys them (unless you boycott certain countries, potentially harming relations). You don't want to help a Minor Nation build up its military just before you invade it. Never sell resources or materials. If you have an excess, increase your industry, manufacture them into goods, and sell those for a higher profit.

## The Trade Book

At the end of each turn, the Trade Book screen displays offers for commodities you've bid on, in the order they appear on the Trade screen. For example, if you placed bids on several

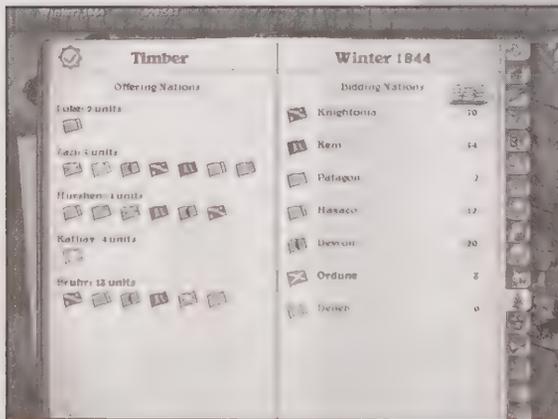
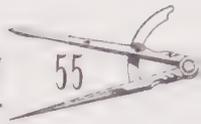


Fig. 6-3. The Trade Book shows what's offered for sale each turn, as well as the bidding countries.

resources, cotton and wool will appear before timber and iron. You must accept or reject each offer before moving on to the next. Because your purchases are limited to what your merchant marine can sail back to your home port each turn, it's a good idea to see what else is being offered before making your trade decisions.

Use the Trade Book each turn, especially if your shipping is limited. Each tab in the book corresponds to a specific commodity. After selecting a tab on the right, you'll view only those items for which you are bidding or offering (you don't have merchants at the others).

The left page of the Trade Book lists the offering countries and the amounts they offer. Flags under each rank them by trade preference. You'll first offer the commodity to the country



on the far left, then to the next country in line, and so forth. The right page lists bidding nations and their remaining merchant shipping amounts.

For example:

*You've placed bids on cotton, timber, iron, and coal. Your merchant marine capacity is 35. Iron is your priority because your warehouse is all out of this resource. You want to buy all you can, but don't just wait for the iron sale. Going to the iron section of the Trade Book, you see how much is offered and your order in the bidding. On the Trade screen you see that four countries offer a total of ten units of iron. However, you're second in line in each country's order of trade, behind Germany.*

*Don't give up.*

*Look at the right-hand page and see how much shipping Germany has available. Because they have only five units of merchant marine capacity remaining, you can buy at least five units of iron. As you buy other commodities, be sure to save at least five units of shipping for your iron purchase.*

## Prices

When you're giving your orders on the Trade screen, the price listed next to each commodity is its selling price the previous turn. This is only an initial price for the current turn. The market determines any changes. If more units of a commodity are offered than desired, the price drops. If demand is greater than supply, the price increases. You can't do anything to regulate prices; *everyone's* actions determine them.

## Credit

Right from the beginning, you have credit with a bank. This allows you to go into debt purchasing commodities, investing in technology, and other money-consuming activities. As your

national income increases, so does your credit limit. At the end of every turn, you must pay interest on the unpaid balance of your loan. The Deal Book lists the amount of interest, the balance owed, and your credit limit. Going into debt costs money, however. Use it only when you really need to buy something. You must pay off bank debts within a few turns (it varies) or the bank will confiscate some of your assets—namely, your warehouse inventory—to settle accounts. Don't let this happen.

## Most Favored Trading Partner

Every Minor Nation has a most favored trading partner and a ranking of each Great Power in order of trade. It will offer and buy commodities from its most favored trading partner first, working its way down the list until it's through buying and selling. Relations and trade subsidies, if any, determine a Great Power's place in the trade order. Using diplomacy, you can increase your trade relations with a country to become a most favored nation (see Chapter Seven for more on diplomacy). Because your resources are limited at first, you can't try to influence every Minor Nation. Concentrate first only on those selling large quantities of the resources you need.

## MERCHANT MARINE

To buy and sell commodities you must have the means to transport them from seller to buyer. This is where the merchant marine comes in. It functions a little abstractly: Every unit you buy or sell requires one cargo hold. Each merchant ship adds the size of its cargo hold to the total national capacity. Once you run out of space, you can't buy or sell any more commodities. During war, you must escort your merchant fleet to prevent it from being stopped, sunk, or captured by enemy navies. Any undamaged naval vessels left in your port during the turn automatically act as escorts.



## Merchant Ships

You can build several ship types to add cargo space to your national total. As your technology increases, you can build larger ships with greater carrying capacity. (Appendix C lists costs and values for all these ships.)

### Trader

This ship is virtually worthless, carrying only two points of cargo. Build any ship but this one.



Fig. 6-4.  
Trader

### Indiaman

You can build Indiamen right from the start of the game. It has twice the Trader's cargo capacity, but costs less than twice the resources to build. Try to wait until the Clipper becomes available before building any new merchant shipping. However, if you need cargo holds right away, choose the Indiaman over the Trader.



Fig. 6-5.  
Indiaman

### Clipper

You can build the Clipper after you invest in Streamlined Hulls. It has the same cargo capacity as the Indiaman and is cheaper to build. Its speed makes it a good choice for running blockades and avoiding the enemy.



Fig. 6-6.  
Clipper

### Paddlewheeler

The Paddlewheeler is available after you invest in Paddlewheels. It has twice the cargo capacity of the Clipper, though its slower speed means it has a harder time avoiding enemy naval vessels.



Fig. 6-7.  
Paddlewheeler

## Freighter

The Freighter is a massive ship with twice the Paddlewheeler's cargo capacity. Its respectable armor value makes it more difficult to sink.



Fig. 6-8.  
Freighter

## OVERSEAS PROFITS

A final way to make money is through overseas investments—buying tiles in a Minor Nation with your Developer and improving them to increase production. Because you own the resource center and have improved it, you receive a percentage of the profits from sale of the resources. This percentage increases as your relations with that country increase, until the country finally becomes a colony and you make 100 percent of the sale. If you're the buyer, you essentially get your money back. Any money you make this way is listed at Overseas Profits in the Deal Book. (We discuss this topic in greater detail under “Foreign Investment” in Chapter Three.)

## The Deal Book

At the beginning of every turn, you may examine the Deal Book to see what you bought and sold the previous turn, and the countries you transacted with. It's a good idea to take a close look at this every

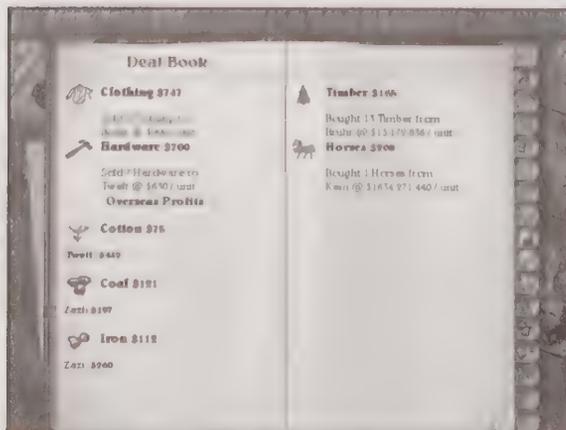


Fig. 6-10. The Deal Book is where you keep track of the transactions you made the previous turn.

turn. You may even want to note the Minor Nations selling the most resources, buy a lot of goods from them, and try to become their most favored trading partner. The Deal Book also lists any overseas profits you've made, as well as your credit limit and balance and interest you owe.







## CHAPTER 7

# HANDSHAKES AND BACKSTABBING

**D**iplomacy plays a very important role in *Imperialism*. You interact with other countries from the Diplomacy screen. This screen displays a map of the game world. Select different tabs to bring up a variety of information on the map and give orders to your diplomats. Diplomacy will help you avoid unwanted wars with other Great Powers and encourage Minor Nations to join your empire.

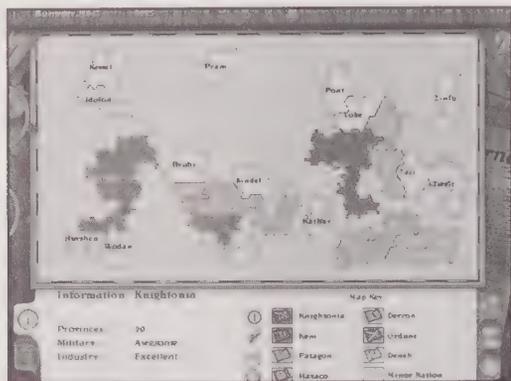


Fig.7-1. Interact with other countries via the Diplomacy screen as you strive for world dominance.

## RELATIONS WITH GREAT POWERS

Though the other Great Powers are your rivals, you still must consider working *with* them toward common ends. There are three main overtures Great Powers can make toward one another.

## Alliances

One major treaty you can sign with another Great Power is that of mutual defense. According to its terms, if a third power attacks either of you, the other will declare war on the aggressor. Failure to do so results in a breach of the treaty. When a treaty is broken, it hurts your relations with all countries because it shows you can't be trusted. If one party to the treaty attacks a third power, the other party is asked to join in the war. Involvement isn't required, however, because these are *defense* treaties.



Be careful making alliances. Often a country offers one only because it feels threatened by a third power. It may pull you into a war; in that case, it's better to remain uninvolved. Review treaties on the Diplomacy screen so you know what's happening. When you're offered an alliance, be sure to check with whom they're at war or already allied. Once you ally with a nation, you should ally with its other allies. This helps you avoid a predicament if one ally goes to war with another.

**TIP**

**Be careful about allying with computer opponents. Sometimes they'll break the treaty rather than rally to your defense if you are militarily weak. (Human players can be just as disloyal.)**

If you do make an alliance that leads to a war, remember the treaty requires only that you *declare* war on the aggressor. It doesn't require you to send troops or ships to defend your ally. Just sit tight and defend your territory. This may go against your Victorian sense of honor, but keep in mind that you're still competing with your ally for world domination. On the other hand, you may want to take advantage of the war and invade the aggressor's provinces while he's preoccupied.

## Declarations of War

Before you can invade a province or attack ships on the high seas, you must have formally declared war during the previous turn. This declaration needn't be accepted or declined. It's merely a pronouncement that a state of war now exists between the two parties.



Because you must declare war in advance of invasion, you can't make any sneak attacks. This one-turn warning gives your opponent a small amount of time to prepare for your attack. Therefore, you should mobilize and deploy to your borders at the same time you declare war so you can attack immediately the following turn.

Once you declare war, you lose your Embassy with the opposing country. (However, it will come back to you when you make peace. It won't cost you anything to reestablish it.) War can also affect your relations with other countries. Those that like your opponent will turn away, while relations will improve with those that are unsympathetic with your enemy.

**CAUTION**

Check the alliances of the country you want to war against before you make your declaration. A weak target country may have powerful allies.

## Peace Overtures

Once declared, a state of war remains until one side makes an offer of peace that the other side accepts. Minor Powers will always accept a peace overture. However, Great Powers will do so only if they have what they want, are losing, or suspect they can't defeat you totally by taking your capital. If you're involved in an alliance war, making a separate peace with the enemy breaks your alliance treaty.



## Boycotts

If you're selling armaments and don't want a country you're preparing to invade to buy them, you can declare a boycott of that country. Now your merchants will neither sell to them nor buy their products. You automatically boycott countries you're at war with. However, its effects are minimal, and you'll find you rarely employ the boycott.



## RELATIONS WITH MINOR NATIONS

Much of the foregoing applies to relations with Minor Nations, as well. The difference is that you can't ally with them. There are several diplomatic overtures you can make to Minor Nations. Your primary goal is to encourage them to join your empire and become a colony. Failing that, you may have to invade and take the country before another Great Power gains control of it.



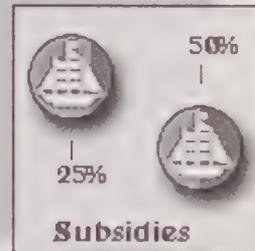
## Trade Consulates

The first step toward diplomacy with a Minor Nation is to establish a Trade Consulate in the country. This costs \$500 and allows you to form trade policies, such as subsidies, with the country. Once you've established a Trade Consulate in a Minor Nation, every trade deal you make with them enhances your relations. Because you'll usually trade with most countries, it's a good idea to establish Trade Consulates in each Minor Nation as soon as you can afford it.



## Subsidies

If you have a Trade Consulate in a Minor Nation, you can offer that country subsidies. A subsidy is actually a discount/bonus you give to a trading partner. You may select from subsidies of 5 percent, 10 percent, 25 percent, 50 percent, and 100 percent. When the country you subsidize buys from you, it pays market cost per item less the subsidy percentage. When it sells to you, it marks up the price by the subsidy percentage.



Why would you do this? You want to become the most favored trading partner with these countries so you have first shot with them at the market. Your relation and subsidy levels determine this status. To knock another Great Power back in the trading order, find out the subsidy they give and offer one level better. When you establish a Trade Consulate in a country with whom you're not the most favored partner, start giving subsidies right away.

Carefully watch those countries with whom you have a favored status. If another country starts subsidizing them, you

should at least match their subsidy. It's easier to stay number one than to struggle to regain lost status.

Subsidies also enhance your relations with Minor Nations by promoting trade, in turn making the subsidized country more dependent on you.

## Embassies

Establishing an Embassy in a Minor Nation is the next step toward colonization. An Embassy allows diplomatic intercourse such as grants and treaties. However, they're very expensive—\$5,000 each. Therefore, establish Embassies only in countries you plan to develop and colonize.



After you have Trade Consulates in several countries, observe the Minor Nation with whom you do the most trading and have the best relations. Establish an Embassy there.

Once you have an Embassy in a country, you can begin sending civilian units there to prospect, buy land, and then improve its resource centers. This improves your relations with the Minor Nation, as well, and provides overseas profits for your empire.

## Nonaggression Pacts

Although you can't ally with Minor Nations, you can offer them nonaggression pacts. This is an assurance in writing that you won't declare war on them and invade their provinces. You must have an Embassy in a country before you can offer it such a pact.

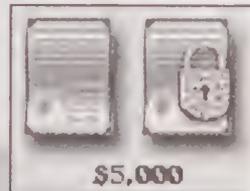


Minor Nations won't attack you, so why would you want to do this? As with most diplomatic overtures, nonaggression pacts improve your relations with other countries. If

you've invested in an Embassy, you should offer a pact, as well, and further improve your relations. If you break a pact by invading the Minor Nation, your relations with all other countries decrease.

## Grants

Grants offer one of the best ways to improve relations with a Minor Nation. These are essentially bribes you offer their governments. You can grant a given amount of money for a single turn or lock in a set figure to give every turn. You may offer \$1,000; \$3,000; \$5,000, or \$10,000. It's more effective to give a small amount of money every turn than to give one large grant.



Colonizing a country usually will cost you from \$50,000 to \$100,000—a lot of money. The actual figure depends on trade and other factors affecting relations between your two countries. Concentrate on one Minor Nation after another until you have enough money to begin wooing more than one at a time into your empire.

## Colonization

When your relations with a Minor Nation have improved as much as they can (you'll see dark green on the Diplomacy screen, under the Relations overlay), you may invite the country to join your nation. Continue offering large grants until they agree. Although you can gain control of a Minor Nation through conquest, it's better to colonize. For one thing, you needn't build transportation networks in your colonies. The natives carry goods to market on their own. You just need your merchant marine to ship it from the market to your capital. Also, if you purchase resource centers in a colony, you can profit from the sale of



resources produced. Finally, a colony will provide a market for your goods, and will always buy from you before any other Great Power.

**TIP**

**Your colonies do retain some autonomy. They still trade with other countries on the international market. However, you can prevent your colonies from trading with certain powers by ordering a colony boycott of that country. After all Minor Nations are colonized or conquered, you should boycott the Great Powers that lack colonies. That limits their ability to buy resources and sell their goods.**

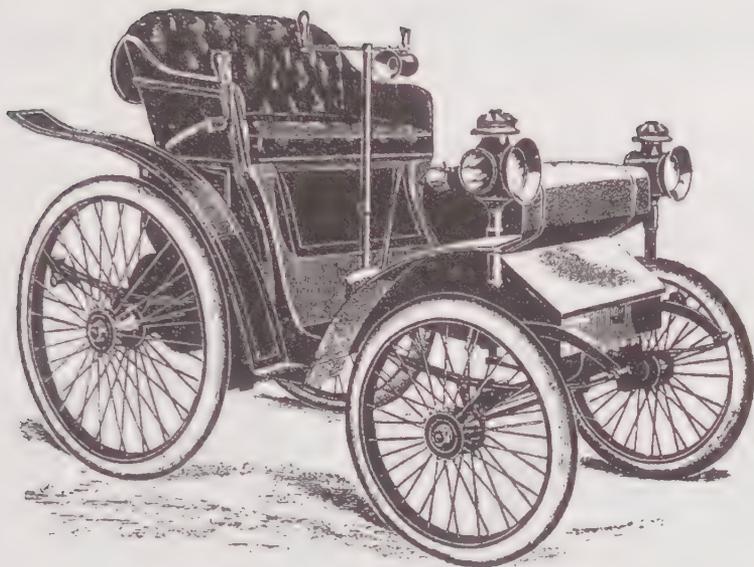
## Conquest

If a Minor Nation is hostile toward you and has no intention of ever becoming a colony, consider invading and taking control of it by force. This can be better than letting it become another Great Power's colony. However, when you declare war on a Minor Nation, nearby countries will lower their relation levels with you (unless you've colonized them already).



Conquered Minor Nations will also purchase your goods. However, to take advantage of their resources, you must build a transportation network and connect it to your capital.

Once you take a province from a Minor Nation, you might as well conquer the entire country; you're unlikely to improve relations much during the remainder of the game. Remember, conquest alone rarely wins the game. You must sell goods to make money to buy armies, and other Great Powers are not in the market for goods.



## CHAPTER 8

# TECHNOLOGICAL ADVANCES

**W**ithout the Industrial Revolution, 19th-century empires would never have achieved so much so fast. Technological advancements affected society at every level. Improvements in agriculture allowed for larger harvests and food surpluses and increased the supply of raw materials for textile and lumber industries. Merchandise appeared for sale on the world market at an unprecedented rate. In terms of the military, firepower per soldier increased dramatically, as weapons such as the machine gun replaced dinosaurs like the muzzle-loading musket.

In *Imperialism*, you may invest in a number of beneficial technologies. Such investments are required, in fact, before these can develop. Unless you have money to burn, you should be very selective about your investments. Often you don't need every technology. Some you won't need until late in the game, when you can better use them. For example, the Cotton Gin, an early technology, does you no good if you have no cotton plantations. Later, if you develop a colony with a lot of cotton, it will be a wise investment.

## TECHNOLOGIES FOR IMPROVING AND INCREASING YOUR EMPIRE

The following sections detail the game's various technologies, including type of advancement, approximate arrival date, prerequisites, and a brief summary of how to use them.

### High Pressure Steam Engine

*Type: Transportation*

*Approx. Arrival Date: 1814*

*Prerequisites: None*

The High Pressure Steam Engine allows your Engineers to build railroads through farms, plains, deserts, forests, and tundra. Every player begins the game with this technology, so you needn't invest in it. Railroads are a vital mode of transportation within your empire, because many important resources are located far from waterways.



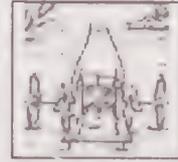


## Seed Drill

*Type: Agricultural*

*Approx. Arrival Date: 1814*

*Prerequisites: None*



Another free technology, the Seed Drill, allows Farmers to improve grain farms and orchards to Level 1, doubling production from one unit per turn to two. Improve your farms during the game's early turns. Develop only the farms near your capital, depots, or ports so you don't have to spend a lot of money on transportation networks.

## Cotton Gin

*Type: Agricultural/Resource*

*Approx. Arrival Date: 1816–20*

*Prerequisites: None*



The Cotton Gin is an early technology available for investment. It allows your Farmers to improve cotton plantations to Level 1, increasing the production of each to two units per turn. This is a good investment if you have at least a few cotton plantations within your provinces and near transportation. Otherwise, wait. If you're on good terms with a minor country that has a lot of cotton plantations, you may want this technology so you can send your Farmers to improve *their* plantations.

## Streamlined Hulls

*Type: Transportation*

*Approx. Arrival Date: 1821–25*

*Prerequisites: None*



Streamlined Hulls allow you to construct Clipper Ships, increasing your merchant marine's cargo capacity. International trade is a major avenue of empire expansion, so the greater your merchant marine the better. This is always a good investment.

## Square Set Timbering

*Type: Resource*

*Approx. Arrival Date: 1821–25*

*Prerequisites: High Pressure Steam Engine*



Square Set Timbering allows a Miner to improve coal, gem, gold, and iron mines to Level 2. This increases coal and iron mine production from two units per turn to four and gold and gem mines from one unit to two. Whether this is a good investment depends on your situation. If you have at least a couple of mines near transportation, it's a good technology to develop. Otherwise, wait until you need it.

## Iron Railroad Bridges

*Type: Transportation/Resource*

*Approx. Arrival Date: 1821–25*

*Prerequisites: High Pressure Steam Engine*



Developing Iron Railroad Bridges allows your Engineers to construct railroads through swamps. It also lets you recruit a



Forester, increasing your forests' timber production from one unit to two per turn by improving them to Level 1. In most games, you can't get enough timber to make paper and lumber. Anything you can do to increase production of this important resource benefits your empire, so invest in this technology as soon as you can. (However, you might not want it immediately if you have no forests near transportation.)

## Feed Grasses

*Type: Agricultural*

*Approx. Arrival Date: 1821–25*

*Prerequisites: None*



Feed Grasses allow you to recruit a Rancher, improving your wool farms and livestock ranches to Level 1. In each case, this increases production from one unit per turn to two. This technology is important if you have wool farms near your transportation network or want to send a Rancher to another country to improve its output. By this time in the game, you should have plenty of meat to feed your population and won't need this technology for livestock ranches alone.

## Spinning Jenny

*Type: Resource*

*Approx. Arrival Date: 1826–30*

*Prerequisites: Feed Grasses, Cotton Gin*



The Spinning Jenny allows your Farmers to improve cotton plantations to Level 2 and your Ranchers to improve wool farms to Level 2—really increasing textile production. If you have both prerequisites, invest in this technology.

## Paddlewheels

*Type: Transportation/Military*

*Approx. Arrival Date: 1826–30*

*Prerequisites: None*



Developing Paddlewheel technology allows you to build fast Raiding and Escort Vessels and a large Merchant Steamship. Navies usually are important, and you'll need Raiding and Escort Vessels during wartime, both to protect your merchant fleet and to attack the enemy's. The Paddlewheel is a good investment for any empire.

## Steel and Iron Plows

*Type: Agricultural*

*Approx. Arrival Date: 1831–35*

*Prerequisites: Seed Drill*



Steel and Iron Plows allow your Farmers to improve grain farms and orchards to Level 2. Whether you really need this technology depends on your food situation. If you're running out of fruit and grain, then it's a good investment. Otherwise, spend your money and time elsewhere.

## Bessemer Converter

*Type: Military*

*Approx. Arrival Date: 1836–40*

*Prerequisites: None*



The Bessemer Converter is the first available technological advancement that allows you to upgrade military units. After



investing, you can recruit Sharpshooters and Scouts and upgrade your Light Infantry and Hussars to these more modern units. You'll probably be involved in war at some point in most games, so it's a good idea to prepare with up-to-date units.

## Compound Steam Engine

*Type: Transportation/Resource*

*Approx. Arrival Date: 1836–40*

*Prerequisites: Iron Railroad Bridges*



Developing the Compound Steam Engine has two important effects: First, it allows your Engineers to build railroads through hills. Second, with this technology your Foresters can improve timber production to Level 2, increasing your timber harvest from improved forests to three units per turn. If you have forests or need access to mines or other resource areas surrounded by hills, you need this technology.

## Rifled Artillery

*Type: Military*

*Approx. Arrival Date: 1841–45*

*Prerequisites: None*



Rifled Artillery technology lets you recruit Field Artillery and Siege Artillery and upgrade older artillery units to these more modern types. Again, you must keep your military current to keep up with your rivals. Modern military units are also more cost effective, so invest in this technology.

## Breech Loading Rifles

*Type: Military*

*Approx. Arrival Date: 1841–45*

*Prerequisites: Bessemer Converter*



Developing this technology allows you to recruit Rifle Infantry, Guards, and Carbine Cavalry. Breech Loading Rifles also let you upgrade your older regiments to these modern unit types. You must invest in this technology or you'll be out of the game at the first military conflict.

## Advanced Iron Working

*Type: Military*

*Approx. Arrival Date: 1846–50*

*Prerequisites: None*



Although it has only one use—the ability to construct Ironclads—Advanced Iron Working is a prerequisite for several other technologies, up to and including constructing Dreadnoughts. Given the importance of your navies and merchant marine, investing in this technology is essential.

## Power Loom

*Type: Resource*

*Approx. Arrival Date: 1846–50*

*Prerequisites: Spinning Jenny*



The Power Loom lets your Farmers improve cotton plantations and Ranchers to improve wool farms to Level 3. In both cases, this increases the production of each improved resource site to



four units per turn. If you invested in the Spinning Jenny, you'll need the Power Loom.

## Mechanical Reaper

*Type: Agricultural*

*Approx. Arrival Date: 1851–55*

*Prerequisites: Iron and Steel Plows*



The Mechanical Reaper allows your Farmers to improve grain farms to Level 3, increasing production of each improved grain farm to four units of grain per turn. If you invested in Iron and Steel Plows and still need more grain to feed your population or to make canned foods, invest in this technology.

## Commercial Fertilizer

*Type: Agricultural*

*Approx. Arrival Date: 1856–60*

*Prerequisites: Iron and Steel Plows*



Commercial Fertilizer allows your Farmers to improve orchards to Level 3, increasing production to four units of fruit per turn. If you need more fruit for your population or for canned foods, this technology is a must.

## Oil Wells

*Type: Resource/Industrial*

*Approx. Arrival Date: 1856–60*

*Prerequisites: None*



Oil Wells are necessary for any empire that wants to win the game. Its far-ranging effects include allowing your Prospectors

to search deserts and swamps for oil. Then you can recruit a Driller to increase the sites to Level 1, producing one unit of oil per turn and build a refinery and a power plant on the Industry screen. These convert crude oil into fuel and fuel into labor.

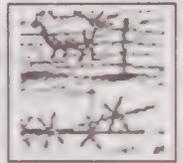
If you don't invest in this technology, you may as well concede. It's that important.

## Barbed Wire

*Type: Agricultural*

*Approx. Arrival Date: 1861–65*

*Prerequisites: Feed Grasses*



Barbed Wire allows your Ranchers to improve livestock ranches to Level 2, increasing production to three units of meat per turn. Invest in this technology if you need more meat to feed your population or to produce canned foods. Otherwise, invest in something else. Eventually you must invest in this technology to develop Chemistry, but wait until you need to.

## Steel Armor Plate

*Type: Military*

*Approx. Arrival Date: 1866–70*

*Prerequisites: Advanced Iron Working*



As with Advanced Iron Working, uses for Steel Armor Plate are limited at first (it allows you to build Advanced Ironclads). Because it's a prerequisite for other technologies, however, you should invest in it.



## Large Artillery

*Type: Military*

*Approx. Arrival Date: 1871–75*

*Prerequisites: Rifled Artillery*



Large Artillery allows you to build Railroad Guns and Mobile Artillery and to upgrade older artillery to these more modern units. The newer artillery units have such a long range it's a good idea to invest in this technology, in case you find yourself at war with a rival.

## Dynamite

*Type: Transportation/Resources*

*Approx. Arrival Date: 1871–75*

*Prerequisites: Compound Steam Engine,  
Square Set Timber*



Developing Dynamite has several important effects. First, it allows your Engineers to build railroads through mountains. Second, Foresters can improve forests to Level 3, increasing production to four units of timber per turn. Finally, Miners can improve all mine types to Level 3, increasing coal and iron production to six units per turn and gold and gem production to three units per turn. By this time in the game, you're sure to have mines or forests you need to improve, either within your empire or in friendly minor countries. It is, therefore, a good investment.

## Marine Engineering

*Type: Military/Transportation*

*Approx. Arrival Date: 1871–75*

*Prerequisites: Steel Armor*



Marine Engineering allows you to construct fast and powerful Armored Cruisers and a large Steel Freighter, strengthening your navy and increasing your merchant marine capacity. Marine Engineering is also a prerequisite for building the Dreadnought.

## Machine Guns

*Type: Military*

*Approx. Arrival Date: 1876–80*

*Prerequisites: Breech Loading Rifles*



Machine Guns allow you to recruit Modern Infantry, Machine Gunners, and Rangers, and to upgrade your older regiments to these modern units. As with all military advancements, Machine Guns are an important technology.

## Chemistry

*Type: Agricultural/Resource*

*Approx. Arrival Date: 1876–80*

*Prerequisites: Oil Wells, Barbed Wire*



Chemistry allows Drillers to improve oil wells to Level 2, increasing production to two units of oil per turn. It also allows your Ranchers to improve your livestock ranches to Level 3, increasing production to four units of meat per turn. You need this technology if only for the oil. It's a prerequisite for Internal Combustion.



## Improved Range-Finding

*Type: Military*

*Approx. Arrival Date: 1881–85*

*Prerequisites: Marine Engineering*



You'll invest in several other technologies to get Improved Range Finding, for it allows you to construct Battle Cruisers and the powerful Dreadnought. By the end of the game, you'll usually need both.

## Internal Combustion

*Type: Military/Resources*

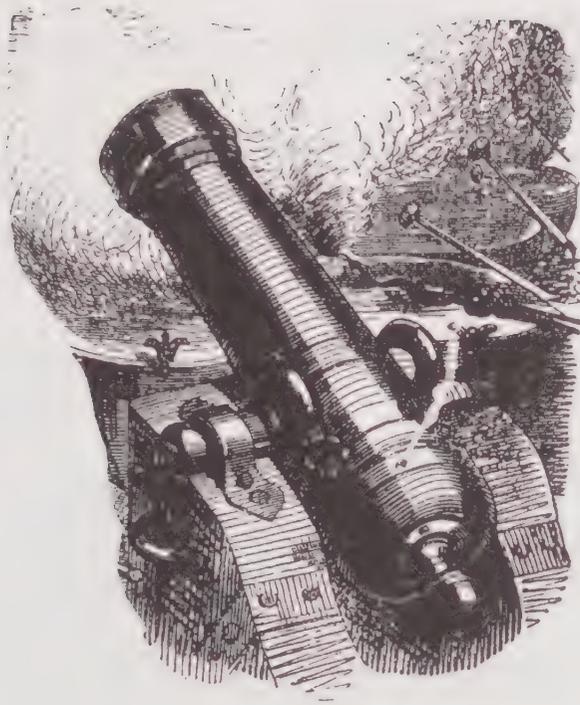
*Approx. Arrival Date: 1881–85*

*Prerequisites: Chemistry*



Developing Internal Combustion allows you to recruit armored and mechanized units and to upgrade older regiments to these modern units. It also allows your Drillers to improve oil wells to Level 3, increasing production to three units of oil per turn. Obviously, investing in this technology is crucial.





## CHAPTER 9

# WHEN DIPLOMACY FAILS

**W**ar is merely an extension of foreign policy in *Imperialism*. If you can't get what you want diplomatically, you can always use force. Don't view war lightly, however; its effects are many and range far beyond just what happens on the battlefield.

Before you can begin military operations against another country, you must first make a declaration of war. The country initiating a war is called the aggressor, and the recipient of the declaration, the defender. If alliances are in effect, other countries may join the war on either side. Only Great Powers may declare war.



Going to war can affect your relations with other countries. Those friendly with your enemy will cool their relations with you; those not on good terms with your enemy will improve them. Declaring war against a Minor Nation will always lower your relations with its neighboring Minor Nations because they fear they may be your next conquest.

## MILITARY UNITS

In every game of *Imperialism*, you begin with a military force of some kind. No matter how large it is, you must build it up before you get involved in a war. Military units comprise two categories, ground and naval. Each contains a number of unit types, each with its own attributes and values. Because *Imperialism* can cover a 100-year span, new technologies can provide more powerful units over time. It's a good idea to keep your military as up-to-date as possible.

### Ground Forces

Weaponry changed dramatically during the 19th century as technology and industry developed. The various types of ground units, then, are grouped by era. (See appendices B and C for unit value and cost tables.)

#### The Musket Era (circa 1815–38)

Many weapons used during the Musket Era date back more than 100 years. All the guns—small arms and Artillery—were muzzle-loading and usually smoothbore. Rate of fire was low, as was accuracy, and fighting range was usually under 100 yards.

Because the musket's accuracy was horrible, marksmanship wasn't important. A soldier simply aimed at a mass of enemy troops, rather than a particular soldier, and fired in a volley with the rest of his unit. Most training consisted of



loading drills to improve a unit's rate of fire. Rarely would firepower alone win an engagement. After firing a few volleys, soldiers affixed bayonets to the ends of the muskets. Whoever remained on the field after the melee was victor.

## Minutemen

Minutemen were civilians who took up arms to defend their homes against the British during the American Revolutionary War. They could turn from farmer, shopkeeper, or whatever to soldier at a minute's notice—hence the name. *Imperialism* doesn't cover this war; its Minutemen represent the citizens of a province mustered to arms. As such, you may use them only to defend a province and may not deploy them outside their home province.



Each province begins with and can have a maximum of four Minutemen. However, as the province develops, this maximum increases. Those lost in battle are replaced over time up to the maximum. Minutemen are the weakest unit in terms of firepower—roughly half that of Regulars. Leave them in their entrenchments until you've weakened the enemy, and then rush them out to finish the job. Minutemen can rarely defend a province against an invading force of equal size, so you should reinforce them with other military units.

## Skirmishers

Skirmishers are Light Infantry that deploy in small, loosely organized units. Although they use the same weapons as Regulars, they're usually positioned between opposing lines. Using the terrain for cover, they fire at enemy units to harass and weaken them.



Skirmishers are cheaper than Regulars, with half the firepower, greater mobility, and better defense. They also have high initiative, so they get to move before most other units. Because

of this and their higher defensive values, use Skirmishers to draw fire from other, more valuable units. Once they've drawn fire, withdraw them before they're destroyed.

## Regulars

Regulars make up most of an army. During this era, Regulars usually came from society's lowest levels and included convicts. Most of your Infantry should consist of this unit type. Position your Regulars in the middle of your formation, behind the Skirmishers, but in front of the Artillery. They're also useful to bolster the provincial defenses. Recruit several to defend your capital city as well.



## Grenadiers

Grenadiers are the elite of the Infantry. Historically, they were the tallest and strongest, chosen to throw grenades at the enemy. By *Imperialism's* time, they were armed with the same muskets the Regulars carried. Due to their extra training and experience, Grenadiers have 20 percent more firepower than Regulars. They require trained workers, however, and cost twice as much to recruit. Their initiative lets them move after the Cavalry and other Infantry units have drawn the enemy's fire. After your other units weaken the enemy, send in the Grenadiers to finish the job. Include some in your armies, but fewer Grenadiers than Regulars.



## Hussars

Hussars are Light Cavalry and some of the fastest units available in any era. They are armed with short-range firearms and melee weapons such as sabers. As with Sharpshooters, their main purpose is to draw fire





from heavier units. They have a higher defensive value than the Cuirassiers because of their speed and loose formations. Their high mobility also allows them to race into firing range, discharge their weapons, and withdraw all in a single turn. Like all Cavalry, the Hussars' melee value is higher than their fire-power value. Thus, they're most effective near the enemy. Each of your attacking armies should include at least one Hussar unit. They're good for proceeding a Cavalry charge or Infantry assault.

## Cuirassiers

The Cuirassiers are the Musket Era's most powerful unit. Though their speed and defensive values are a little less than the Hussars', their fire-power is roughly double. They're usually armed with short-range firearms and melee weapons such as sabers and lances. Like the Cavalry, Cuirassiers have a high melee value. Their job is to break through enemy lines by the shock of their charges. Cuirassiers are also good for going after enemy Artillery and destroying it early in the battle, allowing the remainder of your forces to close unmolested. Cavalry can't entrench, so it's not as good for defense, but it can be used to counterattack.



## Light Artillery

Light Artillery consists of cannons mounted on horse-drawn carriages. This unit has the same fire-power as the Regular, but at nearly twice the range. Light Artillery can also move and fire in the same turn. If you're attacking an enemy force that isn't behind a fortification, this unit will come in handy. Position Light Artillery in the rear of your formation, behind the Regulars.



Their mobility makes them good for attacks, but buying these units for defense makes them a bit more expensive; don't do it.

## Artillery

Artillery, comprising large guns and mortars, has the longest range of any unit of this era. Because of their powerful recoil, these weapons must be mounted on sturdy platforms, not mobile carriages.

Artillery is great for defense, especially from fortified positions. However, it's hard to use for attacks because it can't move and fire in the same turn. However, if you're investing a fortified position, it can pound enemy Artillery and force the enemy to come out and fight you. Although its purchase cost is the same as Light Artillery's, Artillery ends up being cheaper because it doesn't require horses.



## Sappers

Sappers are highly trained soldiers who tunnel under fortifications and set off explosives to bring down the walls. That's about all they're good for. Sappers have extremely low attack values. Their defensive value increases while they're tunneling, although they're not immune to enemy fire. Use Skirmishers or Hussars to distract the enemy. You needn't recruit these units until you must attack a fortified position. (Only other Great Powers have the ability to fortify.)



## The Breech-Loading Era (circa 1836–45)

This era begins with the new technologies of the Bessemer Converter, Rifled Artillery, and Breech-Loading Rifles. Rifled barrels increased the range and accuracy of small arms and Artillery. The breech-loading mechanism allowed for a greater rate of fire. All in all, weapons of war became deadlier than ever.



## Militia

Building on the concept of the citizen soldier, many communities formed their own local military units, called Militia. These units would regularly muster and train, but often this was more social than serious. Officers were elected, by virtue of their popularity more than their leadership skills and military knowledge. Although not as effective as the professional military units, the Militia would, however, fight their hardest to defend their homes. Minutemen upgrade to Militia automatically after you study the Bessemer Converter. You can use them only for defense and keep them entrenched as much as possible.



## Sharpshooters

The introduction and mass production of rifled muskets and Breech-Loading Rifles made it possible to use Light Infantry more effectively. Using Skirmisher tactics, they could target individual soldiers, primarily high-ranking officers.



You may upgrade Skirmishers to Sharpshooters after you invest in the Bessemer Converter. Use them to draw fire from your main attack units. Although they're not as powerful as Rifle Infantry, they're quite effective at attacking, especially against Musket Era units.

## Rifle Infantry

Infantry became much more powerful once they were equipped with rifles. They engaged at longer ranges, and new loading mechanisms increased their rate of fire. Bayonet charges became almost suicidal (unless the enemy was already weakened) given the greater distance



they had to cover under hailing bullets. Most Infantry actions were determined solely by firepower. You may upgrade Regulars to Rifle Infantry after you invest in Breech-Loading Rifles.

## Guards

Guards are the elite Infantry of this era. As with Grenadiers (which you may upgrade to Guards after you have Breech-Loading Rifles), Guards have a little bit more firepower than Rifle Infantry and cost more.



## Scouts

Once you have the Bessemer Converter, you can upgrade your Hussars to Scouts. Scouts are useful for harassing the enemy and drawing fire from your other units.



## Carbine Cavalry

Carbine Cavalry is the era's most powerful unit (barring Siege Artillery). You may upgrade your Cuirassiers to this unit after you have Breech-Loading Rifles. If you're attacking nonfortified enemy units, use Carbine Cavalry. However, because of their low defense values, draw enemy fire with Scouts and Sharpshooters first.



## Field Artillery

Once you've invested in Rifled Artillery, you can upgrade your Light Artillery to Field Artillery. These mobile guns can move and fire during the same turn. They have the same firepower as a unit of Guards, with 50 percent greater range. You'll need Field Artillery for all your attacks.



## Siege Artillery

Siege Artillery was developed for bringing down fortifications. These large heavy guns are difficult to move and can't move and fire in the same turn. Their firepower is twice that of Rifle Infantry, however, and their range is nearly double. These units are vulnerable when attacking nonfortified enemy forces, but they're great for defense. You may upgrade Artillery units to Siege Artillery after you have Rifled Artillery.



## Combat Engineers

Combat Engineers are merely Sappers with a bit more firepower. However, compared to this era's other units, they're still very weak. Use them only to bring down fortifications.



## The Machine Gun Era (circa 1871–85)

Automatic weapons make warfare very deadly and give the defender an advantage: Machine guns were heavy and units equipped with such weapons couldn't move quickly. The Bolt-Action Rifle, also used in this era, allowed a soldier to load a clip of ammunition rather than a single round at a time. This increased the rate of fire dramatically, increasing the firepower of **all unit types**.

The Internal Combustion Engine brought greater mobility to the battlefield. Tanks could cross the dangerous ground carrying heavy weaponry, protecting their crews behind armor plate. The units and technologies of this era are extremely expensive. Only a highly industrialized nation can afford to equip a military with such weapons.

## Conscripts

As nations raced against one another to build bigger and better military forces, the numbers of men they needed for these forces became greater than a professional force could field. Nations turned to conscription, drafting civilians into the military to serve for a set amount of time (usually the duration of the conflict). These mass organized units weren't very effective against professional soldiers, but they were better than nothing. Militia units upgrade automatically to Conscripts after you invest in Machine Guns.



## Rangers

Rangers are small, quick units. They hit the enemy with small arms and then withdraw to weaken and distract the opposition before the main effort. You may upgrade Sharpshooters to Rangers once you have Machine Guns.



## Infantry

The Bolt-Action Rifle permitted Infantry units to rain an incredible volume of firepower. The rifles' improved accuracy and range made massed volleys unnecessary. Instead, soldiers could fire at will at individual targets and take cover behind terrain. This greatly increased Infantry defensive values and made them harder to kill, therefore, they are great for defense. Use them on the offense in a support role. You may upgrade Rifle Infantry to Infantry after investing in Machine Guns.



## Machine Gunners

Machine Gunners have a bit more firepower than Infantry, but the same range and less mobility



because of their weapon's size. However, they're great for defense, especially when entrenched or fortified. You may upgrade Guards to Machine Gunners after you have Machine Guns.

## Mechanized Infantry

With Combustion Engine technology, you can recruit Mechanized Infantry or upgrade your Scouts to this new unit type. It has the same firepower as Infantry with over twice the mobility—but with half the defensive value (and you can't entrench them). Its purpose is to support Armor on the battlefield. It can keep up with this unit and help defend it against counterattack. Mechanized Infantry is no good for defending a position. However, if you're forced to defend with it, use its mobility to your advantage and take the fight to weaker enemy units in the rear.



## Armor

Armor is the best unit in *Imperialism*. Its firepower is only slightly less than the Railroad Gun's, but it has a much greater movement. Armor's good at shooting and, given its incredible melee value, it's even better at overrunning enemy units. It can't entrench, but Armor's good defensive value makes it good for defense *and* offense. You may upgrade Carbine Cavalry to Armor once you have the Combustion Engine.



## Mobile Artillery

Once you have Large Artillery technology, you can upgrade your Field Artillery to Mobile Artillery. It has greater range than Armor and the same firepower as a Machine Gunner. With its great movement capability, it's good for attacking (and not bad for defending).



## Railroad Guns

Railroad Guns are huge and powerful, with an extremely long range. However, they have little mobility and can't move and fire in the same turn.

They're best used for defense because of their static nature. If you don't fortify them, defend them with other units (such as Infantry). Railroad Guns are good for attacking fortified positions but they're vulnerable to counterattack. You may upgrade Siege Artillery to Railroad Guns once you have Large Artillery technology.



## Saboteurs

Combat Engineers are upgradable to Saboteurs after you invest in Dynamite. They function like their predecessors; use them only to attack fortifications.



## Naval Vessels

Because large oceans separate the world's nations, you'll need a navy—not only to project your power abroad, but to defend your shores and your merchant shipping. If you fail to build a navy of sufficient size, you'll go down in defeat: Your opponents won't make the same mistake.

Several warship types are available to you. Most appear after you invest in new technologies. You can't upgrade old ships to more modern ones as you can ground units, however. Instead, you'll scrap obsolete vessels and divide their experienced crews among those remaining.

## Frigate

Frigates are small, fast ships with little firepower. They're good for attacking enemy merchant marines and escorting your own. However, the Raider outclasses





them in 11 to 15 years. You can still use them until the Armored Cruiser makes them obsolete.

Frigates work well as scouts: send them off to look over the other Great Powers' navies, locate a landing spot for invasions, and check out enemy defenses.

## Ship-of-the-Line

Your primary fighting ship the first half of the game. Ships-of-the-Line aren't scrapped until you build the Advanced Ironclad. Although they're the slowest vessel, they have twice the Frigate's firepower and can take a lot of punishment before sinking. Your attack fleets should contain several Ships-of-the-Line.



## Raider

After developing the Paddlewheel, you can build the Raider. It has the same firepower as the Frigate, but it's much faster and has a longer range. Build these instead of Frigates; they'll last until you can build Battle Cruisers. Raiders function the same (only better).



## Ironclad

Once you've invested in Advanced Iron Working, you can build the Ironclad. Its firepower is a bit less than the Ship-of-the-Line's, but its range, armor, and speed more than make up for it. This fighting ship is good for battling other ships, patrolling your coasts, and supporting troop landings. It's not scrapped until the Dreadnought makes its appearance.



## Advanced Ironclad

With twice the Ironclad's firepower and greater range, speed, and armor, the Advanced Ironclad



is the premier fighting ship of the game's middle years. It's never scrapped. It's expensive, but it's worth every penny. The Advanced Ironclad becomes available after you invest in Steel Armor Plate.

## Armored Cruiser

Armored Cruisers perform like Frigates and Raiders. They have twice the firepower of each, with greater speed, range, and a lot more armored protection. Use Armored Cruisers to escort (your own) and raid (enemy) merchant shipping right up to the end of the game. Given the role they fill, they're among the most cost-effective ships you can build. You must have Marine Engineering to build Armored Cruisers.



## Battle Cruiser

The Battle Cruiser is essentially a fighting ship-escort/raider hybrid. It has speed and armor like an Armored Cruiser's, and the guns of a Dreadnought. It performs well as a raider or escort, but it's too expensive to use this way. However, it can't take on a Dreadnought ship-for-ship. If your enemies don't have Dreadnoughts, and if you can afford it, build Battle Cruisers and you'll sink any ship you face. You need Improved Range Finding to build the Battle Cruiser.



## Dreadnought

Naval technology and power culminates in the Dreadnought. It takes another Dreadnought to sink one. Although very expensive, they're worth it. In fact, you get a free Dreadnought every time you receive an





Admiral. You can't build Dreadnoughts until you have Improved Range Finding technology.

## WAR PLANS

You know all about the units you can command. Now it's time to discuss strategies for using your military might to achieve your political objectives. All your units, once you recruit or build them, will appear in your capital city. From there you may deploy them around the world. It's important to build up your military: Even if war isn't on your agenda, other Great Powers may have different plans. Thus, the first thing you should consider is how best to defend your empire.

### Defensive Strategies

Geography plays a major role in determining defensive strategy. If you're on a continent by yourself or with only Minor Nations, consider a naval defense similar to Great Britain's during this period. Emphasize your navy. Build it up so it can defend your coastal provinces and some of your Minor Nation neighbors'. If enemy forces try to land on a coastal province, you have one turn to begin patrolling the sea zone. In fact, you should put a large fleet in the same sea zone whenever an enemy fleet approaches your coast, so you can attack them before they can prepare a landing spot.

Your navy can also keep supply routes open for your merchant marine and sea transports. Assign several smaller ships to escort your merchant marine by leaving them in your capital city's port.

You'll still need a ground force to round out your naval defense. If the enemy succeeds in landing, rush as many ground troops to that province as possible to repel the invaders.

**TIP**

**A naval blockade can prevent your transports from bringing resources to your capital city, so make sure your rail-connected provinces produce sufficient food for your capital. Otherwise, you risk losing workers to starvation.**

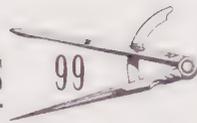
On the other hand, if you're adjacent to (or share a continent with) other Great Powers, you'll need a balanced naval and ground defense. Your naval units will operate much as we've said, but you'll need a larger ground force to defend your borders. In fact, whatever your strategy, you should deploy all your military units to border provinces. They'll do you no good in the internal ones. Your capital city should have the largest garrison, because if you lose *it*, you lose the game. It should also have a fortification. You should fortify your border provinces if you have enough money. As enemy armies approach, deploy your troops to strengthen defenses in your most vulnerable provinces.

## Offensive Strategies

Before you can invade a province, you must first declare war against your target's owner. To retain at least some element of surprise, you already should have positioned your troops to invade the following turn.



Fig. 9-1. Attacking an Adjacent Province



It's a good idea to find out what you'll face in battle before ordering your units to attack. If you have ground troops or a ship adjacent to a foreign-controlled province, you can estimate defending forces by clicking on the province's town. Remember, this is only an estimate; often it's very conservative, so plan for more.

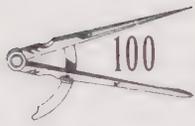
Always attack with more than enough troops to win the battle. While you may *need* less to do the job, you'll probably take a lot of casualties. The more you overpower your enemy, the fewer casualties you'll suffer. This also allows you to continue invading without having to wait for reinforcements.

What follows makes up a good attack force in the game's early years.

- 1 Skirmisher
- 1 Hussar
- 2–3 Regulars
- 1 Grenadier
- 2–3 Cuirassiers
- 1–2 Light Artillery

This is just a basic list. You can customize for a particular attack. For example, if you're attacking a Minor Nation with only four Minutemen defending, you can decrease your Light Artillery, Regulars, or Cuirassiers. On the other hand, if you are attacking a stronger enemy, amass your best forces. The units you need really depend on your battlefield tactics.

Unless you're attacking a province adjacent to one you control, you'll have to make an amphibious landing. This is one of the most daring and dangerous operations a military force can undertake. The turn before your troops land, you must establish a landing site with your navy on the shore of the target



province. The more ships you use, the more troops you can invade with on your next turn. If you plan to invade an entire country, then, you should land in the least defended province. Then, after you capture it, you can use your transportation network to deploy reinforcements to your beachhead.

**NOTE**

**Troops making an amphibious invasion must begin in a province containing a port.**

**CAUTION**

**Whenever you declare war on a Minor Nation, there are several possible ramifications that you must consider, even if conquering it seems like a cakewalk. First, other neighboring Minor Nations will fear that they may be next on your list of conquest. Your relations with them will drop accordingly. Second, another Great Power may declare war on you for several reasons: because they have good relations with that Minor Nation, they want it for themselves, or they fear your nation will become too strong as a result. Therefore, invade with caution. It will often hurt you more than it helps.**

## Naval Operations

Although ground units actually capture provinces, navies make such actions possible. During a war, no country can hope to succeed without a strong navy.

Naval units may undertake several operations. Before you order a fleet to undertake an operation, set the aggression level. This tells your officers how to react if they encounter an



enemy ship or fleet. The “Cautious” setting tells your ships to flee unless they have an overwhelming advantage. The “Normal” setting instructs them to attack only if your force is superior in strength. At “Aggressive,” your ships will attack any enemy ships, even if the chance for victory is slight.

## Movement

This is merely moving your ships from one sea zone to another.

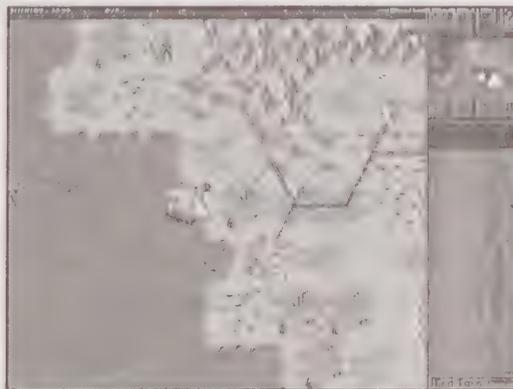
The unassigned ships in a sea zone make up a fleet. From this fleet you may select all or some ships and give them orders, such as movement. A fleet can move only as fast as its slowest ship. You may divide your fleet, if necessary, and send faster ships on ahead.

## Patrol

When you order a group of ships to patrol, you instruct them to seek out and engage any enemy ships passing through the assigned sea zone. Use this order to protect your coasts and to try to intercept enemy merchant shipping on the high seas. Patrols also will engage enemy ships performing an operation—blockades, naval landings, or even their own patrols—in the same sea zone. You’ll probably want to set your fleet at “Aggressive” for this mission type.

## Blockade

A blockade resembles a patrol except the assigned vessels try to engage enemy ships entering or



*Fig. 9-2. Blockading an Enemy Port*



leaving the blockaded port. You may order a blockade against only a single port. Because your ships have less space to cover, it's more effective than a patrol in the sea zone. This is a good way to cut off the enemy from overseas trade and from resources transported by waterways.

## Escort

If you're at war against a Great Power that has a good navy, assign escorts to your merchant shipping. Any undamaged ships left in your port are automatically assigned escort duty. Use fast ships, such as Frigates or Raiders, for this kind of operation.

## Naval Landings

To land troops on an enemy shore, you must order a number of ships to make a naval landing during the turn *prior to* the actual troop movement. Select the ships you want involved and click the cursor on the province you're invading. The more ships involved in the landing, the more troops you can land the following turn.

## FIGHTING A BATTLE

Whenever opposing forces meet, a battle occurs. You may fight land battles on a tactical level or the computer can resolve them strategically. Naval battles are always resolved strategically. It's a good idea to fight land battles yourself, however. The computer may win anyway, but you can minimize the casualties.

## Positioning Your Units

Whether you're attacking or defending, your first action will be to position your units on the map.



Fig. 9-3. *The Tactical Battlefield*

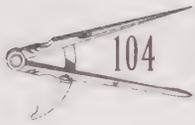
The defender always deploys first. Take advantage of entrenchments or fortifications. Position your Artillery behind your other units so it's not as vulnerable.

The attacker should deploy just beyond the enemy's range of fire. Place your Artillery as far forward as possible so you don't have to move it much

during battle. Place your Light Infantry and Light Cavalry forward, too, so they can move out first and draw enemy fire. Deploy your remaining units in a vertical line in the remaining spaces. Once all troops have been placed on the battlefield, the battle begins.

## Combat

During a battle, units receive turns based on their initiative. If you're attacking an enemy without a fortification, for example, it goes like this: Light Infantry and Light Cavalry usually get to go first. Move these units forward (forcing enemy units to use their fire for the turn) before you move your heavier units into range. Try not to let these light units get killed; withdraw them when they become very weak. However, it's better to sacrifice one of these cheap units than a more expensive one. Your Heavy Cavalry comes next. Have it charge enemy Artillery. Its mobility is so great you may be able to close on the enemy, fire, and withdraw beyond enemy range. Your remaining Infantry should then advance slowly in a line to support one another against counterattack. They exist mainly to defend your



Artillery, but once the enemy is weakened you may release them to finish the job. If your Artillery is out of firing range, bring it forward, as well, but keep it behind your Infantry line. Artillery is expensive, so withdraw it quickly if it takes too much damage. Deploy your Generals toward the middle of your formation. Their job is to encourage the troops back into battle by restoring lost morale.

If you're attacking a fortification, your tactics will differ. Units behind a fortification are hard to damage, so you want to make *them* come after you. You must eliminate enemy Artillery to succeed. Send your light units out to draw enemy Artillery fire, but not small arms fire. Next, move your Artillery just into range of the enemy Artillery and engage it. This usually provokes the enemy to send forces to attack you. Position your Infantry to protect your Artillery. If the enemy refuses to come out and fight, send your Sappers to tunnel under fortification walls and blow them up.

Defenders should take advantage of entrenchments or fortifications. As usual, keep your Artillery to the rear with Infantry in front for protection. Let the enemy come to you. Once your entrenched Infantry and Artillery has weakened the enemy's attack, send your Infantry out of their holes to finish the job. Send your Cavalry (if you have one) along the enemy's flank to attack their Artillery at the rear.

## REPAIRS AND REPLACEMENTS

Most battles will leave you with damaged and weakened units. Lost ground units slowly replace themselves over time, as long as they don't battle. Ships must return to your home port where they're repaired automatically over a few turns (how many turns depends on the extent of the damage). If you must continue invading a country right away, leave wounded units behind to regain strength; otherwise they can be killed outright.



## CHAPTER 10

# THE EMPIRE OF KNIGHTONIA

**T**he following brief walkthrough took place on the randomly generated world of Kaghge. I played as the navy blue country on the Normal difficulty setting.

### THE NEW EMPEROR

Eight provinces united in the winter of 1815. Provinces worldwide had begun coming together for mutual support, both military and economic. These eight shared an ethnic background and history.

Prince Michael of Knightonia City worked for years to bring the provinces together. Naturally, then, he was chosen to lead the new nation—Knightonia. Emperor Michael I envisioned his new nation as the world's supreme power. However, this ambition would take decades to achieve.

## THE EARLY YEARS

1815

First, Michael I chose a site for the Capital. A spot on the western shore near a bay and several farms would provide grain, fruit, fish, and timber right from the start. Next, he began setting up national industry, building a lumber mill first to process raw timber. A textile mill, clothing factory, and furniture factory followed.

The emperor decided to wait on the steel industry. The country lacked sources of iron and coal. He dispatched a Prospector to the interior hills and mountains to seek coal and iron deposits. Because Knightonia had several cotton plantations, he had a railroad built to bring the cotton to the mill.

As the nation began building up its infrastructure, the empire recognized the need to build relations with other countries. It sent diplomats to



*Fig. 10-1. A Political Map of the World at the Birth of the Knightonian Empire, 1815*



*Fig. 10-2. A Railroad for Transporting Resources such as Cotton to Capital City Mills*



establish Trade Consulates in several Minor Nations that offered the materials Knightonia's industry needed. Loke, Issa, Bruhr, Hurshen, Zazi, and Twelt agreed to the consulates. Because Knightonia was new to the international scene and all the Minor Nations had better trade relations with other countries, its Diplomats offered subsidies of five to ten percent. It worked. Soon Knightonia was the most favored trading partner for many Minor Nations.

Knighthonia built two Indiamen merchant ships to increase its maritime capacity. Trade began immediately, as the Minor Nations sold the empire the resources its Capital City mills and factories required, and then bought the finished goods.

**NOTE**

**Trade is a great way to improve relations with Minor Nations. First, however, you must establish Trade Consulates on their soil. These cost only \$500 each, so build them right away, and offer subsidies. Soon you'll be the Minor Nations' most favored trading partner and can begin diplomatic relationships that lead to colonization.**

**1816**

The year began well, as Prospectors discovered iron, coal, and gold deposits in the northern provinces. It would take many months before these would begin providing ore, as mines and transport systems were built. Knightonia built a railroad depot near its cotton plantations; the line ran east toward the forests and another plantation.

With timber from both nearby forests and trade, the lumber mill grew to accommodate increased production of four units per turn. Knightonia purchased iron and coal sufficient to



warrant constructing a steel mill and metal works. To accommodate the ever-increasing trade, the empire built another Indiaman.

On the diplomatic front, Knightonia established Trade Consulates in Woodan, Dedge, Sindel, and Manx, and offered subsidies to all. By the end of the year, Knightonia was the most favored trading partner with 10 Minor Nations.

### NOTE



**You needn't build your industrial structures until you have the necessary resources. If your country lacks a particular resource, find a Minor Nation that sells a lot of it and become their most favored trading partner to get the first chance to buy.**

Once you have access to the resources, buy as much as you can and build up your industry. As the resource accumulates in your warehouse, increase industrial production. The lumber industry should be your first concern. You must have enough lumber to build ships and increase your industry. Textiles should be next. You need clothing to sell and (with furniture) to attract new labor to your Capital. It usually takes a couple of years to develop your own iron and coal resources, so wait on building your steel industry until enough coal and iron comes in, domestic or foreign. Basically, you should begin producing goods as soon as possible to sell them and bring in money.



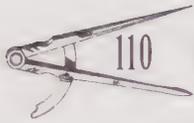
## 1817–19

Knightonia spent the next three years building up its infrastructure. Industrial production levels increased: The lumber mill improved to eight units per turn, the steel and textile mills to four, and the furniture factory to two. New workers came into the city and were educated to meet increasing industrial labor needs. Prospectors found coal deposits in the eastern mountains and a rail line was extended to transport the mined resources. The Diplomats, slowing a bit, established Trade Consulates in Idolon and Kessel and offered subsidies to both.

**NOTE**

**As your industries grow, your labor pool must grow as well. Recruit new workers when you need them, and then educate them at the trade school. Have your lumber mill produce enough paper to educate at least one worker per turn. Educated workers are far more efficient than untrained ones.**

**Each worker you recruit increases your food requirements by one, so make sure you transport enough food in each turn. I suggest bringing in at least one or two extra units of each food type per turn, stockpiling it in your warehouse for emergencies, and processing into canned food.**



## THE FIRST FIVE-YEAR REPORT

*Emperor Michael I ordered that reports be made to him at the end of the first five years of Knightonia's existence, and at five-year intervals thereafter, so he could track the progress of his empire.*

*In the year of our Lord, one-thousand eight-hundred nineteen, Knightonia made great progress, both domestically and internationally.*

### Industrial Production Capacity

*Lumber Mill: 8*

*Furniture Factory: 2*

*Textile Mill: 4*

*Clothing Factory: 1*

*Steel Mill: 4*

*Metal Works: 1*

### Labor

*Total Labor Available: 28*

*Untrained Workers: 2*

*Trained Workers: 1*

*Expert Workers: 6*

*Civilian Workers: 1 Engineer, 1 Prospector*



## Domestically Produced Commodities (not all may get to the Capital each turn)

*Fish and Livestock: 4*

*Fruit: 4*

*Grain: 6*

*Timber: 5*

*Cotton and Wool: 3*

## Transportation

*Internal Transport Capacity: 18*

*Merchant Marine Capacity: 16*

## Military

*Ground Units: 32 Minutemen, 2 Regulars, 1 Artillery*

*Naval Units: None*

## Diplomacy

*Most Favored Trading Partner: 10 Minor Nations*

*Alliances: None*

*Pacts: None*

*Colonies: None*



## BECOMING A WORLD POWER

1820

During this year, Knightonia's industry continued producing and selling goods, making a profit nearly every season. The empire hired a Miner to develop the newly discovered mineral deposits, now that the transport connections to these locations neared completion. After the Cotton Gin was invented, Knightonia invested in this technology. It would double Knightonia's textile industry. It also hired a Farmer to improve the cotton plantations.



### NOTE

**You needn't invest in technology as soon as it becomes available. Had I lacked cotton plantations, I would have waited to invest in the Cotton Gin until I could use it.**

1821–23

Knightonia increased its labor so each industry could reach its maximum production level. As regular trade with Minor Nations developed, relations with them improved. Relations with Loke improved significantly.

1824

After the mines opened, more domestic iron and coal became available. Consequently, the steel mill's production increased to eight and the metal works' to two. The Diplomats busied themselves negotiating an alliance Devron offered and establishing an Embassy in Loke. Relations had improved faster with this Minor Nation than with any other. Loke had many resources Knightonia's industry needed.

**NOTE**

Embassies, at \$5,000 each, are expensive to establish. However, they mark the next step toward colonization and allow you to send civilian units to Minor Nations where they exist. It makes sense, given the price tag, to build Embassies in only those Minor Nations you intend to colonize. Otherwise, you risk losing your Embassy in the event of war.

## THE SECOND FIVE-YEAR REPORT

*In the year of our Lord, one-thousand eight-hundred twenty-four, Knightonia continued to progress and has become a power other countries, both Minor Nations and Great Powers, respect. Its infrastructure has improved and diplomatic efforts have been very successful.*

### Industrial Production Capacity

*Lumber Mill: 8*

*Furniture Factory: 2*

*Textile Mill: 4*

*Clothing Factory: 2*

*Steel Mill: 8*

*Metal Works: 2*

## Labor

*Total Labor Available: 61*

*Untrained Workers: 1*

*Trained Workers: 5*

*Expert Workers: 10*

*Civilian Workers: 1 Engineer, 1 Prospector, 1 Farmer, 1 Miner*

## Domestically Produced Commodities (not all may get to the Capital each turn)

*Fish and Livestock: 7*

*Fruit: 7*

*Grain: 9*

*Timber: 5*

*Coal: 6*

*Iron: 2*

*Cotton and Wool: 8*

## Transportation

*Internal Transport Capacity: 41*

*Merchant Marine Capacity: 16*



## Military

*Ground Units: 32 Minutemen, 2 Regulars, 1 Artillery*

*Naval Units: None*

## Diplomacy

*Most Favored Trading Partner: 9 Minor Nations*

*Alliances: Devron*

*Pacts: None*

*Colonies: None*

## 1825

This year saw Knightonia take the lead among the Great Powers. At the Council of Governors, Knightonia was nominated as a leading nation, along with Deneb. Due to its improved relations with a number of Minor Nations, Knightonia won the election, 24 to 8—but received less than the two-thirds needed for total supremacy. Deneb received only the votes of its own provinces.



Now that Knightonia has an Embassy in Loke, it's made a nonaggression pact with the

*Fig. 10-3. Knightonia wins the vote at the first Council of Governors, but falls short of the necessary two-thirds to win the game.*

Minor Nation, and committed to a locked grant of \$1,000 per season to further improve relations.

Knightonia invested in both Square-Set Timber and Streamlined Hulls. Consequently, it improved its existing mines and built a Clipper Ship to increase international trade capacity.

**NOTE**

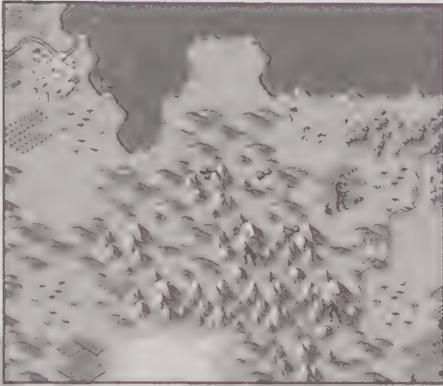
**The Council of Governors meets every 10 years and determines the two nations in the lead. For a turn-by-turn status report, choose the Help menu from the Terrain Map screen. Choose Status to see how you rank in ten areas and to learn where to make improvements.**

## 1826

Because the Prospector had searched all Knightonia's hills and mountains, he was sent to Loke. Relations with this Minor Nation had improved to the point that Knightonia received a Developer and sent him to Loke as well. The improved mines meant upgrading the metal works to a capacity of four to allow for greater hardware production and sales.

## 1827

This was another year of new technologies. Knightonia still had no direct need for Feed Grasses technology, but it was a prerequisite for the Spinning Jenny, which was necessary to improve the textile industry. The country purchased both technologies, and again sent the Farmer to improve the cotton plantations.



*Fig. 10-4. After the Prospector discovered mineral deposits in Loke, the Developer purchased the locations and Miners went to improve them. Each mine provided overseas profits to Knightonia every turn.*

1828–29

Knighntonia's industry continued to grow, requiring increases in steel and lumber production (to 16) and textiles (to 8). The Developer discovered and purchased gem, gold, and iron deposits in Loke. Another Miner came onboard to help improve these new deposits for overseas profits. Knighntonia also invested in Paddlewheel technology.

## THE THIRD FIVE-YEAR REPORT

*In the year of our Lord, one-thousand eight-hundred twenty-nine, Knightonia has continued to progress and has become the world's greatest power, both economically and diplomatically. However, it lags behind all the other powers in terms of military strength.*

### Industrial Production Capacity

*Lumber Mill: 16*

*Furniture Factory: 2*

*Textile Mill: 8*

*Clothing Factory: 2*

*Steel Mill: 16*

*Metal Works: 4*

### Labor

*Total Labor Available: 71*

*Untrained Workers: 3*

*Trained Workers: 4*

*Expert Workers: 15*

*Civilian Workers: 1 Engineer, 1 Prospector, 1 Farmer,  
2 Miners, 1 Developer*



## Domestically Produced Commodities (not all may get to the Capital each turn)

*Fish and Livestock: 11*

*Fruit: 13*

*Grain: 14*

*Timber: 5*

*Coal: 14*

*Iron: 4*

*Cotton and Wool: 11*

*Gold: 4*

## Transportation

*Internal Transport Capacity: 63*

*Merchant Marine Capacity: 20*

## Military

*Ground Units: 32 Minutemen, 2 Regulars, 1 Artillery*

*Naval Units: None*

## Diplomacy

*Most Favored Trading Partner: 9 Minor Nations*

*Alliances: Devron and Patagon*

*Pacts: Loke*

*Colonies: None*



## EMPIRE-BUILDING

1830

With its new shipbuilding technology, Knightonia increased its merchant marine by building three Paddlewheelers. It also began building up its military, because a couple of Great Powers had declared war on Minor Nations. Knightonia built a Raider, a Hussar, and a Cuirassier, and recruited Light Artillery units.

The Minor Nation of Bruhr was now a major timber supplier, so Knightonia established an Embassy there and made a nonaggression pact. Patagon offered an alliance. This was accepted to help offset the many alliances the other Great Powers had made.

### NOTE



**I waited until I could build Raiders to start my navy, because there were no real threats. However, it's usually a good idea to start a little earlier, even at the cost of improving your industry. Because no Great Powers were adjacent to Knightonia, building a strong navy took precedence over building up an army.**

1831–32

These two years saw continued industrial growth. The clothing factory improved to eight and the furniture factory to four. Both increased their exports (and, consequently, profits).



As trade grew, so did the navy required to protect it. Knightonia launched three new Raiders. Relations with Bruhr continued improving: Knightonia gave it a \$1,000 locked grant per season and purchased several forests. The empire invited Loke to join the empire and it became a colony. Loke brought with it two Clipper Ships, further increasing the empire's merchant marine.

1833

Knightonia purchased several resource locations in Loke this year. Relations with other Great Powers began declining, so the empire recruited Skirmishers, Regulars, and a Light Artillery unit. Its growth earned the army a General. Knightonia sent a few units to help defend Loke and built a Ship-of-the-Line to augment naval power.

1834

This year, the peace was broken. Haxaco declared war on Knightonia. Patagon fulfilled its obligations by declaring war on Haxaco, but Devron broke its alliance. The empire increased metal works capacity to eight to help turn out more arms. It recruited a Skirmisher, five Regulars, a Grenadier, two Cuirassiers, and a Light Artillery, and built two Raiders.

Knightonia went on the offensive. Deploying troops out of Loke, its armies invaded Haxaco by taking first the province of Hackensack and then Hopatcong. Its own armies suffered no casualties.

## THE FOURTH FIVE-YEAR REPORT

*In the year of our Lord, one-thousand eight-hundred thirty-four, Knightonia has built up its military. It did so just in time: Haxaco declared war. The first year of the war went splendidly. Knightonia captured two provinces and added them to the empire. The Minor Nation of Loke also became a colony during this period.*

### Industrial Production Capacity

*Lumber Mill: 16*

*Furniture Factory: 4*

*Textile Mill: 8*

*Clothing Factory: 4*

*Steel Mill: 16*

*Metal Works: 8*

### Labor

*Total Labor Available: 100*

*Untrained Workers: 2*

*Trained Workers: 3*

*Expert Workers: 23*

*Civilian Workers: 1 Engineer, 1 Prospector, 1 Farmer,  
2 Miners, 1 Developer*



## Domestically Produced Commodities (not all may get to the Capital each turn)

*Fish and Livestock: 14*

*Fruit: 13*

*Grain: 21*

*Timber: 5*

*Coal: 14*

*Iron: 4*

*Cotton and Wool: 12*

*Fabric: 3*

*Clothing: 1*

*Gold: 4*

## Transportation

*Internal Transport Capacity: 81*

*Merchant Marine Capacity: 48*

## Military

*Ground Units: 44 Minutemen, 3 Skirmishers, 12 Regulars,  
1 Grenadier, 1 Hussar, 3 Cuirassiers, 3 Light Artillery,  
2 Artillery*

*Naval Units: 6 Raiders, 1 Ship-of-the-Line*

## Diplomacy

*Most Favored Trading Partner: 6 Minor Nations*

*Alliances: Patagon*

*Pacts: Bruhr*

*Colonies: Loke*

## THE WAR WITH HAXACO

1835

Again, Knightonia was victorious at the Council of Governors, defeating Ordune 51 to 19. The war effort brought industrial expansion to a standstill.

Knightonia blockaded the main port at Haxaco City. Two Knightonian ships were sunk, but it sank two Haxacan ships in the process. The empire further increased its navy, launching a Raider and two Ships-of-the-Line. Because Haxaco's Capital province was heavily fortified, Knightonia recruited two Sappers; it besieged the province by land and blockaded it by sea. Part of its army continued the invasion, capturing Secaucus.

1836

The war with Haxaco continued. The army cut off the Capital by land and the navy blocked it by sea. Haxaco built up a large Artillery behind its fortifications; an assault could be extremely costly. To get better intelligence on enemy dispositions and forces, Knightonia sent a single Hussar to reconnoiter enemy defenses.

The empire increased the size of both its army and navy, and captured the Haxacan provinces of Piscataway and Watchung. It invested in the Bessemer Converter and consequently upgraded all Hussars and Skirmishers to Scouts and Sharpshooters, respectively.



*Fig. 10-5. Haxaco's defenses included several Artillery units. They built more each turn until they ran out of money and material due to Knightonia's siege and blockade.*

**NOTE**

A good way to find out what you're up against before committing your forces to battle is to send a single unit to invade the targeted province. Check out enemy forces, and retreat the unit.

1837

Knightonia captured the remaining provinces of Haxaco—Peapack and Teaneck—and kept the Capital cut off from the rest of the world. It sent its Engineer to the newly acquired provinces to reconnect severed transport connections so new resources could reach Knightonia City.

Haxaco sued for peace several times. To accept, however, would mean breaking the empire's alliance with Patagon.

**NOTE**

Because of Haxaco's incredible defenses, including 11 Artillery units, I waited until acquiring Rifled Artillery technology allowed me to build Siege Artillery. It had the range Knightonian forces needed to attack Haxaco's defenses without risking return fire.

1838–39

As the war with Haxaco settled down to a waiting game, Knightonia's industry again began expanding. It increased lumber and textile production to 24 and 16, respectively.

Bruhr was invited into the empire and became a colony, and Knightonia established an Embassy in Sindel.

## THE FIFTH FIVE-YEAR REPORT

*In the year of our Lord, one-thousand eight-hundred thirty-nine, the war with Haxaco continued. During the last five years, we captured all Haxacan provinces, excepting the Capital, and added them to our empire. Haxaco remained under siege and blockade. The Minor Nation of Bruhr also became a colony during this period.*

### Industrial Production Capacity

*Lumber Mill: 24*

*Furniture Factory: 4*

*Textile Mill: 16*

*Clothing Factory: 8*

*Steel Mill: 16*

*Metal Works: 8*

### Labor

*Total Labor Available: 132*

*Untrained Workers: 6*

*Trained Workers: 3*

*Expert Workers: 30*

*Civilian Workers: 1 Engineer, 1 Prospector, 1 Farmer,  
2 Miners, 1 Developer, 1 Forester*



## Domestically Produced Commodities (not all may get to the Capital each turn)

*Fish and Livestock: 20*

*Fruit: 22*

*Grain: 41*

*Timber: 18*

*Lumber: 5*

*Furniture: 2*

*Coal: 20*

*Iron: 10*

*Cotton and Wool: 24*

*Fabric: 7*

*Clothing: 2*

*Horses: 3*

*Gold: 8*

## Transportation

*Internal Transport Capacity: 147*

*Merchant Marine Capacity: 56*

## Military

*Ground Units: 65 Minutemen, 4 Sharpshooters, 18 Regulars,  
2 Grenadiers, 3 Scouts, 5 Cuirassiers, 4 Light Artillery,  
9 Artillery, 3 Generals, 2 Sappers*

*Naval Units: 7 Raiders, 4 Ships-of-the-Line*

## Diplomacy

*Most Favored Trading Partner: 4 Minor Nations*

*Alliances: Patagon*

*Pacts: Sindel*

*Colonies: Loke, Bruhr*



## ON TO SUPREMACY

1840–41

While Knightonia maintained its stranglehold on Haxaco, its industrial might continued to grow. The empire improved its steel mill, metal works, and furniture and clothing factories. It invited Sindel into the empire, and the Minor Nation became a colony. Knightonia established Embassies in Twelt and Woodan, and offered them nonaggression pacts and grants.

By this time, Knightonia was making more than \$20,000 per season. Overseas profits increased so much they more than covered military upkeep and purchases.

### NOTE



**The blockade is an extremely effective means of defeating an enemy, especially when combined with a siege. An enemy usually will use most of its troops to defend its Capital. Therefore, you should attack the other provinces first to eliminate enemy supply lines and cut off its trade. Eventually its workers will starve. Its industry will dry up without resources. And, with its trade blocked, the enemy can make no sales: That means no money, and *that* means no new troops and no way to maintain its military.**

1842

Over the past few years, Deneb has warred with Knightonia's southern neighbor, Hurshen. By this time, Deneb has captured three of this Minor Nation's four provinces. Allowing another Great Power to control provinces on the same continent as Knightonia's Capital could be a security threat.



The key here was to drive Deneb out and still come out looking like a hero. To this end, Knightonia established an Embassy in Hurshen. Because relations already were very good, it took only a few seasons to convince them to become a colony. This led to war with Deneb as Knightonia went to the Minor Nation's aid. The empire built up its army and navy with new units and invested in Rifled Artillery. Upgrading all its Artillery units required a lot of armaments, so it improved its steel mill, as well.

1843

Knightonia upgraded most of its Artillery. However, the season before Knightonia attacked Haxaco City, Devron made an amphibious attack on the province and captured it from its weakened defenders. The empire recalled a third of its military units to Knightonia and left the remainder to garrison the provinces against invasion by Devron or another Great Power. The empire invested in the new technology of Breech-Loading Rifles, and then upgraded its Regulars, Grenadiers, and Cuirassiers to Rifle Infantry, Guards, and Carbine Cavalry, respectively.

1844

Hurshen decided to join the empire and become a colony. This meant war with Deneb. Patagon, the loyal ally, declared war on Deneb, as well. The Knightonian army invaded the former Hurshen provinces of Einge, Gazit, and Galon and captured them from Deneb. The empire began a naval blockade on Deneb City, sank several ships, and captured a couple of merchant ships with their cargoes intact. A large naval battle off the coast of Hurshen lost Deneb three warships. Patagon began invading Deneb's home provinces at the same time.

The continent was secured for Knightonian rule. Twelt also joined the empire, and became a colony.

## THE SIXTH FIVE-YEAR REPORT

*In the year of our Lord, one-thousand eight-hundred forty-four, the war with Haxaco ended in Haxaco's total defeat. We declared war on Deneb and captured its provinces in the western hemisphere, adding them to the Knightonian empire. The Minor Nations of Hurshen, Sindel, and Twelt all became colonies during this period.*

### Industrial Production Capacity

*Lumber Mill: 24*

*Furniture Factory: 8*

*Textile Mill: 16*

*Clothing Factory: 12*

*Steel Mill: 32*

*Metal Works: 16*

### Labor

*Total Labor Available: 214*

*Untrained Workers: 2*

*Trained Workers: 3*

*Expert Workers: 52*

*Civilian Workers: 1 Engineer, 1 Prospector, 1 Farmer,  
2 Miners, 1 Developer, 1 Forester*



## Domestically Produced Commodities (not all may get to the Capital each turn)

*Fish and Livestock: 21*

*Fruit: 23*

*Grain: 45*

*Timber: 18*

*Lumber: 5*

*Furniture: 2*

*Coal: 24*

*Iron: 12*

*Cotton and Wool: 24*

*Fabric: 9*

*Clothing: 2*

*Horses: 3*

*Gold: 8*

## Transportation

*Internal Transport Capacity: 186*

*Merchant Marine Capacity: 80*

## Military

*Ground Units: 99 Minutemen, 5 Sharpshooters, 26 Rifle Infantry, 2 Guards, 4 Scouts, 7 Carbine Cavalry, 4 Field Artillery, 13 Siege Artillery, 3 Generals, 2 Combat Engineers*

*Naval Units: 9 Raiders, 6 Ships-of-the-Line*

## Diplomacy

*Most Favored Trading Partner: 2 Minor Nations*

*Alliances: Patagon*

*Pacts: Woodan*

*Colonies: Hurshen, Sindel, Twelt, Loke, Bruhr*

# VICTORY!

## 1845

At the Council of Governors, Knightonia again was nominated, again with Ordune. This time, however, Knightonia won,



Fig. 10-6. When more than two-thirds of the provinces voted in Knightonia's favor, the Council of Governors declared it the winner.

with 83 votes to Ordune's 29. More than two-thirds of the provinces had voted in its favor, and the council declared Knightonia supreme power of the world.



### NOTE

Although this walkthrough lasted only 30 years, most games will take longer to win. Remember, build up your industry and get good relations with as many Minor Nations as you can, as early as possible. Avoid war as long as you can, but when it comes, be prepared and go on the offensive immediately. Your goal with Minor Nations is to colonize rather than invade.

**Victory for Knightonia!**

Points for:			
Labor	212	Military	155
Transport	100	Navy	50
Industry	100	Diplomatic Relations	151
Provinces controlled or colonized	500	Merchant Marine	50
Year	100	Subtotal	1060
		Difficulty Normal	50
		Total	3,966

Fig. 10-7. Knightonia scores 3,966 points based on its economic, diplomatic, and military strength.





## CHAPTER 11

# THE HISTORICAL SCENARIOS AND MULTIPLAYER GAMES

**I**mperialism's two historical scenarios put you in command of one of Europe's Great Powers of the period. A third scenario, "The Naval Competition," is available from SSI after you register the game. All the scenarios require the same strategies and tactics as the randomly generated worlds, but they vary in difficulty according to which nation you play. One may be Easy, others Normal or Hard, and some Nigh On Impossible. (One or two may even be *impossible* to win.)

## THE RECOVERY OF FRANCE

After the fall of Napoleonic France, the nations of Europe met at the congress of Vienna to make sure a revolutionary France couldn't wreak more destruction on the continent. This scenario covers the game's early and middle decades. The scenario is balanced for challenging play as France, although you may choose any great power.

### France (Difficulty: Hard)

As France, you begin with very little economically and nothing militarily. The other Great Powers are wary of you. Be careful about expanding your military too quickly, and don't start any wars during the first part of the game, or you may find yourself fighting all the European powers.

You have several wool ranches and some good forests. Concentrate on profiting from your lumber and textile industries; then trade for minerals. Concentrate your diplomatic efforts on Minor Nations with lots of iron and coal so you can colonize them.

### Great Britain (Difficulty: Easy)

Great Britain begins with the strongest industry and lots of resources, such as wool and minerals. It also has a very good navy. Due to its position as an island, Britain doesn't need much of an army for defense as long as it maintains a strong navy. An early priority is expanding your transportation network to bring your resources to your Capital. With your hundreds of miles of coastline, building ports can be a quick and inexpensive way to connect your Capital to your many resource centers.



Britain begins with better-than-average relations with most of the Minor Nations. Your only weakness is your dependency on other countries for timber. Try to colonize Minor Nations that provide plenty of this resource. Because of your geographical position, you don't really need allies. They'll only bring you into unwanted wars.

### Austria (Difficulty: Normal)

Austria has a great balance of resources and a lot of territory. However, it's surrounded by other Great Powers.

Do your best to ally with Russia and Prussia so you don't have to heavily garrison your many border provinces. The Ottoman Empire bordering your country to the southeast contains many good resources. A brief war could be profitable (if it doesn't cause war with another Great Power).

Try to colonize the Balkans, if for no other reason than to deny them to another Great Power, which could then put troops on your southern border.

### Russia (Difficulty: Normal)

Russia begins with a massive amount of territory. Because your Capital lies in the map's northeastern corner, it will take years for your enemies to get close enough to attack it. The country is also full of resources. Building a transportation network is a colossal task, however. Expand by rail from Moscow and from ports built along the rivers. Use the waterways to connect a number of small rail lines.

You begin with extremely good relations with Poland and should colonize it as soon as possible. The Ottoman Empire is also ripe for the taking.

## Prussia (Difficulty: Hard)

Although Prussia has a good number of resources, its geographical shape makes this a hard nation to play. Most of your provinces border other nations.

Ally with Austria and Russia. Colonize northern and southern Germany, Switzerland, and the Netherlands, if you can, both to acquire their resources and to provide your nation a defensive buffer.

If you want colonies in the Mediterranean, maintain good relations with Britain, because your shipping must pass through her waters.

## Ottoman Empire (Difficulty: Nigh On Impossible)

The Ottoman Empire has a lot of potential in terms of resources. However, Austria and Russia, which border it, would love to take this empire apart one province at a time. Although a lot of your resources are located in the Balkans, build up in the east on Anatolia so any losses in the west won't hurt as badly.

Consider an early war with Greece, because it's hostile toward you.

## Sardinia (Difficulty: Nigh On Impossible)

Sardinia is also a very difficult country to play. Its industry is small at the start. Ally with Austria and/or France to help secure your borders. Try to colonize Sicily as soon as possible.

## UNIFICATION MOVEMENTS

This scenario begins in the middle part of *Imperialism's* time period and covers the unification movements in Germany and



Italy. Although the scenario is geared for play as either of these two nations, you can choose to play as any of the Great Powers. Strategies are virtually the same as those for the “Recovery of France” scenario. Difficulty levels for play as each Great Power are as follows:

*Britain: Easy*

*France: Normal*

*Germany: Hard*

*Austria: Hard*

*Russia: Hard*

*Sardinia: Nigh On Impossible*

*Ottoman Empire: It's impossible to win as this nation, and a challenge even to stay in the game.*

## NAVAL COMPETITION

This interesting scenario starts in the period's latter era and leads right up to the Great War. It's based on the race for naval superiority between Great Britain and Germany. Although the scenario is geared for play as either of these two powers, many of the other powers are also challenging.

### Great Britain (Difficulty: Normal)

Britain begins with a large navy and industrial superiority. However, Germany quickly surpasses the island nation economically. Britain should therefore make good use of her navy and merchant marine to trade with several Minor Nations and bring them into the empire as colonies.

Ally with France to offset alliances between Germany, Austria, and Russia.

## Germany (Difficulty: Normal)

Germany begins in a good position, with an economy that can expand: Many resources lie untapped within its own borders. Sweden, with its rich mineral and timber resources, is an excellent choice for colonization.

Maintain your alliances with Russia and Austria while you garrison your border with France. Begin building up your navy, concentrating it in the sea zone Helgiol Bight off the coast of Denmark.

## France (Difficulty: Hard)

France hasn't fared well the last few decades. Germany was unified at its expense. Ally with Great Britain (and with Russia, if you can). Try to colonize Morocco and Spain. Your industry begins very weak, so build it up quickly. Defend your border with Germany well and you should be able to avoid a war.

## Russia (Difficulty: Hard)

Your internal resources provide the potential for great industrial might. Try to colonize Romania and Bulgaria. A war with the Ottoman Empire could provide additional power at low cost. Maintain your alliance with Germany, although you'll probably come into conflict with Austria over southeastern Europe. If Germany becomes too powerful and appears threatening, ally with France and Great Britain.

## Austria (Difficulty: Nigh On Impossible)

It's very difficult to win as Austria, but it can provide a good game, anyway.

Keep your alliance with Germany. Your country contains a lot of resources waiting to be tapped. Expand into southeastern



Europe by colonizing and gaining control of the Minor Nations before Russia does. If you can accomplish this, you have a shot at winning.

## Italy and the Ottoman Empire (Difficulty: Impossible)

By this era, these two nations have fallen so far behind the other Great Powers there's no way they can win the game.

## MULTIPLAYER GAMES

*Imperialism's* multiplayer capability is one of its best features. You may choose to play either a historical scenario or a randomly generated world. Up to eight players can participate in a single game, each controlling one Great Power.

No special strategies or tactics exist for playing against other humans, but you can greatly expand and exploit diplomacy. Instead of just offering treaties or suing for peace, as you would to the computer, you can use the Chat feature to negotiate.

Put a price on everything. For example, say you're at war with another power. They want peace. However, they should reimburse you for your trouble. You can ask for an indemnity as a condition for ending the war. This means you require your opponent to give you a one-time grant of a certain amount of money—or even a locked grant, as a form of tribute.

Alternatively, you can demand a province: Your enemy must withdraw from the desired province, leaving it either undefended or lightly defended with only militia-type units, and you invade the following turn. Accept the peace once the transfer is made. Use transactions like these to negotiate alliances, as well (although the province transfer requires you to declare war to take control of the new province).

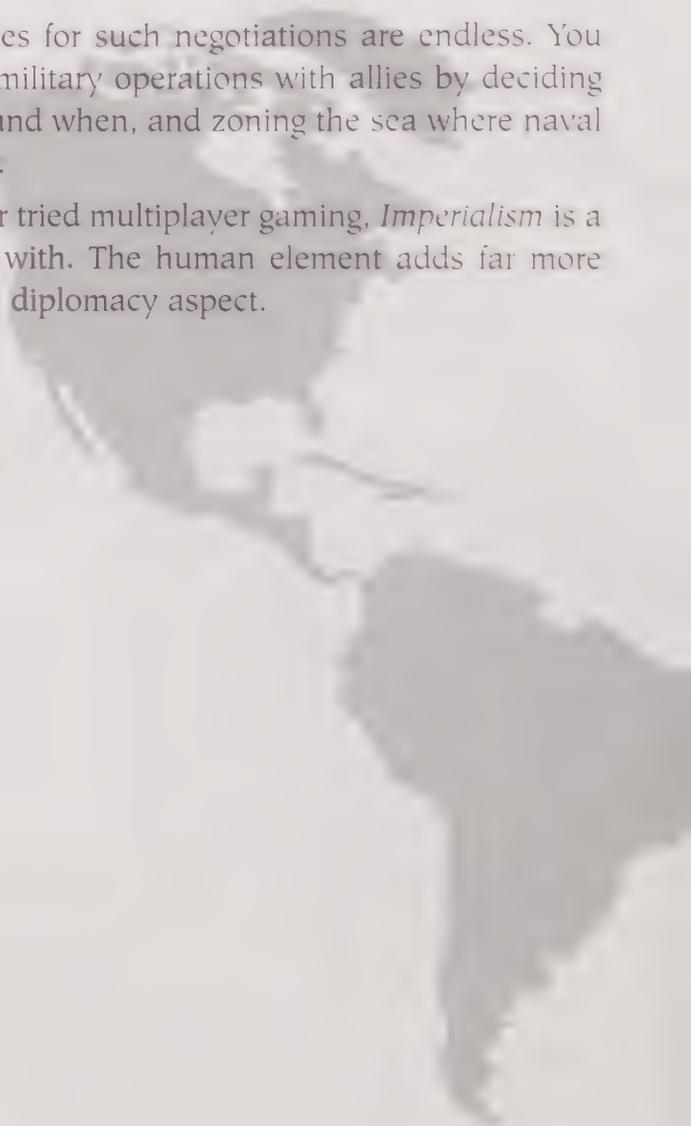
If one or more of your human allies weakens, you may want to offer foreign aid in the form of grants or commodities to

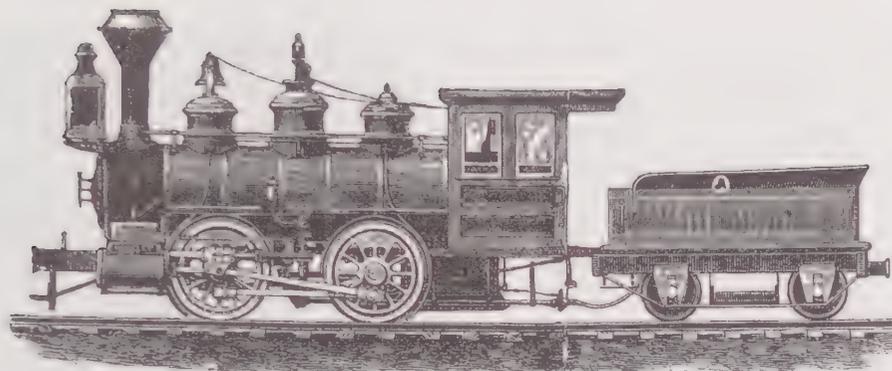


keep them in the game. Do the latter by selling them the items they need after giving them a 100 percent subsidy. Although the commodity costs them nothing, they still must buy it at the market and haul it back to their Capital using their own merchant marine.

The possibilities for such negotiations are endless. You can even plan joint military operations with allies by deciding who'll attack where and when, and zoning the sea where naval operations will occur.

If you've never tried multiplayer gaming, *Imperialism* is a good game to begin with. The human element adds far more realism to the game's diplomacy aspect.





## CHAPTER 12

# YOUR EMPIRE: A BEGINNER'S TUTORIAL

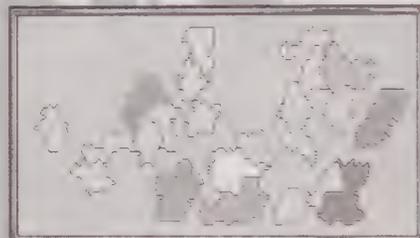
**I**mperialism is a complex, multifaceted game. Even veteran players of similar games miss crucial aspects here that cost them victory. In this chapter I list and clarify the many things you must do right from the start to put your nation on the road to success.

### BEFORE THE GAME EVEN BEGINS

Your winning strategy begins the minute you enter the Office in *Imperialism's* main screen.

When you decide to play a random world game and click on the globe, you get seven countries to choose from. First, look for a Great Power that shares a land mass only with Minor Nations. Avoid having another Great Power on the same land mass (and definitely not adjacent to your nation) your first few games.

*Fig. 12-1. Which Great Power you choose to control makes a big difference in how difficult winning will be. Three countries fit the first requirement (sharing a land mass with Minor Nations, but not other Great Powers). Kem, the one to the far left and in the center, is closer to the equator than the other two. It's also set off by itself, making it easier to defend.*

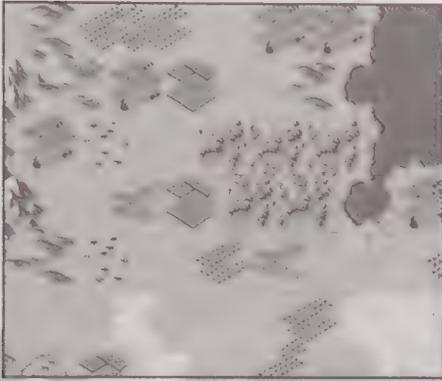


Second, try to choose a nation near the map's equatorial region. These areas usually have more resources than polar regions.

## THE FIRST FEW YEARS

### Choosing a Site for Your Capital

Once you've chosen a nation, the next step is to choose a location for your Capital City. Locate it centrally, and near a lot of resources (especially food and timber). Your site will automatically upgrade nearby farms or orchards to their current highest production levels. (Later, you'll have to improve them beyond Level 1 yourself.) Place your Capital amid forest tiles, however, and you can begin harvesting timber right away. If you choose timber over food, make sure you can build either a railway or a port near food-producing tiles quickly, so you can feed your workers from the beginning.



*Fig. 12-2. In Kem, I built my Capital in the middle of a forest, instead of near the fields to the north. If there had been an orchard or more farms grouped together, I would have built near food. On my first turn, I can send an Engineer to build a port near food or to run a rail line west toward food (and cotton and wool).*

## Building Your Transport Network

You begin most games with a Prospector and an Engineer. Send your Prospector to hills and mountains to look for mineral deposits. Search tiles near your Capital first, so you can connect them quickly if you find something.

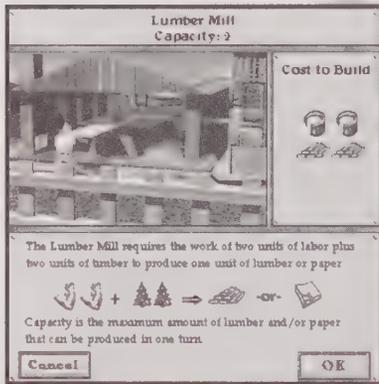
Next, have your Engineer begin building. Your Capital's location determines what and where you'll build. If you have enough food sources, begin connecting your Capital to some forests. But if you don't have enough food coming in every turn to feed your workers, food takes top priority. If the resources you need are inland or close by, build a railroad to them. However, if they're near a coast or a river that runs to the ocean, building a port is quicker than running rail lines and building a station.



*Fig. 12-3. Kem needed food badly. I first built a port in the north to provide some quick grain and meat, and then built a rail line to the interior's food and textile resources.*

## Get Your Industry Rolling

You've begun connecting resource centers to your Capital. Now it's time to build up your industry. If you're playing at Introductory or Easy settings, you begin with your industries already built. At more difficult levels, however, you start from scratch.



*Fig. 12-4. Timber will come into Kem right from the start, so I built a lumber mill on my first turn to get lumber for building up the rest of Kem's industry.*

Build a furniture and a clothing factory your first year. With profits from selling these goods you can build up your transport network, bring more resources into your Capital, create more goods to sell, and so on. (You can see how interconnected everything is.)

## Educate Your Workers

During the first few seasons, you'll have more workers than employment. Take this time to educate them at the trade school. Given the cost of food and goods, you can't afford to recruit new workers from the countryside now, but you *can* increase your labor pool by educating your untrained and trained workers. Untrained workers provide only one point of labor, while trained ones provide two and expert four. Training an untrained worker costs only one unit of paper and \$100; educating a trained worker to an expert worker costs two units of paper and \$1,000.



*Fig. 12-5. Because you begin with the trade school already built, and you have surplus workers, use the first few seasons to educate them into more productive worker types. Once your industry is rolling, you'll have plenty of labor.*

When your industry is ready to go, you'll have the labor pool to run it until you can afford to recruit new workers.

## Giving Trade Orders

Place orders to buy resources from other countries immediately on the first turn. Tell your Merchants to buy timber, even if you have domestic sources. Try to buy cotton and wool so you can begin your textile industry. If you're offered either of these, check and see if you'll be offered timber before buying your cargo limit of textile resources. You need the timber more at the beginning.

You won't be able to buy much at first because your merchant marine capacity is so low. Begin improving relations with Minor Nations and building up your resource supplies. If, after a couple of turns, more resources are offered than the cargo holds of your merchant marine can carry back to your Capital, build another trading ship, such as an Indiaman.

*Fig. 12-6. Buy timber from other countries right from the start. Also put in bids on cotton and wool, in case available timber doesn't fill your merchant marine's cargo holds.*



The key here is to try to fill your ships with cargo every turn. The more trading you do with other countries, the more successful you'll be.

You'll need money to build ports and railroad stations, so sell off the goods you start the game with. After you've built a couple of extra merchant ships, bid on iron and coal. Hardware and armaments usually sell for more than furniture and clothing. Plus, you can begin setting up your Steel Industry early instead of waiting to develop domestic resources.

## Diplomacy

On your first turn, take a look at the Diplomacy screen to see which Minor Nations you're most favored trading partner with (if any). Don't make any overtures at this time, however. Wait a couple of seasons to see which Minor Nations have the greatest production level for the resources you need most. Then build Trade Consulates in these countries and offer them subsidies so you can become most favored trading partner.

For example, Manx produces a lot of timber every turn, so it's a good idea to establish a Trade Consulate in this Minor Nation. Next season, offer subsidies so you can become their most favored trading partner. Do the same with cotton and wool producers, and eventually iron and coal producers.

## DEVELOPING YOUR NATION

### Transportation Network

As you build more ports and railroad stations, you'll need to increase your transport capacity by building more rolling stock at the rail yard. It's a good idea, if you can afford it, to build at least one point of capacity every turn or two. Transport everything from your ports and stations to your Capital, or risk losing it since provinces have no storage space. Even if you don't need



Fig. 12-7. As your transportation network grows, you must build more rolling stock for your railroads and barges for waterway transport. This takes place at the rail yard.



the food for your workers, transport all you can and build up a surplus at the warehouse.

## Labor

You must have all three types of industry, and produce lumber, textiles, and steel. The production capacity of each, however, depends on the amounts of resources you get. As you obtain more resources each turn, both domestic and foreign, you can expand your industries.

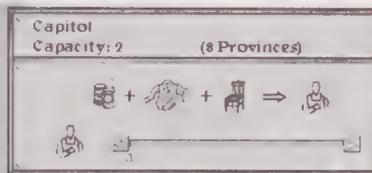


Fig. 12-8. Recruit new workers for your labor force at the Capitol Building.

To meet the labor requirements of these growing industries, you must recruit new workers from the countryside and bring them into your Capital City. This will cost you goods you could otherwise sell, but you need the labor to increase production. Make sure your transportation network brings in enough food to support the added workers. Because these new workers are untrained, educate them at the trade school to increase their productivity.

## Food Processing

As you bring in more fresh food than your workers can eat, you can store the surplus in your warehouse and convert some into canned

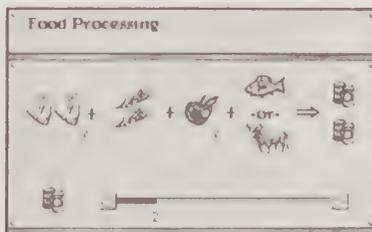
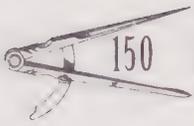


Fig. 12-9. You'll need canned food to recruit new workers to your Capital City. The food processing plant makes this commodity from the surplus food in your warehouse.



food at the food processing plant. You need canned food to recruit new workers. You don't need a lot of it, but it's good to have it on hand.

When you have some unused labor for a season, put it to work at the food processing plant. That way you get the canned food without having to take labor from a profit-producing industry.

## Resource Development

After a few years, you should have discovered a few mineral deposits. You'll need a Miner to develop them. Wait to educate a Miner at the university until you're within a few seasons of connecting potential mines to your transport network.

To feed your growing labor force, you may need to hire a Farmer to improve your grain farms and orchards and increase their production. Use the Farmer to improve production at your cotton plantations, as well, when technology allows for it.

One Prospector is usually enough, and although another Engineer would allow you to expand your transportation network much faster, usually you can't afford it: building depots and ports is expensive.

## New Technology

Investing in new technology is a good idea. Do so only if it will benefit you immediately, however. Otherwise, wait until you can use it.

For example, the Cotton Gin is available early, but if you have no cotton plantations to improve, investing is a waste of money. Wait until you have plantations connected to your Capital.

Streamlined Hulls is another good technology; Clipper ships are cheaper to build and faster than Indiamen.



Fig. 12-10. The Cotton Gin is a good investment but it costs \$1,000. That's a lot of money early in the game, so invest only if you have cotton plantations. The same goes for all technologies. Invest only if you need them immediately. Otherwise wait until you can use them.

	Cotton Gin 1819	\$1,000	Allows Farmers to improve Cotton plantations to Level I
	Seed Drill 1815	Purchased in 1815	Allows Farmers to improve Grain farms and Orchards to Level I
	High Pressure Steam Engine 1815	Purchased in 1815	Allows Engineers to build railroads through farms, plains, deserts, forests, and tundra

If you've developed mines, Square Set Timbering allows you to improve them and increase their production.

## Foreign Relations

Your relations should improve with several nations where you've established trade consulates. When you have \$5,000 to spare, select one to build an embassy in—ideally, one that offers many of the resources you need.

Or choose a Minor Nation with a lot of hills and mountains, and send your Prospector to seek mineral deposits there (once he finishes at home).

After you have an embassy, make a nonaggression pact with that country to further improve relations. Consider giving a locked grant of \$1,000 per turn, if you can afford it. Do this with only one Minor Nation at a time, to start. Once a nation becomes your colony, start the process over with another Minor Nation. As the game progresses and you have more money, you can begin working with more than one nation at a time.

## The Developer

As your relations improve with Minor Nations, you'll receive a Developer. Send him to Minor Nations where you have embassies.



*Fig. 12-11. Your Developer's foreign investments can turn some large profits after a few years—if you develop the resource tiles and eventually colonize their governing Minor Nations. This turn, overseas profits covered military expenditures and purchases, with profit left over.*

Bottom Line	
Sold	\$18,096
Bought	-53,033
Military Upkeep	-55,825
Overseas Profits	\$7,367
<hr/>	
Credit Limit =	\$18,605
	\$25,978

The Developer purchases resource tiles for your country. When the governing nation sells resources from the purchased tiles, you get a percentage of the profits. Buy all the tiles you can afford.

After purchasing a tile, you can send workers to improve its production and increase your profits. As your relations improve with the nation, your percentage of the profits increases—up to 100 percent upon colonization.

By the middle of the game, your overseas profits can be enough to cover your military expenditures and part or all of your purchases.

## Military Defenses

Before the first decade ends, begin building up your military defenses. You have no Great Powers adjacent to you—and Minor Nations aren't foolish enough to declare war on a Great Power—so emphasize naval defenses in the beginning.

First, purchase a Frigate or two and increase the size of your navy as materials become available. Deploy a single Frigate to each sea zone bordering your nation to scout for large foreign fleets in your home waters.

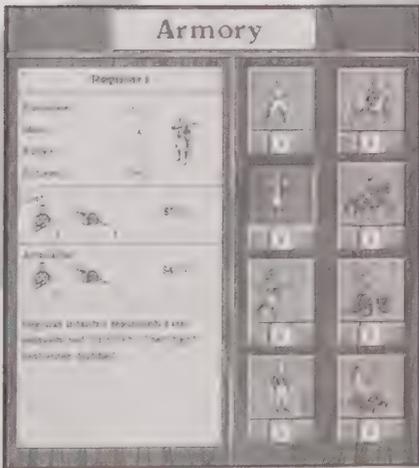
As you can, build up your main fleet with a few Ships-of-the-Line. After you invest in Paddlewheels, build mostly



Raiders. They're better than Frigates because they have a longer range and greater speed than Ships-of-the-Line. Two or three Raiders can usually sink a single vessel of the latter type. Keep your main fleet near your Capital so you can respond quickly to an amphibious invasion. Keep several Raiders in your harbor at all times to escort your merchant fleet.

The navy will be your main line of defense, but you also need ground troops. Although each of your provinces provides four units of home defense, such as Minutemen, you'll need more than that to repel an invading enemy.

Your Capital province should have the largest garrison of troops. (Lose your Capital, and the game's over for you.) You may want to build up garrisons in all your coastal provinces, too, however. Each should include some type of Artillery and Regulars, the best units for defense. If a Great Power is adjacent to you, build up garrisons in border provinces; those are most likely to be invaded first.

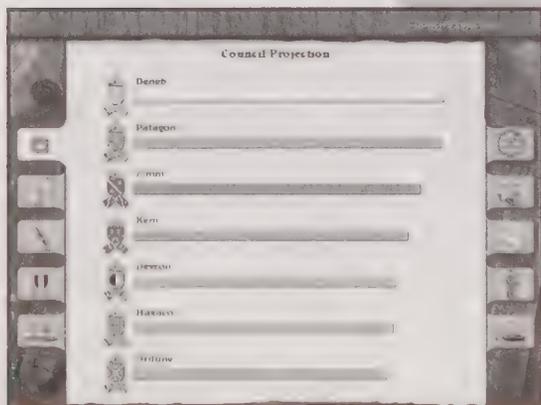


*Fig. 12-12. You need a strong military defense, even if you don't plan on going to war right away. Regulars and Artillery are the best for defending a province against invasion.*

## KEEPING TRACK OF OTHER NATIONS

While you're busy building your nation into a great empire, it's important to monitor the other Great Powers and compare your progress to theirs. The Status screen lets you do this. From here you can rank your nation in many areas, including:

- *council projection*
- *interior strength*
- *diplomatic strength*
- *military strength*
- *merchant marine*
- *world exports*
- *industry*
- *labor*
- *overseas profits*
- *internal transport*



*Fig. 12-13. Access the Status screen from the Help menu on the Terrain Map screen. It illustrates your standing compared to the other Great Powers. Select each category to learn which areas to improve. (Check this screen at least once a year.)*

The most important category is council projection. This determines which two countries will be nominated for the vote of supremacy in the Council of Governors. Your goal is to be Number One in this category. (You can't win if you're not.)

The other categories are also important. Looking at each of these tells you where you need to improve to move up on the Council Projection Status screen. If you're at the bottom of the Military Strength screen, for example, it's time to build up, or risk becoming an easy target for the other Great Powers. Check the status screen at least once a year. Remember you must be in the top 2 nations to win.



Take time to study the Diplomacy screen frequently, as well. This tells you how all the countries are relating—what countries have allied, for example, and who's at war with whom.

## EXPANDING YOUR POWER

### Diplomatic Means

As the game progresses and you've fully developed your nation internally, it's time to begin expanding your power. Continue the diplomacy process with Minor Nations to bring them into your empire as colonies. You may want to ally with other nations, as well. Avoid allying with very weak nations, however. They'll only lead you into unwanted wars with stronger powers.

You can also improve your relations with other Great Powers. For example, if a nation is short of a commodity such as food, you can offer to sell them some of your surplus. Glance over the newspaper each turn for notices of such shortages. The newspaper will also inform you of wars and alliances, as well as new technologies.

### War

Eventually your nation will face war, either because you were attacked or because *you* declared war.

If you're **attacked**, or even if another country only declares war on you, it's a good strategy to go on the offensive. Begin preparing an offensive military force by the end of the first decade. This force should consist of Light or Mobile Artillery, a few Infantry units, and lots of Cavalry units. Cavalry mobility and melee strength make these units ideal for attacking. Be sure to include Light Infantry and Light Cavalry units to draw enemy fire away from your stronger units.

Developing a navy was a big part of your defense preparations, and now you can use it to hurt your enemies. Leave a fleet near your provinces for protection while you send several Raiders or other fast ships to blockade the enemy's Capital port. A blockade will cut them off from foreign trade and any internal resources transported by water. A successful blockade also halts a country's money supply—vital for building military units.



*Fig. 12-14. War can be a good way to increase your power, if you have the military strength. When you do decide to fight, make sure you send in enough troops to overwhelm the defenders. You want to eliminate your enemy without losing many units. After a battle, let wounded or damaged units rest for a couple of seasons to regain their strength before sending them back to fight.*

Although blockading other ports can prevent your opponent from sailing land units to invade your shores, it's usually a better strategy to patrol your home waters, instead.

Once you've begun your blockade, use other naval units to prepare a landing area in an enemy province—one with light defenses (*not* the Capital). Your invasion will distract the enemy from attempting their own. Once you've taken a province, reinforce your troops there and begin capturing other provinces. After all this, the enemy usually sues for peace; however, if you have the military strength, take over as many provinces as you can, including the Capital.



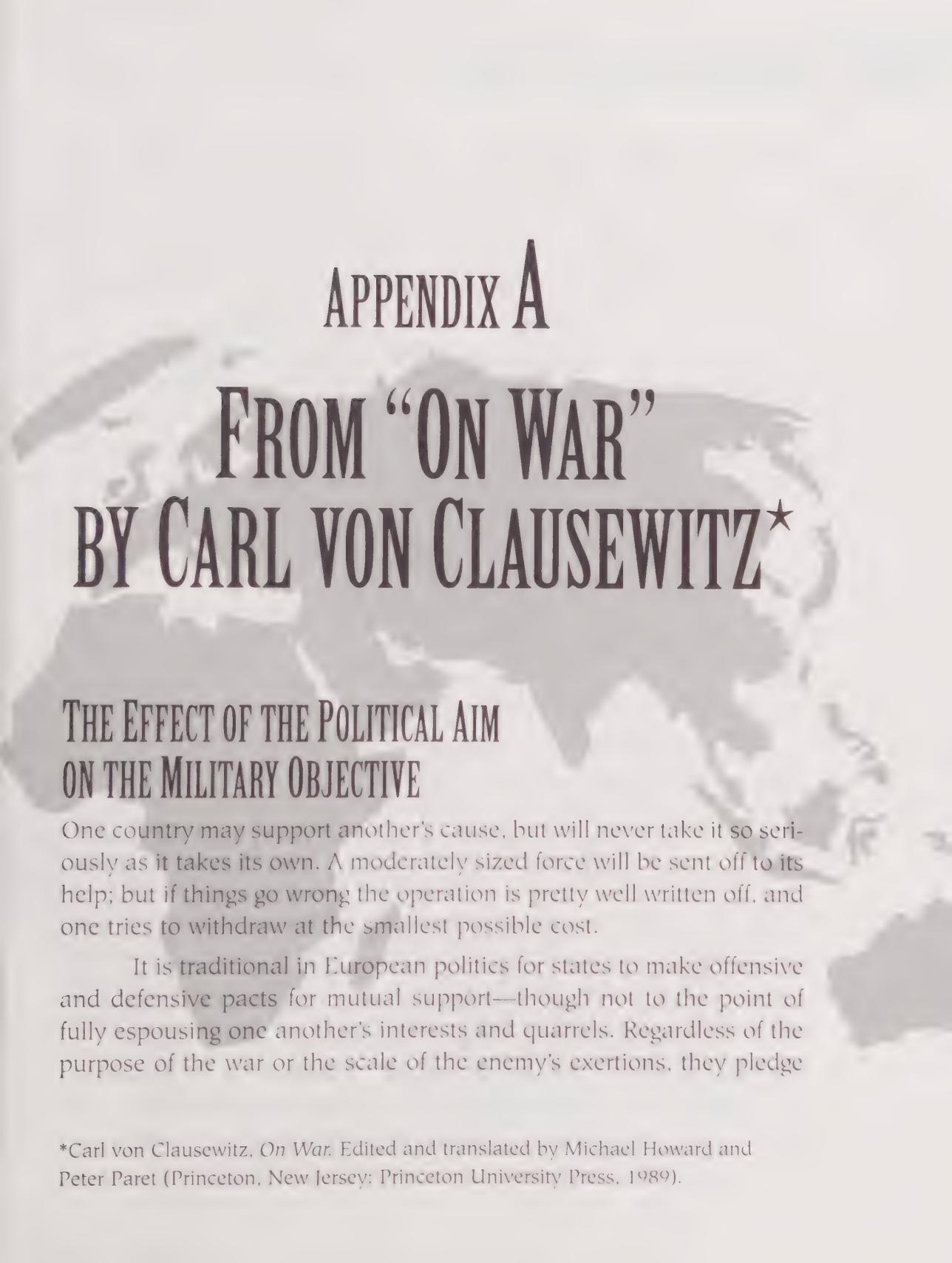
## War with Minor Nations

If a Minor Nation refuses your diplomatic attempts to control it, you might consider taking it by force. This may be easy militarily, but it often has other negative consequences. It immediately damages your relations with all your other neighboring Minor Nations, bad news if you're planning to colonize any.

Furthermore, another Great Power may declare war on you if they're interested in the target of your aggression, or if they feel taking the Minor Nation will make you too strong.

Obviously, then, declaring war on a Minor Nation is a bad idea unless your diplomacy with other Minor Nations is poor, anyway, and you can afford a war with another Great Power. In the more difficult levels of play, this may be your only way to gain new provinces, because other powers have so many diplomatic advantages.





# APPENDIX A

## FROM “ON WAR” BY CARL VON CLAUSEWITZ★

### THE EFFECT OF THE POLITICAL AIM ON THE MILITARY OBJECTIVE

One country may support another's cause, but will never take it so seriously as it takes its own. A moderately sized force will be sent off to its help; but if things go wrong the operation is pretty well written off, and one tries to withdraw at the smallest possible cost.

It is traditional in European politics for states to make offensive and defensive pacts for mutual support—though not to the point of fully espousing one another's interests and quarrels. Regardless of the purpose of the war or the scale of the enemy's exertions, they pledge

\*Carl von Clausewitz, *On War*. Edited and translated by Michael Howard and Peter Paret (Princeton, New Jersey: Princeton University Press, 1989).



each other in advance to contribute a fixed and usually modest force. A country that makes this sort of alliance does not consider itself thereby involved in actual war with anyone, for that would require a formal declaration and would need a treaty of peace to end it. But even that has never been clearly settled, and practice in the matter varies.

It would all be tidier, less of a theoretical problem, if the contingent promised—ten, twenty, or thirty thousand men—were placed entirely at the ally's disposal and he were free to use it as he wished. It would then, in effect, be a hired force. But that is far from what really happens. The auxiliary force usually operates under its own commander; he is dependent only on his government, and the objective the latter sets him will be as ambiguous as its aims.

But even when both states are in earnest about making war upon the third, they do not always say, "We must treat this country as our common enemy and destroy it, or we shall be destroyed ourselves." Far from it: the affair is more often like a business deal. In the light of the risks he expects and the dividend he hopes for, each will invest about 30,000 to 40,000 men, and behave as if that were all he stood to lose....

Finally, some wars are fought without allies; and, political considerations will powerfully affect their conduct, as well.

Suppose one merely wants a small concession from the enemy. One will only fight until some modest *quid pro quo* has been acquired, and a moderate effort should suffice for that. The enemy's reasoning will be much the same. But suppose one party or the other finds he has miscalculated, that his is not, as he had thought, slightly stronger than the enemy, but weaker. Money and other resources are usually running short and his moral impulse is not sufficient for a greater effort. In such a case he does the best he can; he hopes that the outlook will improve,



although he may have no ground for such hopes. Meanwhile, the war drags on, like a faint and starving man.

Thus, interaction, the effort to outdo the enemy, the violent and compulsive course of war, all stagnate for lack of real incentive. Neither side makes more than minimal moves, and neither feels itself seriously threatened.

Once this influence of the political objective on war is admitted, as it must be, there is no stopping it; consequently we must also be willing to wage such minimal wars which consist in merely threatening the enemy, with negotiations held in reserve....

## WAR IS AN INSTRUMENT OF POLICY

It is of course well known that the only source of war is politics—the intercourse of governments and peoples; but it is apt to be assumed that war suspends that intercourse and replaces it by a wholly different condition, ruled by no law but its own.

We maintain, on the contrary, that war is simply a continuation of political intercourse, with the addition of other means. We deliberately use the phrase “with the addition of other means” because we also want to make it clear that war in itself does not suspend political intercourse or change into something entirely different. In essentials that intercourse continues, irrespective of the means it employs. The main lines along which military events progress, and to which they are restricted, are political lines that continue throughout the war into the subsequent peace. How could it be otherwise? Do political relations between peoples and between their governments stop when diplomatic notes are no longer exchanged? Is war not just another expression of their thoughts, another form of speech or writing? Its grammar, indeed, may be its own, but not its logic.



If that is so, then war cannot be divorced from political life, and whenever this occurs in our thinking about war, the many links that connect the two elements are destroyed and we are left with something pointless and devoid of sense....

Once again: war is an instrument of policy. It must not necessarily bear the character of policy and measure by its standards. The conduct of war, in its great outlines, is therefore policy itself, which takes up the sword in place of the pen, but does not on that account cease to think according to its own laws.



# APPENDIX B

## UNIT VALUES

The following tables provide the values for *Imperialism's* various units.

**TABLE B-1. MERCHANT MARINE**

Type	Armor	Hull	Speed	Cargo
Trader	0	25	0	2
Indiaman	5	40	0	4
Clipper	0	25	0	4
Paddlewheeler	5	35	0	8
Freighter	25	45	0	16

**TABLE B-2. NAVAL VESSELS**

Type	Firepower	Range	Armor	Hull	Speed
Frigate	3	5	10	35	4
Ship-of-the-Line	6	6	20	65	3
Raider	3	7	20	30	7
Ironclad	5	8	55	50	5
Advanced Ironclad	10	10	60	70	6
Armored Cruiser	6	9	50	40	8
Battle Cruiser	18	13	55	90	9
Dreadnought	20	13	70	115	7

TABLE B-3. MILITARY LAND UNITS

Type	Firepower	Melee	Range*	Defend	Entrench	Move
Minutemen	5	5	5	4	5	4
Skirmishers	5	5	5	7	8	6
Regulars	10	10	5	5	6	4
Grenadiers	12	12	5	5	6	4
Sappers	2	2	5	3	4	4
Hussars	7	10	3	7	—	11
Cuirassiers	15	19	3	5	—	9
Light Artillery	10	3	9 (10)	3	4	4
Artillery	16	4	11 (12)	2	3	3
Militia	7	7	8	4	5	4
Sharpshooters	10	10	8	7	8	6
Rifle Infantry	15	15	8	7	8	4
Guards	17	17	8	7	8	4
Combat Engineers	4	4	8	4	5	4
Scouts	10	13	5	7	—	11
Carbine Cavalry	20	26	5	5	—	9
Field Artillery	17	5	12 (13)	3	4	6
Siege Artillery	30	8	14 (15)	3	4	3
Conscripts	10	10	10	10	12	5
Rangers	15	15	10	20	25	7
Infantry	22	22	10	20	25	5
Machine Gunners	25	25	10	20	25	4
Saboteurs	6	6	10	10	12	5
Mechanized Infantry	22	28	10	10	—	11
Armor	45	60	12	20	—	9
Mobile Artillery	25	8	15 (16)	20	25	8
Railroad Guns	50	12	17 (18)	20	25	3

\* Artillery has two range values. The first applies if it's attacking; the value in parentheses applies if it's defending.

# APPENDIX C

## UNIT COSTS

These tables list costs for building, recruiting, and educating *Imperialism's* various unit types.

**TABLE C-1. CIVILIAN UNITS**

<i>Occupation</i>	<i>Expert Workers</i>	<i>Paper</i>	<i>Money</i>
Developer*	—	—	—
Driller	1	2	\$5,000
Engineer	1	2	\$2,000
Farmer	1	2	\$1,000
Forester	1	2	\$1,000
Miner	1	2	\$1,500
Prospector	1	2	\$500
Rancher	1	2	\$1,000

\* You can't recruit or educate the Developer. You receive one once your relations with a Minor Nation have increased substantially.

**TABLE C-2. MERCHANT MARINE**

Type	Wood	Textiles	Coal	Steel
Trader	4	2	0	0
Indiaman	7	3	0	0
Clipper	6	2	0	0
Paddlewheeler	15	0	10	2
Freighter	0	0	20	8

**TABLE C-3. NAVAL VESSELS**

Type	Wood	Textiles	Coal	Steel	Fuel	Armaments
Frigate	5	2	0	0	0	2
Ship-of-the-Line	8	3	0	0	0	5
Raider	6	0	10	0	0	3
Ironclad	4	0	10	4	0	6
Advanced Ironclad	8	0	20	10	0	15
Armored Cruiser	2	0	20	6	0	8
Battle Cruiser	0	0	0	22	20	18
Dreadnought	0	0	0	30	20	24

TABLE C-4 MILITARY LAND UNITS

Type	Worker	Armaments	Horses	Fuel	Money
Minutemen*	—	—	—	—	—
Skirmishers	Untrained	1	0	0	\$200
Regulars	Untrained	1	0	0	\$500
Grenadiers	Trained	1	0	0	\$1,000
Sappers	Expert	2	0	0	\$5,000
Hussars	Untrained	1	1	0	\$100
Cuirassiers	Trained	1	1	0	\$500
Light Artillery	Trained	2	2	0	\$1,000
Artillery	Trained	2	0	0	\$1,000
Militia*	—	—	—	—	—
Sharpshooters	Untrained	2	0	0	\$3,000
Rifle Infantry	Untrained	2	0	0	\$3,000
Guards	Trained	2	0	0	\$4,000
Combat Engineers	Expert	2	0	0	\$7,000
Scouts	Untrained	2	2	0	\$2,000
Carbine Cavalry	Trained	2	2	0	\$3,500
Field Artillery	Trained	4	4	0	\$5,000
Siege Artillery	Trained	4	0	0	\$5,000
Conscripts*	—	—	—	—	—
Rangers	Trained	4	0	0	\$5,000
Infantry	Trained	4	0	0	\$5,000
Machine Gunners	Trained	4	0	0	\$7,000
Saboteurs	Expert	3	0	0	\$9,000
Mechanized Infantry	Trained	1	0	4	\$5,000
Armor	Trained	10	0	4	\$9,000
Mobile Artillery	Trained	6	0	4	\$5,000
Railroad Guns	Trained	8	0	0	\$9,000

\* These units are provided by each province for its own defense and cannot be purchased.



# APPENDIX D

## TIPS FROM FROG CITY

**B**ill Spieth and Alex Peck of Frog City Software provided me with a number of great insights into *Imperialism*, as well as some good tips. Most of these I incorporated into the text of this guide. I discuss a few here for quick reference, however. Alex went out of his way to convert the game's combat algorithms into English so I could better understand how they worked. I include these, as well.

### BILL'S SECRETS TO SUCCESS

#### Starting the Game

Generating random worlds takes place in the map room. You can simply accept the first map that appears, but there is a strategy to world and country selection. If you are playing a multiplayer game you will not have your choice of world (unless you host the game), but you will be able to increase your victory chances with your country selection.



## Island vs. Continent

The computer-run Great Powers tend to start wars to gain resources that they lack, particularly in the early years of a game. If these desired resources are available on their own land mass, (and not well defended) they will probably start a land war to get them. This should lead you to select a Great Power isolated on its own land mass if you want to delay conflict. Since it is much cheaper to build just an army rather than an army and a navy, your isolation will tend to protect you—for a while.

Of course, this same decision may reduce your military options early in the game. Perhaps the best compromise is a continent including your Great Power and a few Minor nations, but no other Great Powers.

If there is no country that looks good on the first world you generate just click on the globe and make a new world. You should be satisfied with your geography when you start to play.

## Latitude

Believe it or not the latitude of your country is important. This is due to a reasonable desire to avoid too much desert and tundra. While these terrains can be useful for their oil later in the game, too much desert and tundra can really slow down your development. There tend to be two belts of desert in the world, one north of the equator and one south of the equator. Tundra, of course, is concentrated in the far north and south.

You should select a country with a long north-south axis (so it won't all be in a desert belt) or a country clearly outside the desert belts entirely.

## Shape

Success in *Imperialism* requires plentiful mineral resources. You can win without minerals in your country, but it is very difficult

to do so. You'll want to choose a country with lots of barren hills and mountains to maximize your minerals potential.

Now, there is no way to guarantee that you'll get hills and mountains from the Map room. Of course, you can just start the game, look around your country, and start over if you are unsatisfied with the terrain. However, by choosing a country with a bulky thick shape, rather than a long thin shape, you can improve your chances for a big range of mountains. A country with more interior area and few coasts is more likely to have lots of mountains. A country that is part of a big continent is also more likely to have lots of mountains. This criteria can be especially helpful in a multiplayer game where you cannot start over if unsatisfied.

## Map Seeds

Maps are generated from a "seed word." If the computer somehow picked the same seed word for two different games, the two games would have the exact same world geography. (This is very unlikely to happen in randomly generated games.)

This means that if you generate a world and play a game that you really like, you can choose to play on that same world again by entering the seed word for that world. To learn what the seed word is for a world you enjoy playing in, click on the magnifying glass on the terrain map screen. In multiplayer mode, this will also show the name of the multiplayer game. To regenerate the same world from scratch, click on the globe in the Map room. On the menu that appears, type in your **seed word**.

## Choosing a City Site

Once you know how to play, choosing your own site for the capital city is essential. This means you need to select Normal,



Hard, or Nigh on Impossible as your difficulty setting. This is important because there are strategy factors that the auto-select feature (used on the Easy or Introductory setting) does not take into account.

## Available Food at the Site

The overall amount of food is important, but a mixture of different food types is more critical. You start the game with seven workers in your city. As long as you select a city site that can support six or seven healthy people, the maximum amount of people the city's food can support is relatively unimportant. This is because you are very likely to expand your transport network prior to increasing your population significantly. You will not be limited to the food immediately near the city for very long.

On the other hand, if you select a city site with huge amounts of one food type and none of the others, your canned food reserves will be reduced quickly to zero. You can't tell the workers to eat the raw food they dislike, even if you are willing to put up with sick workers. First they will eat all your canned food. This can slow down your early development.

## Timber, Timber, and More Timber

Given the need for timber early in the game, you might expect that founding your city with plentiful timber is a good idea. Well, it can be, but there are other considerations. First, worry about food. If you can find a site that supports six or seven healthy people and also has timber it is probably a good site for the city. However, an even better plan is to plot your first port or depot at the same time as you select a city.

Make sure your planned port or depot can be built and connected within the first five or six turns of the game and make sure it includes plenty of timber. If you can, place your capital in a province which is *adjacent* to a province with lots

of timber. That way when you build your first depot in the neighboring province you can immediately start developing the town in that province as a lumber production center. You can use this same strategy with a more distant province if your first construction is to be a port. Note that this implies that your country has some timber in it. If it does not you should **consider generating a new map.**

## Minerals

Generally it is unwise to attempt to found your capital adjacent to barren hills or mountains merely in the hope of having a good mineral source. Try to make a plan for future development instead. Look at your mountain ranges and decide in advance how you plan to access the likely mineral rich areas.

## Cotton and Wool

These resources can be a bonus if adjacent to your capital but should be considered as the lowest priority item in your planning. Generally, plenty will be available on the open market at the start of the game.

## Early Development

*Imperialism* demands that you make some difficult decisions. A seemingly insignificant decision such as whether to buy a technology or a new railhead can have critical long-term consequences. Since money is often a big problem early in the game, eventual victory can depend on how you invest your limited funds during the first ten years (40 turns) of the game.

### First Ten Turns—Winter 1815—Spring 1817

In most worlds, timber is the key to your early development. Probably, you have already planned your first depot or port adjacent to valuable timber. Completing this construction and



expending any expenses necessary to connect it to your capital are your first priorities.

### Why Timber Is So Important

- Timber controls the education of workers since it requires paper.
- Timber controls building new civilians units since it requires paper.
- Timber controls building new ships since all ships require lumber.
- Timber controls the expansion of Transport and Factory/Mill Capacity since this requires lumber.
- Timber controls the recruiting of new untrained labor since this requires furniture.

All the resources in the game (iron, coal, wool, cotton) are important, but only timber factors into everything you do at the start of the game.

When constructing factories and mills at the beginning of the game the opening capacity (mills at 2, factories at 1) is fine except in the timber industry. Right away—with your beginning materials of possible—you should raise the lumber mill to capacity 4. This takes two turns, and it should be done during the first three or four turns of the game even if you don't have enough timber (it takes 8) to feed a capacity 4 mill. Put off building more than one additional merchant ship and get that mill up and running.

Your next priority is filling the lumber mill every turn. This is not always easy to do but you must work at it until on most turns your purchased timber combined with the timber transported from that first port or depot is filling up your mill. Satisfying your early timber needs through trade involves a



consistent and aggressive trade policy toward one or more Minor Nations that produce timber.

The process of convincing Minor Nations to sell you their products, and eventually to join your Empire peacefully is called "courting." Using the Diplomacy screen you can select several Minor Nations that export products you need. Establish trade counsels, grant trade subsidies, and make an effort to buy from these selected nations every turn. Your courting goal at this stage is to achieve a position whereby your Great Power can rely on being offered timber, and perhaps other products, from the same suppliers every turn.

When you have enough timber the mill should be set to produce three lumber and one paper per turn.

Next, concern yourself with reliable sources of coal and iron as well. You need 2 coal and 2 iron per turn total at this stage. Consider building a miner and opening mines in your own country, or merely make sure that you have reliable foreign supplies and delay building your own mines for a few turns (don't delay too long). Generally, cotton and wool are easy to obtain in trade.

The only other priority during the first ten turns is training your work force. Use that paper you are making and any cash you can afford. By the end of the first ten turns try to have two or three expert workers. It is a mistake to recruit new workers until you have trained the ones you start with.

## Second Ten Turns—Summer 1817—Fall 1819

By now, if you are playing a normal or harder game, you may have totally exhausted the commodities with which you started the game. It is time to set up a production and export strategy that allows room for expansion. The key here is creating a long-term plan that reserves lumber and steel (don't convert *all* of it



to furniture and hardware), produces enough furniture and clothing to recruit a few new workers, and produces enough excess goods to sell for a profit.

There are many ways to accomplish this. One system is described below:

- Leave the mills set at 2 steel per turn, 3 lumber per turn, 1 paper per turn, and 2 fabric per turn.
- Produce 1 furniture and 1 clothing every turn. Every other turn produce 1 unit of hardware or arms.
- Excess labor can build transport capacity, canned food, or be trained.
- If you need more merchant ships (and have enough cash) cut furniture and clothing production until you have enough lumber and fabric to build one.
- Sell one unit each of hardware, clothing, and furniture each turn you have them except if you really need a new untrained worker.

Of course this system is only valid until you increase the capacity of a factory or mill, or until you run out of labor. Your plan must be adjusted to fit new circumstances. Whatever system you develop must keep a balance between available labor, arriving resources, and industrial capacity. When one of these variables is too high, strive to increase the others.

Once you have a working system you must decide where to expand first. Generally, during this period, new technology should not be purchased. Instead, increase the capacity of the furniture factory twice (up to capacity 4). Admittedly, you won't be able to use all that capacity at this point. However, a capacity of 4 begins the development of lumber production in any of your connected towns that are in timber-producing



provinces. That first depot (or port) you constructed is ideal for this purpose as long as it is on or adjacent to the town in that province. If not, build a second depot or port near the town.

Early development of towns is critical to success because it makes materials like lumber and steel available without using up resources to produce them.

### Third Ten Turns—Winter 1820—Spring 1822

Once your economy is supporting your country and leaving some excess for development and investment, you must expand internally as quickly as possible. However, there are two factors that may limit your rate of growth and now is the time to begin thinking about them.

#### Need for Markets

The first is your long term need for markets for goods. At the beginning of the game there are sixteen Minor Nation buyers for goods. However, as these countries are conquered or colonized by other powers their markets will be lost to your country. Don't worry, this won't start happening yet. But now is the time to make a plan for guaranteeing your country's permanent market security.

#### Obtaining Your Markets By Courting

If you have been courting several Minor Nations, start checking every other turn or so that your country is the favored trading partner. Make sure you stay in first place with at least two, and preferably three or four Minor Nations.

If you lose your lead, there are three things you can do to try to regain it. All three of these strategies will slow your rate of internal growth because they reduce profits, but you cannot let your country end up with no markets for its exports.

First, you should try to increase the trade subsidy you are offering unless it is already at 25 percent or higher. If this proves ineffective, try investing \$5000 in an embassy and then offer the Minor Nation a non-aggression pact. These less powerful nations always appreciate promises not to attack them. Finally, you can begin granting money to the Minor Nation. In many cases you won't be able to afford all (or any) of these actions.

You should try to keep your early lead with at least one Minor Nation even if it severely slows your internal growth rate.

### Obtain Markets By Conquest

When you take a Minor Nation capital you control the market for goods provided by that nation. In most cases you should not do this so early in the game, but now is the time to plan which Minor Nations will be invaded later when you are strong enough. Generally it is easier to invade, and then defend, Minor Nations on your own continent.

### Defense

Even though conquest is not in your immediate future you should be planning ahead for defense. It is easier (and often smarter) to build a few ships before expanding your land forces. Each ship you build takes lumber and, in effect, steel, away from expansion so don't build too many. Try to keep even with the other Great Powers in terms of military strength as reported on the status screen. The power in last place is in a great deal of danger.

When you do build land forces, it is best to recruit a new worker for every worker removed from the city. Lack of labor is likely to be your biggest problem in this part of the game. However, putting off military building for too long is extremely unwise.



The most effective piece for defense is the Heavy Artillery. This is especially true when defending a fortified province like your capital.

### Expansion

Once you have dealt with defense, a plan for market labor will likely be your limiting factor. Two early technologies should also be purchased as soon as they are available: Iron Railroad Bridges and Square Set Timbering. Both will accelerate your internal development.

### Fourth Ten Turns (And Beyond)— Summer 1822—Winter 1825

As noted above, three variables control your country's rate of growth:

- The amount of labor available to industry
- The amount of factory and mill capacity
- The amount of arriving (trade plus transport) resources for your mills

As you expand your factories and mills and train additional labor you will begin to notice resource shortages. You will find it relatively easy to deal with labor or capacity shortages, but the inevitable resource shortages require more planning and effort. What you do will depend on your overall strategy (primarily conquest or colonization) and on the type of resource(s) that you lack.

### Iron and Coal

As more years pass, the steel industry begins to assume the position of importance previously held by the timber industry. This is also the most likely area for serious resource shortages.

If you notice that your steel mill is rarely operating at capacity and notice that your warehouse shows no iron and/or no coal turn after turn, you need to obtain more supplies of these minerals. Here are a few things you need to do:

- Make sure you have purchased Square Set Timbering and improved all coal and iron mines in your country to Level 2.
- Make sure you have sufficient shipping to purchase all the iron and coal offered by your favorite trading partners each turn. This can be a problem since iron and coal are always traded last.
- Make sure all accessible areas of your country have been prospected.
- Your next step must be to obtain more minerals peacefully, or through invasion, through a combination of these efforts.

### Gaining a Developer

The Developer is used to increase peacefully the supply of resources you lack. But obtaining a Developer is not simple—it depends on the diplomatic relationship your country has with its favorite Minor Nation. When this relationship is sufficiently friendly (the light gray color on the display) you receive the reward of a Developer unit.

You can accelerate this reward by paying for an embassy in your favorite country and then granting a non-aggression pact. Once the embassy is purchased you can provide grant money to the nation as well. Try to conduct multiple trade deals with this nation every turn.

Even if you don't get a Developer by 1825, you want to be close by this point. The computer Great Powers will often obtain their Developers between 1825–30, and it is harmful to be one of the few (or only) Great Powers with no Developer.



## The First Council of Governors

During 1825 the Council of Governors will meet for the first time. It is okay if you are not nominated for victory. If you are nominated you are doing very well. Use the council results to learn who is winning and by how much. If you are not nominated, check the status screens and see how far behind you are. This may give you some ideas on which areas of your development are weakest.

## THE THREE PHASES

One strategy Bill kept coming back to was dividing the game into three phases—development, diplomacy, and destruction.

In the first phase, spend your efforts and resources building your economy by improving industry and expanding your transport network. Timber is the most important industry at this point, because it's required to train workers; build up mills and factories; build rail stock and ferries for transportation; build ships for the merchant marine, and to make furniture to recruit workers. The key to this phase is *balance*. Don't increase production capacity until you have enough resources and labor to make it worthwhile. At Hard or Nigh On Impossible difficulty levels, this is a very important phase, because you begin at a severe disadvantage diplomatically.

The diplomatic phase is fairly straightforward: Improve your relations with Minor Nations to encourage them to join your empire as colonies. Establish Trade Consulates in those nations you trade with, but concentrate on one Minor Nation at a time by building Embassies and offering grants, if you can afford them. When one Minor Nation becomes a colony, begin working on the next. Before you decide to go to war, determine the effects it may have on your relations with other nations.

The destruction phase begins once you've colonized or conquered all Minor Nations. Build up your military and prepare for a war for domination with other Great Powers. You needn't fight to win. If you build up your military until it's much stronger than any other nation's, other Great Powers will vote for you at the Council of Governors.

## ADDITIONAL TIPS FOR PLAY

Save your money to invest in new technologies. If one is due in the coming year, begin setting aside money so you can invest as soon as it becomes available. Later in the game, technology becomes very expensive.

Always upgrade Light Infantry and Light Cavalry first. If a new technology is fast approaching, begin recruiting these unit types to take advantage of consequent increases in range and firepower. (These units also can move through rough terrain without penalty and receive additional defense modifiers while occupying such terrain on the tactical battlefield.)

While building up your navy, remember—range is the most important factor, followed by range. This means Raiders can hit Ships-of-the-Line with their longer-ranged guns and withdraw before the larger ships can bring their guns to bear.

Use small ships, such as Frigates or Raiders, to garrison the sea areas adjacent to your provinces. Even a single ship can warn of approaching enemy ships.

Blockades can be extremely effective. Nothing brings an enemy to the peace table quicker than poverty. (And no money and no resources also means no new military units or ships.)

Purchase as much as you can from Minor Nations. Each resource unit you buy improves your relations with that nation.

Use the Status screen to compare your progress to the other Great Powers'. The extremely useful Council Projection Graph illustrates the two countries most likely to be nominated and the one most likely to win the election. It also shows the areas of your empire that most need improvement.

## THE COMBAT SYSTEM

The formula for calculating the effects of combat during tactical battles comprises a complex set of algorithms. However, Alex provided a basic translation.

During a battle, you'll notice that each unit has a colored bar underneath it. This represents its strength. Green is the unit's effective fighting power (a percentage of its total strength); yellow is the percentage of the unit cowering and not fighting; red is the percentage of the unit who are dead. Generals can turn some of the yellow back into green by rallying the unit, but you can only restore dead troops by leaving the unit to recover after the battle.

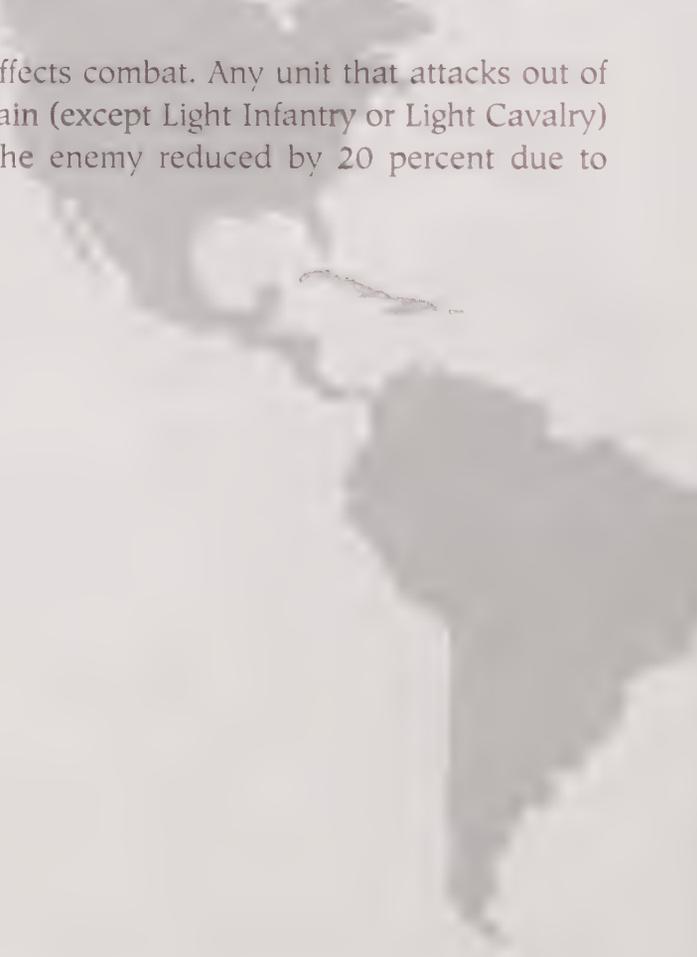
When your units take damage, about a third applies as casualties (red) and the remainder as loss of morale (yellow). Morale losses reduce by 10 percent if you have a general on your side and another 10 percent for every medal the general has earned. If you have more than one general on the field, the best general is used to calculate this bonus. When a unit's strength bar shows no more green, it flees the battlefield (unless a general can rally it).

Several modifiers affect damage amounts. A unit's inherent defense value is one. The higher the value, the less damage the unit is likely to take. Light Infantry in rough or swamp terrain take 20 percent less damage. Entrenched Infantry receive the same bonus, but not against melee attacks.

Forts also modify damage amounts, if the attack comes through an intact fort wall. Level 1 forts reduce damage by 30 percent, Level 2 by 40 percent, and Level 3 by 50 percent.

When a unit attacks, it uses only the green portion of its strength. Several modifiers affect the damage a unit causes. Each experience medal increases damage by 10 percent. During melee, Cavalry causes an additional 30 percent damage. Artillery, on the other hand, receives 8 percent more damage during a melee. Therefore, use your Cavalry to take out the enemy's Artillery.

Terrain also affects combat. Any unit that attacks out of rough or swamp terrain (except Light Infantry or Light Cavalry) has its damage to the enemy reduced by 20 percent due to disorganization.



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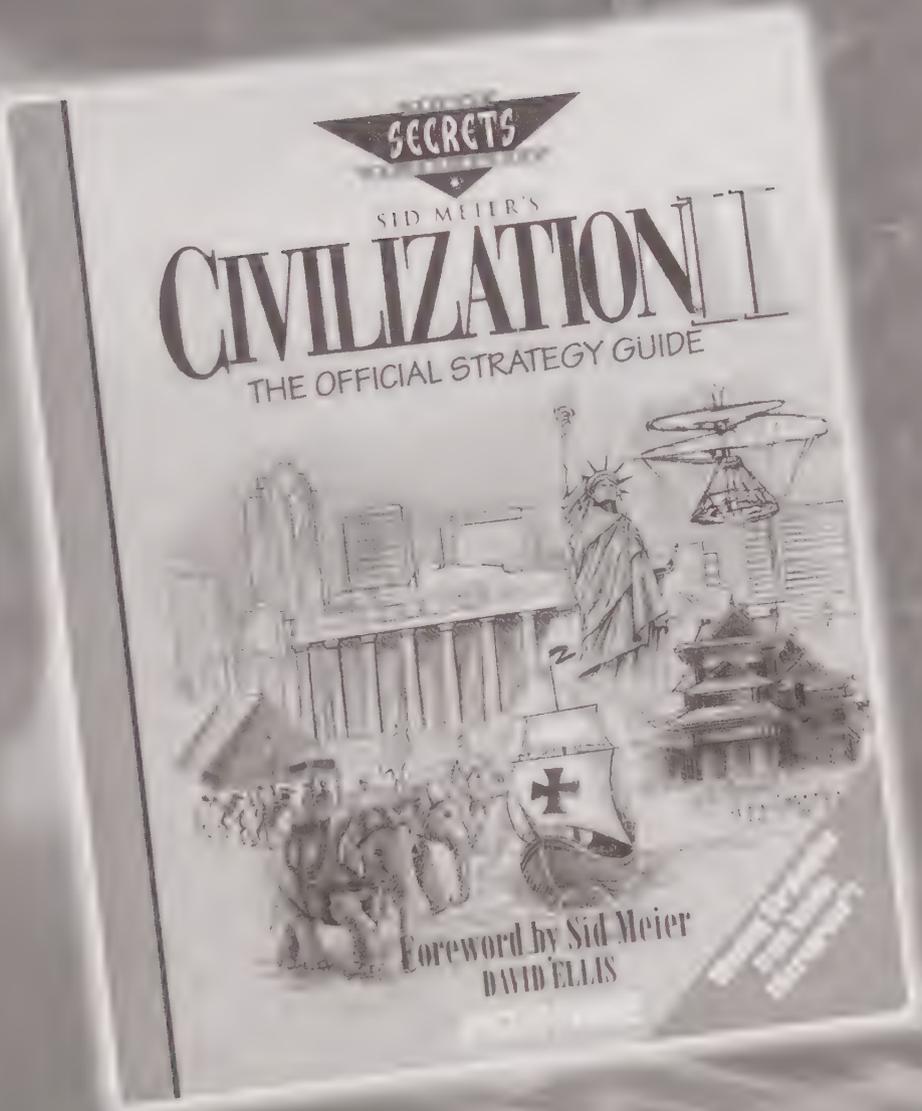
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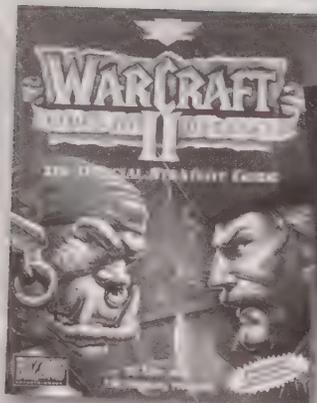
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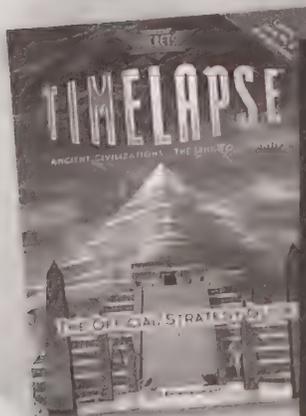
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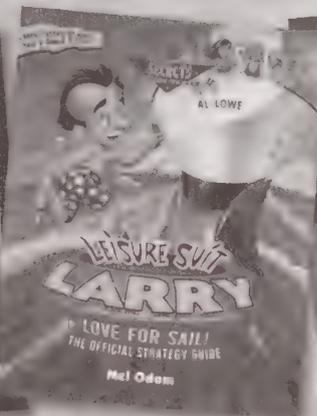
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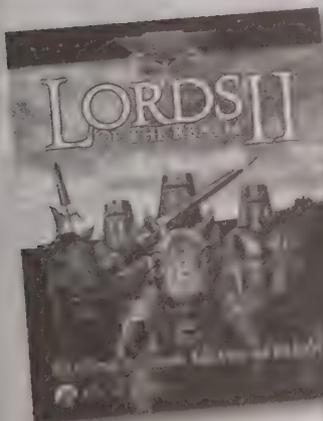
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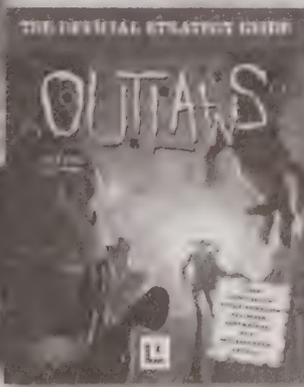
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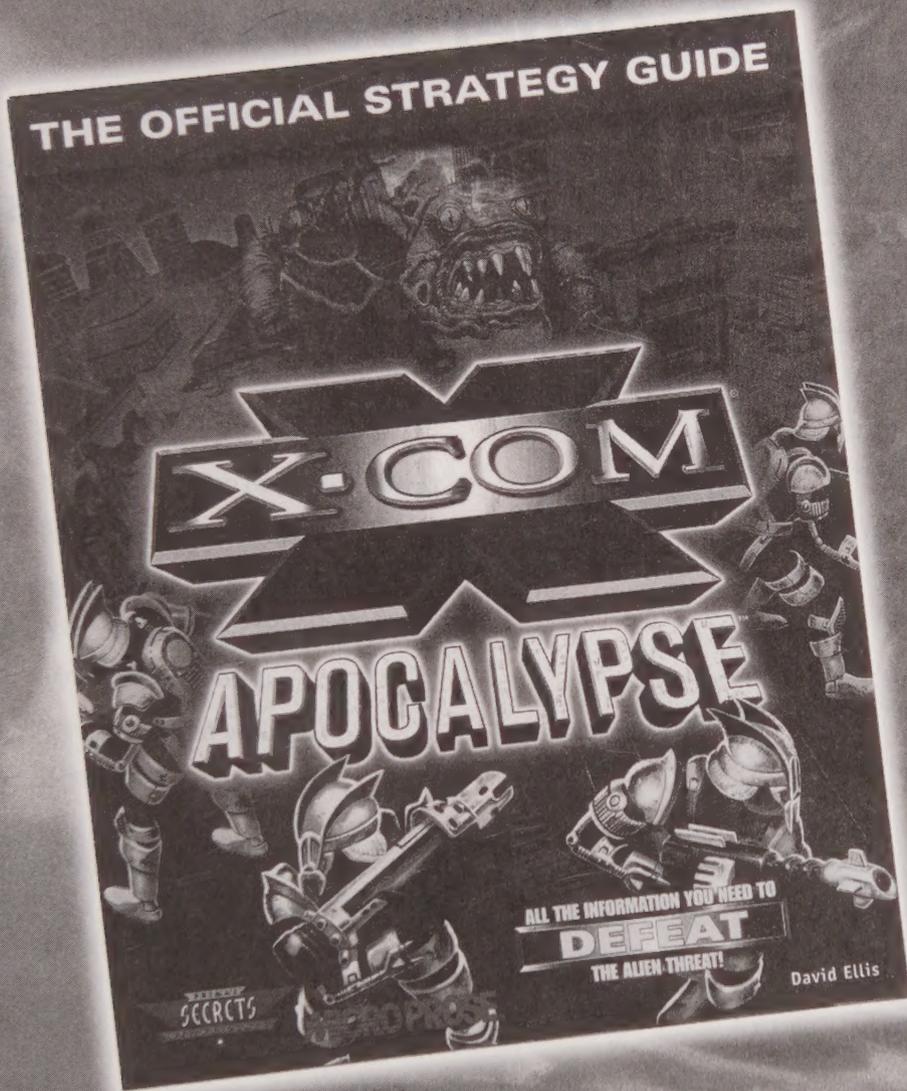
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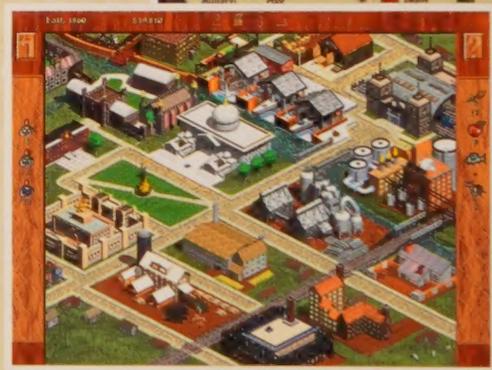
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