

its destination, if its invasion is successful.

The second way that the game will end is if all of the human players have been taken out of the game, and only Psion players remain. A Psion v. Psion war would be uninteresting to watch, given that you have no opportunity to examine the star map.

Note that one last turn is given to the victorious player before victory is declared. This is so that: i. if human, the player can have one last look at the star map; ii. if the human has been beaten, then confirmation will occur when the "Player X defeated" message is shown.

### Strategy

Though it is a simple game, Stellar Empire has strategic depth. The limitation of a single fleet, though intended as a way to keep the game simple, actually adds some depth to the game: a player has to

think ahead when moving ships around, and long-distance surprise attacks require more forward planning.

At the start of the game, you might use the fact that neutral planets do not produce ships. If you are surrounded by heavily-defended neutral planets, it is legitimate to attack a planet with several waves of smaller forces. Be careful to watch what your opponents are doing, though. If a nearby enemy also designs on the same neutral planet as you, you might end up weakening a neutral planet for your opponent to take.

You must also bear in mind where your forces will be after taking a planet. Fleet movement is expensive, so the order of conquest is important. Reinforcing planets inadvertently or temporarily left undefended delays the opportunity to make further attacks.

### SAVED GAMES

Prospective tyrants will begin to notice that it can take several hours to conquer the universe, which is an inconvenience to say the least. Luckily, Stellar Empire has a save game option. If a game remains unfinished, and you elect

will automatically be saved in internal memory, to be resumed next time Stellar Empire is run. The saved game file is called STELEMPD, and takes approximately ½k of storage. It is automatically deleted when the game is finished.

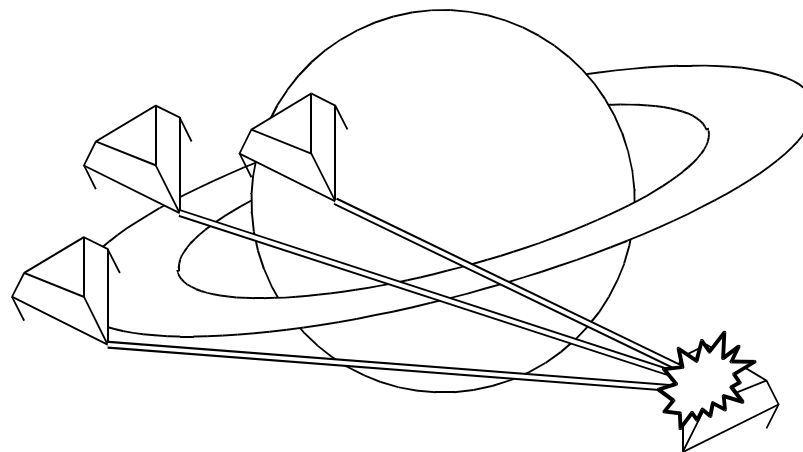
### CONCLUSION

I hope you have fun with this game. As the OPL source is included, you are free, and encour-

aged, to make alterations to it to suit your taste. See the GPL licence for details.

## Stellar Empire

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### INTRODUCTION

Stellar Empire is a game of space conquest for the Psion Organiser II. Four players strive to conquer a star cluster containing 24 inhab-

itable planets. It is of necessity a simple game of war, so it is easy to learn, but nevertheless it has strategic depth.

### INSTALLATION

This ZIP archive contains a number of OPL/OB3 files. It is recommended that the games be copied to the Organiser as object only, and placed on a datapak, as the game otherwise consumes a considerable portion of the Organiser's internal memory. You may have obtained the game on a

datapak, in which case no copying is necessary.

Once present on the organiser or a datapak, the program can be installed to the main menu. Just press MODE at the main menu, and type STEL at the install prompt.

### PLAYING THE GAME

Choose STEL to run the game. You will then see the title screen, at which you should press EXE.

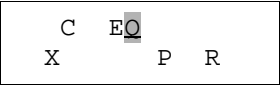
1:Human 2:Psion 3:Psion 4:Psion
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When starting a new game, you will first be presented with

the player selection screen. Player 1 is Human, and players 2 to 4 are Psion. There are always four players, but they may be any combination of human/Psion. Press keys 1 to 4 to toggle the players, and press EXE when you are happy with the selection.

The Star Map

Assuming you have opted to be Player 1, you will be asked to press EXE to begin your turn. On doing this you will see a part of the star map, the cursor being placed on your home planet. The star map is two-dimensional, its size being 16 squares across by 15 down. Each planet is represented by a letter, A to X.



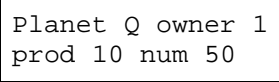
You can explore the star map with the cursor keys. Your view is of course only two rows, but the map scrolls up and down, and it is easy to get a mental view of the whole map. You can go to a planet directly by pressing its letter, too.

A menu is available, just press MODE. There are three options: End, Fleet and View.

Viewing a Planet

Select View to view the planet on which the cursor is placed. The short cut for this, directly accessible from the map, is EXE. The information displayed is the planet letter as shown on the map, the owner (0 for neutral, 1- 4 for players), the production and the number

of ships in orbit.



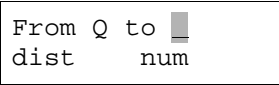
Production shows the capacity of the planet to produce ships. If a player is in control of the planet, exactly this many ships will be produced each turn, and will join those already in orbit. Neutral planets do not build ships (the fools!)

Player's home worlds have a production of 10; neutral planets have production ratings of 0- 9, which come into play once they are conquered. Your home world is not significant: losing it is a disappointment, but does not put you out of the game.

Pressing ON/CLEAR returns you to the star map.

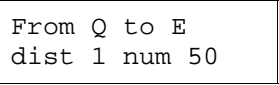
Launching and Viewing Fleets

A fleet is launched with the Fleet option, whose shortcut is SPACE. A fleet will be launched from the planet upon which the cursor is sitting. If it is not your planet, then the Fleet option will do nothing.



Otherwise, you will be asked for a destination and a number of ships. The destination is simply the planet letter as used on the map. The distance will be calculated, and then you must enter the number of ships to launch. If you enter 0, or more than the number

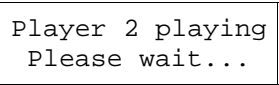
will not take place.



Only one fleet can be in transit at a time. This is because only you, the emperor, have the expertise to manage fleet movements and the fleet requires your personal presence. If a fleet is already in transit, then the Fleet option will show you its origin and destination planets, the distance it has left to travel, and the number of ships in the fleet.

Seeing What Happens

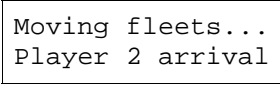
When you have launched a fleet (or decided not to do so), it is time to see what happens by selecting End from the menu, or by pressing its star map shortcut: ON/CLEAR.



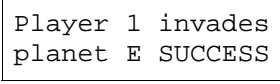
First, the other players will move. You will be asked to wait while the Psion-controlled players move. It may take a minute or so for three computer players to move, but sometimes they are much quicker. If any player has been taken out of the game, a "Player defeated" message is displayed in lieu of his turn.

When all players have taken their turns, the fleets will move. They move one square per turn. When a fleet arrives, one of two things will happen. If the destination planet is already yours, a fleet arrival message will be displayed, and your ships will join those

already in orbit.



If the destination planet is not yours, an invasion attempt will take place. Your ships will fight those in orbit around the planet, and after a pause, either SUCCESS or FAILURE will be displayed on the screen. In the event of success, the planet will now be yours and the remains of your fleet will take up orbit. In the event of failure, your fleet is destroyed, but you will have reduced the enemy's defence.



In any event, once your fleet has reached its destination, you will be at liberty to launch another fleet.

After all the fleets have moved, you will be asked if you want to continue the game. Pressing Y allows another turn to be taken by everyone, pressing N stops the game at this point (see Saved Games, later).

Winning and Losing

The game is ended on one of two conditions. The first is that a single player is victorious, the others having neither planets nor fleets in transit. Naturally, you want to be that player. A player is still in the game if a fleet is in transit, even if all his planets have