

QUICK START ONE – GETTING STARTED!

INSTALL IMPERIAL WARS, OPEN AN ACCOUNT AND REQUEST A GAME

The first goal of the Quick Start Tutorial is to get your Account registered and your game request in so that you can begin play. Once we have done that, we'll cover the second and third goals, getting your first couple of turns done to help you get started.

You will need the following minimum computer requirements to play Imperial Wars:

- Windows 9.x, 2K, NT or XP Operating System
- Pentium II processor with 400 Mghz clock speed
- Video card capable of 16 bit color and resolution of 1024 x 768,
- 50 Megabytes of hard drive
- 128 Mb or RAM.
- Optional sound card
- An Internet connection through an Internet Provider

You need 3 more things to play Imperial Wars

1. An installed version of the Imperial Wars game client
2. An Open and Valid registered Account
3. A successful game request entry to begin a game

GAME CLIENT DOWNLOAD AND INSTALLATION

Before opening an account or requesting a game it is wise to first install the game client. Unless the game is running correctly on your computer, you will not be able to play Imperial Wars and you will not be able to enter the Game Request Queue.

1. If you haven't installed the game, go to the <http://www.imperialwars.com/playtester> page and download the most current version of Imperial Wars. It's file name will contain the term – **ImperialWarsClientSetup**, and it will be an **exe** file. It is appoximately 30 Mbs. If you are using a dialup service to download the game, you may want to let it run at night. A fast connection will take just a few minutes. Make certain you know the path or directory where your download is going.
2. In the Patch column of the downloads page, check the "Patch" date to see if it is later than the Setup date. If it is later than the setup file, then you will need to download this patch as well. Patch files will contain the term – **IWars**, and be a **zip** file. The patch is usually about 6 to 7 Mbs. See Patching below for patch instructions.
3. Find the downloaded Setup file on your computer. Double-click on the **ImperialWarsCllientSetup** file and follow the instructions to install the game. It will make patching much easier later if you let the installer put the game in the default directory it chooses, C:/Program Files/Intelligent Life Games/Imperial Wars.

Now that you have successfully installed Imperial Wars, you can run it from the Start menu.



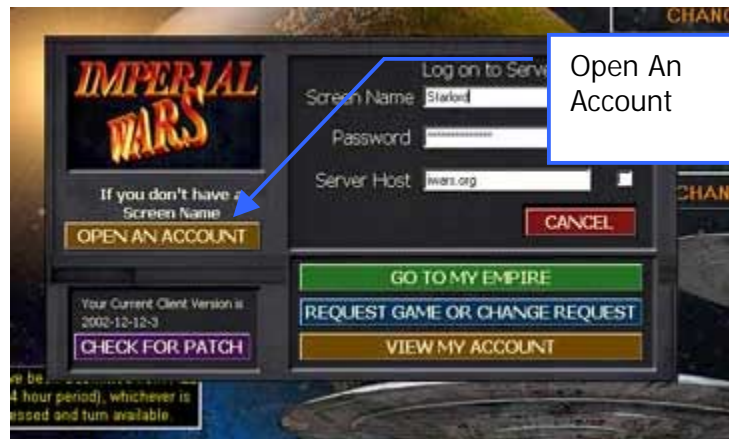
Log On To
Server

OPENING YOUR ACCOUNT

Your Account registers your unique Screen Name that will be your anonymous handle or “non de plume” within the Imperial Wars community. You can Open an Account from the installed Imperial Wars Game Client (recommended) or from the Imperial Wars website. We will cover both options.

From the Imperial Wars Game Client (recommended):

1. Open up your newly installed Imperial Wars Game Client by finding it in your programs in the Start menu.
2. Locate and click on **PLAY IMPERIAL WARS** button.
3. In the Client Login screen, locate and click on **OPEN AN ACCOUNT**, as illustrated.
4. Complete the Account page required information fields and click **Submit**. You can change your account information at any time by editing your account from the Client login box or from the website login..
5. An Activation code will be immediately mailed to the email account you entered into the Account screen.



From the Imperial Wars Website: (not available in Playtest)

1. Find the **Play Imperial Wars** button on the website at www.imperialwars.com. On the Web Login screen, click on **Open Account**.
2. Complete the Account page required information fields and click **Submit**. You can change your account information at any time by editing your account from the Client login box or from the website login.
3. An Activation code will be immediately mailed to the email account you typed into the Account screen.

Completing your Account Activation:

- Complete your Account Activation using one of the following methods:
 - a. Copy and paste the Activation code from email into the waiting Account Activation screen, or
 - b. Open your browser to <http://iwars.org/login> and copy and paste the Activation code into the Account Activation screen, or
 - c. Click on the link in the email message that will open up the Account Activation screen and copy the Activation code into it.

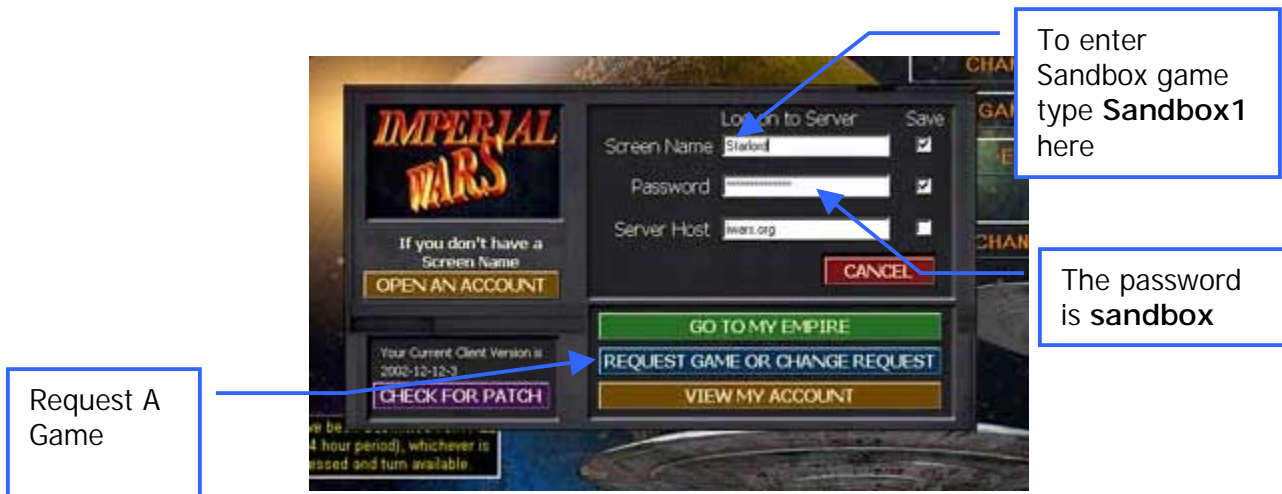
PATCHING

4. If you needed the Patch and have downloaded it you will need to take one more step. Find where you downloaded the Patch file and unzip it by double-clicking on the file name. You will need WinZip or a compatible compression utility to unpack it. Extract the entire file into C:/Program Files/Intelligent Life Games/Imperial Wars directory, the same directory you installed to. If you have done this correctly, a dialog screen will be displayed asking if you want to Overwrite Impwars.exe, the current file of the same name. Click on **Yes**.
5. Run Imperial Wars from the Windows Start Programs menu normally.

THE SANDBOX GAME

It might help you to get a taste of what playing Imperial Wars is like to try out the "Sandbox" game. This game universe runs turns everyday and is just a place to go in an experiment or to learn more about playing. Anybody with an Imperial Wars game client can login and try a move or many moves. If you are not sure what IWars is like we recommend this as a way to experiment and assure yourself that this is a game you'll enjoy. That helps us to limit game attrition so you'll get into better games and helps you be certain that you've found an activity that will be fun for just a little time spent.

To Login to the Sandbox, open your Imperial Wars game client and click on Play Imperial Wars. In the Log on to Server screen type **Sandbox1** in the Screen Name text box and **sandbox** in the password text box. Click on GO TO MY EMPIRE and a list of all the positions in this universe. Choose any player and go to their universe. Quick Start Two and the Player's Manual will give you suggestions for things to try out in this universe. The Sandbox is reset every 15 turns or so.



REQUEST A GAME

Once you have the first two requirements completed, an installed game client and an open account, and if you are ready to join a real universe, you can Request to be entered into a game. You will need to be in your game client for this step. If Imperial Wars is not already open, open it from the Start Programs menu. In the Opening screen, locate and click on the **LOG ON TO SERVER** button. In the Client Login screen locate and click on **REQUEST GAME OR REQUEST CHANGE** button, as illustrated above. This will take you to the game Queue. There are three main elements of the Request screen. An illustration of the Request Game screen is show below.

1. **Choosing a character to play** - You have several ways to select a player. There are seven boxes that you can use to select a character type to play and they are listed in order of the priority in which you would prefer to play. If for instance, your first choice is to play as a Baron but you wouldn't mind playing a Philosopher if that would form a Universe quicker, then you would choose Baron in the first combo box and Philosopher in the second. If those two choices weren't immediately available, and you would be willing to play any available character, that choice could be made in combo box 3 by choosing Any Player. But if you are determined to play a Terminator only then choose a Terminator in the first box and leave the other six boxes Unused.

2. **Choosing a name for your player** – Names have been pre-selected for your player that you may use but you can change it by simply over-writing it with another name. Try to stay within the spirit of the game. Your player name is the first impression that you give anyone who meets you in the game and is an important aspect of your character.
3. **Choosing a final score** - The final option is to choose your request for a final score. You can choose a value between 15,000 and 20,000. The default value is set halfway at 17,500. The Universe you enter will end when the average final score selected by all 16 players in a universe has been met or exceeded. Different characters score in different ways and you may find it helpful to explore the character descriptions to determine whether a shorter or longer game benefits your choice.



Once you are satisfied with your choices, click on the **SIGN-UP** button and you will be notified by email that your Game Request has been requested. You can revisit this page anytime from your Imperial Wars Game Client's Login screen to make changes in your character choices. Once the players who have requested games can be matched into a universe, a unique universe will be constructed for you and your fellow Starlords to inhabit for the game.

You can follow the progress of the player matching process by clicking on the Game Request Queue at the Imperial Wars website (or <http://iwars.org/queue>). It updates every minute but you can set it for faster or slower updating if you wish.

WATCH YOUR EMAIL

When enough of the requested player spots are available to form a universe, one of the first things that will happen is that you will receive a notification in your email telling you that your game has started. You will have 24 hours to respond and to make your first move. First moves are fairly simple and they set the players in the universe in motion. Check the Quick Start – Turns 1 & 2 manual for instructions on how to play these two introductory turns.

If you have an email account that can be refused due to an overfilled Inbox or any other limitations, make sure that it is working and able to accept mail or you'll miss your game notifications.



QUICK START TWO – MOVES 1 & 2

The goal of Quick Start Two is to get your first Imperial Wars game started. This guide assumes that you have followed the instructions in Quick Start One (Installation, Account, & Game Request), and that you have:

- a. Installed your Imperial Wars Game Client, and
- b. Opened and activated an Account, and
- c. Requested a Game and received notification of the game start.

From that point, we'll cover the first couple of turns and moves to help you get acclimated.

Once you have played Imperial Wars a few times, you will likely develop your own strategy for how you want to begin the game. They may be personal preferences or they may be dependent upon the type of character you have chosen. However, the basic dynamic at the beginning of every Imperial Wars universe for every character type is very simple. **EXPLORE!** In this Quick Start, we give you a generic pattern to use for both Move 1 and Move 2 that meets most early objectives of all players and character types.

Opening screen

Once you have installed Imperial Wars and started the game, the Opening screen is displayed. Later, if you decide to play in more than one game, you can return to this screen to change games. Also from this screen you can go to the Imperial Wars website, set various options, and administrate your account. For now, just click on **PLAY IMPERIAL WARS**, the first button on the upper right hand corner of the screen.



Login

Put your **Screen Name** in the Screen Name text box and the password you set in the Account Signup screen. Click on **GO TO MY EMPIRE**.



Once the game has connected to the server, the button in the upper right of the Opening screen will change to **PLAY CURRENT TURN**. Click on this button to go to your Homeworld.

Notice that in the lower left-hand corner of the Opening Screen, your current account information and due date for this turn are shown.

World screen - Your Homeworld screen



Your Homeworld

The first screen displayed is always your Homeworld. Running your mouse over the World's Name in the World Symbol will show you a popup with basic information about your homeworld. All homeworlds are equal in these characteristics. The most important thing to notice now is that your homeworld has 45 Imperial Credits. You will use some or all of them to populate your fleets.

THE WORLD SYMBOL



The **World Symbol** in the upper left hand corner of all the worlds in your universe will give you a quick glance at everything that is going on at this world. It shows if the world is set to *Ambush* or to be *At Peace*, whether and there are and how many fortresses protect this world and, of course, it's name, number, and the Player that owns it. As conditions change at this world, the **Conditions Box** will display information about it. Right now, the Conditions Box shows that this is *Turn 1* and that your view of this world is *Current*.

FLEETS



In orbit around your Homeworld are 5 wing-shaped objects; these are your **Fleet** engines, painted in your two-tone ownership colors. You own them by virtue of being the only Starlord around. They are helpless right now because there are no ships built onto these engines to power them. You can tell this by sliding your mouse over the stack of fleet symbols and watching the popup information displayed about them. FS (Fleet strength) is 0 and SS (Shield strength) is 0, a measure of the strength of the fleets based on the ships that populate them. So obviously there are no ships on any of the fleets. Each Fleet owner's Fleets are displayed in a separate stack when there is more than one Fleet at a world.

THE STARGATE

In the lower half on the screen, near the center, is the **Stargate**. This is the ancient artifact that your civilization has discovered that will allow ships attached to a Fleet engine to be instantly transferred to another world of the ancient network of worlds left from the old empire. No jet lag! It connects 3 worlds to your Homeworld and between 1 and 4 worlds to the universe beyond.



The first objective of Move 1 is to get your 5 fleets on the move exploring the worlds neighboring your homeworld.

THE ORDERS TEXT AREA

Go to <u>S</u> tarmap Screen	F6
Go to <u>W</u> ar <u>R</u> oom Screen	F7
Go to <u>P</u> lanet Screen	F4
Go to <u>W</u> orld...	F3
Go to <u>F</u> leet...	F2
Show Turn Summaries	
Show Orders	
Maximize/Normalize	
Minimize	
Go to Opening Screen	
Exit Game	

You may find that it is a lot easier to make your moves when you can keep track of each of the individual commands as you make them. While the Orders are shown by default, **Right** clicking anywhere in open space of any of the main screens will display the shortcut menu where this option can be toggled on or off. **Show Orders** opens a text area in the upper right corner of the screen that will keep track of your orders at this world, for both the planet and the fleets



here.

MOVE 1

The following few pages will help you get a quick start into your first move in Imperial Wars. The three most basic steps for Move 1 are to:

- Buy ships for your first fleets
- Fly them to the unexplored worlds connected to your Homeworld's Stargate
- Save or Submit your First move orders.

Once we have begun making a move we will go the **War Room** and **Save** or **Submit** our Move.

THE FLEET SCREEN

Open up one of the fleets in the stack by **Right clicking** on it. Each Fleet screen contains details about the fleet it represents and is the "control panel" for commanding an individual fleet. Be certain that you have opened the fleet screen that you meant to.

Mousing over each of the icons and buttons in this screen displays how to **Right** or **Left** click your mouse button to display transaction screens for giving commands.

In the center section of the screen are icons for the three ship types – Scouts, Cruisers, and BattleStars. Everybody has the same type of ships to work with except Traders; they have Freighters in place of Cruisers. See the Player's Manual for more about Ships.

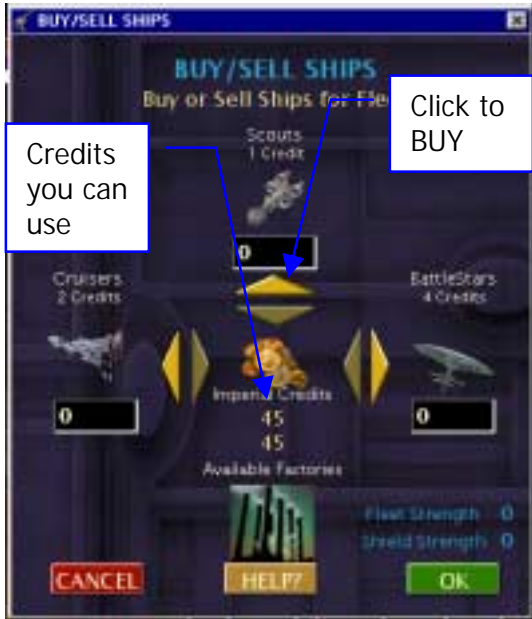


Along the bottom of the screen are icons for things that the fleet can carry, such as Raw Materials, and artifacts found in the game. Along the right side of the screen are fleet attributes that can be

purchased from special worlds later in the game. Many commands and attributes have uses later in the game rather than right now. The goal now is short and simple; we just want to man our fleets and send them off to capture worlds both for the safety of our Homeworld and the gathering of valuable game objects.

Buying Ships – The Buy/Sell Ships transaction screen

Left clicking on the large Fleet icon in the center of the Fleet screen will call the **BUY/SELL SHIPS Transaction Screen**. Here you can use Imperial Credits from the world below to outfit your fleets. Note, you must own the world below or be declared an Ally by the world owner to purchase at a world.



The number of factories at a world that has factories, determines the number of Imperial Credits that you can use at any world where you Buy ships. At your homeworld you will begin with 45 Credits and 45 Factories. Numbers for both the amount of Credits that this world has, and below it the number of factories here, are displayed beneath the Imperial Credits graphic. As you buy ships, these numbers are reduced. As you sell ships, *only* the number of Imperial Credits is increased.

Scout ships are very flexible, relatively inexpensive and allow fleets to move the furthest, though they have no offensive strength. Perfect for exploration. In our example, we purchase 5 scouts by clicking 5 times on the lit gold arrow that is pointing towards **Scouts**. For this example we have also chosen to buy a Cruiser for this fleet because it has the ability to carry cargo, i.e. Raw Materials and we

may find Raw Materials we wish to bring back to our homeworld. Clicking on the lit gold arrow pointing at **Cruisers** will purchase a Cruiser.

Once you have completed the ship purchases for this fleet, click **OK** to complete the transaction and close the Fleet Screen. The Orders Text Area in the World screen has been updated to show these two purchases.

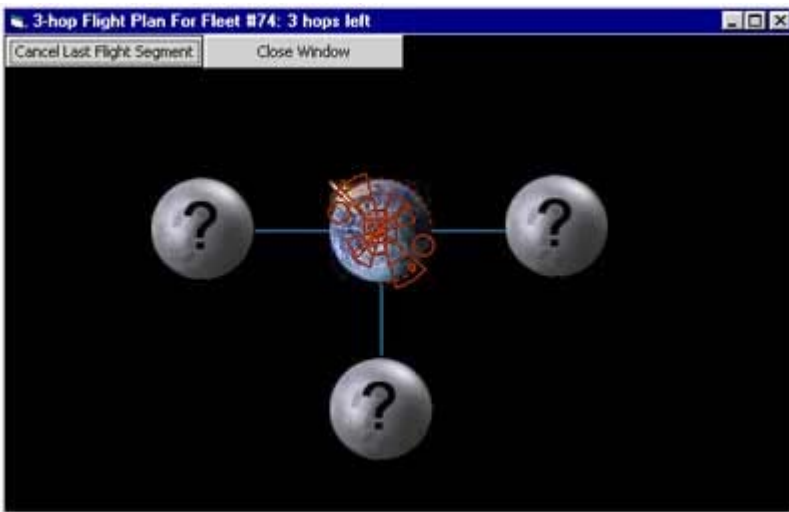


FLYING FLEETS TO NEIGHBORING WORLDS

Now that you have purchased ships for one of the fleets, that fleet is powered and can fly through the Stargate to a world that is connected to it. **Click and drag** on the fleet that you just populated with ships and drag the fleet icon down onto the Stargate, releasing the mouse button over the Stargate.

THE FLIGHT PLAN WINDOW

This action produces a small Flight Plan screen that will guide you in where you can move your fleet. The world in the center is your homeworld indicated by the rotating cursor and the world highlight.



That is the world where your fleets are now. The worlds with Question Marks on them are worlds connected by a Stargate but worlds that are unexplored. Since you cannot move past a world that you cannot see, your Fleets can only move to one of these worlds. In our example we have chosen to move this fleet to the world to the West of the homeworld by clicking on the unexplored world to the left.

This action leaves only our destination world showing in the Flight Plans Window as there are no more legal moves left for our fleet. Clicking on "**Close Flight Plan window**" will complete our Fly move. You can see that your command to move your fleet through the Stargate has been registered in the **Orders Text Area** of the world screen.



Complete your Buying and Flying Orders

You should continue to purchase 5 Scouts and 1 Cruiser for two of the remaining four fleets and then to Fly them to the other two unexplored worlds connected to your homeworld by dragging them to the Stargate. To stay in synch with the Move 2 Quick Start, only move two more fleets, and buy the exact same ships for each fleet, though this is not a game requirement.

THE PLANET SCREEN

Before going to the War Room to Save our move, let's take a short detour to the other important screen at each of your worlds, the **Planet** screen. To access the Planet screen, place your mouse cursor over the **World Name** in the **World Symbol** in the upper left of the World screen. As before, the popup window displays quick information about your homeworld. **Right**-clicking here, on the world's name, will take us to the Planet screen.

World Economies

The economy of the worlds in your universe is simple.

One POPULATION + one FACTORY + one RAW MATERIAL STOCKPILED = one Imperial Credit created each turn.

The Economic Dilemma

Looking at your homeworld's Planet screen, below, you can see the dilemma faced by all the Starlords in your universe. You each have 45 **FACTORIES**, plenty of **POPULATION** (Terminators will have Robots instead of Population of course, each equal to 6 regular population) but there are only 3 **MINES**. These 3 Mines can stockpile only 3 Raw Materials each turn at this world. So this highly

industrialized world will only produce 3 Imperial Credits next turn. The inadequate supply of stockpiled Raw Materials here at your homeworld means that 42 of your factories will stand idle each turn until you get them more Raw Materials to stockpile.



If your first challenge is to Explore, than your second is to somehow maximize the economies of your worlds as quickly as you can. This is a higher priority for some character types than others. There are a number of solutions that you can apply to this problem. You could start using fleets of cruisers to carry Raw Materials back from other worlds, or perhaps make a deal with a Trader (who has freighters, twice as efficient at carrying cargo) to carry Raw Materials for you, or maybe building more mines where needed. ... and others that you will likely discover.

Clicking on the buttons and icons on this screen will allow you to give commands to your worlds that will be added to your **Order Text** area. Close this screen by clicking **OK** or **Cancel**,

since there are not really any necessary world commands to make this early in the game.

SAVING or SUBMITTING YOUR MOVE

We have moved fleets to all the Un-explored worlds. Our first move objective is complete. At any point in the game it is wise to **Save** your current commands. This saves your commands on the ILG servers so that even if you crash your own system you cannot lose your move. It also lets you close the program so that you can make your move in increments. As the game progresses, some actions will be obvious as you see your current turn. Others require meeting with an ally or finding another piece of information before proceeding. It is not unlikely that you may leave Imperial Wars minimized on your screen, in the background ready to popup whenever you have a free minute to contemplate your current galactic position. For all of these reasons and more it is wise to save your current commands.

THE WAR ROOM

Right clicking anywhere on most screens displays the short-cut menu. From here, choose the War Room screen.





The War Room is the persistent part of Imperial Wars where you can interact with other players in the game as you meet them, regardless of where you are in the Turn/Move process. The **Player List** is your primary tool for **E-mail, Instant Messenger, Yours and other's scores, Declaring Diplomatic Relationships, Introducing, Giving Information and Gifts**, and the other actions that you can take between players. At this stage of the game, of course, you have met no one so there is not a lot to do here though exploring all parts of the game is encouraged and recommended.

Click on the **Save Move** button to save your current position when you feel that you might need to come back to the game to change something or to give further orders. This will save your current orders on the ILG servers in an editable form so that you can change them later. If you fail to Submit your move later, your Saved move commands will be used in your turn.



When you feel that you have made all your commands and are ready to finish your move, click on the **Submit Move** button. This freezes all of your commands and signals the ILG servers that you have completed game play for this turn and are ready to receive the results of your move. As soon as all your fellow Starlords submit their moves, or the turn deadline passes, whichever comes first, the server Turns the Universe and notifies you by email (and by such other methods that you have chosen). When you login next time, the results of

these commands will be displayed.

The Quick Start Move 2 tutorial follows or for further information, refer to the Player's Manual in the Downloads section of the website at <http://iwars.org/playtester>. We particularly recommend the **10 Most Common Errors** and the **Contention Notes** for quick reading.

MOVE 2

Receiving your Turn Notification

When you receive email notification that your universe has Turned, start your Imperial Wars game client and enter your Screen Name and Password, as you gave it in your Account page. If you checked the boxes by the Login screen text boxes, the game has remembered them for you. After logging in, note the due date for your move in the Account Information box in the lower left of the Opening Screen. As before, click on **GO TO MY EMPIRE** to go to your Homeworld, where the two Fleets you did not Fly remain.



Your Homeworld screen on Move 2

As in the QS Move 1 section, you always begin your game at your Homeworld. If you completed Move 1 as our example above suggested, (moving two more fleets to other two Un-explored worlds) the most apparent change you will see here are that there are two fleets left behind here at your homeworld.

The Move 2 Homeworld Planet screen

Let's take a look at the Planet screen and see what has happened here on our Homeworld. The population has grown a bit. Below the Imperial Wars graphic, there are 27 Imperial Credits available for purchasing ships now. These are the Imperial Credits left after the last turn's ship purchases plus 3 new Credits created on this turn by the factories and population, using the 3 Raw Materials that the Mines stockpiled last turn. The 45 in parenthesis represent the maximum number of Credits we could spend on Buying ships, based on the number of factories here, which is, of course 45.



Our 3 mines have produced and stockpiled 3 more Raw Materials ready for transforming them into Imperial Credits next turn.

Let's close this screen and see what we have discovered at one of the worlds that we sent our fleets to out beyond our own homeworld.

The Starmap

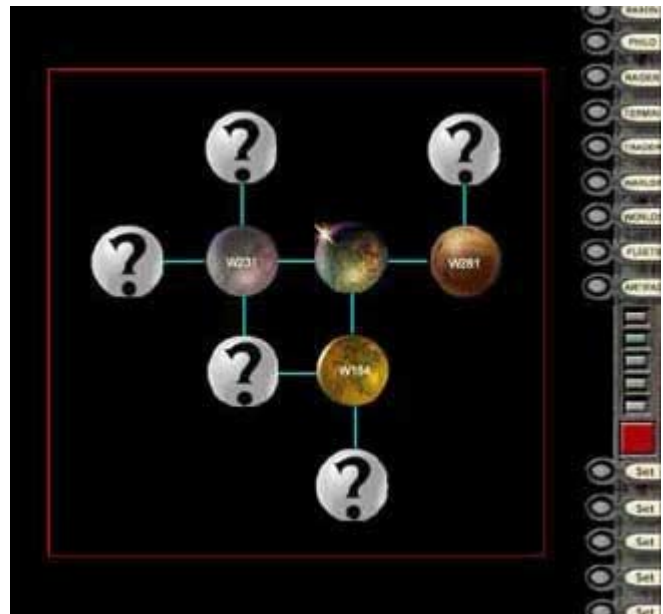
You may have already explored and discovered the last of the three main screens in Imperial Wars

Go to Starmap Screen	F6
Go to War Room Screen	F7
Go to Planet Screen	F4
Display Fleets Report	F2
Display Worlds Report	F3
Share World Map	
Show Turn Summaries	
Hide Orders	

besides the World screen and the War Room, the **Starmap** screen. You reach it by **Right** clicking to reach the shortcut menu and choosing, **Go To Starmap Screen**. This is a map representing our current view of the universe. The rotating cursor (not shown) over a World icon with a highlight represents your homeworld. We can also now see and identify 3 worlds besides our homeworld. And now there are several new un-explored worlds connected to these new worlds.

On the right side of the screen is the **Filter Bar**. The Filter Bar has 10 pre-set filters above the Legend Lights and 5 User Defined filters below. We won't go into a lot of detail about filters in this Quick Start but you can find a lot of interesting ways to determine what attributes, fleets and artifacts are at your worlds by use of the Starmap filters. They are covered in detail in the Player's Manual.

Double-click on each of the 3 new worlds you have discovered connected to your homeworld to view their World screens. The first thing you may notice is that you own these worlds. They were un-defended so your fleets automatically captured them in your name.



Ownership (Contention)



The way that Imperial Wars determines who owns world or fleet objects is usually based on whether a world or fleet is **Defended**, meaning there are ships on a fleet or fortresses on a world. If they are **Un-defended**, any player who is in their location will automatically capture them. If there is more than one player in the presence of an Un-defended world or fleet, then the world or fleet will stay, or go un-owned until it is clear who should get ownership. Contention is always settled after all the other game actions have been resolved. This is the rule of **Contention**. It is the heart of how your universe works.

There are some variations on this rule, one covered below about Rebels and it may seem a little complex. For further information about Contention, there is a special note on Contention online at <http://iwars.org/playtester> and it is covered in detail in the Player's Manual.

Move 2 Commands

As you look at your new worlds, it is impossible for us to guess exactly what you find. So, we'll mention a few of the more obvious actions that you might want to take now that your Empire has grown to 4 worlds and there are new worlds waiting for you to explore them.

We're going to show you how to do the following five actions and the commands you will use to do them.

- Convert a Scout ship into a Fortress to protect a world
- Transfer ships from one fleet to another
- Transfer Raw Materials from a world to a Fleet
- Attack a Fleet (or World) owned by someone else.
- Fly Fleets across multiple worlds

From these, you will be able to figure out how to do several other commands when you need them. This is a long game and you will not use all the commands at the same time. As the game grows in complexity you will want to use certain commands for specific situations.

Convert a Scout ship into a Fortress to protect a world

We chose Scouts as part of the Fleet complements that we sent to explore from our homeworld. They have no offensive firepower but they can travel up to 4 worlds at a time and they are very handy. They can be converted into many useful objects. Unless there is industry at this new world we cannot have the world buy itself a fortress, as we could at our homeworld. Here, the only way we can protect this world is to **Convert** one of our Scouts to a fortress.



If you are not currently at one of the World screens for a newly discovered world, go there now. Once there, open up the Fleet screen of the Fleet that you sent to this world. As you mouse over the Scout Ship icon, the popup shows that you can Right or Left click on it to give commands to your fleet to control your Scouts. Right clicking will display the Covert Scouts screen, as illustrated below.

As you can see, there are a number of things we could potentially do with our Scouts but we want to simply convert one of them to a Fortress for the world below. This Fortress will automatically Defend our world from accidental captures or from purposeful invasion. Click on the lit gold arrow that points to the Fortress icon. One click will convert one Scout. Clicking OK will put this command in your Orders Text area.



Transfer ships from one fleet to another

It is probable that you will find at least one Fleet engine that was previously un-owned at one of your new worlds. As mentioned above in Ownership, your fleet automatically captured it for you since it was Owned and Defended and the new one wasn't. Transferring ships to a captured fleet not only allows that fleet to move but it also protects your ownership of the Fleet and Fleets are the most valuable commodities in Imperial Wars.



Open up the Fleet screen of the Fleet that you originally sent to your new world and where at least one new fleet has been captured. This time, **Left** click on the Scout ship icon on the Fleet screen to display the **Transfer Ships** screen. Left clicking on any of the ship icons in

the Fleet screen will bring up this transaction screen.

Look at the Transfer Ships transaction screen illustration. The left side of the screen represents, the fleet we are accessing this screen from. In the drop down box on the top right, select the fleet you wish to transfer ships to. The arrows light up in the boxes representing the ships that are available for transfer.

Left click on the arrow next to Scouts or any other available ship type that you wish to Transfer, *in either direction*. Each click will transfer one ship to the other fleet. Click on **OK** to complete the transfer. The transfer command is now reflected in the Order text area.



Transfer Raw Materials from a world to a Fleet

As mentioned earlier, there are very few Raw Materials stockpiled at your homeworld each turn since you have so few Mines there. It may be that you want to transfer Raw Materials stockpiled at one of your outlying worlds onto a Fleet that will return to your homeworld (or another world) to offload it and turn it into an Imperial Credit. There may very likely not be any Raw Materials available on your second move but there will be on later moves so you can refer back to this action if there are no Raw Materials available yet.



While you can transfer items from either the fleet or the world, for this illustration open up the world's Planet screen by **Right** clicking on the World's name on a world where there is a Raw Material available.

Left clicking on the Raw Material icon will call the World's **Transfer Items & Artifacts** transaction screen as illustrated below.

As in transferring ships, the World is represented on one side of the transaction screen and the fleet on the other. Clicking on the lit arrows moves Raw Materials from a Fleet or World to the other. You can also enter a number directly into one of the text boxes.

It is fairly obvious that on this screen you can also transfer Imperial Credits and artifacts, as you find them in the game, between worlds and fleets.



Attack a Fleet (or World) owned by someone else.

It would be impossible to meet another player so early in the game. However, there is another entity that can own objects in your universe, the Rebels. While Rebels will not attack you, you will have to attack them if you intend to capture worlds or fleets that they have defended. You may run across a Rebel world or fleet this early in the game and it is good practice to know how to attack another fleet or world, if necessary.



In this example, you have run across a Rebel Fleet, which has one Scout on it. Because there are two contending forces at this world and the world is un-defended, it is forced Un-owned. Rebel Fleets have a silver cap on their fleet engines.

Attack the Rebel Fleet by dragging your Fleet symbol over the Rebel Fleet symbol and dropping it. This displays the Fleet

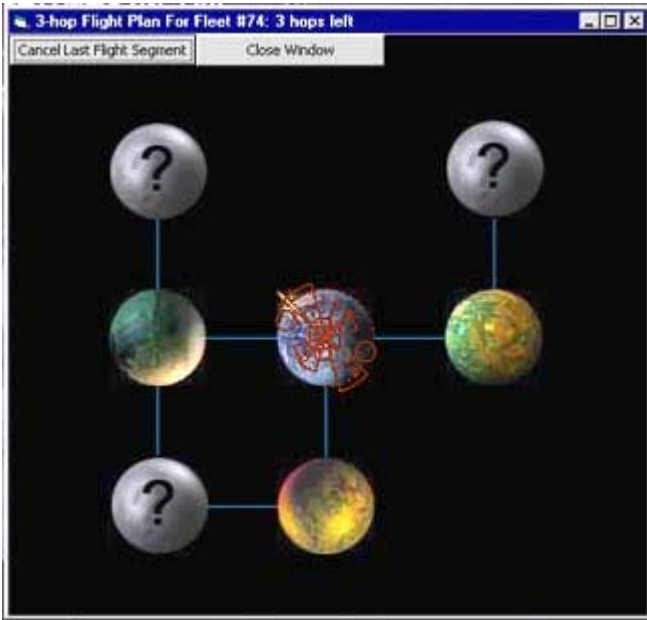
Attack/Defend Transaction screen.

To Attack a world drag and drop your Fleet symbol over the World's name. Note that there are other ways to access the Attack/Defend screens from Fleet and Planet screens. Using the Drag method, places the target Fleet or World directly into the first Target box, with the Attack button already chosen.

Note: **Raiders** should notice that this is also where the Raid world option is also.

Fly Fleets across multiple worlds

After you have transferred ships between Fleets, transferred any items necessary from or to a World and converted Scouts where necessary, you will want to be certain that your Fleets continue to **Fly** on to un-explored worlds where there are plenty of things to discover including your fellow Starlords. Moving Fleets from your new worlds is exactly the same as described in QS Move 1. Drag your Fleets to the Stargate and click on a world with a Question Mark in the Flight Plan window.



Flying Fleets from your homeworld is very similar except that the Flight Plan screen will now let your fleets move through more than one world at a time, depending upon what kinds of ships make up your fleet. Only worlds that your fleet can legally fly to will show up in this window.

Buy ships for these fleets at your homeworld and move them as necessary from world to world in the Flight Plan screen to make certain that every un-explored world will be visited.



Save Your Move

To make certain that none of our orders are lost we can **Save** your move in the War Room. Right click to bring up the shortcut menu and click on **GO TO WAR ROOM SCREEN**. Click on the **Save Move** button or if your move is complete, Submit Move and OK.

This is the Galactic Effectuator Signing off...

As you can see, you will quickly be expanding out into the universe and visiting lots of worlds with lots of surprises yet to come. Don't be surprised if you run into one of your neighbors next turn or the turn after. Watch for the ancient artifacts from the old empire that are scattered throughout the universe. Some are important to own or trade and some have special powers that you will have to observe. Be alert! Be observant! Not all of the worlds that you will discover in Imperial Wars are calm islands in the night sky. Enjoy the mystery and suspense of a science fiction adventure that you are making yourself.

This is your Galactic Effectuator signing off. Go Forth and Flourish.