Emperor
Rise of the Middle Kingdom

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SIERRA

IMPRESSIONS Games

EMPEROR

Rise of the Middle Kingdom™

IMPRESSION CITY   BUILDING SERIES

Emperor

Rise of the Middle Kingdom
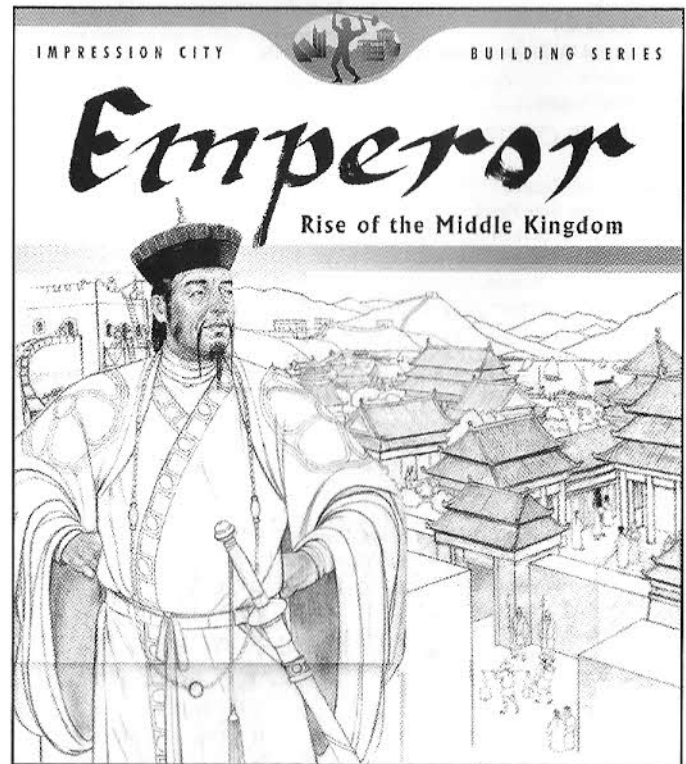
User's Manual

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IMPORTANT NOTE

This manual was produced and printed far in advance of the actual completion of the game. Therefore, certain things may have changed. Please refer to the README.txt file for last minute changes, and especially the electronic version of the manual found in the Emperor main game folder and titled **EmperorManual.pdf.**

I. INTRODUCTION
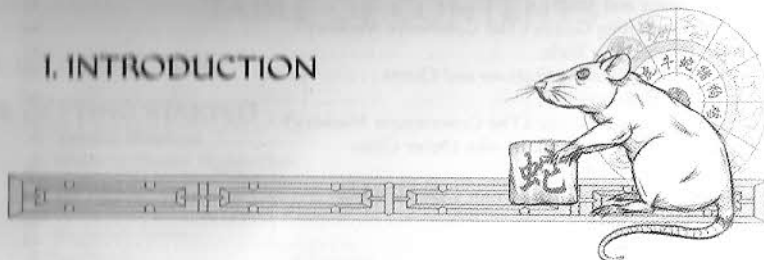
Emperor: Rise of the Middle Kingdom (or *Emperor*) covers the early history of China, from the Neolithic Xia dynasty (c. 2100 BCE – see below) up to and including the invasion of northern China

"May you live in interesting times."
—Ancient Chinese Curse

by Genghis Khan (c. 1211 CE). This includes the pre-Imperial Shang and Zhou dynasties; the unification of China under the Qin and Han dynasties; the important advances in the arts and technologies of the Sui, Tang, and Song dynasties; and the Jurchen Jin occupation of northern China. The Mongol conquerors of the Yuan dynasty are present as enemies of the Chinese, but the Yuan dynasty is not covered. As a frame of reference, the span of time covered in *Emperor* runs from ancient Egypt all the way up to the signing of the Magna Carta (c. 1215 CE).

Word Usage/Glossary

BCE and CE: BCE means Before Common Era (or Before Christian Era), and CE means Common Era (or Christian Era).

Tile: The term *tile* is used throughout the manual to refer to one diamond of map area in your city. Each city map is composed of numerous tiles and all buildings (and crops) cover a certain number of these tiles. The term *tile* is especially important to note in relation to building farms and planting their respective crops. For example, once you've built a farmhouse, you can only plant food crops around the farm within a diameter of 3 tiles.

II. GETTING STARTED

Like all city-builder games, *Emperor* adheres to some basic principles. Your objective is to satisfy victory conditions within the campaign/ mission you are playing. Those victory conditions are usually to build your city up to a certain cultural and/or industrial level, and then once you've reached that level, to advance to the next mission. Some missions are "open-play," meaning that you simply build a city, with no particular goal (save for trying to build the ultimate Chinese empire).

A. Tutorial Missions

Begin your city-building adventure in ancient China by first playing the tutorial missions under the Xia dynasty (the first campaign listed on the Historical Campaigns screen – see Chapter III). The six tutorial missions in the Xia campaign move you slowly through the various features and functions in *Emperor*. You'll start by having to build some common housing with minimal food and water requirements. From there, you'll slowly work your way through the cultivation of food crops, the use of clay mines and the production of ceramic goods, the establishment of trade with other cities, and finally the raising of military forces and the defense of your city.

B. When in Doubt, Right-Click

During play, you may right-click anywhere on the city map to reveal important information about that item. For example, right-clicking on an elegant dwelling (see p. 7) opens the dwelling's info dialog, revealing its current status. Everything you need to know about a building or a walker (see below) is found by right-clicking on it. *So, when in doubt, right-click.*

C. Walkers

Walkers are the employees of your buildings. Most buildings generate walkers who deliver goods and services to your residential areas, or deliver food to your mills and warehouses, clay to your kilns, etc. For example, a well generates a water carrier who delivers water to your houses. This water carrier is only generated if the well has road access (see below). Your walkers are very important to your city's existence.

D. Road Access

A very important term in *Emperor* is *road access*. All of your buildings need road access (with the exception of aesthetic structures). Buildings must be placed *adjacent* to at least one *tile* of a road. A building not alongside a road will not generate walkers, will not function, and will eventually fall to rubble or burn down. So, as you build your city, pay

careful attention to your road matrix and be sure to provide enough space near roads for building placement.

E. Inspector Access

Most buildings in *Emperor* will burn down or collapse into rubble if neglected. To prevent these calamities, you'll need to build inspector's towers throughout your city. Towers will generate inspectors who roam the streets and provide preventative maintenance to buildings. If a fire does break out, the inspectors hurry to the site and try to extinguish the flames before they spread. *Some buildings do not need care by inspectors. These include the following:*
- All Agriculture Ministry buildings except the fishing quay
- All Military Ministry buildings except the weaponsmith
- All Aesthetic Ministry structures
- All monuments and Monument Ministry buildings

All other buildings require periodic inspection. Therefore, don't forget that prevention is better than cure.

F. Roadblocks

Another important structure in *Emperor* directly related to road and building placement is a roadblock. Your buildings produce walkers (see above) that deliver goods and services. These walkers need guidance and direction to ensure that they make their deliveries properly. Roadblocks are placed on a road to force a walker to move in a specific direction. Before starting, you should review the information in Chapter IV to fully understand roadblock placement.

G. The Ministries

Your city is controlled by eleven powerful ministries, each responsible for a specific aspect of Chinese life. The Population Ministry, for example, is in charge of building new homes and encouraging immigration; the Agriculture Ministry is responsible for food production. And even though these ministries function separately, many decisions they make can affect other ministries. For details about each ministry, read Chapter IV fully.

H. Residential Walls and Gates in Residential Walls

One important thing to know up front is how wall gates work. A residential wall built over a road automatically creates a gate. As soon as it's built, right-click on the gate and set its walker "access." In simple terms, a gate is a customizable roadblock (see p. 7). Notice that there are three categories of walkers that you can grant (or deny) access through the gate: market employees, religion walkers, and inspectors.

Click on the buttons provided to open/close access for each. Setting gate access immediately is important because as soon as you finish building walls, your walkers continue their tasks. Thus, it's important to make sure the proper people can move through the gate. It's important to block movement as well. For example, your religion walkers (diviners, priests, scholars and monks) only need access to residential areas. If you've built a wall dividing your homes from your industrial complex, you should close the gate to your religion walkers, because they may mistakenly enter areas of the city where their services aren't needed.
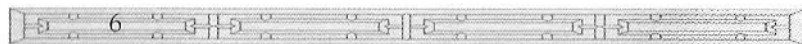
I. Full Reports

Full status reports about each ministry (see Chapter IV) can be accessed by clicking on the title of the ministry. It is important to review these reports periodically to keep up with the overall status of your city. The full agricultural report, for example, lists all your food sources, their current yield, and the number of people each can support. It also shows the foods currently stored in your mill and the quality of food being processed. Each ministry has a report similar to this one, showing helpful information about that particular ministry.

J. Mini-Map Toggle

The mini-map section of the control panel (see Chapter III) also serves as a message area, so you can toggle these features back and forth to reveal the desired display. You can toggle the mini-map on and off by right-clicking in the mini-map area, or you can click the toggle button in the upper right-hand corner of the mini-map.
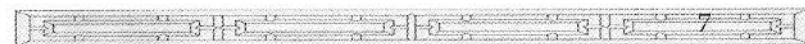
III. INTERFACE OVERVIEW
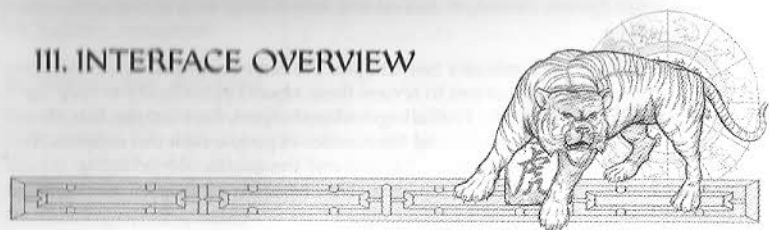
A. Main Menu

The Main Menu is displayed after the intro video. There are several buttons on this screen.

- The **Single-Player Campaign** button links to the Imperial Record (see section B below).

- The **Multiplayer Scenario** button links to the Multiplayer screen (see Chapter IV).

- The **View High Scores** button links to the High Scores screen. See Chapter IV for details about how missions are scored.

- The **Visit Website** links to the specific game website.

- The **Campaign Creator** button links directly to the Campaign Editor. See the *electronic* manual located in the *Emperor* main game folder (and titled **EmperorManual.pdf**) for details.

- The **Quit** button exits the program.

B. The Imperial Record

The Imperial Record displays four buttons and a list of emperor names. If no emperors have been created, the Player Name Sub-Panel automatically opens.

- The **Create Emperor** button opens the Player Name Sub-Panel (see below).

- The **Delete Ruler** button opens a confirmation panel that says "Delete Emperor?" then "This will delete the selected Emperor's saved games. Do you really want to do that?" At the bottom of the panel are the **OK** (the check mark) and **Cancel** (the "x") buttons. Clicking **OK** deletes the selected emperor name and all associated saved games. Clicking **Cancel** returns the user to the Imperial Record with no additional effects.

- The **Proceed** button links to the Choose Game Screen (see below).

- The **Return to Main Menu** button links back to the Main Menu.

C. Player Name Sub-Panel

On the Player Sub-Panel, you're asked to enter an emperor name, which will be used by the Campaigns subsequently played. You can either type in a name, or choose an authentic Chinese name by clicking on the "choose name" button, which opens up a panel that displays both male and female names.

In addition to choosing a name, you must choose one of twelve zodiac animals to represent your emperor in the game. You make this choice to the right of the "choose name" panel. The list of zodiac animals appears; choose one that best represents you. Choosing a zodiac animal is very important; the choice you make has an effect on the game (see Chapter IV).

Once you've chosen a name and a zodiac animal, select **OK** to return to the Imperial Record.

D. Choose Game Screen

The Choose Game screen lists all the game play start options for *Emperor*. Below the user's name (listed at the top) are up to five buttons, depending on whether there are saved games associated with the current user/Emperor.

- The **Resume Campaign** button opens the last mission that you were playing.

- The **Load Saved Mission** button opens a list of saved missions. Once open, select the saved mission you wish to continue.

- The **Historical Campaign** button opens the list of historical campaigns available in the game.

- The **Return to Roster** button returns you to the Imperial Record screen.

- The **Open Play** button starts a nonhistorical, open-ended mission. See Chapter IV for details.

E. Historical Campaigns Screen

Selecting the **Historical Campaign** button on the Choose Game screen opens the list of historical campaigns available in *Emperor*. The first, which covers the Xia dynasty, is the Tutorial Campaign. Selecting a campaign refreshes the campaign description dialog. This dialog provides historical details about the campaign (or dynasty) selected. For details about the Tutorial Campaign, see Chapter II above.

After choosing the campaign, select the **Begin Campaign** button to start. This takes you to the Mission Details screen.

F. Mission Details Screen

The Mission Details screen lists the name of the campaign and mission selected, the goal(s) that you must achieve to win the mission, and full historical and technical details about the mission.

The bottom left corner of the screen lists the mission difficulty setting. By default, a difficulty level of *Normal* is set. Depending upon your experience with *city-builder* style games, you may wish to change this setting. The lower the setting, the easier it will be to win the mission; the higher the setting, the more difficult.

Once you've read the information, select **To the city** to start. The mis-sion begins and the Main Game screen appears.

1. Menu Bar   2. Control Panel

Market Square   Common Housing

City Gate

Confucian Academy

Buddhist Pagoda

Watch-tower

Buildings

Mini-Map

Mission Objective Buttons

Warehouse   Kiln   Inspector's Tower   Mill
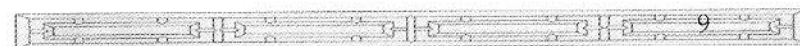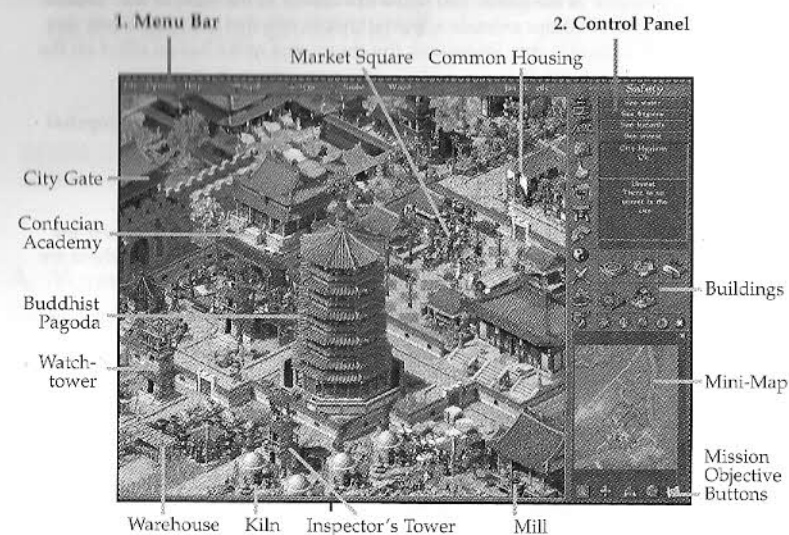
G. Main Game Interface

1. Menu Bar

File Menu

The File Menu provides options to start a new game, replay a mission, load a saved game, save the current mission, delete a game, or exit the game.

Options Menu

The Options Menu provides options to set a new screen resolution, change game sound and speed, determine mission difficulty, "autosave" a mission, and view in-game messages.

Help Menu

The Help Menu provides options for viewing online help, tool-tip help, in-game warning messages, etc. *We highly recommend that you refer to the Online Help documentation as much as possible, since it provides far more details about game play than this shortened version of the electronic manual.*

Other Menu Bar Displays

Other displays on the Menu Bar include the amount of cash in your city's coffers, your city's current population, and the Chinese zodiac year and elemental display. For details, refer to the online help and/or the electronic manual located in the Emperor main game folder and titled **EmperorManual.pdf**.

2. Control Panel

Ministry Title & Full Report

The Ministries

Overlays & Status Information

Buildings/Commodities Available for Selected Ministry

Place Roads/Roadblocks, etc.

Mini-Map Toggle Button

Mini-Map & Messages

Mission Objectives, Rotate Map, etc. Buttons
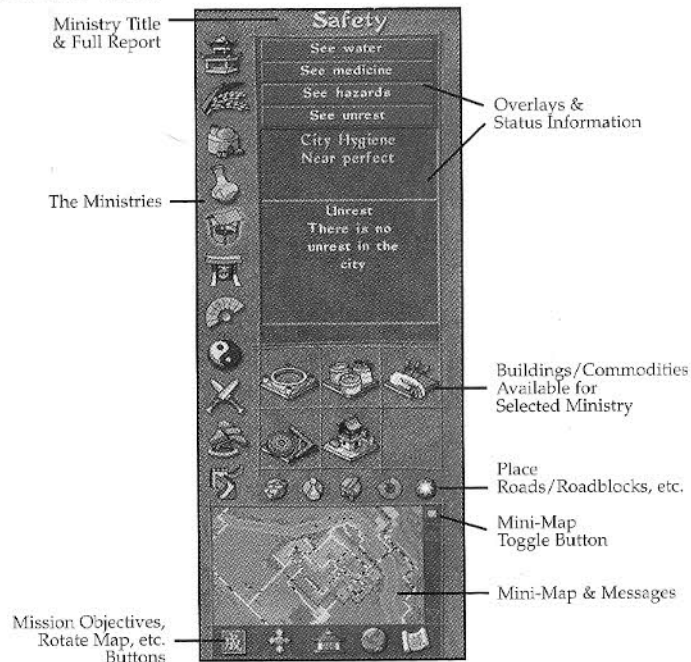
Ministry Title and Full Report: The top portion of the Control Panel lists the name of the currently selected Ministry. In addition, if you left-click on the title, the Ministry Full Report dialog appears, giving you a *full report* of the status of that Ministry. *See Chapter IV for details about each Ministry.*

Overlays: The overlays assigned to each ministry are discussed in Chapter IV.

Status Information: In addition, the area just below the overlay buttons gives you "quick" information about the current status of city elements pertaining to that ministry.

The Ministries: The Ministry buttons along the left edge of the Control Panel represent the eleven governmental offices (or bureaus) of your city. Within each Ministry are the tools with which to build your city: houses, farms, temples, clay mines, etc. See Chapter IV for details.

These buttons allow you to:

    Build Roads – build roads in your city

    Place Roadblocks – place barriers on roads to prevent Walkers from wandering into areas they should not enter (see Chapter IV for details)

    Clear Item – remove an item from your city, such as a road tile, a building, or a crop

Undo Last Action – erase the last action you took, such as placement of a building

Go to Last Event – jump immediately to the location of the last "event"

Mini-Map Toggle – toggle on/off the mini-map and message area

Mission Objectives – view your objectives in the current scenario

Zoom – turn the city map 90 degrees up /down, left/right

Full City Report – view a full condition report of your city

Empire Map – view the Empire Map (see Chapter IV)

View Messages: Review (in more detail) all the messages you've received in the game so far. You may also delete messages by using the button at the bottom of the message dialog.

Mini-Map & Messages: This area displays a mini-map (or overview map) of your city. Right-click in this area to toggle on/off the mini-map or use the mini-map toggle button as described above. This area is also used for message display (when the mini-map is toggled off). The last message received is displayed here in condensed form. Use up/down arrow buttons to the right, to scroll through your messages.

IV. PLAYING THE GAME
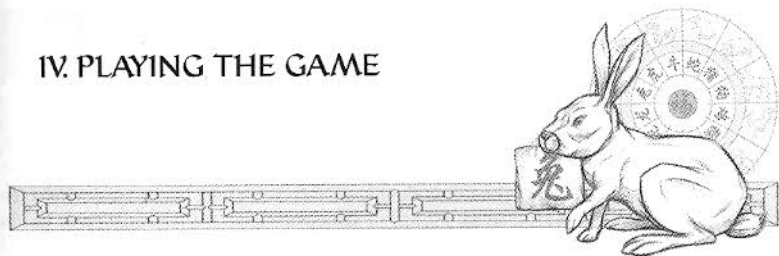
A. The Basics

This chapter explains, in brief, how to play Emperor. For full details, refer to the online help and/or the electronic manual located in the Emperor main game folder and titled **EmperorManual.pdf.**

1. Chinese Culture

China is the oldest continuous civilization in the world, with nearly 4,000 years of history and cultural artifacts that are even older. It has survived hardships that have caused other civilizations to fall (including occupation by foreigners), and at times it has been the most advanced culture in the world. One in five people on earth live in China; it has been this way for at least a thousand years. With such a large population, and such ancient traditions, Chinese culture may very well survive as long as humankind itself.

2. Geomancy and the Art of Feng Shui

Geomancy (or feng shui, which translates as "wind-water") is an important part of Chinese culture. *Feng shui* is based on the belief that channels of energy occur throughout the landscape. If one exists in harmony with these channels, positive things can occur; if one blocks the flow of energy, calamity may result. Geomancers in ancient China sited cities, buildings and tombs to take advantage of the positive energies of earth and heaven. *Feng shui* theory categorizes all things into five interactive elements: wood, fire, earth, metal and water. For game purposes, feng shui is determined by the placement of buildings relative to the terrain.

Harmony Feedback: When you construct a building, you'll receive immediate feedback about the harmony of that location through the color of the ghost footprint. A green-ghost footprint indicates that the building can be constructed on that spot, and that all of the underlying terrain tiles are Harmonious to it. A yellow-ghost footprint indicates that the building can be constructed on that spot, but one or more of the underlying terrain tiles are Inauspicious to it. A building constructed on an Inauspicious location functions normally, but your city's people will be less happy, and your homage offerings will be less effective. A red-ghost footprint indicates that the building cannot be built there at all.

B. Housing, Roads, and Drinking Water

The first step to attracting people to your city is to designate areas for housing. When the first immigrants arrive in your city, they are content to live in rudimentary structures (i.e., shelters). As your city develops and its people become more sophisticated, they expect to build their homes into more impressive domiciles. Additionally, your city needs roads so citizens can move about. Only a few people (see sub-section C) can leave the road. When you first arrive at your city site, you will notice a main road cutting through your land. Build more roads off this main road, line them with housing areas, and soon you'll have neighborhoods teeming with activity. Houses, roads, and wells are the most basic needs in any city. Mastering the art of placing these structures gives you the fundamental knowledge you need to build a great city.

1. Building Roads

As stated above, a main road usually cuts through your land. To begin, decide if you wish to build additional roads. Generally speaking, it's ideal to add roads, thereby creating a closed circuit that will allow your walkers (see Chapter II) to move about the residential areas delivering food, collecting taxes, extolling the sage wisdoms of the ancestors, and so forth. To construct roads, select the Roads button near the bottom of the Control Panel. This changes your "cursor" to a road tile. Now, find a spot on the map to build your road. Holding down the left mouse button, drag the road cursor across the map to build longer roads. When you are finished, right-click on the map to exit road building.

Below is an example of a small, yet effective, road pattern.
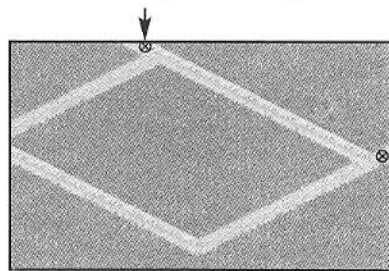
The Square/Rectangle Circuit
This pattern is ideal for ensuring that your residential areas are surrounded by roads, which allow walkers (see Chaper II) to deliver goods and services to your citizenry in an efficient manner. For this particular closed circuit to be effective, however, you need roadblocks at the road junctions in the two places indicated by dots.
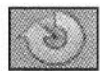
The Undo Button: If you've placed a road on the map by mistake, you may select the Undo button (near the bottom of the Control Panel) to undo your last action. The section of road you've placed is immediately removed from the map. This function also works on all construction.

The Clear Button: You may also remove roads by selecting the Clear button. Doing so changes the cursor to a shovel. To clear a road, drag the shovel across the road section(s), and the cleared sections will turn red. Eventually, the area marked will be cleared. Roads do not take long to clear; other items (such as houses) may take longer.

Roadblocks: In addition to road construction, you'll find it necessary to place roadblocks around your road circuit(s) to prevent walkers from wandering off into areas where they should not go.

Building roads for your city (like all construction) is a constant duty. As your city grows, more roads will have to be built, which will create more and more complex walking circuits for your citizens. Part of the challenge of building a great city is to decide when and where to build roads.

> **IMPORTANT:** Building roads requires Cash (money). *In fact, all construction costs money.* Road construction doesn't cost much, but it's important to pay attention to your current monetary situation so you do not overspend and leave yourself without the necessary funds to finance more important construction.

2. Building Houses (The Population Ministry)
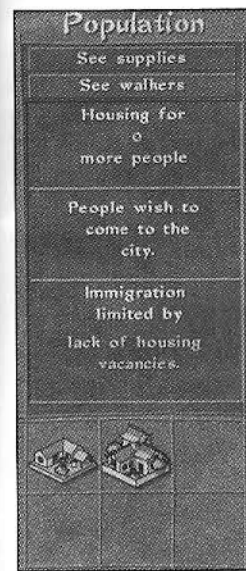
The Population Ministry handles housing construction. After laying down any additional roadways, it's time to break ground for your city's first residential area. Without housing, immigrants will not move into your city. Without people, your city cannot function. The first step towards building houses is to review the Population Ministry.

Title & Full Report: The Population Ministry provides information about the status of your population, as well as the means to build houses. If you click on the name, graphs about population appear.

Supplies Overlay: This toggle overlay shows each house's supply of food, hemp (clothing), ceramics, tea, silk (clothing), and wares. If a commodity is in good supply at the house, its background is green; if the house needs that commodity, its background is red.

Walkers Overlay: This toggle overlay hides buildings on the map but shows walkers and roads.

Housing Availability: Housing Availability shows you the current level of house construction versus the number of people available to live in those houses. What commonly happens is that housing construction will eclipse the number of residents available to live in those houses, and then as immigrants arrive (see below), the number of empty houses adjusts accordingly.

Migration Status: Migration Status shows you whether people wish to come to the city or are leaving it based on your popularity level. Your popularity with the city's residents rises and falls depending upon a number of factors: wages, taxes, unemployment, the quality and level of food production, etc. The goal is to keep your popularity in line with your expansion goals. The less popular you are with the people, the fewer immigrants and the slower your city grows. In fact, if your popularity sinks too low, people may start leaving.

Cause or Effect of Migration Status: This display shows how many immigrants have arrived that month, the reason immigration has stopped, or why emigration is occurring.

Common Housing: Common Housing is the basic form of shelter in your city. First, immigrants will move into Shelters, and then as time goes by, Shelters "evolve" into Huts, then Plain Cottages, Attractive Cottages, etc. Houses evolve at a rate dependent upon a variety of factors: how aesthetically pleasing the location is (e.g., proximity to gardens), access to wells, access to ancestral shrines, the quality of food being produced and delivered, etc.

Elite Housing: Elite Housing is the premiere living space for your citizens. Only the most noble and sophisticated people live in these houses. Elite Housing is a separate building type under the Population Ministry and therefore is built apart from Common Housing. Your city needs Elite Housing if your Military Min-istry is to build additional military forts. The steps you follow to build Elite Housing are the same as for Common Housing, with three key exceptions: they must be built over your city's Water Table (see p. 22), they must be in a desirable location (which may require aesthetic improvements first), and they need initial stocks of hemp and ceramics.

The Evolution and Devolution of Housing: All Common and Elite Housing begins as Vacant Lots. As goods and services improve (and as those goods and services are delivered to your citizens), housing evolves to better, more spacious dwellings, encouraging even more immigration. Houses evolve on their own, so long as they receive the required goods and services. Houses that do not receive their required goods and services eventually devolve into more primitive dwellings and remain that way until the quality of life improves in that part of town. As houses devolve, citizens are often forced to leave; for example, when a Plain Cottage devolves to a Hut, it can no longer house the same number of people. Aggressive devolution will often cause a mass exodus of people, thereby causing a ripple effect running from your fields of grain to your iron smelters. So pay close attention to the evolution/devolution of your housing.
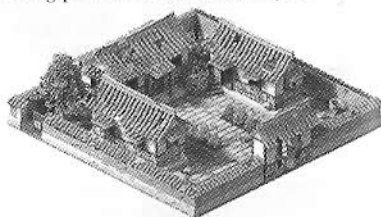
> **IMPORTANT:** Common Housing never evolves into Elite Housing, and Elite Housing never devolves into Common Housing. The two are entirely separate.

Reviewing the Needs of Your Citizens: During play, you may review the current status of a house by right-clicking on it (see Chapter II). A status dialog pops up explaining what that house needs to evolve. We recommend that you use this feature often.

"Desirability" and Housing: In addition to your citizen's basic needs (e.g., food, water, religion), you must also provide for their aesthetic and psychological well-being. This is primarily handled through the Aesthetic Ministry (see p. 58), which is responsible for building gardens, sculptures, aesthetic roads, etc. Generally, each housing evolution has a higher aesthetic requirement than the previous level. Therefore, when building houses, it's important to keep aesthetics in the back of your mind, as some houses won't evolve if undesirable buildings (such as smelters) are nearby, or until gardens and sculptures are sprinkled around the neighborhood to improve desirability (appeal).

3. Building Wells and Your City's Water Table

Water is life. All great civilizations have built their cities along waterways, taking advantage of all that water provides. As a city builder, you, too, must use water to build *your* civilization. Water is the first (and primary) need of the citizenry. Without water, city hygiene plummets and disease may occur. Without water, crops die, people starve, and the population grows restless as scores pack their belongings and leave your ever-dwindling town. There are two sources of water in *Emperor*: wells, which are built near residential areas, and the city's water table, which represents the amount of ground water. We'll start with the water table.

The Water Table: Underground water is present under all or some of the city map. The presence of underground water is limited in Arid regions, more prevalent in Temperate regions, and abundant in Humid regions. Wherever there's grass, there's water. The presence of underground water will guide you in determining where to build wells, elite housing, the palace and farmland.

| See water table |

To determine the extent of your Water Table, select the **See water table** overlay button under the Agricultural Ministry (see p. 54). The Water Table overlay appears on the map. Wells, elite housing, and the palace must be built atop the water table. *The game won't allow you to build these structures atop dry soil.* Farmland can be placed anywhere on the map, but the further it is from a water source, the less productive it is.

Building Wells: Your common housing areas need wells, and they must be built alongside roads so your citizens have access to them. To place a well, select the well tool under the Safety Ministry (see p. 54). Then find a location in your city to place the well.

C. People and Employment

As the city grows, it comes alive with people going about their daily tasks. New families arrive; sometimes others depart. The workforce tends to its responsibilities, bringing goods and services to the citizens. Men, women, and children are all active participants in city life. They are the city's lifeblood, coursing along its streets.

1. Attracting Immigrants

When the city is new, immigrants in search of a home come to experience life on a new frontier. As the city becomes more established, new immigrants are attracted mainly as a result of word-of-mouth. If life in the city is good, then the residents will spread the word throughout the empire. New people will come to the city provided there is room for them.

2. City Popularity

For your city to grow and prosper, it must continually attract new families … and also maintain (and improve) the livelihood of those currently living within your borders. Therefore, you must try to maintain and improve your city's overall popularity. The factors that affect city popularity include taxes, wages, food availability, unemployment, civic repression, New Year's festivals, feng shui, heroes, monuments and city debt. Chinese emperors ruled with a "Mandate from Heaven," but if the emperor ruled badly and failed to maintain the balance of heaven and earth, it was considered acceptable for the people to rebel. Low popularity seeds unrest, which causes a ripple effect of deterioration throughout your city. So pay careful attention to those factors that affect your city's popularity … and keep them in balance.

3. Finding Workers

Your city requires workers (employees) to function properly. When a new building needing employees is built, it remains unoccupied and does not function until enough workers are available. Each building requires a certain number of employees to function at its best. Workers are automatically culled from the existing population as soon as a building is constructed. As long as you have enough citizens to fill the employment requirements, goods and services are maintained.

4. People of the City

The city employs dozens of different workers who perform different tasks. Some of your workers make their way along the city's streets as they go about their day-to-day tasks. These walkers can be broken down into two groups: those that have a specific destination in mind and those who roam the city.

Destination Walkers: Destination walkers move with a specific goal/destination in mind. Using a map of your city's roads, they determine the shortest route to their destination. With some exceptions, they always use your city's roads to find the shortest route. For a detailed description of each type of walker, refer to the online help and/or the electronic manual located in the Emperor main game folder and titled **EmperorManual.pdf**.

Roaming Walkers: Walkers who roam the city bring benefits to your citizens when they pass the housing. These kinds of walkers could also be called "access" walkers, as many of them provide access to various goods and services available in your city. Roamers leave their buildings with no specific destination in mind. When they leave their buildings, they try to start in a different direction every time. From there, they can be completely unpredictable. Every time roamers encounter an intersection, they must decide which way to turn. They don't make the same decision every time, so houses they have passed before may not be visited again for some time. The best way to control these walkers is through good city planning. Since intersections give these walkers so much freedom, keeping intersections to a minimum helps guide these walkers where you want them to go. One way to keep roamers heading in the right direction is through the use of roadblocks and residential wall gates (see Chapter II).

5. Unemployment

Unemployment can become a serious problem in your city, but it is relatively easy to solve. When more than 10 percent of your workforce is unemployed, though, problems will ensue. High unemployment contributes to poor city popularity, which can hamper immigration and encourage crime. The cure for unemployment is to create new jobs. Unemployment affords you the opportunity to improve your city's services. A low level of unemployment is actually better, however, than a labor shortage. New buildings draw their workers from the ranks of the unemployed.

6. Labor Shortages

Labor shortages can be the more devastating employment problem. When industries are understaffed, services begin to suffer because buildings that are only partially staffed are much less efficient than fully staffed buildings. When services suffer, needed goods may not be delivered to houses, and people may be forced from their homes, causing vagrancy or emigration. Vagrancy, of course, further reduces the workforce, which results in even more services suffering. Drawing immigrants to the city solves labor shortage problems. If the city is currently experiencing a labor shortage, manage the labor force to make sure that key services, like food production and distribution, are fully staffed.

D. Farming and Food Production

Food production and distribution are a fundamental part of Emperor. Without food, your citizens go hungry, city hygiene declines, unrest occurs, etc. An effective food production and distribution system is paramount to the advancement of your city.

Climatic Regions: For game purposes, China is divided into three climatic regions. As you can imagine, the quality and level of food production change depending upon the region. Rice, for example, grows poorly in arid regions. But in humid regions, rice grows at peak efficiency. So it's important to understand that the climatic region of your city map plays a major role in how productive (and how extensive) your farmland is. For details about these matters, refer to the online help or the electronic manual located in the Emperor main game folder and titled EmperorManual.pdf.

The Water Table: Another important factor is the water table (see p. 22). The drier the land, the smaller your water table. This is important to understand immediately, since

the amount of choice farmland diminishes as the land becomes drier. Good farmland in arid regions, for example, is restricted to a very narrow strip of fertile ground around rivers, streams and ponds, whereas in temperate and humid regions, good farmland is more prevalent. Just remember this: Where there is grass, there is water. Crops planted on grassy terrain produce food more efficiently; crops planted on dirt terrain (i.e., no water) should be irrigated (see below) for best yields.

Agriculture

See agriculture

See water table

Food imports and yields can sustain 7377 people with 4 foods

We produce a surplus of food (and population is growing)

Stored food for 19 months

1. Planting Crops (The Agricultural Ministry)

The Agricultural Ministry is responsible for the production of food. This also includes the hunting and processing of fish and game.

Title & Full Report: This area shows the ministry name. If you click on the name, details about food production appear.

Agriculture Overlay: This button highlights the agricultural areas and related walkers of your city.

Water Table Overlay: This button toggles the Water Table overlay on/off. Deep blue tiles indicate a lot of underground water.

Food Supply Indicators: These displays give you information about your current food supply, how many citizens can be sustained with current supplies, and how many months the current supply will last.

Farms: There are two types of farms in *Emperor*: farmhouses that grow food crops, and hemp farms that grow (of course) hemp. The Chinese used hemp fibers principally to make clothing and rope. Both farm types are equally important in the advancement of your city.

Crops: There are six crop types: five food crops and hemp. Crops are placed on the map in the same fashion as other items, but they must be planted within three tiles from their respective farm building. This is easy to remember because the game won't allow you to place crops in illegal areas.

Irrigation: Irrigation ditches (and their attendant irrigation pumps, which require road access and labor) allow you to increase the fertility of your land via a series of connected "man-made" water channels (but do *not* alter the underground water table). Each field and orchard tile within five tiles of a functioning irrigation ditch has its fertility rating increased.

Orchard Sheds: Each type of orchard farm has its own shed, where the harvested raw material is delivered and then converted into a usable product. An orchard shed can be placed on any type of buildable terrain, and requires road access and labor. Each shed produces tenders who tend and harvest their respective type of tree or bush.

Orchards: Orchards are tree farms that produce various materials (like tea) that your city needs to thrive and prosper. Like food crops, orchards must be planted within three tiles of their respective shed or refinery. For example, mulberry trees must be planted near a silkworm shed.

Land & Sea: Before agriculture became commonplace in Chinese society, there were always fishermen and hunters wielding weapons in pursuit of game. *Emperor* allows you to hunt, capture and kill various animals as a supplement to your agricultural food sources.

2. Seasonal Growth and Harvesting

No one crop grows year round; crops grow seasonally. Although *Emperor* doesn't reflect changes in climate, it's a good idea to look at crop growth as a function of seasonal change. Refer to the Building Summary chart at the end of the manual to learn each crop's growing season.

3. Food Quality

The "quality" of your food plays a major role in the health of your citizens and the level to which housing evolves. There are five different food qualities: *bland, plain, appetizing, tasty,* and *delicious.* The number of food types you have in stock (and which are being distributed to your citizens) determines food quality. For example, if you are producing and distributing only millet, you have "bland" food. Bland food is perfectly fine to begin with; your initial population is happy just to have something to eat. But as you progress and your citizenry grows ever more sophisticated, the demands for higher quality food increase.

4. Food Distribution

Once your farms have planted, harvested, and processed your food, it must be distributed to your citizens. Food distribution is handled by the Commerce Ministry, and is detailed later in this chapter.

E. Industry

The backbone of any thriving empire is its industrial might. An empire's ability to mine ores, salt and clay, and produce tools and armaments to improve and protect its citizenry is paramount. To this end, *Emperor* provides you with the tools and the means by which your city can carve out a civilization that will last forever.

1. Running the Factories (The Industrial Ministry)

The Industrial Ministry is responsible for the gathering and processing of raw materials, from clay and iron to wood and stone.

Title & Full Report: This area shows the ministry name. If you click on the name, details about industrial production appear.

Industry Overlay: This button highlights the city's industrial areas and related walkers.

Wage Rate Indicator & Adjuster: Naturally, workers earn a certain amount of money as they work. The actual amount is dependent upon your current wage rate, which is listed in this area. To adjust that rate, use the up/down arrows. By default, your wage rate is set to "normal." Wage rate affects city sentiment: the higher your wage rate, the more attractive your city is to immigrants. Conversely, the lower your wage rate, the less attractive. Wage rate also affects your labor force percentage: if your wage rate is low, fewer of your citizens join the workforce. The higher the rate, the more likely they are to work. As wages are paid, money is deducted from your bank. A wage rate of "very high" draws roughly one third more money than a setting of "normal"; a wage rate of "very low" draws roughly one third less money than "normal."

Payroll Projection: This area gives you a projection of how much money you will likely spend this year in wages. This number, however, fluctuates continually. Changing wage rates, the addition of more industries which requires more workers, etc. all go into this projection.

Employment Force: This area tells you how many workers you have and how many are needed. It will also list your unemployment level if applicable. It is very important to monitor this information closely. If you need workers, you must make arrangements to attract more immigrants (e.g., build more houses, increase wages, improve residential areas thereby increasing living space). If you have high unemployment, you have too many people and not enough for them to do. In this case, you need to build more industry (i.e., create jobs) or reduce your population by eliminating unnecessary housing (i.e., urban renewal). Both high unemployment and a labor shortage take their
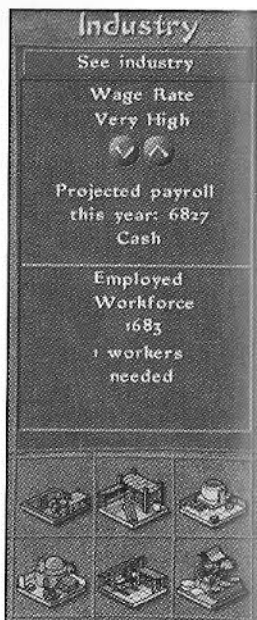
toll on your city. Of course, a good rule of thumb is never to have a labor shortage, and if you have any unemployment at all, to try to keep it below 10%.

Clay Pit: Clay pits extract clay from the earth for use by bronzeware makers and kilns. If these industries are fully stocked, then clay is delivered to a warehouse (see p. 36) and stored for later use.

Raw Materials: Raw materials are the most basic items that can be gathered and used to create other products. Wood, stone and clay are classified as raw materials, and they are extracted from the land through the use of logging sheds, stoneworks, and clay pits.

Smelters: Smelters are responsible for mining copper and iron ore. Copper ore is mined by bronze smelters and mints; iron ore is mined by iron smelters and steel furnaces. Ore is located in rock deposits, which are scattered around the map. Rock deposits bearing copper ore are copper colored; rock deposits bearing iron ore are silver-blue.

Workshops: Workshops take raw materials and make products for your citizens. There are three different workshops in *Emperor*.

Artisans: Artisans are highly skilled craftsmen that make more delicate materials such as silk and paper. *Emperor* has three different artisans.

Salt Mine: A salt mine extracts salt from a salt marsh. A salt mine must be built directly on top of the marsh and must have "road access" (see Chapter II). Once the mine has produced enough salt, its deliverymen carry it either to a mill or a warehouse. Salt is used as a food supplement and helps improve food quality (see p. 28).

2. Shutting Buildings Down

A very important feature in *Emperor* (one which applies to many buildings and not just those controlled by the Industrial Ministry) is your ability to "shut down" buildings (individually or en masse), thereby keeping them from performing their functions. You might wish to do this to free up workers for other industries, or to prevent commodities from being overstocked. For example, if you have an oversupply of clay, you could shut down some of your clay pits until the stockpiles are reduced before starting them up again. This is an effective way to manage supply vs. demand.

To perform this function, right-click on the building you wish to shut down. This opens its right-click info dialog. At the bottom, in the area showing the number of employees the building currently has and needs, is a toggle button titled "Working." To shut down the building, click this button so "Not Working" appears. This tells the building to shut down and stop functioning. *Shutting down a building does not destroy it; it merely makes it inactive until you're ready to toggle it back on for production.*

F. Commerce and Trade

Your farms produce succulent foods. Your industries turn out fine products and useful raw materials. How do you get the food and products that your citizens demand to them? And how do you engage trade partners? The key is to develop your city's distribution system. An efficiently organized storage and distribution system will help

See industry

Wage Rate
Very High

Projected payroll
this year: 6827
Cash

Employed
Workforce
1683

1 workers
needed

you meet your citizens' desires for commodities, increase the productivity of your industries, and boost your city's profits from trade.

1. Distributing Goods

(The Commerce Ministry)

The Commerce Ministry is responsible for the storage and distribution of foods and other meaningful goods, such as ceramics and hemp.

Title & Full Report: This area shows the ministry's name. If you click on the name, details about your city's commerce appear.

Distribution Overlay: This button highlights your city's commercial areas (e.g., mill, warehouse).

Stockpile & Trade Indicator: This area shows you which foods and materials you are currently producing (or are capable of producing), how many loads of each you have on hand, and whether or not they are traded, imported or exported. Use the scroll bar to see everything in the list. You can also stockpile any commodity type by clicking on its name, which turns the text red and tells the warehouses and deliverymen to hold onto their existing stocks of that item until you click on its name again.

Mill: The mill receives food from your farmers and hunters and dis-tributes it to the buyers from the market square, who then distribute it to your citizens (see p. 34). The mill has eight storage bays, each of which hold up to four loads (32 loads total) of the same food type.

The mill gets the highest priority for food deliveries from farmhouses, hunter's tents, fishing quays, salt mines and trade buildings. When the mill runs low on goods, it will pull more from nearby warehouses (unless those warehouses have their food or salt set to "stockpile" or "get," see p. 34). No trade occurs at the mill. The mill only produces deliverymen to get or empty food supplies. The food buyers from the market square go directly to the mill and pick up the food for the food shops. When the food buyer picks up the food, appropriate quantities of these commodities are deducted from the mill's storage bays.
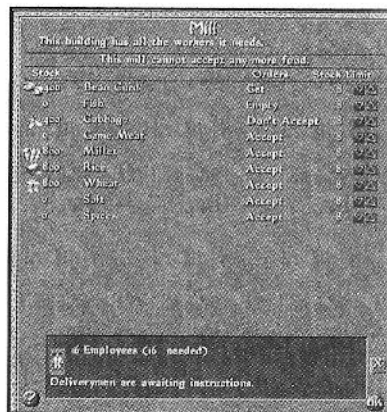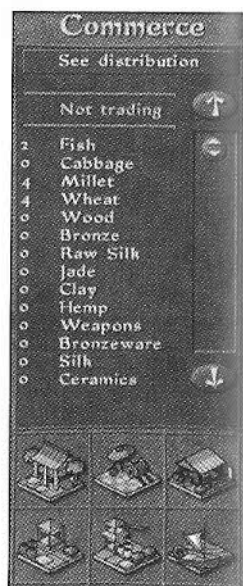
Adjusting Food Storage Levels: Effective management and diversification of your food is the key to good city building. Ideally, your mill should store four food types if available, and possibly spices. As stated above, each mill has eight storage bays, and each of these can hold up to four loads of the same food type (32 loads total, 100 units per load). By default, the game sets storage levels by the number of food types in the mission. For example, if you have only one food source in the mission (such as game meat), then your default storage levels for game meat at the mill will be 32. If, however, you have both game meat and millet, then the default levels will be 16 per item. You can, however, adjust these levels to your own needs. To do so, right-click on the mill. This opens the mill info dialog where you can set storage levels.

Setting Storage Levels: Use the up/down arrows to the right of a commodity to adjust its storage level. If you have only one food type in the scenario, you can set the highest level (32 loads), since the mill will never store another food type. If you have two items, you should divide the storage evenly between the two (16 loads per). As stated above, the game already sets default storage levels for the food items in play, and you may find these settings acceptable. However, as play progresses, it may be necessary to increase/decrease storage levels. For example, you may begin a scenario where you have three food types (millet, wheat, and rice), but rice is available only by import, and won't appear in the scenario until after you've established a trading partner (see p. 36). By default, the game sets a storage level for rice, even though it won't be available for some time. In this case, it might be wise to increase your levels of millet and wheat until you have rice on hand. To be most efficient, set your stock limits in increments of four loads.

Mill Orders: In addition to setting food storage levels, you can also give your mill workers specific orders on how to handle a certain food type. The four orders are *accept, don't accept, empty,* and *get*.

1. **Accept** – This order tells your mill workers to store this food type if it's available.
2. **Don't Accept** – This order tells your mill workers to refuse storage of this food type. If you already have food of that type in your mill when the order is given, the mill will keep that supply, but any further storage will be blocked.
3. **Empty** – This tells your mill workers to remove that food type from storage. Mill deliverymen load up the commodity and take it to a mill or warehouse that will accept it. If there are no other places accepting this commodity, then the deliverymen just stand around waiting for available storage space. Keep this in mind when emptying your mill (or a warehouse). You don't want your workers standing around with full carts and no place to go.
4. **Get** – This order is the default setting placed upon all commodities stored at the mill. This order tells your mill workers to watch a food's supply, and to go out and get more if supplies get low. This is a good order to set for items at the mill, since it ensures that supplies are kept up as much as possible.

Global Order Change: The tiny "x" button to the right of the employee status box changes your mill or warehouse's orders *globally* to "Don't Accept." Changing all your warehouse's orders in this way can improve efficiency. For example, if your warehouse is "accepting" all goods, its bays may partially fill up with small numbers of many goods, and the deliverymen will be pulled in many directions. But, if you change the orders to "Don't Accept," and then set a few commodities to "Accept" or "Get," your warehouse's employees will use space more efficiently. A mill should "Get" at least four food types if available; a warehouse is more efficient with only two goods.

The Mill and Food Quality: The mill stores food for food buyers from the market square. It's important to see a relationship between the food stored at the mill and the overall "quality" of the food being distributed to your citizens by the food shops. A good way to know the quality of food being distributed to your citizens is to see how many food types are currently stored at your mill. If you have only one food type (like game meat), then the odds are your food shops are producing only bland food. If two foods are being stored (millet and meat), then your shops are probably producing plain food. So, keep an eye on what foods are being stored at your mill.

Market Squares: The market square is the point at which commodities are distributed to your citizens (and where many of your entertainers gather to perform). In short, the market square is the cultural center of your city, providing for both the physical and psychological well-being of your people. *Your city must have a market square.* There are two types: the common market square, which can hold four shops, and the grand market square, which can hold six. Common market squares primarily support common housing, while grand market squares primarily support elite housing. Market squares do not require labor, but the shops you place in them do.

Market Squares and Food Quality (right-click info): During play, you can view and adjust food status and quality levels in your market. Right-click on a market to open the market square dialog. The market square dialog (shown on the next page) is divided into three parts.

The top part shows which shops are currently in your market, their stock (in units) and status levels. There are many status levels, includ-ing the following: *no demand*, which means no one in your city currently needs the indicated item; *no supply*, which means there is no nearby supply of this item in the city; and *distributing*, which means that your peddlers are out and about in residential areas delivering the indicated item. You may change an item's status to *not buying* if you wish. For example, if you're waiting for farmhouses to deliver more food types to the mill, you might set the food shop to *not buying* until the mill has all the types you want.

The second part of the dialog provides information about food quality. The *current quality* indicates the food quality currently available in the food shop and being distributed; *minimum quality* is the lowest quality of food your buyers are allowed to buy from the mill (i.e., they *will not* buy food of lesser quality); and *desired quality* is the quality your buyers most want to buy from the mill if available (and they will not buy better quality than this). To set a specific "minimum" and "desired" food quality, click on the food type to the right of the indicated category. The reason for changing these settings is to ensure that your food shop does not buy and distribute food of a lesser quality, which may *devolve* your housing. For example, if your current food quality is *plain* but you need *appetizing* food to evolve from spacious dwellings to elegant dwellings, you might set your "minimum" food

Common Market Square

Stock	Shop	Status
138	Food	Distributing
343	Hemp	Distributing
37	Ceramics	Distributing
0	Silk	No Demand

Food Information

Current Quality:	Appetizing Food
Minimum Quality:	Tasty Food
Desired Quality:	Delicious Food
Today's Special Dish:	Clear-Simmered Fish

Entertainment Area ON

16 Employees (16 needed)

The peddler is out and about, supplying houses with his wares.

quality to *appetizing*, thereby forcing buyers to purchase only food of that quality from the mill. This will ensure that when food is distributed to your citizens, it maintains the proper quality for continued housing evolution. Remember, however, that you must have the right number of food types in your mill in order to reach a certain food quality. Your buyers can't buy food of a quality that doesn't exist. Note that the default settings for food quality in common market squares are "minimum-bland" and "desired-appetizing," whereas the default settings for food in grand market squares are "minimum-bland" and "desired-delicious."

Shops: Shops are placed in market squares. Your shops buy goods from your mills and warehouses, and prepare them for final distribution to your citizens. There are seven different shops in *Emperor*, each of which performs a specific function. For full details, see the online help and/or the electronic manual in the *Emperor* main game folder titled **EmperorManual.pdf.**

Warehouse: A warehouse can store all commodities, including food. However, a warehouse is needed especially for storage of nonfood commodities, since mills can store only food. It is advisable to build one or more warehouses near your market square to store hemp, ceramics, and the other commodities distributed by the market square. Like the mill, a warehouse has eight storage bays, each of which can hold up to four loads (32 loads total) of the same commodity. Also, just like the mill, you may adjust a warehouse's storage levels. And finally, gifts given to you by other cities (see p. 37) are stored at warehouses.

2. Establishing Trade

Trading with neighboring cities is a major part of *Emperor*. There comes a time during play when your workers alone cannot fulfill your material needs. You need commodities produced by other cities in order to finish some of the missions successfully. Furthermore, you are likely to exhaust your treasury unless you establish a trade system that generates profit for your city.

The Empire Map: So, how do you establish a trading partner? First, go to the Empire Map to view the other cities currently in the campaign. From the Empire Map, you can estab-lish a variety of different postures (or relationships) with each city. To begin a relationship with a neighboring city, click on the city itself. This opens the Empire Map Control Panel to the right of the Empire Map, which gives you a variety of details about that city.

At he top of the Empire Map control panel is information about the selected city (e.g., what it buys/sells, attitude toward your city). Exactly how much information is shown is based upon your current relationship with that city. If you have established no contact whatsoever with it, the information is quite thin. Contacting this city increases the information. The more information you have about a city, the better you can deal with it later. The middle and bottom parts of the panel give you tools with which to contact a city and begin a relationship.

Giving Gifts: Your first step in establishing a good trade relationship with a city is to send it a gift. A gift can be made in goods (such as silk or ceramics) or in cash. Although giving a gift is not mandatory for establishing trade, doing so establishes goodwill, which goes a long way in determining whether the city will agree to trade with you. To give a gift...

First select the city you wish to give a gift to. Then, select the "Give a gift to this city" button. This opens a small dialog of choices.

1. Select the item you wish to give, and then select the quantity of that gift.

2. Your gift is now on its way to the city. The gift is delivered by an emissary who appears in your city and exits the map. It costs some cash to send an emissary, but consider it an investment in your future.

3. It takes a while for the gift actually to arrive in the city, but once it does, you'll receive a message indicating that the gift has arrived and the city's response to your gift.

4. Almost always, gifts are well-received, even if the city doesn't need the item you've given. But once you've given a gift (or two), your next step is to send an emissary to that city to ask for trade relations.

Requesting Trade: After sending a gift to a city you wish to trade with, the next step is to send an emissary to ask for a trade relationship. To do this,

1. First select the city you wish to trade with.

2. Then, select the "Send Diplomatic Request" button. This opens a small dialog of choices.

3. On this dialog, select the "Open trade with city" button.

4. An emissary from your city now travels to that city with a request to establish trade relations.

5. It takes a while for the request to be received by the city, but once it is, you'll receive a message indicating that trade is (or is not) accepted.

6. If trade is accepted, you must now build a trading station or trading quay (see below), which will handle imports and exports for that city. If the trade request is declined, send additional gifts later until the city accepts your offer.

Trade Lines: Once trade has been established, the Empire Map updates with dotted lines drawn from your city to cities with which you've established trade. Orange trade routes are over land; blue trade routes are over water. In some missions, trade lines may already exist between your city and others, in which case you don't need to send an open-trade request to them. In other cases, if a city is favorable toward you, it may send an open-trade request on its own initiative, in which case all you have to do is accept the offer.

3. Building Trading Stations and Quays

Once trade has been established, you must build a trading station or trading quay to handle the imports/exports for that city. For each trading partner, you must build a separate station or quay. A trading station is used for overland trade routes; a trading quay is used for water routes.

Trading Stations: Trading stations look and function much like warehouses, but they are bigger—15 storage bays, each of which can hold up to four loads (60 loads total) of commodities. Each trading caravan that visits the station can buy up to 8 loads and sell up to 8 loads.

Importing/Exporting Goods (right-click info): Once your trading station is fully staffed, it's time to determine which commodities you will import and export. To do so, right-click on the trading station to open the import/export dialog.

(Each trading partner needs its own trading station or trading quay.)

At the top of the dialog, is the name of the city that the trading station supports.

Below that, the commodities you are capable of trading are listed.

To get trade started, you must indicate which commodities you are buying by setting that status for each item listed under "imports"

(i.e., from "not buying" to "buying"). You must also indicate which commodities you are selling by setting that status for each item listed under "exports." You can also set specific prices for your export goods by increasing/decreasing their sell prices.

(**Note:** If the price you've set turns the number red, that means the price has angered your trading partner, and he won't buy the commodity until you lower the price). *You can never adjust the buy prices for imports.*

Finally, you can adjust how much the trade building should store of a particular commodity by adjusting its "limit" value. For example, if you were buying millet but didn't want to store too much at the trade building, you could reduce the limit to, say, 12. This tells the trading station to store no more than 12 units of millet. You can also set a stock limit for your exports. You may wish to do this to preserve stock for your city or for other trade partners.

Computer-controlled cities have specific "needs" and "produces," so you'll only be able to sell to them what they want, or buy from them (or not buy from them) what they produce. However, other players' cities (in multiplayer games) can sell or buy whatever they want, up to four types for each.

Remember that the goods you're buying (importing) cost money. If you don't set a reasonable purchase limit, you may run deficits, which are very bad in the long run. You also want to set a reasonable price on your exports. It makes economic sense to put a higher price on export products than you are paying for imports. But be careful. Setting a very high price may trigger your trading partner to lose favor with you, stop trading, and/or raise prices in retaliation. If an import price number turns red, the price exceeds the maximum price you set in the commerce ministry full report (see p.31). You may want to visit that dialog to change how much you're willing to pay for the commodity.
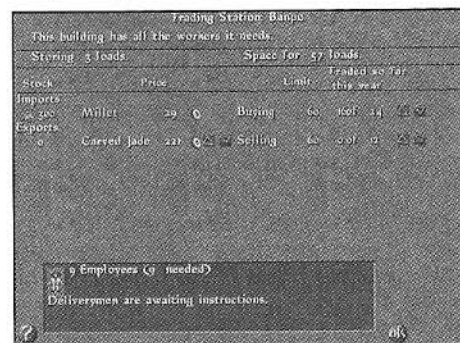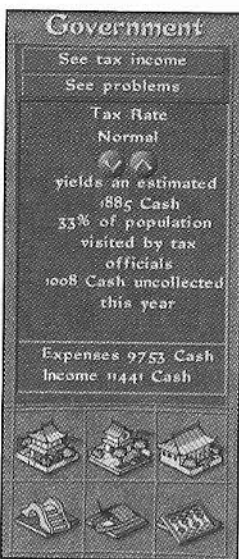
Trading Quays: Trading routes over water require trading quays. Trading quays are exactly the same as trading stations, but they must be built alongside a main waterway. Each trading junk that visits the quay may buy up to 12 loads and sell up to 12 loads.

G. Municipal Functions

Your citizens have many expectations of their city. They expect to feel safe from outlaws and to have their homes protected from fire. They expect city officials to beautify their surroundings by planting gardens, improving roads and erecting statues. These benefits, however, do come at a price, and the government expects something in return: taxes. While money (or cash) earned from exporting commodities will likely be the city's primary source of income, tax money is an important contributor to a city's coffers. In addition to levying taxes, the government is also responsible for protecting the citizenry by raising and training an army. Without a government, there can be no military.

1. Leading the People (The Government Ministry)

The Government Ministry is responsible for gathering taxes, minting coins, printing money, and maintaining an army.

Government

See tax income
See problems

Tax Rate
Normal

yields an estimated
1885 Cash
33% of population
visited by tax
officials
1008 Cash uncollected
this year

Expenses 9753 Cash
Income 11441 Cash

Title & Full Report: This area shows the ministry's name. If you click on the name, details about your city's finances appear.

Tax Income Overlay: This button toggles on tax revenue pillars, which are displayed next to houses. The higher the pillar, the more recently tax has been collected from that house. Houses without a pillar are not being taxed; meaning, your tax official has not recently passed by that house. The stack of coins at the base of the pillar represents how much cash has been collected from the house this year (to see the exact amount of tax collected, right-click on the house to open its information panel).

Problems Overlay: This button toggles on a display of problems associated with various buildings in your city.

Tax Rate and Revenue: This area shows you the current tax rate level (e.g., normal, high, very high) and the cash earned based on the current tax rate. This earnings level is recalculated each month. A tax rate set to the highest level (outrageous) generates about twice as much revenue as the normal setting; a tax rate set at the lowest (very low) generates about a third as much as the normal setting. However, the higher you set the tax rate, the less popular you are with residents.

Percentage of Population Visited by Tax Officials: This area shows the percentage of your citizenry that has been visited by a tax official. If the percentage is low, this indicates your tax office is in a poor location (i.e., too far from residential areas), or that the road system through those residential areas needs improvement (i.e., your tax official is wandering into other areas), or your tax office needs supplies of paper or wood (see p. 42). When the tax income overlay is on, the overview map at the bottom right corner of the screen shows in green those houses recently visited by tax officials, and in red those houses not visited recently.

Cash Uncollected This Year: This area shows you how much tax has gone uncollected this year because tax officials did not visit the houses.

Year-to-Date Expenses vs. Income: This area shows you the year-to-date expenses versus income. Naturally, if your expenses are higher than your income, then you'll eventually fall into debt (see p. 43).

Administrative City: An administrative city is a large complex whose bureaucratic employees oversee (or manage) other services in your city. You may have only one administrative city, and it can be built on any clear terrain. It requires labor but does not generate a walker. Before you can build mints, money printers, tax offices, and military forts, you must have a staffed administrative city. That means there must be employees in the building (you can view the number of employees the administrative city has by right-clicking on it). When the administrative city is fully staffed, tax officials can collect taxes normally. When it is understaffed, tax officials collect fewer taxes (see below).

Tax Office: You must have a *functioning* administrative city with one or more workers before you can place tax offices. A tax office needs labor and road "access" to function, but it doesn't need to be placed adjacent to the administrative city (although it must be placed within the residential area). If your administrative city is destroyed or has no labor, then the tax office automatically stops functioning.

A tax office also needs deliveries of wood (pre-paper age missions that start before 100 CE) or paper (paper age missions that start on 100 CE or after) to function. A tax office must use paper if there is any paper in the empire (wood is not a substitute for paper during the paper age). A tax office with paper generates two tax officials instead of one.

Collecting Taxes: A functioning tax office generates a tax official who roams your residential sections collecting taxes. At the beginning of each month, tax money collected the previous month is added to your total cash in the treasury. The amount of tax collected is based upon the current tax rate, which can be adjusted using the tax rate buttons on the Government Ministry full report (see p. 41).

Tax collection has a negative impact on popularity. Furthermore, the actual tax rate can be modified by a number of factors:

> Housing Appeal – Houses in highly desirable (appealing) areas pay more taxes than houses in less desirable areas. To see which houses are in high appeal areas, use the appeal overlay function in the Aesthetics Ministry (see below).

> Housing Level – Elite houses pay more taxes than common houses. Also, more evolved houses in each category pay a higher tax rate. For example, spacious cottages pay more taxes than plain cottages.

> Understaffed Administrative City – An understaffed administrative city collects fewer taxes (it simply does not have the manpower to collect taxes efficiently). A fully staffed administrative city collects taxes at the current rate.

Hero Blessing – If Confucius is currently in your city (see the Heroes section, below), your collectors gather more tax revenue than usual without impacting your popularity rating.

Falling Into Debt: One reason for collecting taxes is to ensure that you do not go into debt through excessive spending. Naturally, going into debt can cause some problems. You can go up to 2,000 cash in debt (displayed as -2000 cash on the toolbar), but prolonged debt negatively affects your popularity. Once the debt limit is reached, you can no longer build, import, or otherwise spend cash. Wages continue to drain the treasury. And finally, you cannot fulfill requests for money unless you have a positive balance. If your city is in debt for 36 continuous months, you lose the mission.

Palace: A city can have only one palace, and at least one of the palace's tiles must be built over underground water (the building is assumed to have a well for water supply). A palace requires labor but does not generate a walker. A palace is not required for taxation—the administrative city serves that function. Not every city can have a palace, but a palace has a generous desirability effect on the surrounding area, and it allows you to have a menagerie (see below) and to build an additional military fort above your current limit.

The Palace Menagerie: Historically, many of the Chinese emperors kept personal menageries on their palace grounds. In this menagerie, exotic animals (some native to China, some from distant lands) wandered freely. To represent this, a portion of each palace is devoted to a menagerie. Devoid of animals, the area looks like a palace garden, including fancy trees and a pond.

Menagerie Goals: Certain missions, such as in the last mission of the Shang dynasty campaign ("A Tomb for Lady Hao"), require that you fill the menagerie with different animals, including those available only from other cities. Once captured, an animal stays "in" the menagerie area of the palace and, under normal circumstances, never leaves it (*see below for exceptions*). The normal "rules" for animals no longer apply to that particular creature (i.e., it never attacks, hunts, or wanders away). Each animal in the menagerie represents a family of those creatures. There is no gain for collecting multiples of the same animal type.

Obtaining Animals: You may offer an animal as a gift to another city if you have that animal type in your menagerie. Giving an animal away as a gift does not, however, subtract it from your menagerie (in effect, you give its offspring away). Likewise, you may receive or request an animal as a gift from another city, which is then added to your menagerie. The other method of acquiring animals for the menagerie is through their capture by heroes (see p. 51).

A menagerie animal requires no food to maintain and never dies as long as it stays in the menagerie.

Animal Escape: If a palace is destroyed, or if it has very few employees, its animals may "escape." When this happens, some or all of the animal types that were in the menagerie escape the palace grounds and begin wandering the city. Escaped animals that do not belong in that city's climatic region, or that cannot reach a group of animals of their type,

will try to exit the map by the closest edge (or, for the alligator and salamander which are water creatures, "exit" by reaching the closest water location).

Bridge: A bridge is placed across a waterway, usually to connect roads. The program automatically chooses a bridge of the appropriate size when you attempt to place it. If the waterway is too wide, a bridge cannot be placed. Fishing rafts, sampans and trading junks may pass under bridges in navigable water.

Ferry: Ferries can be used to cross wide water obstacles. Each ferry has paired landings, one on each side of a river. When building a ferry, hover the ferry footprint over a viable location on the water's edge. If it's an appropriate spot, a green footprint appears on that shore as well as on all matching landing sites on the opposite shore that are within range. In this way, there is some leeway in the placement of the second landing (they don't have to be exactly across from each other). When you place the first landing, a warning message appears asking you to place the other ferry landing. If you fail to place the second, then the first landing disappears and the entire ferry-build action is canceled. *Ferries do not need labor to function.*

Using the Ferry: All walkers, including enemies, outlaws, friendly military troops, heroes, immigrants, emigrants, and vagrants, may use ferry crossings. For example, the immigrant walks to the ferry landing, disappears into a ferry sampan, the sampan crosses to the other landing, and then the immigrant appears at that landing and the sampan disappears. Prey and predators never use ferries.

Treasury: Another way your government can earn revenue is through treasury buildings. Treasury buildings include the mint and money printer.

2. Establishing Relations with Other Cities (The Empire Map)

In addition to establishing trade with other cities (see p. 36), you may also use the Empire map and its various tools to demand goods and/or cash from other cities, fulfill requests, give gifts, train spies, etc. To open the Empire Map, select the Empire button in the bottom right-hand corner of the main game screen. To establish relations with other cities, first select the desired city. This refreshes the right panel of the screen and provides details about that city (e.g., what goods it has, what it needs). Information on some cities will be readily available; others, however, will be completely closed, and you'll need to establish some form of relationship with them to get that information. Some missions require you to establish trade with another city; others require you to conquer another city or ally with one.

After selecting the city, choose one of the following commands:

Demand Goods or Cash: Select this option to demand either goods or cash from the selected city. You may wish to do this if you're desperate and need something quick. Don't be surprised, however, if such a demand is rejected. There's always some form of political repercussion, even if the city meets your demand. You certainly don't want to make a demand of a city that you have a good trade relationship with … unless, of course, you don't mind souring that relationship.

Fulfill City's Request: Select this option to fulfill a request from the selected city. During play you'll receive a message from the city making the request. At that point, you can either accept or decline the request. If you have the requested item in stock, you can send it, closing the matter immediately and improving your favor with that city. If, however, you decline, you still have a certain amount of time to fulfill the request (usually a number of months; the message tells you exactly how much time). If you allow the time to elapse, then the request is not fulfilled. An unfulfilled request (or a request fulfilled late) damages your favor with that city (see p. 49).

Give Gift to City: Select this option to give a gift to the selected city. The benefits of giving gifts to a city are detailed above in the commerce section of Chapter IV. But in short, a good reason to give a gift is to begin the process of opening trade or forming an alliance with the selected city. A city likes gifts, but multiple gifts in one year have less impact on favor than a steady flow of gifts spaced over many years.

Conquer City: Select this option to invade and (hopefully) conquer the selected city. A conquered city becomes your "vassal" and pays an annual tribute.

Train a Spy: Select this option to send a spy. It costs 600-800 cash to send a spy. A spy will leave your city and go to the selected city to perform various activities, such as gathering information or conducting sabotage. Information may provide clues and advance warnings about what the selected city is up to, and what goods/services it has. It also gives you access to the spy map if you choose that option—but the spy map is only available against another player's city (see below).

A spy on a mission of sabotage will attack and attempt to destroy military, industrial, housing, or food supply targets. If you can't make up your mind, you can select the option "random," which tells the game to select for you. Selecting a spy for sabotage operations is a dicey matter. If your spy is caught (see below), you can lose favor with the city in question. You can have up to three spies operating against each city. To retire a spy, click on his icon on the Empire Map and then click the "retire" button in the control panel.

Saboteurs in a player's city adopt disguises and destroy buildings and goods. Sabotaging a computer-controlled city can affect its military and trade in many ways. For details about these matters, refer to the online help or the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf.**

Send Diplomatic Request: Select this option to send an emissary to open trade or form an alliance with the selected city. Establishing trade with a city is covered above in the commerce section of Chapter IV. Forming an alliance with the selected city automatically opens trade with that city; therefore, it isn't necessary to make a separate request for trade. An alliance with another city is mutually beneficial. An ally who favors you enough can come to your aid militarily (defensively or by striking another rival). If the selected city is your vassal, you can also change the type of tribute it pays you, but you can't change it more than once a year.

Consult Spy Map – Multiplayer Only: Select this option to view the spy map of the selected player city in multiplayer sessions. You can never view the spy map of a computer-controlled city. Regardless of game type, you can always view the spy map of your own city. The spy map is basically a larger version of the overview mini-map.

It provides a bird's-eye view of the city (i.e., where the housing is located, the industries). Right-clicking on a spy map gives you information about the spot you clicked. The spy map is available only if you've sent a spy to another player city to gather information, or if you've formed an alliance with that player city. The spy map can also be used when planning an invasion of the city.

Break Alliance: Select this option to break an alliance with the selected city. Of course, this option is available only if you *have* an alliance with the city. You might wish to break an alliance with a city if, after benefiting from the alliance for a certain amount of time, you wish to conquer the city. You can never attack an ally—you must break the alliance first.

3. Receiving Emissaries from Other Cities

When you select one of the above diplomatic options, an emissary is generated (at a small cost of cash) and sent to the selected city. When other cities send emissaries to you, you'll receive a message during play indicating that an emissary has arrived and is requesting access to your city. At this point, you have the option of refusing the emissary, accepting him, or executing him. The option you pick depends upon your current relationship with the emissary's city. Refusing an emissary may cause you to lose favor with that city; executing him will do even more damage, but it does send an unmistakable message to that city! Accepting him is often the most desirable option, since he may be there to open a trade agreement, offer a gift, request an alliance, etc. If one of your own emissaries is executed, it will cost more to send the next one.

Preventing Sabotage: Once a spy enters your city, you won't know if he's conducting sabotage until he strikes. Spies in your city adopt disguises. If you right-click on an enemy spy in your city, he stops his current action, but you have not removed him from your city. He will be back in action soon enough. However, if one of your guards from a watchtower (see below) detects the spy, the guard may be able to capture or kill him. If you capture him, you might be able to "turn" him (i.e., buy his loyalty and send him back to spy on the city he came from). Certain heroes may also stop spies (see p.47).

4. Favor

Every decision you make when dealing with another city affects how favorably that city views your city. Giving gifts, lowering your export prices, and fulfilling requests on time improve your favor with that city; making demands, attacking, raising export prices, executing its emissaries, sending spies who are caught, or not fulfilling a request on time adjust favor down. Click on the "city history" button to see your history of events with the selected city. Click on the "favor" button for an explanation of that city's current favor to you. The diplomatic goal in *Emperor* is to maintain good relations with friendly cities, conducting trade for mutual profit, and perhaps creating alliances to help protect each other from enemies. When favor is high enough, you can ask an ally to provide military help, or invite a vassal into an alliance. Often, there is a powerful non-Chinese enemy determined to destroy you; just as frequently, there is division within China itself as different factions fight for overall control of the empire. Therefore, always consider your overall strategic objectives when making diplomatic decisions.

H. Religion and the Gods

Religion and spirituality have played important roles in Chinese society throughout
history, and are therefore important elements
in *Emperor*.

1. Praising the Ancestors (The Religion Ministry)

The Religion Ministry is responsible for the spiritual needs of your city.

Title & Full Report: This area shows the ministry name. If you click on the name, you can view the homage dialog that shows your city's heroes.

Overlays: These overlays work the same. Each one you select highlights all buildings associated with that religion, in addition to showing the housing that has "access" to that religion.

Spiritual Coverage: This area shows you (in broad terms) just how well the various spiritual movements are being distributed throughout your city. The better the spiritual coverage, the more effective your offerings to those heroes will be. If a certain religion is not available in the mission you are playing, then there will be no coverage given for that religion. This is perfectly fine, as the missions are designed to provide you with the type of religion you need to survive. *Confucianism is required only by elite housing.*

Last Homage Offering: An homage offering represents a respectful gift you give from time to time to heroes. This area shows you when the last homage was paid to any hero. Homage should be paid to a hero when you want him/her to visit your city, or when you want to avoid an ancestor's anger. But homage can't be offered more than once a month.

Hero in City: This area shows you if there is a hero walking around in your city. Click on the hero's name, and the city map will center on him or her.

Ancestral Shrine: An ancestral shrine generates diviner walkers that provide ancestor worship to housing.

Daoist Buildings: Lao Tzu (6th century BCE) is credited with writing the *Dao De Jing*, which contains the basic principles and philosophies of Daoism. Daoism emphasizes the balancing principles of yin and yang, and the search for longevity and serenity.

Buddhist Buildings: Buddhism, an important religion, was introduced from India in the 2nd century CE. For purposes of housing evolution, Buddhism serves as an alternative to Daoism.

Religion

See Ancestral
See Daoism
See Buddhism
See Confucianism

Ancestral Coverage
Good
Daoism Coverage
Good
Buddhism Coverage
None
Confucian Coverage
None

Last Homage
10 months ago

Hero in City
Shen Nong
Pleased

Confucian Academy: Confucius (Master Kong) lived from 551 to 479 BCE. *The Analects*, written soon after his death, record many of his sayings. From the Han dynasty onward, officials studied Confucian classics and applied its moral code to government. Candidates to officialdom had to study and practice many years to have any chance of passing the imperial exams, which required extensive memorization of the classics. Confucianism eventually grew from a philosophy into a religion. For game purposes, Confucianism is one of the ways to generate heroes, which makes it equivalent to a religion. However, it also represents the education enjoyed by the elite class, and Confucian walkers serve only elite housing.

2. Gods Among Us – The Heroes of China

Heroes in *Emperor* represent immortal figures from Chinese mythology as well as pivotal historical figures who played a key role in the development of China's religions and philosophies. A hero visits the city when you make sufficient homage offerings and provide religion access to your residents. Each hero provides benefits to the city depending on his/her realm of supernatural influence. A hero is a "temporary" walker who departs when his/her homage rating falls below a certain threshold. Below is a list of the heroes.

Ancestral heroes are affiliated with ancestral shrines:
- Nu Wa (The Creator Goddess)
- Shen Nong (The Divine Farmer)
- Huang Di (The Yellow Emperor)

Daoist heroes are affiliated with Daoist temples:
- Xi Wang Mu (Queen Mother of the West)
- Zao Jun (The Kitchen God)
- Guan Di – (The God of War)

Buddhist heroes are affiliated with Buddhist pagodas:
- Guan Yin (The Goddess of Mercy)
- Bodhidharma (The Kung Fu Monk)
- Sun Wu Kong (The Monkey King)

Confucian heroes are affiliated with Confucian academies:
- Confucius – (The Sage of All Time)
- Sun Tzu – (Master Sun)
- Mencius – (The Second Sage)

For full details about how heroes are summoned and controlled, and the natural disasters they can generate if angered, please refer to the online help and/or the electronic version of the manual located in the Emperor main game folder and titled **EmperorManual.pdf.**

1. Monuments

Every civilization has constructed buildings meant to endure the test of time and to record their place in the world. From the Sumerians to the Egyptians, from the Greeks to the Chinese, monuments are a testament to the architectural genius of humankind.

1. Building Something Great (The Monuments Ministry)

The Monuments Ministry is responsible for building massive and eternal structures such as the Great Wall.
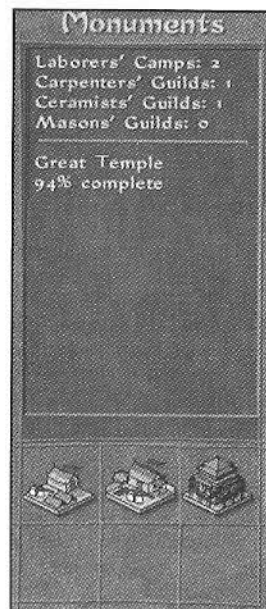
Title & Full Report: This area shows the ministry name. If you click on the name, details about your city's monument project(s) appear.

# of Camps/Guilds in City: This area shows the number of labor camps and guilds currently in your city.

Construction Status: The status indicates any problem with the monument under construction, such as lack of commodities or labor.

Laborers' Camp: A laborers' camp produces the laborers needed to build a monument. Laborers represent the muscle on a monument building project. These are the workers that deliver the dirt to the site (or excavate the dirt) and prepare each level of the monument for the more skilled workers from the guilds (see below). They are absolutely necessary for all monument-building projects with the exception of the grand pagoda and the clock tower.

Construction Guilds: The construction guilds provide the skilled laborers on a monument-building project. Depending on the monument being built, some guilds are not required.

Monuments: Monuments are different from other buildings in *Emperor*. They are built step by step and require a labor force and building materials (e.g., wood, clay). To ensure that your monument building project goes smoothly, study the following points:

- **Find a Good Plot of Land for the Monument.** A monument building project is a massive undertaking that requires a lot of room and resources. Laborers' camps, guilds, logging sheds, clay pits, and possibly stoneworks are needed to keep the project moving forward. One of the first steps in building most monuments is to find a good location for it and all its various support industries (*Exceptions: The locations of the Great Wall and the Grand Canal are already determined on the city map*).

- **Monuments Need Road Access.** Like all buildings in *Emperor*, monuments need road access so that the workers can reach the construction site. You must also ensure that requisite industries built near the site have road access as well.

- **Monuments Require Commodities.** Each monument requires a certain amount and type of commodity, such as wood and clay. The monument descriptions below tell you which commodities are needed, and the monuments ministry full report lists the exact quantities needed. Before starting your monument, or as you prepare for its construction, make sure the proper industries are in place. This means that you should build your monument near existing industries, or better yet, build the industries near the site to ensure that you have enough of the commodities required.

- **Make Sure Storage Facilities Are "Accepting" Needed Commodities.** When preparing for your monument-building project, make sure that there are enough warehouses "accept-ing" the commodities needed for the work. This ensures that any overflow production goes to those warehouses for storage and later delivery to the monument site. It's best to actually build a warehouse or two near the monument site that "accepts" or "gets" the goods needed for that monument's construction.

- **Remember Your Inspectors' Towers.** Although Monument Ministry buildings do not require access to an inspector, warehouses do. So make sure any warehouses and industries supporting the construction site are near an inspector's tower (and use roadblocks so the inspector patrols that area).

For a full listing of the monuments available to build in *Emperor*, refer to the online help and/or the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.

2. The Benefits of Completed Monuments

Monument building is not just an exercise in construction prowess. There are significant and tangible benefits for your city when a monument is completed. The first and most obvious benefit is victory. Many missions require you to build a certain monument; upon its completion, you may win the mission. In addition to this, there are two other significant benefits. Your city's popularity increases, and the homage levels of heroes associated with that monument increase (*as detailed in the electronic manual!*). Furthermore, any ancestor hero (Nu Wa, Shen Nong, Huang Di) pleased by that monument will never fall below *contented* after it is built.

J. Health

Your city's health, both mental and physical, is very important. There are a number of elements that contribute (in one way or another) to your city's health. In this section, we will discuss both the Safety Ministry and the Aesthetics Ministry.

1. Keeping It Safe (The Safety Ministry)

The Safety Ministry is responsible for the physical well-being of your city and its people.

Title & Full Report: This area shows the ministry name. If you click on the name, details about your city's health and security appear.

Overlays: These overlays function like all other ministry overlays. When activated, they highlight drinking water access, current medicine levels, the buildings currently in need of repairs, and your citizens' unrest level.

Hygiene Indicator:

This area shows your city's hygiene level. Good hygiene is very important for your city's growth. The factors that determine good hygiene are individual housing access to wells, herbalists, acupuncturists (see p. 57), food quality, and city population. Clean water from evolved wells is healthier than poor water from unimproved wells. Herbalists contribute more toward the people's health than acupuncturists, but both are important. Lastly, the better the quality of food your people are eating, the healthier they are.

The way *Emperor* determines good hygiene is by periodically checking all residential housing and determining the number of "healthy" people (those with access to the services mentioned above) versus the total population of the city. If too many citizens are unhealthy, an outbreak of disease may occur (see below).

Throughout play, you'll receive messages indicating that your hygiene is good but worsening. This is often unavoidable due to restrictions of goods and services placed upon you by the mission itself. (For example, some missions do not allow you to build acupuncture clinics.) But in these missions, the level of civilization you must achieve is often kept in check anyway, so hygiene is not the biggest concern. Nevertheless, you should monitor your city's hygiene carefully. If you start receiving more and more messages about worsening hygiene, then you need to make changes to ensure that your city doesn't fall into the grip of disease.

- **Disease:** Disease in *Emperor* can occur at *any time*, but the risk increases dramatically when the city's hygiene level and/or feng shui rating drops very low. When an outbreak of disease occurs, it can strike a large number of houses at once (usually the unhealthy ones). Each infected house creates disease carriers. These carriers do not actually spread the disease; they are sim-ply a visual indicator that trouble is afoot. This is where your herbalists come into play. An herbalist can heal a disease carrier he runs into on the street. Over time, the disease plays itself out and life can return to normal in the infected houses.

- **Births & Deaths:** Every new year (see p. 62), your city's popu-lation changes due to births and deaths. The population of the city is determined and then a birth/death rate is applied based upon the city's current health. Births create new occupants for houses; deaths destroy current occupants in houses. Newbornsare applied to the current houses *if they have room for them*.
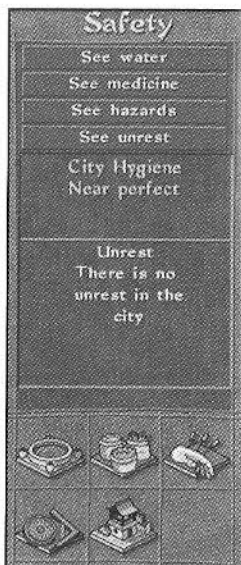
Unrest Indicator: This area shows your city's level of unrest, occurring as a result of high unemployment, low wages, high taxes, lack of food, civic repression, etc. When your city falls into excessive unrest, outlaws appear on your streets. Only common housing creates outlaws, but once created, they can affect your entire city (even elite housing).

Outlaws: The four outlaws generated due to unrest are beggar, mugger, thief, and bandit. *A beggar is not an outlaw per se, but his presence on the streets indicates growing unrest and he is therefore classified as an outlaw.*

> Beggar – A beggar wanders aimlessly around your residential areas. Beggars do not attack buildings or other people; they are strictly a graphic representation of growing unrest in your city.

> Mugger – A mugger roams your streets and looks for walkers to attack and kill.
> Thief – A thief indicates severe unrest. He finds the closest elite house and steals goods from it.
> Bandit – The bandit is a sign of extreme civil unrest and is the most savage outlaw. His presence represents a very dire situa-tion. A bandit's goal is to attack your palace, administrative city or elite housing, and burn it to the ground.

Fighting Outlaws: Guards from watchtowers (see p. 57) fight any bandit, thief or mugger they run into, but outlaws can fight back. The strength of an outlaw's resistance is based upon his level. A bandit is tougher to kill than a thief and so on. Certain heroes also fight outlaws or prevent them from appearing in your city.

Well: A well provides water to the residential area it is attached to. Improved (fancy) wells deliver cleaner water, which improves hygiene. To improve a well, build aesthetic structures around it.

Herbalist's Stall: An herbalist's stall generates an herbalist walker, who provides healing herbs and ointments to the residential area he roams. An herbalist's stall is vitally important to the health of your citizens, as it stops disease-carrier walkers (see p. 55) and is required for housing evolution.

Acupuncturist's Clinic: The acupuncturist's clinic generates an acupuncturist walker who is important for housing evolution and city hygiene (though not as important as an herbalist).

Inspector's Tower: The inspector's tower is one of the most important buildings in your city. Inspectors roam your streets to prevent structural failures and fires. Most buildings need access to an inspector's tower or they may crumble to the ground or catch fire. There's nothing more painful than to see a fully stocked mill crash to the ground. You lose not only the building, but everything in it. Houses that crumble or catch fire push out their occupants, so a major fire sweeping through a residential area can spell disaster. An inspector's tower may automatically evolve into an improved tower if its surroundings are aesthetically pleasing enough. An improved inspector's tower generates two inspectors instead of one. Some buildings do not need care by inspectors. These include all Agriculture Ministry buildings except the fishing quay, all Military Ministry buildings except the weaponsmith, all Aesthetic Ministry structures, and all Monument Ministry buildings.

Safety

See water
See medicine
See hazards
See unrest

City Hygiene
Near perfect

Unrest
There is no
unrest in the
city

Watchtower: A watchtower is your city's law enforcement facility. A guard from the watchtower roams the streets to help quell unrest in the city and fight outlaws. A guard may also uncover spies that he encounters. However, too many watchtowers can displease your citizens. If the number of watchtowers relative to city population is too high, your citizens feel repressed, and the overall popularity of your city declines. A safe rule of thumb is to have one watchtower for every 500 people. A watchtower may automatically evolve into an improved watchtower if its surroundings are aesthetically pleasing enough. An improved watchtower generates two guards instead of one.

2. Making Your City Beautiful (The Aesthetics Ministry)

The beauty of your city improves its appeal to your citizens. The Aesthetics Ministry is responsible for ensuring that your city is a pleasure to behold.
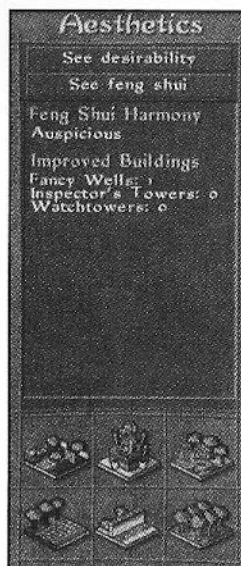
Title: This area shows the ministry name. *There is no details report for the Aesthetics Ministry; however, refer to the README.txt file for any last-minute additions.*

Desirability Overlay: This button highlights desirability in your city in shades ranging from beige (desirable area) to red-brown (undesirable area).

Feng Shui Overlay: This button shows the buildings and structures according to their *feng shui* value. Neutral structures are shown as gray tiles; all others are green or yellow.

Feng Shui Harmony Indicator: This provides a descriptive indicator of your city's feng shui harmony. It starts as average, and you won't notice any change until your city grows to at least a population of 350. The indicator ranges anywhere from "perfect harmony" (all structures harmonious or neutral) to "China shamed" (a vast majority of structures are inauspicious, causing dishonor and embarrassment not only to you and your citizens but to all of China).

Improved Buildings: This area shows the number of wells, inspector's towers, and watchtowers that have evolved (i.e., improved) due to the aesthetic quality of their surroundings. Gardens, sculptures, recrea-tional areas, etc. that are built around these three types of buildings help improve those buildings, thereby making them more efficient and valuable.

Gardens: Gardens are a mix of flowers, bushes, trees, benches, etc. that can be placed in your city to improve the aesthetic quality (i.e., desirability) of your neighborhoods. *Gardens do not require road access.*

Sculptures: Like gardens, sculptures improve the desirability of your city. There are eight sculptures to choose from. Sculptures are placed on the map just like buildings and take up one or four tiles, depending on their cost and size. Sculptures can be placed anywhere in your city (either on or off road), but it's nice to place them in residential areas. Large sculptures are more desirable than smaller ones ... and more expensive. *Sculptures do not require road access.*

Recreational Areas: Recreational areas also improve the desirability of a neighborhood. There are six recreational areas to choose from (such as the wayside pavilion or Tai Chi park), and they are placed on the map just like buildings. The larger the recreation area, the greater its appeal effect. *Recreational areas do not require road access.*

Aesthetic Roads: Aesthetic roads are major improvements to your existing road system. Aesthetic roads are placed on the map just like your basic roads, but they *must* replace basic roads (i.e., they can only be built over an existing road system). There are two aesthetic roads. The *grand* way is a two-tile-wide road; when you build it, you may decide on which side of the road the attached garden will be placed. The *imperial* way is a three-tile-wide road with gardens on both sides. The best method for building an aesthetic road system is to follow these steps:

(1) Find a clear spot on the map to build a road system.
(2) Build a basic road system.
(3) Build the aesthetic road over the basic road tiles.

Keep in mind that if you want to build an aesthetic road in an area with lots of buildings, you may have to clear the buildings first to make room for your new roads. Furthermore, when constructing a grand or an imperial way, you must place it over at least two adjacent road tiles.

Residential Walls: Residential walls have two purposes. Their first and main function is to block undesirable buildings on one side of the wall from adversely affecting the area on the other side. And secondly, they help protect your city from enemy invaders, although not as well as city walls. There are four residential wall styles to choose from, but they all block the spread of undesirability in the same manner.

Blocking Undesirability: Residential walls form a barrier between residential areas and commercial/industrial areas. If the latter are built too close to your homes, they can reduce the desirability of a neighborhood. Therefore, it's best to place your walls in such a way as to separate these elements from each other.

Residential Walls and Gates: A residential wall built over a road automatically creates a gate. As soon as it's built, right-click on the gate and set its walker "access," as explained in Chapter II.

Aesthetic Trees: Aesthetic trees function much like sculptures. They are placed on the map like sculptures and they increase the desirability of the surrounding area. There are three types: plum, peach, and cherry. *Aesthetic trees do not require road access.*

K. Entertainment

As the saying goes, your citizens cannot live by millet alone. All work and no play make the people unhappy, restless, and grumpy.

A city without entertainment (jugglers, musicians, acrobats, actors) is a city that will stagnate and stop growing. Therefore, you must take steps to ensure that the psychological and cultural needs of your citizens are fulfilled.

1. Entertaining the People (The Entertainment Ministry)

The Entertainment Ministry sees to the entertainment of your people.

Title & Full Report: This area shows the ministry name. If you click on the name, details about your entertainment facilities appear.

Overlays: These overlays work roughly in the same manner, by highlighting their respective entertainment buildings, walkers, and the housing that has "access" to that entertainment.

Entertainment Coverage Indicator: This area provides an overview of how much entertainment is reaching your citizens. If you have no entertainment facilities at all, you'll have terrible coverage. As you add facilities, coverage gets better and your houses can evolve more readily.

New Year's Festival Toggle: You may throw a Festival at the start of each year. If the setting is "Prompt," a message will prompt you every February to hold a festival. You can click on this setting to change it to "Always Hold," in which case the festivals will automatically be held if all requirements for it are met (i.e., money, food, and the presence of at least one entertainment building).

Entertainment Hero in City: This area tells you if an entertainment hero is working in your city. Nu Wa and Confucius provide music access to houses they pass; Sun Wu Kong provides acrobat and drama access.

Music School: A music school produces musicians who play their music in the market square or theatre pavilion (see below).

Acrobat School: An acrobat school produces acrobats who perform their tricks in the market square or theatre pavilion.

Drama School: A drama school produces actors that perform plays in the theatere pavilion. Only elite housing requires access to drama performances.

Theatre Pavilion: A theatre pavilion provides a venue for professional musicians, acrobats, and actors.
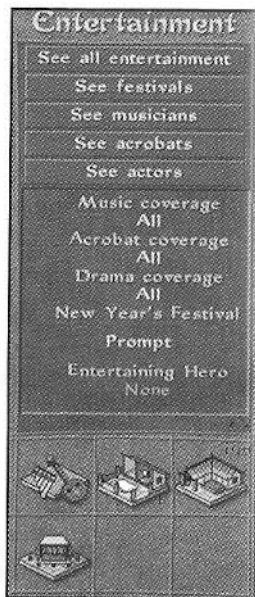
The Entertainment Area of the Market Square: The market square is the principal venue for musicians and acrobats. Musicians and acrobats are generated from their respective schools and meet in the market to put on shows. Normal walkers can still walk through the market when shows are being performed.

The Announcer: When performances start in the market square or theatre pavilion, announcers are generated. These announcers roam the streets letting everyone know that entertainment is available. If the announcers cannot reach a house, then that house does not have "access" to entertainment and will not be eligible for evolution.

2. The Zodiac Calendar and New Year's Festivals

The popular Chinese zodiac plays a part in *Emperor*. Every game year is tied to one of the 12 animals of the zodiac and to one of the 10 Heavenly Stems repre-sented by the five elements.

Choosing a Zodiac Animal: As stated in Chapter III, when a campaign begins or you start a new family name, you must choose an animal of the zodiac from the list of 12 animals provided. *In Multiplayer Scenarios, each player selects his or her own zodiac animal, and no animal can be selected twice.*

Based upon your selection, your city receives certain benefits when you hold a New Year's festival during the chosen year . For full details about how the Chinese calendar and New Year's Festival work in *Emperor*, refer to the online help of the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf.**

# L. The Military – Combat and Defense

Military operations are important in *Emperor*. Effectively defending your city and prosecuting military operations abroad can spell the difference between victory and defeat. In fact, if you're conquered twice in succession, you lose the mission.

1. Defending the City (The Military Ministry)

The Military Ministry is responsible for protection of your city. The Military Ministry is also responsible for prosecuting military operations abroad.

Title & Full Report: This area shows the ministry name. If you click on the name, details about your city's military situation appear.

Security Overlay: This button highlights the security buildings and military assets in your city.

Forces in City: An icon for each of your forts appears here. Clicking on an icon centers the map view on that company's banner.

Tower Status:

If you have towers and city gates, you can toggle them between "not manning" and "manning" by clicking on the status descriptor. Manned towers and gates require labor, so (if you have a labor shortage) you may want to keep them unmanned until invaders arrive.

Forts: The defense and military operations of your city are handled through the military forts. The forts available to build are crossbow, infantry, mounted (for cavalry and chariots), and catapults. For details about forts and military troops, refer to the online help and/or the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.

Fortifications: Fortifications are used to protect your city from invasion. Fortifications include towers, city walls, and city gates. It's important not to confuse city walls and gates with the smaller, less defensible residential walls and gates, which serve an entirely different purpose (see the Aesthetic Ministry sub-section above). For details about fortifications, refer to the online help and/or the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.

Weaponsmith: The Weaponsmith needs bronze, iron or steel (depending on the current time period) and produces the generic "weapon" needed by the various Forts (see above). *If you plan on having a military, you must have a functioning weaponsmith in your city.*

2. Commanding the Troops

Each fort produces soldiers, which constitute a "company," that can be given orders as a single body. As soon as at least one soldier appears in a fort's mustering yard, you're ready to begin giving orders. For full details about how to give a company an order, refer to the online help and/or the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.

3. The Enemies of China

Emperor features a variety of enemies for you to confront and, at times, to do battle with. As you progress from the one dynasty to another your enemies gradually increase in strength until the most fearsome, the Mongols, are encountered during the final missions of the game. For full details about the enemies of China, refer to the online help and/or the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.
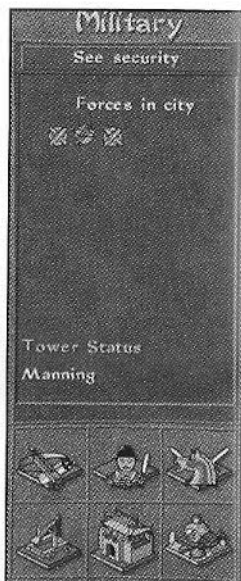
4. Conquering Cities

Starting with missions in the Zhou dynasty, you may be asked to conquer neighboring cities to satisfy mission objectives. The conquering of cities is conducted by your military through the use of the Empire Map. For full details about conquering enemy cities, refer to the online help and/or the electronic manual.

M. Open-Play Missions

In addition to the historical missions in *Emperor*, you may also play open-ended missions where your objective is simply to build the best city you can with no time limit or pressure. On the Choose Game screen (see Chapter III), select the Open Play button to play an open-ended mission. This takes you to the Open Play dialog. The Open Play Dialog asks you to choose a number of settings under which your mission will be played.

For details, refer to the online help and the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**. Once you've made your selections, you're ready to play. Select **Play Game** to begin. The city map opens and you're ready to go. From here, play proceeds normally.

N. Scoring the Game

Each mission in *Emperor* has specific goals associated with it (as listed below). At the end of each mission, you're given a score based upon your performance in each goal for that mission, on the time it takes to complete the mission, and on the difficulty level at which you're playing. If you complete a mission/scenario with a higher score than any previous playing of that mission/scenario, your high score is recorded in the Imperial Record, which is accessed through the View High Scores button of the Main Menu (see Chapter III).

1. Mission Goals

Mission goals may include any of the following, singly or in combination. Click on the Mission Goals button at the bottom left corner of the control panel to view the goals status for the mission you're playing. Brief summaries of the mission goals are below. For full details, refer to the online help and/or the electronic manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.

Population Goal: This goal requires the city to reach a minimum population (for example, 3,000 people).

Treasury Goal: This goal requires the city to have a minimum amount of cash in its treasury.

Monument Completion Goal: This goal requires the city to com-plete the specified monument(s)

Palace Menagerie Goal: This goal requires you to have a specified number of animal types in your palace menagerie.

Trading Cities Goal: This goal requires you to establish trade with other cities, which is handled through trading stations and/or trad-ing quays.

Vassal Cities Goal: This goal requires you to *conquer* other cities.

Housing Goal: This goal requires you to have a specified number of people in any one specified housing level.

Production Level Goal: This goal requires you to have an annual production level of a specified commodity (e.g., ceramics, bronze).

Homage Level Goal: This goal requires you to have an active hero for a specified number of months cumulative (but not necessarily sequential). Enemy heroes (those from other cities) do not count, but you could use different heroes at different (non-consecutive) times to satisfy the goal.

Allied Cities Goal: This goal requires you to have a specified num-ber of other cities as allies.

Profit Goal: This goal requires that you make a specified annual profit.

2. Scoring a Multiplayer Scenario

For details about scoring in multiplayer missions, please refer to the online help and/or the electronic version of the manual located in the *Emperor* main game folder and titled EmperorManual.pdf.

3. Losing a Mission

There are two ways you can lose a mission:

Continued Debt: If your city is in debt continuously for 36 months, then the mission is lost. This represents an economic failure.

Military Defeat: You can never win a mission while your city is a vassal to another (i.e., you've surrendered to or been conquered by another city). Furthermore, if you're currently a vassal and you're attacked again, then you must bribe the attackers to desist or win the battle to avoid losing the mission. In some cases, even if you're not currently conquered, a computer-controlled city that attacks you is so militarily strong that you'll never be able to throw off the vassal status through rebellion. In cases like this, you must bribe the attackers to go away, win the battle, or lose the mission.

O. Playing Multiplayer Missions

For game play details about multiplayer missions, please refer to the online help and/or the electronic version of the manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.

Use the following three steps to initiate a multiplayer session:

Step #1

Choose the Multi-Player Scenario button from the main screen. This will open the Emperor Lobby Connection screen, shown below. This screen is the launch point for multiplayer games.
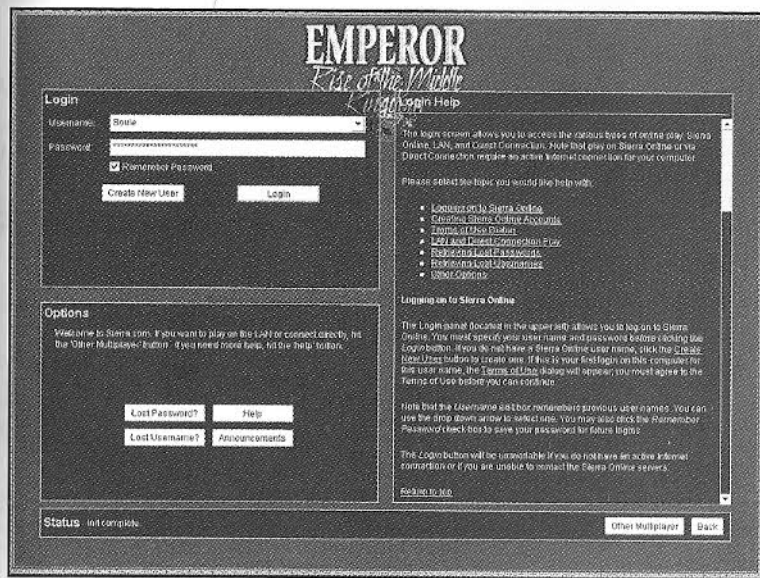
Step #2

If this is your first multiplayer game session, then you must set yourself up as a new user by clicking the **Create New User** button. This refreshes the right panel of the screen, where you're asked to type in information: user name, password, email address, etc.

For details, please click the Help button in the Options panel.

Step #3

Once you've created a new user, you must **log in** by entering your Username and Password in the fields provided on the **Emperor Lobby Connection** screen (and/or by selecting one of two buttons).

If you click the **Login** button beneath your password, you will go to the Sierra OnLine Quick Play Welcome page, pictured below.

If you click **Other Multiplayer** in the bottom status panel, you will go to the screen pictured below. This is the ideal connection if you're playing via a LAN.

Sierra's lobby server "online help" provides more details about all these functions.

V. BUILDING SUMMARY

For game play details about buildings—costs, employees, desirability, feng-shui, and inspections—please refer to the electronic version of the manual located in the *Emperor* main game folder and titled **EmperorManual.pdf**.

VI. CREDITS

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