Imperial

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WRITTEN BY		July 7, 2022	

	REVISION HISTORY		
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Imperial

1.1   Imperial Help

```
                            ««««««        IMPERIAL        »»»»»»
             ««««««              V2.67              »»»»»»
             «««««« © 1993-98 Jean-Marc Boursot »»»»»»
```

Impérial is a Jean-Marc Boursot production.

This program is SHAREWARE. If you like it and use it, I would like you to
send me a registration fee of US $20 (or 100 FF, or 30 DM) to the
following address :

        Jean-Marc Boursot
        10 rue du Rhône
        68100 Mulhouse
        (France)

The program may be freely distributed and copied for NON-COMMERCIAL use,
as long as the following conditions are fulfilled:

  - all files must be included:
        Imperial,
        Imperial.data,
        Imperial.info,
        Imperial.fra.guide, Imperial.eng.guide, Imperial.deu.guide,
        francais.lng, english.lng, deutsch.lng, svenska.lng, norsk.lng,
        Mer.song, Sasquatch.song, Zen.song,
        Elements.data, Forms.data .
    Distribution of single parts is not allowed.
  - all files must be in their original form without any additions,
    deletions or modifications; all copyright notices in the programs and
    accompanying documentation files must remain on their places.
  - the sales price must not be higher than the cost of an (empty) disk
    plus costs for shipping.

This software is provided "AS IS" without warranty of any kind, either

expressed or implied. I explicitly reject any responsibility for any
direct or indirect consequence from the use of it.

reqtools.library isn't a part of Imperial and is copyright Nico François.

Thanks to the game testers : Fabien, Bernie, Thierry, Tom, Brice, JD and
                              Olivia.

Special thanks to Tom for his advices, to Didier for the songs and to
Nico François for its wonderful reqtools.library .

Thanks to Dirk Neubauer, Tauno Pinni, Kristian Wik for their translations.

Thanks to the users that encouraged me, gave me ideas or simply contacted
me.

The best for the end : thanks to my fiancée Olivia cause she still loves
me after long nights to work (SWALK).

Compatibility A4000, A1200, Kick 2.0 & 3.0 (sorry, not 1.3).

            Presentation

            Rules

            Installation

            Getting started

            Description of the game

            Description of editor

            How to create your own language file ?

            Extra data files

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1.2   presentation

Impérial is a game for one or two players. You can see a board with a lot
of tiles.

These tiles are taken from the game of Mah-Jongg. There are seven
different suits of tiles :

- Bamboos
     There are bamboos on the tiles (except the first which has a bird).
     There are 9 different Bamboos with numbers from 1 to 9.
     There are 4 of each Bamboo.

- Coins
     There are circles on the tiles.
     There are 9 different Coins with numbers from 1 to 9.
     There are 4 of each Coin.

- Characters
     There are characters on the tiles.
     There are 9 different Characters with numbers from 1 to 9.
     There are 4 of each Character.

- Winds
     There are chinese symbols on the tiles.
     There are 4 different Winds : East (E),
                                   South (S),
                                   West (W),
                                   North (N).
     There are 4 of each Wind.

- Dragons
     There are colored symbols on the tiles.
     There are 3 different Dragons : Green, White, Red.
     There are 4 of each Dragon.

- Flowers
     There are green chinese characters in the top left corner.
     There are 4 different Flowers (one tile of each).

- Seasons
     There are red chinese characters in the top right corner.
     There are 4 different Seasons (one tile of each).

Total : 144 tiles.

To see these tiles, try the menu HELP/Tiles.

1.3   rules

You have to remove all the tiles from the board to win.
Here are the rules :

- a tile must be free to be removed : a tile is free when it has no
  tiles on top of it and when you can slide it out to the left or the
  right.

- tiles must be removed in matching pairs : tiles that compose the pair
  must be identical.

Note : Since there is only one of each kind of Season and Flower, any
       two in the suit may match.

To see the rules, try the menu HELP/Rules.

The program know the rules and it will open a requester when an error
occurs (Tile isn't free or Tiles don't match).

1.4   installation

First, copy reqtools.library in your drawer LIBS:, then copy Imperial and
all the other files in the drawer you want the game to be.

To execute, simply type :

  1> Imperial

NB : - unprotect your disk because the program save a score table and the
     preferences when you quit.

1.5   getting started

You have to press the left mouse button on the title page to start the
game.

It starts in solitaire with a random layout and a random game number.

Every game has (at least) one solution, you only have to find it.

1.6   game

Game menus are :

FILE

  Load Game :

    Opens a file requester which allows you to load a formerly saved
    game.

The program controls the selected file.

Save Game :

Opens a file requester which allows you to save a game.

Scores :

Displays a score table with the following informations for each type
of layout : number of games won, number of games played, average time
and best time to win a game.

To clear the table, click on "clear" when you display the table or
delete the file Imperial.high before you run the program.

About :

Some greetings.

Quit :

See you soon ...

The program saves the score table and the preferences when it ends.

GAME

Solitaire :

To play alone.

To select a tile, simply click on it with the left mouse button. If
it isn't free, a requester reports it.

When you select the second tile, if you have a matching pair, the
tiles are removed, otherwise a requester reports the problem.

When you remove the last pair, a requester gives you the time used to
solve the game and updates the score table.

Challenge :

To play against an opponent. The players will play in turn.

A requester asks you the time limit for each turn.

When the challenge starts, a little window is opened : it contains
the scores and the available time for the current player.

If music isn't activated, you'll hear a bell 3 seconds before the end
of your turn.

While the challenge, menus don't work; information requesters (Tile
isn't free and Tiles don't match) don't work neither.

If you double-click with the right mouse button, you can end the
challenge. If you continue, time is restored.

If 4 turns pass without playing or all the tiles are removed, the
challenge ends.

Solution :

Gives you the solution (for the current game).

While the solution, menus don't work.

To remove pairs and continue, press the left mouse button.

To end the solution, press the right mouse button.

Restart :

Restarts the current game.

New :

Starts a new game with a different random number.

Select :

Opens a number requester. The number you choose will be used to
create the game.

LAYOUT

Load :

Loads a formerly edited and saved layout as current layout.

Edit :

Starts the layout editor (See
        Description of editor
).

Taipei, Dragon, Castle, Bridge, Glyph, Cube :

```
   Defined layouts.
```

MOVEMENT

```
  Back :

   Restores the two last removed tiles.

   You can go back up to the first movement of the game.


  Hint :

   Searchs all the free pairs.

   While the hint, menus don't work.

   Press the left mouse button to see the next pair.

   Right mouse button ends the hint.

   A hint costs you 10 seconds penality.
```

HELP

```
  Tiles :

   Displays the seven suits of tiles.


  Rules :

   Summary of the rules.


  Strategy :

   Some advices that may help you solving the games.
```

PREFS

```
  Title :

   Displays or removes a titlebar which contains the following
   informations:
     - tiles remaining,
     - number of tiles of the layout,
     - game number,
```

- layout name.

   Default : no title.

Messages :

   Displays or hides error requesters when you play alone.

   Default : no messages.

Tiles :

   Allows you to load new tiles from an extra data file.

   Default : tiles are loaded from file Imperial.data .

Palette :

   Allows you to define your own palette, if you don't like the default
   colors.

Language :

   Opens a file requester which allows you to choose your language
   file.

   For the moment, you can choose between three files : english.lng,
   francais.lng and deutsch.lng.

   You can create your own language file if you don't like neither
   french, english nor german (see

               How to create your own language file ?
).

   Default : english language.

Players names :

   Allows you to define the players names used when you play the
   challenge.

Music :

   You will have to choose between 4 submenus :

      Mer.song
      Zen.song
      Sasquatch.song

   which start or stop the music, and

Custom song

which opens a file requester which allows you to choose your music.
To stop the music, select Cancel in the file requester.
The program can play either SoundTracker or EMS modules.

Default : no music.

1.7 editor

Editor menus are :

FILE

Load Layout :

Allows you to load a formerly saved layout.

Save Layout :

Allows you to save your layout in order to use it later to play.

You can't save an empty layout or a layout with an uneven number of
tiles.

Play :

Goes back to the game with your custom layout (see

Description of the game
).

If it has an uneven number of tiles, you'll have to change it (a
requester will report the problem).

If your layout is empty, program will use one of the defined layouts
to prepare the game.

TILES

Level 1, Level 2, Level 3, Level 4, Level 5, Level 6, Level 7 :

Selects the level on which you work.

Useful only when you add tiles.

Add :

   With the left mouse button, you add a tile at your pointer location, on the level you selected before.

   The maximum number of tiles is 144. If you try to add a 145th tile, a requester will report the problem.

Remove :

   When you select this mode, you can remove the tile at your pointer position with the left mouse button.

Clear Layout :

   Clears the layout of all the tiles. A requester asks for confirmation.

Undo :

   Undoes the last action.

Titlebar (which can't be removed) contains the following informations :
  - number of used tiles,
  - position (there are 7 levels of 29 by 15 tiles).

1.8   language file

You will find in this section the language files structure. if you don't follow the specifications, Impérial may crash.

You are not allowed to modify the existing language files.

The language files you create must be the translation of the existing files.

If you create a language file, please send it to me before distributing it.

STRUCTURE :

When a text has several lines, put it between brakets {}.

- rules text (max 25 lines and 78 chars/line).
{

                              IMPERIAL

The tiles used in Impérial are taken from the game of Mah-Jongg.

The object of Impérial is to remove all of the tiles from the board.

Tiles are removed from the board in matching pairs. For all of the suits
except the Seasons and Flowers, tiles must match exactly to be removed. Since
there is only one of each kind of Season and Flower, any two in the suit may
match.

Tiles can only be removed if they are free. A tile is free if it has no tiles
on top of it and if you can slide it out to the left or the right.
}

- strategy text (max 25 lines and 78 chars/line).
{

                              STRATEGY

Every game has a solution.

Here are some hints to help you to find it :

- work from the outside in
- remove the end tiles as soon as you can, especially those tiles that block
  more than one tile
- if all four tiles in a matching set are free, you can remove all four
  safely
}

- 38 game menus (one line per menu).
FILE
Load Game
Save Game
Scores
About
Quit
GAME
Solitaire
Challenge
Solution
Restart
New
Select
LAYOUT
Load
Edit
Taipei
Dragon
Castle
Bridge

```
Glyph
Cube
MOVEMENT
Back
Hint
HELP
Tiles
Rules
Strategy
PREFS
Title
Messages
Tiles
Palette
Language
Players names
Music
Custom song
```

```
- 16 editor menus (one line per menu).
FILE
Load Layout
Save Layout
Play
TILES
Level 1
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Add
Remove
Clear Layout
Undo
```

```
- begin of fatal error message.
{Problem : %s
}
```

```
- some messages.
opening intuition.library
opening graphics.library
opening reqtools.library
opening gadtools.library
opening screen
opening window
opening file Imperial.data or extra data file
accessing file Imperial.data or extra data file
memory allocation
Problem accessing file
File incorrect
Problem : can't find module
Problem : no memory for module
Problem : can't load module
Problem : can't allocate audio channels
```

```
Number of tiles incorrect
No tiles left
No more moves
Layout isn't playable
Tiles don't match
Tile isn't free
No more back move
{4 turns without playing
End of game}

- custom layout name.
Custom

- tiles name (max 10 chars).
TILES
Bamboos
Coins
Characters
Winds
Dragons
Seasons
Flowers

- game and editor titlebar (take care of screen width : 80 chars).
{TILES : %3d/%3d     GAME : %9d      LAYOUT : }
EDITOR     USED TILES : %d      POSITION : %2d %2d %2d

- scores table (take care of screen width : 80 chars).
{LAYOUTS      GAMES WON       AVERAGE TIME       BEST TIME

}
{Taipei      %4d / %4d      %3d ' %2d ''       %3d ' %2d ''
}
{Dragon      %4d / %4d      %3d ' %2d ''       %3d ' %2d ''
}
{Castle      %4d / %4d      %3d ' %2d ''       %3d ' %2d ''
}
{Bridge      %4d / %4d      %3d ' %2d ''       %3d ' %2d ''
}
{Glyph       %4d / %4d      %3d ' %2d ''       %3d ' %2d ''
}
{Cube        %4d / %4d      %3d ' %2d ''       %3d ' %2d ''
}
{Custom      %4d / %4d      %3d ' %2d ''       %3d ' %2d ''
}

- some requesters messages.
Choose a number
Are you sure ?

- requesters gadgets.
OK|Clear
Yes|No
OK

- some requesters messages.
What's up Doc ?
```

```
Save
Choose a time limit
Information
You win in %d min %d sec

- waiting message.
GAME  :  %d
Please wait  ...

- players names (max 9 chars).
Player 1
Player 2

- chars for score and time (1 char).
S
T

- score requester message.
{Final score :
%d - %d}

- read error messages.
Problem reading file
Problem reading file Imperial.high

- "About" message.
{If you like Impérial, please send contribution (US $20) to :

Jean-Marc Boursot
10 rue du Rhône
68100 Mulhouse
(France)

e-mail: jmarc.boursot@mail.dotcom.fr

I dedicate this game to my fiancée Olivia.                   }
```

1.9 data files

```
            There are two extra data files:


            Elements.data

            Forms.data
            If you want to have your own data file, design your tiles (PAL and ←
                NTSC
format, 8 colors, same size and shape as mine), then send them to me and
I'll create a new data file.
```

1.10   elements

```
Elements :

  There are seven different suits of tiles :

  - Clubs (Bamboos)
      There are clubs on the tiles.
      There are 9 different Clubs.
      There are 4 of each Club.

  - Hearts (Coins)
      There are hearts on the tiles.
      There are 9 different Hearts.
      There are 4 of each Heart.

  - Spades (Characters)
      There are spades on the tiles.
      There are 9 different Spades.
      There are 4 of each Spade.

  - Aces (Winds)
      There are 4 cards symbols on the tiles.
      There are 4 different Aces : Club,
                                   Heart,
                                   Spade,
                                   Diamond.
      There are 4 of each Ace.

  - Cobras (Dragons)
      There are cobras on the tiles.
      There are 3 different Cobras : Green, White, Red.
      There are 4 of each Cobra.

  - Initials (Flowers)
      There are elements initials (E, F, W, A) on the tiles.
      There are 4 different Initials (one tile of each).

  - Elements (Seasons)
      There are elements (earth, fire, water, air) on the tiles.
      There are 4 different Elements (one tile of each).
```

1.11   forms

```
Forms :

  There are seven different suits of tiles :

  - Triangles (Bamboos)
      There are triangles on the tiles.
      There are 9 different Triangles.
      There are 4 of each Triangle.
```

  – Stripes (Coins)
      There are horizontal stripes on the tiles.
      There are 9 different Stripes.
      There are 4 of each Stripe.

  – Surfaces (Characters)
      There are surfaces on the tiles.
      There are 9 Surfaces.
      There are 4 of each Surface.

  – Volumes (Winds)
      There are 4 cubes on the tiles.
      There are 4 different Volumes.
      There are 4 of each Volume.

  – Bars (Dragons)
      There are vertical bars on the tiles.
      There are 3 different Bars.
      There are 4 of each Bar.

  – Circles (Flowers)
      There are colored circles on it.
      There are 4 different Circles (one tile of each).

  – Squares (Seasons)
      There are colored squares on the tiles.
      There are 4 different Squares (one tile of each).

1.12   important remarks

If you have FAST memory the program will be almost twice faster than if
you only have CHIP memory.

When you edit a layout, check if it has a solution. If it hasn't, the
program will try all the possibilities to fill it before it understands
that it cannot make a playable board and this could take a very long
time. If you are patient, there's no other problem with layouts which
aren't playable.

1.13   credits

```
        ««««««             IMPERIAL            »»»»»»
        ««««««              V2.67              »»»»»»
        «««««« © 1993-98 Jean-Marc Boursot »»»»»»
```

CREDITS :

```
Program          : Jean-Marc Boursot

Gfx              : Pascal Andre (Forms.data)
                   Jean-Marc Boursot (Imperial.data, Elements.data)

Docs and texts   : Brice Allenbrand, Dirk Neubauer (german)
                   Jean-Marc Boursot (french, english)
                   Tauno Pinni (svenska.lng)
                   Kristian Wik (norsk.lng)

Music player     : Thomas Pimmel

Songs            : Didier Ast (Zen.song, Sasquatch.song)
                   Thomas Pimmel (Mer.song)

Layouts          : Jean-Marc Boursot (Heart)
                   Bodo Thevissen (Babylon, Butterfly, Cup, Eiffel, Pyramid)
```
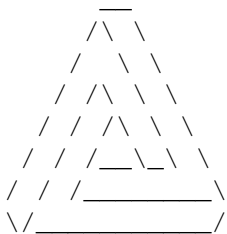
```
Gifts, suggestions, bug reports and enhancement requests should be sent
to :

        Jean-Marc Boursot
        10 rue du Rhône
        68100 Mulhouse
        (France)
```

```
or internet :


      __
     /\ \
    /  \ \
   /  /\ \ \      E-mail   : jmarc.boursot@mail.dotcom.fr
  / / /\ \ \      WEB      : http://www.mygale.org/~boursot
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```