During play of the game, a wide variety of menu options are available. Most of these menu commands have keyboard equivalents, given in italics. A quick summary follows:

File Menu - Various file handling and game startup items.
        Play Game - Basic Rules - Create a random world and start play! Allows
          Army, Transport, Destroyer, Cruiser and Battleship units.
        Play Game - Standard Rules - Introduces exploration and sighting rules,
          Submarine, Fighter and Carrier units, and provides more set-up options.
        Play Game - Advanced Rules - Introduces Armor, Bomber and Airbase
          units. New rules affecting terrain, combat and production apply.
        Play Game - Open - Load a previously saved game.
        Play Game - Start a new game as a remote slave. When starting a
          game with multiple systems, all but one should be remote slaves.
cmd S   Save - Game - Save the current game.
        Save - Scenario - Save the current map and units as a scenario.
        Save - Map - Save the current map.
        Save - AutoSave - Periodically saves the game to the autosave file.
        Scenario/Map Editor - Allows editing of scenarios and maps.
        Preferences - Change game speed, sound effects or graphics options.
cmd H   Help - Bring up this help screen.
cmd R   Resign - Resign the game, after recording scores.
cmd E   Exit - Exit the game, returning to the main menu.
cmd Q   Quit - Quit from Empire Deluxe™.

Edit Menu - Commands for editing a terrain map. You cannot edit the terrain map
         while a game is in progress!
        Build Random Map - Create a random world with random terrain.
        Resize Map - Adjust the size of the world.
        Clear to Land - Set all of the terrain tiles to land.
        Clear to Sea - Set all of the terrain tiles to sea.
        Clear all Units - Remove all land, sea and air units.

Modes Menu - Each mode affects what information is displayed on the map and how
         you assign orders to units.
 cmd 6 Survey Mode - Change to survey mode to examine map and give orders to
         units before resuming play. When in orders mode, option clicking on the
           map acts as a shortcut to enter survey mode.
 cmd 7 Groups Mode - Allow orders to be given to groups of units. Holding down
          the shift key and dragging with the mouse acts as a shortcut to enter
          groups mode.
 cmd 8 Paths Mode - Allow setting up of movement paths.
 cmd 9 Production Mode - Allow viewing of world from various points of view.
          This is available only at the end of a game, or when only computer players
          are active.
 cmd 0 Orders Mode - Resume game play, with units requesting new orders as
        standing orders expire. When in survey mode, and when you are the active
          player, option clicking on the map acts as a shortcut to enter orders mode.
        Edit Mode - Switch into the map editor. Selecting this requires you to
         quit any game in progress.

Reports Menu List - Provide the user with various game information.
 opt S   Status - Reports the current status of the game: units lost, cities
         captured, etc.
 opt I   Information - Provide information on the current unit/location.
 opt M   Combat Report - Report on any combat during the last turn.
 opt N   Recon Report - Report on any sightings made during the last turn.
        Player History - Display a list of player wins, losses and ranks.

Orders Menu List - Allows providing orders to specific friendly units.
    T   Move To - Order a unit to move to a specific location.
    P   Patrol - Order a unit to patrol between two or more locations.
    H   Go Home - Order a unit to go to the nearest city/base.
    X   Explore - Order a unit to explore the world.
    E   Escort Ship - Order a unit to escort a friendly ship.
    S   Sentry - Order a unit to go into sentry.
    B   Build Airbase - Order a land unit to convert into an air base.
    L   Load Ship - Order a ship to standby and load friendly units.
    U   Unload Ship - Order a ship to unload.
    W   Wait - Postpone giving orders to a unit until the end of current turn.
    A   Activate - Activate the selected unit.
  tab   Clear Orders - Clear a unit's operating orders.
  spc   Skip/Cont. - If the unit has no current orders, it will skip
       requesting orders for this turn only.   Otherwise, it will continue
       on with its orders.
  del   Disband Unit - Remove the unit from game play.
  cmd E   End Turn - Select skip/continue for all units.

Display - Various display controls.
cmd 1...5 Zoom Map - Change the map zoom level.
    C   Center Screen - Center the screen around the cursor location.
               Show Message History - This displays a window containing a
                history of recent game status messages.
               Show Remote Messages - This opens a window which allows
                messages to be sent and received from players on remote systems.
                The window will open automatically when a message is received.
               Hide Background - This option hides the desktop and other
                applications while Empire Deluxe™ is active.