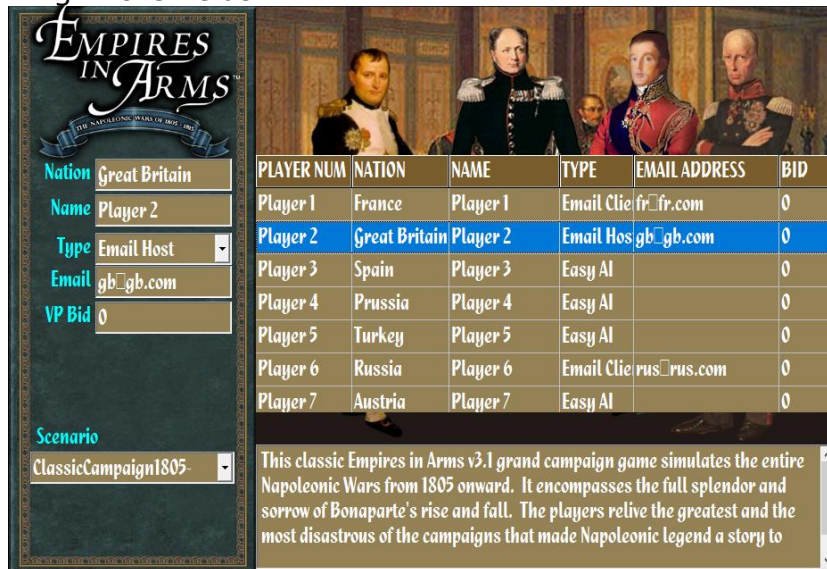


Empires in Arms PBEM Get Started Tutorial

Introduction This tutorial is intended to help new players start and play a new game, either as host or client. For this exercise, Great Britain will be the game host, France and Russia will be clients, and the rest (Austria, Prussia, Spain, and Turkey) will be AI computer opponents.

I. Great Britain sets up PBEM game as host

1. From the Main Menu Screen, click the "New Game" button. *NOTE: The game options selected by the game host before starting a new game become the default game options for all other players. Players may adjust the User Preferences during their turns, but every game turn will start with the default user preferences set by the game host. Therefore, the game host should also consider other players' preferences and use consensus settings.*
2. Manually fill in, or use the Optional Import Method (Game Assistance Program, GAP) to import data into, all fields (Name, Type, Email Address, and Victory Point Bids) on the New Game Screen. For this tutorial, we are manually filling in the fields.



PLAYER NUM	NATION	NAME	TYPE	EMAIL ADDRESS	BID
Player 1	France	Player 1	Email Clie	fr_fr.com	0
Player 2	Great Britain	Player 2	Email Hos	gb_gb.com	0
Player 3	Spain	Player 3	Easy AI		0
Player 4	Prussia	Player 4	Easy AI		0
Player 5	Turkey	Player 5	Easy AI		0
Player 6	Russia	Player 6	Email Clie	rus_rus.com	0
Player 7	Austria	Player 7	Easy AI		0

This classic Empires in Arms v3.1 grand campaign game simulates the entire Napoleonic Wars from 1805 onward. It encompasses the full splendor and sorrow of Bonaparte's rise and fall. The players relive the greatest and the most disastrous of the campaigns that made Napoleonic legend a story to

3. Click "Host Email Game" button.
4. Enter a game name (PBEM_Tutorial) and then click the "OK" button. The game starts and proceeds to Russia SETUP with a popup Current Player/Turn Information message box. Click "OK" and exit game as host. Note that we do not have to click "End Current Phase" button since no game play occurred.

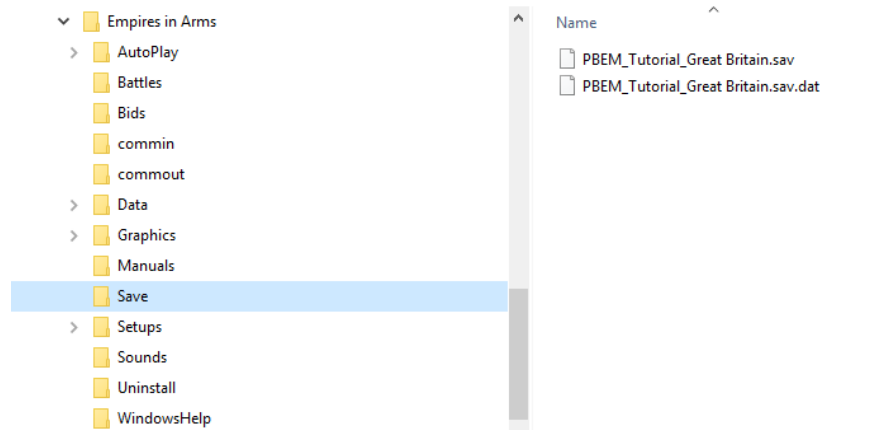


Current Player/Turn Information

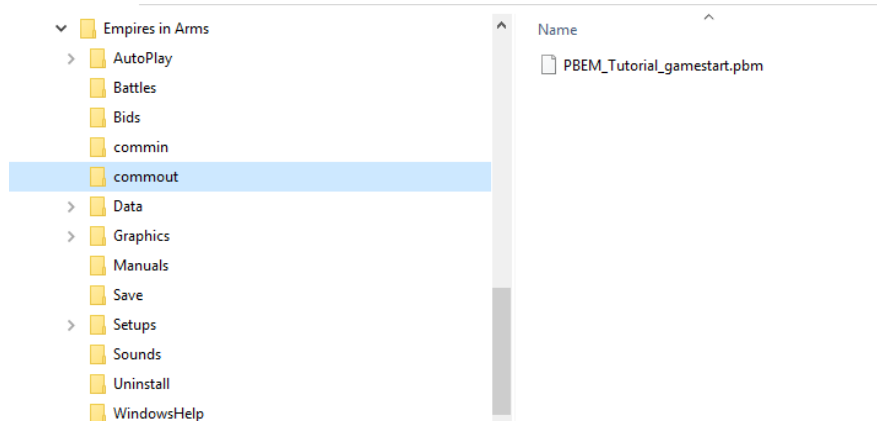
Year 1805
Month January
Active Country Russia
Current Phase SETUP

OK

Note that Great Britain has generated game save files in the \Save folder:



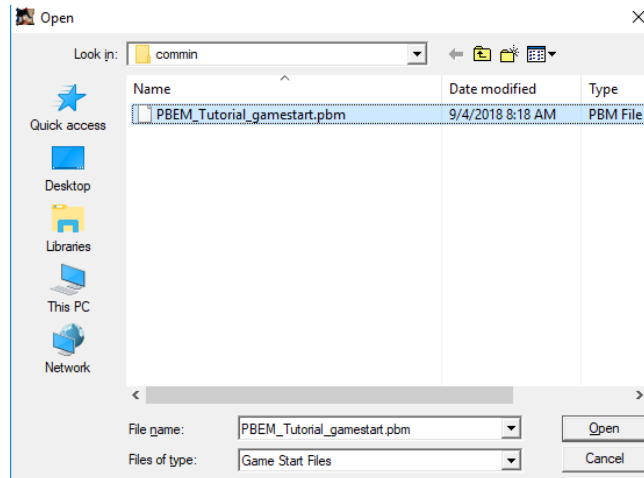
Note also that Great Britain has generated the *gamestart.pbm* file in the \commout folder:



5. Great Britain as game host sends the *gamestart.pbm* file (found in the \commout folder) to *all clients*, in this tutorial France and Russia. Email message could say "Game start complete, Russia setup next." This file (and all email files) should be zipped/compressed prior to email transfer to avoid any possible data corruption.
6. IMPORTANT: From now on, when the time comes for Great Britain to play or load a turn, use the "Load Game" button from the Main Menu Screen and load the saved game file (i.e., *PBEM_Tutorial_Great Britain.sav*).

II. Russia Setup Phase

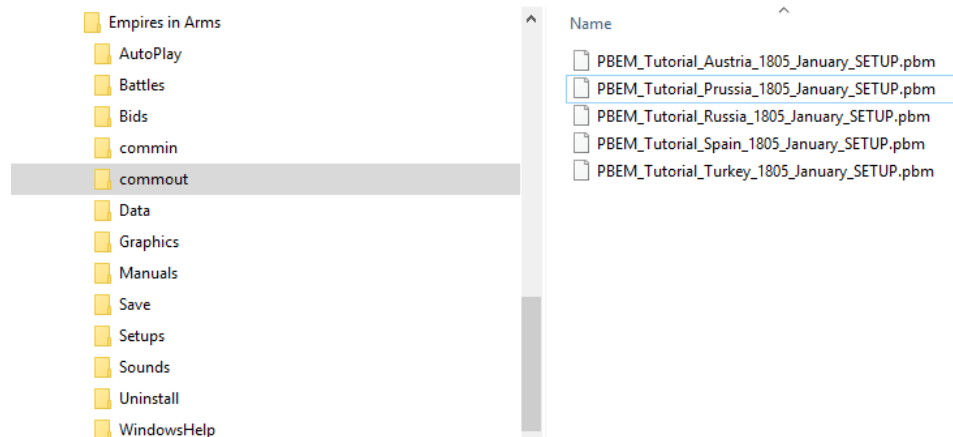
1. After receiving the *gamestart.pbm* file from the host, the Russia client unzips the file and places it into the \commmin folder before starting the game.
2. Start the game and click the "New Game" button.
3. Click the "Load email game" button.
4. Enter email address and click "OK".
5. Load the *gamestart.pbm* file from the \commmin folder. *NOTE: This is the only time Russia will use this file.*



6. If password protection is enabled, enter password then click the "OK" button.
7. Russia SETUP for Current Player/Turn Information appears on game screen. Since this is our SETUP PHASE turn, click "OK" on the message box and then setup our forces or load a saved setup file.
8. Click "End Current Phase" button. *NOTE: The program will automatically save the game once the "End Current Phase" button is clicked.*



9. Game proceeds to France SETUP. Exit the game as client. Note that Russia has generated game save files in the \Save folder. Note also that Russia has generated *SETUP.pbm* game files in the \commout folder, not just for itself but also for the four AI computer opponents: Austria, Prussia, Spain, and Turkey.



10. Russia as client zips and sends all turn files (found in the \commout folder) to *all players*, in this tutorial Great Britain and France. Email message could say "Russia setup complete, France setup next."
11. **IMPORTANT:** From now on, when the time comes for Russia to play or load a turn, use the "Load Game" button from the Main Menu Screen and load the saved game file (i.e., *PBEM_Tutorial_Russia.sav*).

III. France Setup Phase

1. After receiving the *gamestart.pbm* file from the host AND turn files from Russia, the France client unzips these files and places all of them into the `\commin` folder before starting the game.
2. Start the game and click the "New Game" button.
3. Click the "Load email game" button.
4. Enter email address and click "OK".
5. Load the *gamestart.pbm* file from the `\commin` folder. *NOTE: This is the only time France will use this file.*
6. If password protection is enabled, enter password then click the "OK" button.
7. Russia SETUP for Current Player/Turn Information appears on game screen. Since it is not France's turn, click "OK" on the message box and then the "Load Email Turn File" button found on the top menu bar:



8. Load all Major Power turn files that precede your turn. Proceed through Turkey SETUP, Austria SETUP, Prussia SETUP, and then Spain SETUP. When it is finally France's SETUP PHASE turn, we setup our forces or load a saved setup file.
9. Game proceeds to Great Britain SETUP. Exit the game as client. Note that France has generated game save files in the `\Save` folder. Note also that France has generated a *SETUP.pbm* game file in the `\commout` folder, but just for itself and not also for any other AI computer opponents.
10. Click "End Current Phase" button.
11. France as client zips and sends its turn file (found in the `\commout` folder) to *all players*, in this tutorial Great Britain and Russia. Email message could say "France setup complete, Great Britain setup next."
12. IMPORTANT: From now on, when the time comes for France to play or load a turn, use the "Load Game" button from the Main Menu Screen and load the saved game file (i.e., *PBEM_Tutorial_France.sav*).

IV. Great Britain Setup Phase

1. After receiving the turn files from Russia and France, the Great Britain game host unzips these files and places all of them into the `\commin` folder before starting the game.
2. Start the game and click the "Load Game" button, not the "New Game" button. As game host, recall that Great Britain has already created game save files. We do not need to load the *gamestart.pbm* file.
3. Select and open the *PBEM_Tutorial_Great Britain.sav* file. From the Main Menu Screen, click the "Resume" button to start.

4. Russia SETUP for Current Player/Turn Information appears on game screen. Since it is not Great Britain's turn, click "OK" on the message box and then the "Load Email Turn File" button found on the top menu bar. Load all Major Power turn files that precede your turn. Proceed through Turkey SETUP, Austria SETUP, Prussia SETUP, Spain SETUP, and then France SETUP. When it is finally Great Britain's SETUP PHASE turn, we setup our forces or load a saved setup file.
5. Game proceeds to France Diplomacy. Exit the game as game host.
6. Great Britain as game host zips and sends its turn file (found in the `\commout` folder) to *all players*, France and Russia. Email message could say "Great Britain setup complete, all players up for diplomacy next." Note that the diplomacy phase is simultaneous for all players upon completion of the setup phase, and later upon completion of the land phase, or economic phase if applicable.

V. France Diplomacy Phase

1. After receiving the turn files from Great Britain and Russia, the France client unzips these files and places all of them into the `\commin` folder before starting the game.
2. Start the game and click the "Load Game" button.
3. Select and open the *PBEM_Tutorial_France.sav* file. From the Main Menu Screen, click the "Resume" button to start.
4. Great Britain SETUP for Current Player/Turn Information appears on game screen. Click "OK" on the message box and then the "Load Email Turn File" button found on the top menu bar. When it is finally France's DIPLOMACY PHASE turn, we perform our diplomacy actions. France is at war with Great Britain so we must click the "Show Current Surrender Settings" button on the top menu bar and select victory conditions for war with Great Britain.
5. Click "End Current Phase" button.
6. Game proceeds to Russia Diplomacy. Exit the game as client.
7. France as client zips and sends its turn file (found in the `\commout` folder) to *all players*, Great Britain and Russia. Email message could say "France diplomacy complete." Again, the diplomacy phase is simultaneous for all players.

VI. Russia Diplomacy Phase

1. After receiving the turn files from Great Britain and France, the Russia client unzips these files and places all of them into the `\commin` folder before starting the game.
2. Start the game and click the "Load Game" button.
3. Select and open the *PBEM_Tutorial_Russia.sav* file. From the Main Menu Screen, click the "Resume" button to start.
4. France SETUP for Current Player/Turn Information appears on game screen. Click "OK" on the message box and then the "Load Email Turn File" button found on the top menu bar. Proceed through France SETUP. When it is finally Russia's DIPLOMACY PHASE turn, we perform our diplomacy actions.

5. Click "End Current Phase" button.
6. Game proceeds to Great Britain Diplomacy. Exit the game as client. Note that Russia has generated *Diplomacy.pbm* game files in the `\commout` folder, not just for itself but also for three AI computer opponents: Austria, Prussia, and Turkey. Spain is last in diplomacy, and its file will be generated by Great Britain as the last human player.
7. Russia as client zips and sends all turn files (found in the `\commout` folder) to *all players*, Great Britain and France. Email message could say "Russia diplomacy complete." Again, the diplomacy phase is simultaneous for all players.

VII. Great Britain Diplomacy Phase

1. After receiving the turn files from France and Russia, the Russia client unzips these files and places all of them into the `\commin` folder before starting the game.
2. Start the game and click the "Load Game" button.
3. Select and open the *PBEM_Tutorial_Great Britain.sav* file. From the Main Menu Screen, click the "Resume" button to start.
8. France SETUP for Current Player/Turn Information appears on game screen. Click "OK" on the message box and then the "Load Email Turn File" button found on the top menu bar. Proceed through France SETUP. When it is finally Great Britain's DIPLOMACY PHASE turn, we perform our diplomacy actions. Great Britain is at war with France so we must click the "Show Current Surrender Settings" button on the top menu bar and select victory conditions for war with France.
4. Click "End Current Phase" button.
5. Game proceeds to Great Britain Reinforcement. Here we perform our reinforcement actions.
6. Click "End Current Phase" button.
7. Game proceeds to Russia Reinforcement. Exit the game as host. Note that Great Britain has generated *Diplomacy.pbm* game files in the `\commout` folder, not just for itself but also for one AI computer opponent: Spain. Note also that Great Britain has generated *Reinforcement.pbm* files in the `\commout` folder, not just for itself but also for three AI computer opponents: Austria, Prussia, and Turkey.
8. Great Britain as host zips and sends all turn files (found in the `\commout` folder) to *all players*, France and Russia. Email message could say "Diplomacy complete. Great Britain reinforcement complete, Russia reinforcement next." And so on...

Summary Once a game is in progress, it becomes a simple matter to unzip received files into your `\commin` folder, open your game save file, resume play, click the "Load Email Turn File" button as needed to advance to your turn, and then click "End Current Phase" button when you have completed your actions. Then zip all files in the `\commout` folder and send them to *all players*. Technically, once you complete your turn's administrative actions, you do not need to keep files in the `\commin` and `\commout` folders and these processed files may be deleted. Enjoy!