

Greetings, your Excellency. As the ruler of a burgeoning Empire you enjoy a vast amount of power over political, military, and economic affairs. Minister Briefings are available to help you learn the interfaces through which you issue your commands.

Although it can be played on an infinite variety of random maps, Imperialism is modeled on the world at the beginning of the Industrial Revolution. The world is divided into Great Powers--you and your rivals-- and Minor Nations ripe for exploitation.

While this demo does not contain many of the game elements and features, it has been designed for your successful play of the early part of the game. Your industries are well supplied, and your country possesses plentiful and easily accessible resources. You enjoy military superiority over your neighbors and good diplomatic relations with several smaller nations.

This demo allows you to play 10 years. The full version of the game can run over 100 years if no Great Power prevails before that time.