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NON AGGRESSION  
PACT LAZY MEMBERS  
AKA - NAPALM

COMPLIMENTARY  
FREE ISSUE

ISSUE 1

Updated  
April 2018

# GAME MANUAL

*General TwistedSteele*

\* MAY CHANGE DUE TO ALLIANCE TELEPORTS TO NEW REGIONS

PLUS MORE

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Setting up

New Regions

Location, dead cities

FAST build method

Tips and updates

News and regions

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OMNI  
: EEB G<>

IN ASSOCIATION WITH



Welcome to this beginner manual for playing the games known as ...

**EMPIRE** + **COMMANDERS**

Tips apply for the game  
**COMMANDERS**  
where stated

What are we doing exactly?

We updated this manual as we have been overwhelmed by the reaction here. We intend to delve in to the problems with the update in this game in our next issue. So we are playing the excellent but frustrating-as-hell game called EMPIRE Z. Yes that F\*&%ng game from Ember Entertainment, and another Ember game called "Commanders" which has a similar play system. But that's another manual...

This brief manual concentrates on Empire Z and where shown, tips may also apply to gameplay of Commanders. You don't have to spend \$100 just to have those bragging rights. Some players have already done this. You can grow at your own speed.

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Empire Z cannot be successfully played by oneself. There are too many reasons why solo players fail, and being outnumbered is the biggest reason players leave the game, resulting in "dead cities". To avoid this, just join an alliance. That alliance should be active and have a good general and good "prospects". OMNI is one such alliance. So consider joining us! Thanks!

# NEWS FLASH

Originally OMNI was run by "OMNIAC" and is now run by General TwistedSteele. Some members have been in the alliance since 2014.

We will soon start up OMNI2. This new alliance and will extend OMNI more into the game with newer players and ever newer aims and challenges.

Consider joining our alliance, and we will add you to our membership and hall of fame.

① SEE MORE ON DEAD CITIES IN EMPIRE Z & COMMANDERS [HERE](#)

## SETTING UP

### New Regions - whole game in just 3 regions



In march of 2017, Empire Z introduced the addition of three new regions, and special alliance teleports that generals could use that enable the entire alliance to teleport to other specific regions. So, what happened? Well, it made things better for a while, then made things a lot worse.

### What is a good city location?

A smart player chooses the city location carefully. Players have actually done this. We recommend porting your city near a few dead cities.<sup>①</sup> Use these as fresh source of valuable food, metal, wood, oil and coin. Some players quit Empire Z early on, so use their abandoned cities for rss. Many players can build up their cities with easily found resources (rss) thru this method. If you attack dead cities during war events, it adds to your "rewards" for the event. Until you have ample shields available, simply send your troops on long walks during war events. Add slow troops like "Bloated" who slow down marches. Pick a region with the least nasty elements. Use a system and you will grow steadily.

**Some tactics on locating beside dead cities:** If your own cities are attacked and you need to build up rss quickly to make a speedy recovery and rebuild - then attacking your neighboring dead cities will be a blessing as you can recover faster than other players. You can collect wood, coin, metal, food and oil. Book mark dead cities for Oil, or metal, as applicable.

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As of March 2017, Ember introduced new Alliance teleport ability for whole alliances, whereby the general can port an entire alliance to a new region in an instant. Like a mass beam out, ala Star Trek! This will create uncertainty, so vigilance is required for the alliance you choose.

# OMNI ALLIANCE

*The only way to win any battle is to pick battles you can WIN, and to always HAVE AN EDGE.*

## THAT'S A 10-4!

This type of building is well known in war gaming. It consists of building 10 of each kind of unit on an available space in your city.<sup>②</sup> If no space is available, choose the 10 least performing units and demolish them one at a time. If you choose to do this while activating VIP, (the word VIP becomes yellow) you will get shortened timers. You build 10 units and collect EMPIRE MISSION REWARDS. When you collect the reward, demolish 6 of those units, keeping the other or the best performing 4 units.

Why destroy some? Because you don't need 10 lumber mills, 10 oil derricks, 10 hospitals and the game just does not allow you to have 10 of each at same time, unless it's a supply city.<sup>③</sup> There are not enough spaces in a city. So you have to build 10 of each kind of unit and destroy 6, then keep just 4.

You have 25 spaces available outside your city wall, and 24 spaces inside the city wall. The best time to

## WHEN YOU BUILD 10 OF ANYTHING, YOU COMPLETE AN EMPIRE MISSION

You can collect everything along with it, in prizes, resources, hero points, power, and more. These, when aggregated - all spur your growth and speed up your bonus rewards.

To others, you appear to be a city on steroids, but to you, you are doing it better, because you are following a little known system. You build 10, destroy 6. Then repeat it for everything.

After 10k build is done, do the **perfect layout** to begin.

### Outside Walls

- 11 farms
- 4 lumber mills
- 4 oil derricks
- 5 mines
- 1 airport

### Inside the walls

- 10 houses
- 4 hospitals
- 4 recruiting stations
- 1 radar
- 1 storage bank
- 1 infected pen
- 1 command center

*Contd Page 4*

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② Same applies for the game  
COMMANDERS

③ Supply cities are cities that can be built so they have one main rsc like Oil, Food, Coin, Metal or Wood. Your **second** city is ideal for being an oil or other named rsc supply city for your main city. It can also be made by creating a second or third account in the game.

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In the game Empire Z, once you reach level 12 for your command center, you are given a key to start building a new second city.

Some players have reached very high powers and not created a second city yet. We are creating a new free manual on city building.

# OMNI ALLIANCE

Contd from Page 4

1 research lab  
1 foreign embassy  
Now you can really grow your city. More smart tips coming soon.



## AQUARIUS

shares a tip on creating a second account

Contd from Page 3

do this is early on in the game, since you will grow faster earlier on. It will enable your growth to scale up. One obvious takeaway point is to retain as many farms as you need to feed a hungry growing army of troops.

## UPDATE YOUR RECON

Yes, having radar on level 1 is silly, but lots of people don't upgrade it enough. So upgrade it always, and upgrade recon to match your Command Center, it will tell you during scouting what kinds of troops in what quantities are stationed or marching. Recon is about spying on the enemy in this game. Use recon! Information is power. These tips also apply in the game Commanders. We should put a sticker on this or something, I swear.

NOTE: after you reach level 12, you get a key to a 2nd city in Empire Z. That is one of the coolest features in this game. Build again!

Tips also apply for the game **COMMANDERS**

The 2nd city feature is not in **COMMANDERS**.

Tactics is the name of the game and so some players will be wanting to create a second account in Empire Z.

All the big dawgs have second accounts, and some have a third, fourth and fifth. They can access all these game accounts from just the one device, and thanks to a facebook login system, they can use the switch feature in the game itself.

To achieve this easily - please have the following:

1. an email address
2. a facebook account, created with this email address.

First use the email address to create a new dummy account in Facebook. Give it a name and remember the password into it. Empire Z will now ask you on this screen for the login. Once back in the game, start building your brand new second account city. To add more, simply repeat as before.



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# EMPIRE Z

Do you know we operate another alliance? It's called ...



# OMNI ALLIANCE

We have a question for players of Commanders. What kind of tips and information do you want to see in a "possible" future ezine dedicated to Commanders followers? How do you find the game? Let us know. We are going to set up some social media pages for everyone soon.

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DO MISSIONS WHILE IN VIP TIME TO REDUCE TIMERS

BUILD UP YOUR  
RADAR  
HOUSES  
HOSPITALS  
RECRUITMENT STATIONS  
STORAGE BUNKER  
EMBASSY  
CLONING CENTER

BEING IN  
AN ACTIVE ALLIANCE  
(LIKE OMNI ) MEANS YOU  
GROW FAST AS MEMBERS  
HELP YOU  
WITH BUILDS &  
TIMER REDUCTIONS



BUILD USING THE 10 - 6 - 4 METHOD TO INCREASE & BUILD YOUR CORE FASTER

YOU CAN GROW YOUR COMMAND CENTER TO LEVEL 5 OR BETTER IN THE FIRST DAY

DO MISSIONS CONSTANTLY AND COLLECT REWARDS AND GROW GROW GROW!

BUILD UP YOUR COMMAND CENTER & WALL TO SAME LEVEL KEEP BUILDING UP



Hello, I think this game needs more info in the "Help Area". The game is slow and takes forever to move forward unless people have a help manual. What is an IC? I see it written everywhere. There is no centralized place of assistance, and the powerful players don't share anything. What can us newcomers do, besides just quit?

## SUGGESTION BOX OF IDEAS

Originally Empire Z came with just one city for each player to develop. Then they introduced the idea of allowing a player to activate a 2nd city after advancing to level 12 of the game.

This effectively is a reward for sticking with the game up until that point. Which is what is needed in the companion game of Commanders.

Commanders has fewer players, and a longer more slower speed of play. It's let down by a lack of innovations, yet graphically it is superior to Empire. So what if a constant attacker on your city outside events could be "FROZEN" and penalized by a timer?

## DEAD CITIES IN THE GAME

### Growing fast

For whatever reason, people abandon the game, and in doing so, leave their city. The city or cities will continue to output food, metal, oil, wood and coin. So why not use them?

### War Games are about POWER

By attacking dead cities, you are gathering resources (rss) in a better, easier way. In any wargame, it is more efficient to gather rss this way than by the slower more traditional gathering method of looking for tiles on which to gather.

Both Empire Z and Commanders have ample amounts of dead cities for farming. Your duty is to find them, and bookmark them for regular visits. you By doing this you are increasing and growing power quicker. If not, then someone else will gain power more than you, due to what financiers call "opportunity lost". The more dead cities there are, players get richer quicker. So if you spot the opportunity to use a dead city, take it.

In the game Commanders, things move slower, as there are only 3 regions, and things move very slow in that game, The system to developing a city is the same as in Empire Z. There is no ability to develop a 2nd city after level 12, as in Empire Z, and no zombies obviously. This game is overdue to have new features added to make it more playable and "sticky".

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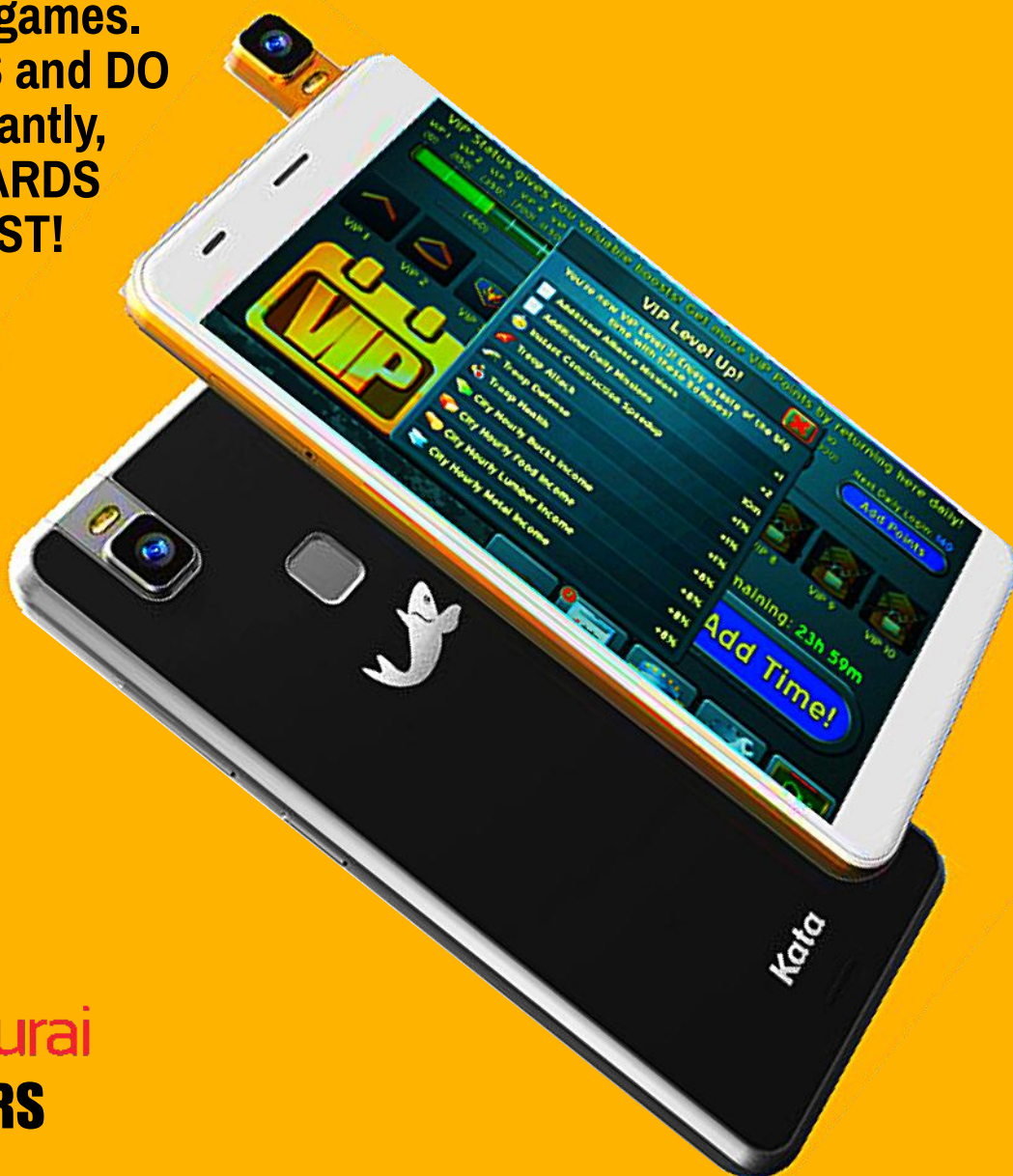
In conjunction with Yoda Samurai alliance in Commanders, we are planning a strategy guide / manual for this game.

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Ark Rigest is not in any way  
connected to Ember Entertainment.  
Kata Selfie mobile phone  
shown playing Empire Z on  
Android Marshmallow.



**We are avid game players  
and lovers of war games.  
Please FOLLOW US and DO  
MISSIONS constantly,  
COLLECT REWARDS  
and GROW FAST!**



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Our social media is coming soon



# OMNI ALLIANCE

## EMPIRE Z

iOS



Google play

kindle fire

available for iOS, Android and KindleFire.

### OMNI ALLIANCE

Omniac, I am curious about what happens at the end of the world? Maybe not in Empire Z, but this game got me thinking about life and what happens if it all goes down south, all that Walking Dead stuff... what can I do to survive the apocalypse?

The game is a game. Walking Dead, well that's a great book set and the tv show is great. How do you survive the aftermath?

First - remain calm and practical, stay decisive and profit-minded, establish overseas residency, get a 2nd passport, open plenty of offshore bank accounts, establish credit if possible in several countries, try buying digital assets or crypto coins, hold cash of several different denominations and try finding a currency arbitrage situation to exploit - all legal of course. You will need this in the future if you want to survive. S'funny, cos it shows how much we are dependent on the money system to survive. In TWD, money is never mentioned or used. This advice is not related whatsoever to the game mentioned above.

*The opinions represented here are not endorsed by Ark Rigest.*

