



NEWS

- [Headlines](#)
- [News Releases](#)
- [News Archives](#)
- [Feedback](#)
- [Advertising](#)
- [Newsfeed](#)

Get the Top 50 Downloads Now from Gigex!



FEATURES

- [Interviews](#)
- [Reviews](#)
- [Previews](#)
- [Gadgets](#)
- [Mysterious Ramblings](#)
- [Talon's Take](#)
- [From the Mouths of Babes](#)
- [FemDevs](#)
- [Image Galleries](#)
- [Time of Defiance](#)
- [Aikida Archives](#)
- [Beta Station](#)
- [E3 2003](#)

FORUMS

- [Forum Guidelines](#)
- [Discussion & Feedback](#)
- [Off the Beaten Path](#)
- [Developer Discussions](#)

WARCRY SITES

Rhialto reviews Imperial Wars

11/12/2003 - 03:43 PM - [Filed by Mystery]

[Editor's Note: This review was submitted by a player of Imperial Wars by the name of Rhialto. He has such interesting things to say about the game, we thought we'd share it with you.]

"As the CEO stretches and ponders the galaxy, there is much to be pleased with. Some might all Galactic Mergers & Acquisitions a Raider, but he could see that the services GM&A provided were necessary to the well-being of a myriad of worlds and, of course, the shareholders.

Manufacturing continues to expand the Reductions in Population (RIP) program to bring the efficiency of modern robotic industry to the entire galaxy.

Philosopher Relations is promoting various sects - bringing in tithes from otherwise useless local populations.

Tech Transfer is getting large markups on its new line of black hole generators despite the fact that this meant destroying a world to do that. Fortunately, these worlds were previously someone else's so no red ink bled on to GM&A's corporate books.

Legal is doing a brisk business spreading truth and justice across a benighted galaxy - and making handsome profits.

There is only that 141 Imperial credit debt from the Dread Pirates for him to gnash his teeth over! One day one day

That forum post came from my player character, Galactic Mergers & Acquisitions Inc., in a game of Imperial Wars. We were fast approaching the endgame at that point. GM&A's many schemes were coming to fruition at that point, but it wasn't always that way. This game was a vastly entertaining one of close-knit alliances, nail-biting battles and great role-playing with drama, comedy and incredible interactions.

Imperial Wars is an interactive online strategy wargame. I am having a fabulous time playing this game. It is turn-based and similar to other 4X games to some degree but it is played with 16 real people playing 7 very different roles with different goals and scoring criteria. Players must cooperate, form alliances, trade and scheme together to succeed. Certain player types like Traders and Philosophers can only score points by dealing with other players. GM&A was a Raider. The various roles are Baron, Warlord, Philosopher, Raider, Trader, Hourai, and Terminator. The game lends itself to role-playing interaction with in-game email, chat and game Internet forums for communicating. The forums are a fun way of role-playing and spreading information and misinformation. What I



DEEP DISCOUNTS ON TRAVEL!

SEARCH AND SAVE

Hotel Rooms	▲
Car Rentals	□
Airline Tickets	▼

SAVE MORE ON YOUR NEXT TRIP!

1 Unreal II Expanded Multiplayer Demo

- Anarchy Online
- Asheron's Call
- Asheron's Call 2
- City of Heroes
- Dark Ages of Camelot
- Darkfall Online
- Dragon Empires
- Dragon Realms
- D&D Online
- Final Fantasy XI
- Final Fantasy X2
- Horizons
- Jumpgate
- Lineage II
- Linux Warcry
- Matrix Online
- Middle Earth
- Mythica
- Rubies of Eventide
- Thesa Online
- Star Wars: Galaxies
- Uru: Ages Beyond Myst
- Warhammer Online
- World of Warcraft

found most astonishing was the way I formed very close alliances, especially with one player I have never met or talked to, working hand in hand (or robotic virtual reality glove since he was a terminator) to defend ourselves and eventually to dominate the universe.

IWars starts out slowly, with easy moves that take only a few minutes once per day. But as you meet other players (Starlords) and control more planets, forts, factories, fleets, etc., and as you negotiate with other Starlords, the game gets complex and the turns are eventually spaced by a week. An entire game from start to finish may take a couple of months. It is a wonderfully immersing and fun game which I recommend to anyone looking for an online strategy and role-playing game with the advantage of turn-based - allowing you to play to win without taking your entire real life.

- 2 Armed & Dangerous
- 3 Prince of Persia Trailer
- 4 Airport Tycoon 3
- 5 Empires: Dawn of the Modern World(TM)

powered by **Gigex**





Related Links:

[Imperial Wars Homepage](#)

[Interview with Larry Dunlap, one of the founders of Intelligent Life Games](#)

[Interview with Melissa Hooven, Larry Dunlap, and Bruce Dean](#)

COMING SOON

- [Ultima X: Odyssey](#)
- [Guild Wars](#)