Middle East Empire 2027

Select your language





iGindis Games
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Using our in-game automated translated messages will help everyone to communicate and understand each other.

Game Story
It is the year 2027 and a big uprising overthrew the existing government in your country.
As leader of the uprising you got unlimited authority in the country.
The parliament nominated you and your way to make the country into an empire of the Middle East.
The game is based on one player against very smart AI system that iGindis Company designed.
The system is designed to think of thousands of possible scenarios and to choose the best way to win.
You need to show your leadership and bring your country to be an empire in the Middle East.



How to start?
The game does not require registration you just click and play.
Choose the country you wish to play with and the game will begin.
When you finish the actions you wish to do click "Pass Turn" and the system will calculate and will give you the turn results.
One turn indicates one in game month and the game starts at 1/2027

First actions
* Check your country economy and improve it. (a Strong economy will lead your country to be empire)
* Check your relations level with other countries and improve them.
* Improve your research levels in your country will provide you easier way to defend your country.
* Do not attack at the start but try to build and make your country stronger.
* Spy on countries to get important information and check who spys on your country.
* Make other countries weaker by using spies' activities.
* When you see the opportunity to weaken another country that is at war by moving forces to the border do it. (The country will need to split their forces)
* every turn check all the game news it's will help you follow what the system is going to do next and will lead you to success.



Save & Load
You can save or load your game data in the single-player mode.
But remember you have only one saving slot and in case you load you cannot rollback.
Be careful with it.



Money
* You get money in game by the amount of civilians you have in the country and this will indicate your monthly budget.

* For example if you choose Egypt your annual budget will be $44,472,000,000 and the system will split the budget to monthly (One turn) budget $3,706,000,000.
The budget comes from taxes and with Egypt every civilian give monthly tax of $46
* It is important to develop the country education it will increase your monthly income.
* Improving the relations with other countries will give better trade and more taxes to collect.
* Improving the relations with world superpowers will give your country more aid and support from them.



Civilians
From them you get money every turn that passes.
* If the country reaches 0 civilians it will lose.

Economy and Industry
It is important to improve the economy and industry of your country as it will help you to build a better and stronger country.

Research Center
The research center will help you to develop your country offense and defenses.
* If you develop mass destruction weapons and you reach the final level then the option to use it will open.
* If your research facility gets bombed all the levels will be gone so defend you country well.

Diplomacy options



Declare war
Will allow you to attack the country.
Cost: $0



Ask cease fire from war
Will also lift sea siege if it is accepted.
The chance that they will accept the cease fire terms is 33%
Cost: $1,000,000,000



Threat with military actions
Can make deterioration in relations or improve them.
Cost: $500,000,000



Improve countries trade relations
Improve the countries relations and trade benefits.
Cost: $3,000,000,000



Sign peace treaty
Prevent any military or spy action between the countries.
Cost: $5,000,000,000



Sign military alliance treaty
Military alliance between countries.
If one of the countries been attacked the other will come to help and increase the country budget by 3%
50% chance will join to help in case of war
Cost: $7,000,000,000



Break alliance
Will cancel the military alliance treaty.
Cost: $0



Break peace treaty
Will cancel the peace treaty.
Cost: $0



Sour relations
Sour relations by accidental incident.
Cost: $0



Send aid
Send all your spare money as aid the target country.



Send military aid
You will send 20,000 troops, 500 tanks, 500 artillery, 48 helicopters and 24 jets to another country for peace keeping mission.
The deployed army will join the battle in case of war and will come back automatically to your bases after 3 turns and only in case the target country have peace.
* If you send units you cannot call them back if you are at war so be careful with it.
* The number of units that will come back depend on the war results.
* The countries must be allies to allow military aid.
* You need to wait until forces will come back to allow sending aid again.



Call for help
You will call to the leader of the country and will ask from them to help you.
* This option will appear only in case your country at war.
* The call for help will encourage your ally to send aid (money/military) or join the war.
* You can use this option once every turn.



Give independence
Will allow you to release country that you conquer and give them independence.
You will give the country independence and in result of your action your countries will be allies.
The action will increase also the diplomatic relations with the all superpowers by one level.
* The new born country will retain its original borders and 90% from the civilians but all military units, technology levels will be lost.
* You will send them 750 million and military aid of 20,000 troops to protect the order in the country + 250 Tanks.
* All countries will be in friendly relations with the new born country.
* You cannot give independence if you have less than 1 million civilians.



Rebuild country
Will dispatch huge support to revive lost country.
The action will revive the country and make your countries best allies.
To revive lost country you will send support of 25,000 million money, 1 million civilians, 20,000 Troops, 500 Tanks, 250 Artillery.

International relations
Possible options in the relations screen.
1 = War
2 = Ceasefire
3 = Hostile relations
4 = Cold relations with high spy activity
5 = Cold relations with medium spy activity.
6 = Cold relations with low spy activity
7 = Friendly relations without spy activity.
8 = Peace treaty. (Will increase your monthly income by 1%)
9 = Excellent partnership relations. (Will increase your monthly income by 2%)

10 = Military Alliance. The countries will help each other if the other country gets attacked. (Will increase your monthly income by 3%)

Possible relations with world superpowers
1 = Have hostile relations with your country.
2 = Decided to cut relations with your country.
3 = Decided to close the embassy in your country and to bring back the ambassador.
4 = Have cold relations with your country because of the last actions you have made.
5 = Have normal relations with your country and accept to sell level 1 weapons to your country.
6 = Have friendly relations with your country and accept to sell level 2 weapons to your country.
7 = Have friendly relations with your country and accept to sell level 3 weapons to your country.
8 = Have good relations with your country and they give you monthly aid of 1% of your budget. (Will accept to sell level 3 weapons to your country)
9 = Have very good relations with your country and they give you monthly aid of 5% of your budget. (Will accept to sell level 4 weapons to your country)
10 = Have excellent relations with your country and they give you monthly aid of 10% of your budget. (Will accept to sell level 5 weapons to your country)



Rebels
The rebels in the country do not pay taxes and their whole intention is to harm the country.
If the rebels reach 80% of the country population there is chance for a military revolution and you will lose the game.
* When you support rebels in another country then the target country will be weakened from the rebels meaning less taxes for them every turn.
* If you have a lot of rebels in the country then the best way to decrease them is to invest the country money into welfare and the rebels will become paying civilians.



Spy center
You can use spies for a variety of missions.
The option will open if you have enough money and if you did not spy on that country this turn.

Spy mission type



Military intelligence - Your spy will try to gather military intelligence on the target country.
Success rate: 40% - Every spy tech level raises the chance by 5%
If mission succeeds: You can see the target country´s military power.



Economic intelligence - Your spy will try to gather economic intelligence on the target country.
Success rate: 60% - Every spy tech level raises the chance by 5%
If mission succeeds: You can see the target country´s economic status.



Technological intelligence - Your spy will try to gather technological intelligence on the target country.
Success rate: 35% - Every spy tech level raises the chance by 5%
If mission succeeds: You will see a few random technologies from the target country and what level they are at.



Bomb airbase - Your spy will try to infiltrate the airbase of the target country and place bombs near enemy jets.
Success rate: 15% - Every spy tech level raises the chance by 3%
If mission succeeds: The bombs will explode and up to 12 enemy jets will be destroyed.



Sabotage technology - Your spy will try to disrupt the work in the target country technology center.
Success rate: 10% - Every spy tech level raises the chance by 3%
If mission succeeds: 1-5 technology levels will be wiped from the target country.



Damage economy - Your spy will try to infiltrate the stock exchange of the target country and will try to plant virus that will damage their economy.
Success rate: 17% - Every spy tech level raises the chance by 3%
If mission succeeds: The target country will lose all available money.



Steal money - Your spy will try to steal money from the bank of the target country.
Success rate: 13% - Every spy tech level raises the chance by 3%
If mission succeeds: You will steal 10% from the available money from the bank of the target country.



Cause dissension - Your spy will try to infiltrate the troop camp of the target country and try to cause dissension.
Success rate: 8% - Every spy tech level raises the chance by 3%
If mission succeeds: Up to 15% of their troops will leave the army and will become civilians.



Frame other country - Your spy will try to cause diplomatic accidents between two countries.
Success rate: 5% - Every spy tech level raises the chance by 1%
If mission succeeds: The countries will lower diplomatic relations by 1-3 levels.
* You just select the target country and the system will auto check for the lowest relations the country has with other country, than your spy will make the diplomatic accident between them.



Support rebels - Your spy will try to deliver weapons and supply to the rebels in the target country.
Success rate: 18% - Every spy tech level raises the chance by 3%
If mission succeeds: The number of rebels can increase by up to 50,000 rebels.



Sabotage missiles - Your spy will try to infiltrate the missile centre of the target country.
Success rate: 7% - Every spy tech level raises the chance by 3%
If mission succeeds: Many ballistic missiles from the target country will be destroyed.



Assassinate leader - Your spy will try to assassinate the leader of the target country.
Success rate: 2% - Every spy tech level raises the chance by 1%
If mission succeeds: The target country will be lost in the Middle East history pages.



Rig elections - Your spy will try to spread false news about other candidates and rig the elections in target country.
Success rate: 3% - Every spy tech level raises the chance by 1%
If mission succeeds: Will make the countries suddenly the best allies.



Infiltrate rebels - Your spy will try to infiltrate rebels group in your country.
Success rate: 5% - Every spy tech level raises the chance by 3%
If mission succeeds: Up to 20٪ from your rebels will leave the group and will become civilians.

Buy weapons
There are 4 superpowers in the year 2027 and they are the main weapons suppliers to the Middle Eastern countries.
The United States, European Union, Russia and China.
Each supplier can sell you different weapons in different price.
* Important to check the specials of every weapon suppliers.

Weapons description



Troops can be used to defend your country from enemy commando raids and can also be used to launch

commando attack raids.



Tanks are very important when you launch a total war attack. The more tanks you have, the greater the chance of obtaining land. It is important to note that tanks are also used as the last line of defense upon enemy tank raids.



Artillery is used to soften enemy troop positions and enemy artillery. A good idea is to use artillery barrage and follow it up with a commando attack. This way the enemy has fewer troops to defend their land.



Jets are a powerful weapon in the game. They can be sent for bombing raids to hit enemy positions. The more jets you have, the greater the chance you have in hitting more enemy positions. A good idea is to use them to launch waves of bombing runs before launching a total war attack.



Helicopters are great for hitting enemy tanks and artillery. Helicopters can be used in hitting enemy tanks, in softening positions and during total war attack. It is important to destroy enemy tanks to allow your forces to conquer more land!



Anti-air missiles are used to defend your country from air attacks (i.e. Jets and helicopters). When launching a total war attack, Anti-Air missiles are used to defend your tanks from enemy jets and helicopters.



Ships help protect your shoreline. They also carry huge cannon guns which attack troops. When used during navy attacks, it can help destroy enemy forces. Be careful of enemy ships which patrol their shoreline!



Submarines are a great stealth weapon, and can be used to launch stealth attacks on enemy shorelines. Submarines are equipped with torpedoes and guided missiles.



Reserves troops will replace every troop that gets killed in battle and when you dont have any more reserves than you need to start to worry.

War room
The possible actions in the war room depend on the relations level with the countries and if there is border between the countries.
The possible actions are: Send forces, Full alert, Bomb military base, Bomb industrial zone, Bomb civilians, Bomb research facility and launch ballistic missiles.
* In case of total war your forces will automatically go to the border. * The system allow to countries to fight against multiple countries in the same time but the forces will be spread and the country will have difficulties to defend itself.
* If there are no borders then the system will attack with jets and ballistic missiles in case of war.



Anti-air missiles
One Anti-air missiles battery protect 1,000 km.
The more land you have than the more missiles you need to protect it.

Sending forces
Will allow you to spread your army and to prepare better for invasion.
You can also withdraw the forces back to their bases.



Send forces to the border
Will transfer one division from your military bases to the border of the target country.
This action will allow you to prepare for invasion of the target country or as a defenseive line against enemy invasions.
Require minimum 20,000 troops to commit the action.



Full alert border reinforcement
Will transfer all your available forces to the border of the target country.
This action will allow you to prepare for invasion of the target country or as a defenseive line against enemy invasions.



Total war
All your army is sent to war with the target country.
Both sides can lose troops, weapons and civilians during the war.
You need to send military forces to the border of the target country and if you have more then one border then put your forces wisely.
You can conquer the target country and increase your empire size.
You can go to total war only if you have a border with the target country.

Total war between countries
* If you want to attack a country that you have a border with then just go to relations and screen declare war on the country you want, after in the war room just send the forces you want to war.
When you will pass the turn the system will calculate the battle and will give you the results.
* War can also breakout between countries that do not have borders.
* If there is no border then the system will decide to send jets to bomb or launch ballistic missiles.
* There is no time limit for war and it can take years.
* If there is a border between countries and there is war then the system will calculate the war in the following way.

Step 1
The countries will send their jets and helicopters against military bases. Targets like: tanks, artillery, anti-air missiles and troops.

Step 2
The countries will send their artillery against the other and the side that wins can hit heavily the other troops.

Step 3
The countries will send their ships and submarines against each other and the side that wins will commit sea siege on the other country this means that the losing country cannot buy weapons.

Step 4
The countries will send their tanks and troops against the other and the side the that wins can conquer more land from the other while the main objective is to conquer the entire country.



Fight rebels
Division of 20,000 troops will enter cities controlled by rebels with a goal to fight them.
Your 20,000 troops versus 20,000 rebels that control a major city.
In case of winning up to 500,000 rebels will become civilians.
In case of losing up to 100,000 civilians will join the rebels.
The rebels technology level is 1-5 levels lower than your troops technology.
5% chance that one of the super powers will lower the relations with your country.



Navy attack
Your ships try to maneuver close to your enemy’s shore and shell enemy lines. Navy attack includes all your Ships VS all of your opponent´s ships.
If you win the enemy will lose: Many Troops
Minimum force for the attack: 1 ship
Maximum force that sent to attack: All your ships



Operation Deep Sea
50 unidentified navy seals troops wearing camouflage uniforms will try to sink enemy ships.
Your 50 troops versus 50 enemy troops.In Code Red the defender will have 100 troops.
The leader that has higher technology levels will have a higher chance winning.
On winning your troops will sink 1 to 3 enemy ships and the enemy will not know who sent the troops.



Operation Blackjack
All your jets will fly above suspected enemy ballistic missile bases and will try to destroy them. Your jets VS enemy jets.
In case of winning the enemy can lose many Ballistic Missiles
Minimum force for the attack: 50 jets
Maximum force for the attack: All your jets



Artillery Barrage
Your artillery attempts to shell enemy positions. The artillery barrage includes all of your artillery. Your artillery VS opponent´s artillery.
If you win the enemy will lose: Many Troops
Minimum force for the attack: 24 artillery
Maximum force for the attack: All your artillery



Seek And Destroy
Your Helicopters try to penetrate the enemy air-defenses and hit enemy positions with rockets. Your Helicopters VS opponent´s Anti-Air missiles.
If you win the enemy will lose: Tanks and Artillery
Minimum force for the attack: 12 helicopters
Maximum force for the attack: All your helicopters



Stealth Attack
Your submarines try to maneuver close to your enemy’s shores and launch guided missiles on the enemy anti-ballistic missiles centers.
Your submarines VS opponent submarines.
In case of winning the enemy can lose many: Anti-Ballistic Missiles without knowing who sent the attack.
In case of losing can start war between the countries.
Minimum force for the attack: 3 submarines
Maximum force that sent to attack: All your submarines



Storm At Sea
All your ships and submarines will try to surprise and sink all enemy ships and submarines in one day.
The big sea battle will start with a goal to control the sea and place siege on the enemy country.
Will start war after this action.
Minimum force for the attack: 5 ships and 5 submarines
Maximum force that sent to attack: All your ships and submarines



Commando attack
50 unidentified commando troops wearing uniforms of other country will try to infiltrate enemy base and trigger war between two other countries that have hostile or cease fire relations.
Your 50 troops versus enemy 50 troops. The leader that has higher technology levels will have a higher chance winning.
In case of success war will start between the countries.
In case of failure all the troops will die in battle and 25% chance war can start between your country and target country.



Bomb military targets
Requires minimum 75 jets to commit the action. Your jets will bomb military bases in the target country.
If the operation succeeds
Can kill many troops and destroy tanks. (Chance of 30% to ignite total war with the target country)
The chance to succeed in the mission depends on your country´s jet quantity and technology compared to the target country´s anti-air missiles quantity and technology.



Bomb industrial targets
Requires minimum 50 jets to commit the action. Your jets will bomb industrial zones in the target country.
If the operation succeeds
You can destroy a few levels of industrial technology. (Chance of 50% to ignite total war with the target country)
The chance to succeed in the mission depends on your country´s jet quantity and technology compared to the target country´s anti-air missiles quantity and technology.



Bomb research targets
Requires minimum 100 jets to commit the action. Your jets will bomb one research facility.
If the operation succeeds
One research facility will be destroyed. (Chance of 20% to ignite total war with the target country)
The chance to succeed in the mission depends on your country´s jet quantity and technology compare to the target country´s anti-air missiles quantity and technology.



Bomb civilian's targets
Your jets will bomb a large city in the target country.
Requires minimum 25 jets to commit the action.
If the operation succeeds
Can kill many civilians from the bombs. (Chance of 99% to ignite total war with the target country)
The chance to succeed in the mission depends on your country´s jet quantity and technology compare to the target country´s anti-air missiles quantity and technology.
World superpowers will decrease the level of relations with your country.



Launch ballistic missiles
Will allow you to launch ballistic missiles and to pick the ballistic warhead type.

Important to remember
1. If the target country has anti-ballistic missiles then they can intercept your missiles before they hit the target.
2. If you hit civilians then the world superpowers will decrease their relation levels with your country.
3. The ballistic missiles you launch will target main enemy cities.
4. The damage that the ballistic missile will do depend on the quantity you launch and the warhead type.



Using regular warheads Every missile that hits can kill up to 100 civilians.



Using chemical warheads Every missile that hits can kill up to 1,000 civilians.



Using biologic warhead Every missile that hits can kill up to 50,000 civilians.



Using nuclear warhead Every missile that hits can kill up to 1,000,000 civilians.

Conquer countries
Every country you conquer you get the land and civilians.
* The civilians will add to your monthly budget.

* If you have a lot of land you need to remember to buy more anti-air missiles to protect it against enemy jets.

News
After every turn you pass the news option which will allow you to track other country´s activities.

Pass turn
Every time you will pass turn the system will calculate the conditions in the Middle East and will act accordingly.

Difficult levels
Easy level
The system will divide the country´s budget in this way:
20% to defense.
25% to economy and industry.
15% to research.
35% to improve international relations.
5% to use spies.

Normal level
The system will divide the country´s budget in this way:
25% to defense.
30% to economy and industry.
20% to research.
20% to improve international relations.
5% to use spies.

Hard level
The system will divide the country´s budget in this way:
27% to defense.
27% to economy and industry.
23% to research.
16% to improve international relations.
7% to use spies.

Very Hard level
The system will divide the country´s budget in this way:
30% to defense.
25% to economy and industry.
23% to research.
14% to improve international relations.
8% to use spies.

Impossible level
The system will divide the country´s budget in this way:
35% to defense.
20% to economy and industry.
25% to research.
10% to improve international relations.
10% to use spies.

* In case of war the country will use the entire budget to buy weapons and for international relations.
Every time you pass the turn the system will show you what other countries did in the news.



Losing the game
You can lose the game if spies from another country assassinate you or if you lose all your troops/civilians.
In this case you will have option to restart the game.
When restarting you will lose everything you had. (Army, Technology, etc…)



Winning the game
The winner is the country that stays alive and conquers all other countries.

Game Score
In the end of every game the system will show your score and what the AI think on your leadership.

Middle East Empire 2027 is a free game
However, in order to pay for the servers, further development and effective support we need your help.
By buying packages you help us cover these costs.
Thank you for your support!

Free tokens
If you love the game please help us by telling your family and friends about it.
Your support will help us improve the game and add more options to it.
You can get unlimited number of free tokens if you use your referral url and invite your friends and family to the game.
200 Tokens for each player you bring into the game using your referral url. (The player must play at least one game)

100 Tokens in daily bonus for watching ads and many other free options.
This is your way to support us to grow and it will allow you to get all options for free in the game.
Your support important to us to continue developing.

Help us add your language
If you love the game please help us to translate Middle East Empire 2027 to other languages.
We will be glad for your help.

Sound
You can switch on/off the sound from the main game screen by clicking on the sound image.

Credits
Sound effects credits to: http://www.freesfx.co.uk/

We want to thank you for reading and hope you will enjoy our game.
iGindis Team

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