

R O M E and the Barbarians

Instruction Manual

Instruction Manual and Program
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KRENTEK SOFTWARE

Table of Contents

1) INTRODUCTION.....	3
2) REQUIREMENTS.....	3
3) RUNNING THE PROGRAM.....	3
4) TITLE PAGE.....	4
5) TOURING THE EMPIRE.....	4
6) REVIEWING THE TROOPS.....	4
7) TROOP STRENGTH.....	5
8) ALL OF THE PLAYERS.....	6
9) THE TREASURY.....	7
10) REPLACEMENTS.....	7
11) COMBAT.....	7
12) CITIES.....	7
13) MORE ON CITIES AND TAXES....	8
14) MORE ON COMBAT.....	8
15) MORE ON ROME'S ENEMIES.....	9
16) STOPPING THE GAME.....	9
17) SAVING THE GAME.....	9
18) WINNING.....	10
19) HOW TO WIN.....	10
20) DESIGNER'S NOTES.....	11
21) LIST OF CITIES.....	12
22) MAP OF THE ROMAN EMPIRE....	13

1) INTRODUCTION

Rome and the Barbarians is a strategic military simulation of the western Roman Empire's struggle for survival in the 5th century A.D. It was a struggle the ancient Romans lost. As the supreme military commander for the western Empire, use your joystick to maneuver your Roman legions and barbarian mercenaries across a map of Europe. Your goal is simple, keep the Roman Empire intact. Executing it is not. Opposing your efforts are several tribes of rowdy barbarians, independent minded peasants and, not least, Attila and the Huns. By 476 A.D., the Romans had lost it all.

IMPORTANT!

Rome and the Barbarians is a highly complex game. Many of the procedures for controlling the game are not obvious. Therefore, an example has been provided. You should take the time to work through the example. If you just start playing the game, you will undoubtedly be confused by what is happening and why. A little preparation will improve your enjoyment of the game as well as your score. Because there is so much to learn, it may take one or two games to become comfortable with the game system. Be patient.

2) REQUIREMENTS

<u>CASSETTE</u>	<u>DISKETTE</u>
32K RAM	32K RAM
410 Program	810
Recorder	Disk Drive
1 Joystick	1 Joystick

3) RUNNING THE PROGRAM

3.1) CASSETTE

Insert the cassette into the recorder. The program is on each side of the tape. Rewind the tape. Turn on the video screen. Be sure all cartridges are out of the computer and while holding down the START button, turn on the computer. When you hear a beep, press the PLAY button on the recorder, then press RETURN. At the second beep, press RETURN again. The program will automatically load and run.

3.2) DISKETTE

Turn on the disk drive and insert the diskette. With all of the cartridges out, turn on the computer and video screen. The program will load automatically.

The joystick should be plugged into port number 1.

4) TITLE PAGE

While the program loads, the title page for Rome and the Barbarians will be displayed. Once the program has loaded, the menu will appear. To follow the example, press SELECT. To play the beginner game, which is slower and somewhat shorter, press OPTION. To begin the standard game, press START. If you have the disk version and wish to finish a game saved earlier, remove the game disk, insert your data disk, type in the name of your data file, and press RETURN. The game will begin automatically after the file loads. If you have the disk version, the game may be restarted at any time by pressing SYSTEM RESET.

5) TOURING THE EMPIRE

If you have not yet pressed SELECT for the example, do so now. The view on the screen is of the Italian peninsula. At the top of the screen is the year, 400 A.D. and the amount of funds in the treasury. The pink cursor in the middle of the screen is centered over the city of Rome. Cities are represented by gold dots. The triangles represent mountains, some of which are snow covered. In the standard game, the mountains turn solid brown in the summer. Rivers are blue lines, while large blue areas are seas. The colors you see may vary depending on video adjustment. The pink box that flashes at the top of the screen is in the shape of a Roman base camp. It flashes at each of the three Roman replacement centers, described later. To view the rest of the map, push the joystick in any direction. The cursor will move until it hits the edge of the screen. Then the map will begin to move. When the edge of the map is reached, it will stop moving. Take some time to look over all of the features of the map.

During the course of the example, you will hear fighting and burning sounds. Don't be concerned with them at this time, they will be explained later in this manual.

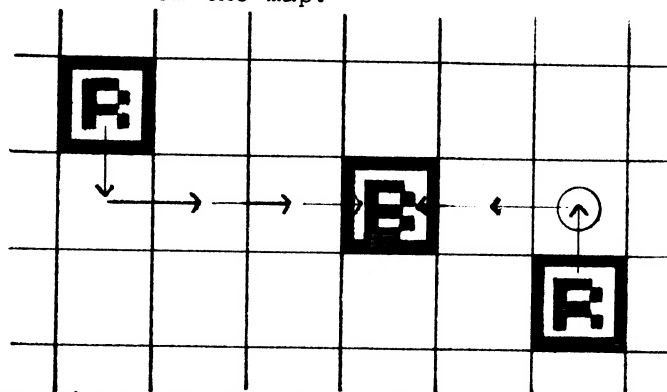
6) REVIEWING THE TROOPS

After looking over the map, move the cursor to the lower right hand corner of the map. This area will be free of barbarians for a while. Press OPTION, to begin the novice game. A number of gold squares with an "R" in the center will appear. These are loyal Roman units. Move the cursor over one of the units on the bottom half of the screen and then hold down the fire button on the joystick. At the top of the screen, the tax value of the city will appear. Also, a pink dot appears in the center of the cursor. This means that the unit has no marching orders.

To enter orders for the unit, continue holding down the fire button and move the joystick several times. No diagonal moves are allowed. Each time you move the joystick, the cursor will move, leaving a trail of pink dots. These dots indicate the path the unit will follow. Release the fire button and the unit will begin to move. To review a unit's orders, place the cursor over the unit and press the fire button. The trail of pink dots indicate the unit's

planned path. To enter different orders, continue holding the fire button and move the joystick. The old orders are erased when the first new order is entered. Additionally, pressing the space bar while holding the fire button will order the unit to wait in place for a move. Up to six orders may be entered at one time, including space bar entries. After the sixth entry, the dots will be cleared from the map.

USING
SPACE BAR
TO TIME
ATTACK
BY TWO
UNITS



UNIT 1	UNIT 2
DOWN	UP
RIGHT	SPACE BAR
RIGHT	LEFT
RIGHT	LEFT

Moving over rivers or crossing bodies of water such as the English Channel will slow movement somewhat. Moving through mountains will slow movement more. Units will not move through all water squares at all.

7) TROOP STRENGTH

The letters on the map indicate that there are troops present, but not their strength or which tribe a barbarian unit belongs to. Place the cursor over one of the Roman units and press SELECT. The "Forces Present" screen will appear. This provides information on the unit under the cursor. On the row for Roman, there are three sets of numbers. The center number is total strength (in thousands of men) of Roman units in that square. DISB stands for disband. Setting this number to anything other than zero causes that number of strength points to be permanently removed. Move the cursor to the right hand digit under DISB. Press the fire button until a "1" appears. The numbers change fairly quickly and will require some practice to manipulate well. Holding the fire button down causes the numbers to cycle. Once DISB is set to "01", note TOTL and press SELECT. TOTL will have decreased by one. This function will not be used much, but its use is described later in 15) MORE ON CITIES AND TAXES.

The other column of numbers is labeled STAY. It is used to divide a unit into two smaller units, usually to leave a garrison in a city (A garrison is a unit that is used to defend a city. Roman garrisons also collect taxes.). Move the cursor to the right hand digit under STAY and press the fire button until "1" is reached. Now press SELECT again. Since all strength points are still present, TOTL is unchanged. Next, press START to return to the map. Enter orders for the unit under the cursor. All but one strength point will move as a new unit. The one strength point set to stay will not move. Units which have been set to stay will not display the pink dot(s) when you press the fire button. To move these units, align the cursor, press SELECT, and set each digit under STAY to "0". Then press START and enter your orders.

NOTE: The program won't allow the sum of STAY and DISB to ever be greater than TOTL. For example, if TOTL is "12", to get STAY from "09" to "10", the ones digit must be set to "0" before the tens digit is set to "1".

If the tens digit could be set first, the result would be "19", which is greater than "12".

To combine two forces which are not set to stay, move them into the same square. They will automatically combine into a single unit. Roman controlled barbarians in the same square as loyal Romans will move together, but their strength points will be listed separately on the "Forces Present" screen. Set either the barbarians or the Romans to stay to divide these two groups. A barbarian unit cannot be divided into smaller units. Because units automatically combine, you may wish to set most garrisons to stay, in order to keep units that pass through that city from combining with and taking away the garrison.

8) ALL OF THE PLAYERS

1. Loyal Romans - Gold "R" - These are the staple of the Empire's defense. Used to garrison cities and attack Rome's enemies.
2. Rebel Roman's - Blue "R" - These are Roman soldiers trying to start their own empire. They will rejoin the Empire if defeated by loyal Romans.
3. Invading Barbarians - Blue "B" - The main opposition. Several different tribes, each trying to rip-off part of the Empire for themselves.
4. Roman Allied Barbarians - Gold "B" - Barbarians who, for a price, refrain from attacking Roman units or Roman controlled cities. They cannot be moved by the Roman player.
5. Roman Employed Barbarians - Gold "B" - These are mercenaries of Rome. They are like Roman units except a) they cannot be disbanded, b) their units cannot be divided, c) taxes are not collected from cities under their control.
6. Locals - Blue "L" - These are local peasants who are trying to throw the Romans out or raiding parties looking for easy pickings.

Now reload the game. If you have the disk version press SYSTEM RESET. If you have the cassette version, rewind the tape and follow the instructions under 3) RUNNING THE PROGRAM. When the menu appears, press OPTION for the beginner game. Move the cursor across the map and use the "Forces Present" screen to find at least one unit from each of the following barbarian tribes:

Alamanni	-- Gold
Alani	-- Gold
Burgundian	-- Blue
Frank	-- Gold
Hun	-- Blue
Saxon	-- Blue
Suevi	-- Blue
Vandal	-- Blue
Visigoth	-- Blue

Each of these tribes always begins in the same location, so learning their starting position will help you when you begin your game.

9) THE TREASURY

Now press OPTION. The "Treasury" screen will appear. After the year and the current funds is "Roman Income". This is how much was collected at the last tax period. It is the sum of the tax values of all Roman controlled cities. Next is "Roman Cost". This is how much the Romans are spending. It is the sum of the gold numbers on the list that fills the remainder of the screen.

Barbarians with gold numbers in the "Roman Allied" column are Roman allies (See the description in 8) ALL OF THE PLAYERS). Barbarians with gold numbers in the column "Roman Employ" are mercenaries. Move the cursor to a number in the "Roman Employ" column that is blue. Pick a number that doesn't have an asterisk after it. Press the fire button. The number will change to gold and that tribe of barbarians becomes Roman employed. Move the cursor to the "Roman Allied" column and press the fire button. They are now Roman allies. Pressing the fire button again changes the numbers to blue and barbarians are off of the payroll. Each time you make a change, the cost is also changed. Barbarians with an asterisk, such as the Saxons, cannot currently be hired.

10) REPLACEMENTS

The barbarians receive replacement troops automatically. The Roman player has three replacement centers. The pink box flashes momentarily at each of them. If a replacement center is occupied by a loyal Roman unit that is set to stay, the unit will periodically increase in strength. When you move these troops away, be sure to leave at least one strength point that is set to stay. You may want to look at one of these on the "Forces Present" screen.

11) COMBAT

To attack an enemy unit, move your unit into the same square as that unit. Combat occurs automatically. Combat never occurs between loyal Romans, Roman allied barbarians, and Roman employed barbarians. When a large loyal Roman unit has combat with a large enemy unit, the clanking of swords will be heard. A unit's losses depend on the strength of its opponent. Units in control of a city have a combat advantage.

If a unit's losses are too great it will retreat several squares. It is a good idea to check the "Forces Present" screen before attacking an enemy unit to be sure that your unit is stronger. A small unit will almost always be defeated by a larger one.

12) CITIES

Look around the map and use the fire button to identify the cities with the largest tax values. Use the list in the back of this manual also. When you begin the game, you will want to work hard to protect these cities, since

taxes pay your soldiers and tax values determine your final score. Although Rome and the Barbarians is a military simulation, the strategy must be based on economics. By knowing which cities are most valuable, you will be able to quickly form a sound strategy.

When local or invading barbarian units capture a city, they may pillage it. If they do, you will hear the sound of roaring flames as it is burned. When a city is pillaged, its tax value is permanently lowered.

That concludes the example. Please read the remainder of this manual before beginning your first game.

13) MORE ON CITIES AND TAXES

In order for taxes to be collected from a city, that city must be controlled by a loyal Roman unit. If several different units move into a city, the first to arrive will be in control. That unit will remain in control until it leaves the city. To check whether or not a city is under Roman control, place the cursor over the city and press the fire button. If a loyal Roman unit is in control, the numbers after "City Tax Value" will be gold colored. If the numbers are blue, no taxes are being collected.

The taxes collected from your cities are used to pay your loyal Roman units and any barbarians you've hired. If the amount in the treasury drops to zero, all barbarian tribes will immediately turn against you and some of your loyal Roman units will rebel. Because bankruptcy is so devastating, you should keep an eye on "Funds" and take immediate action if it begins to drop. Convert barbarians from "Roman Employ" to "Roman Allied". Or drop them altogether. Also, check to see if some Roman strength points can be eliminated from nonthreatened or low tax value cities, using the DISB feature on the "Forces Present" screen. Remember, it takes two tax value points to pay one Roman strength point.

You may have noticed that locals and rebel Romans are not listed on the "Treasury" screen. This is because they can never be hired.

14) MORE ON COMBAT

The number of strength points a unit loses in combat is roughly proportional to the strength of its opponent. At this point in Rome's history, there was little difference in its soldiers and those of its attacker's. When a unit suffers many losses over a short period of time, it will be demoralized and will retreat several squares.

A unit that is in control of a city will suffer fewer losses than it would otherwise. However, if a large unit is besieged (under attack while in control of a city) for several consecutive turns, it will begin to suffer losses due to starvation. Units in mountains may also gain a combat advantage. To do this, the unit must "dig in" by being set to stay on the "Forces

present" screen.

During combat, each unit is treated separately. Therefore, a force of 10 Romans and 10 barbarians will not be as powerful as a force of 20 barbarians. Also, if you have 20 Roman strength points and 10 are set to stay, this force will not be as strong as if all 20 points were set the same.

15) MORE ON ROME'S ENEMIES

When Rome's funds fall to zero, all of the barbarians turn against Rome. Even after there is money in the treasury, it will be a while before the barbarians will be willing to work for you again. As long as the treasury is empty, loyal Roman units may rebel.

Sometimes, a Roman commander may lead his unit to rebel in order to satisfy his own ambition. The more soldiers he commanded, the more his temptation. To minimize this risk, divide Roman forces into small units whenever possible. To get rebel units to rejoin the Empire, they must be defeated by loyal Roman units. Be careful, if the loyal Roman units are defeated, they may join the rebels.

The goal of the barbarians was largely to own a piece of the Empire. Any tribe that has been hired by Rome that doesn't control at least two cities, may turn against you. Also, since you are completely responsible for "Roman Employ" barbarians, if any of their units is defeated, the entire tribe may turn against you. On the other hand, for a tribe of barbarians that doesn't want to work for the Empire, if a unit that comprises one-half or more of that tribe is defeated, the tribe will then be willing to work for the Romans. Except the Saxons, who will never work for Rome.

Local units appear randomly. They always pillage any city that they capture. They will never leave a captured city unless they are defeated.

16) STOPPING THE GAME

To stop the game temporarily, simply press OPTION. As long as the "Treasury" screen is displayed, the game will stop. To resume the game, press START, or make any other normal move.

17) SAVING THE GAME

If you have the disk version and wish to save a game to finish later, first press OPTION to get to the "Treasury" screen. Then press RETURN to get to the save screen. If you decide not to save the game press START. Once you have the save screen, remove the game disk and insert a blank, formatted disk. This uses DOS 2.0S. Type in a name for your data file. This should be a standard name, beginning a letter, then up to seven more letters and numbers. You can then add a period, followed by up to three more characters. Now press RETURN. When you want to complete the game, use the game disk to load the program. At the menu screen, remove the game disk, insert your data disk, and type in the name of your data file. Press RETURN. The game will continue once

the data is loaded.

18) WINNING

The game ends in 476 A.D. Your score will appear at the top of the map screen. It is based on the tax value of the Roman controlled cities. Italian cities count twice normal tax value, Rome counts four times normal. The maximum score is 900. The following is a list of rankings based on your score:

<u>POINTS</u>	<u>RANK</u>
0-169	Barbarian
170-329	Federati
330-499	Centurian
500-629	Tribune
630-749	General
750-829	Master General
830-900	Caesar

All functions are still operational if you wish to examine the map after you finish the game.

19) HOW TO WIN

When you first play Rome and the Barbarians, your goal will be survival. Here are several rules to follow:

1. Maintain loyal Roman garrisons in enough large tax value cities to keep funds up.
2. Try to keep a loyal Roman unit, set to stay, in a couple of replacement centers.
3. Periodically scan the map for abandoned cities and send troops to garrison them.
4. Let hired barbarians do most of the fighting. Use Roman soldiers for garrisons.
5. Hire barbarian tribes that occupy high tax value cities and move them somewhere else, moving in Roman troops.
6. Don't attack a city unless you have overwhelming numerical superiority.
7. Let the barbarians wear themselves down by attacking your forces in towns and mountains.
8. Clear Italy of barbarians first. Because of its high tax value and limited access it is a strong base to recover the rest of the Empire.

In order to achieve really high scores, you will have to prevent locals and barbarians from pillaging cities, which permanently reduces their tax value. Stopping the initial onslaught requires using the Roman's superior mobility to pull troops from across the Empire to build an army of 50-70 strength points and defeating each barbarian force separately. But don't keep this army together very long. If it rebels, it could be the end of the Roman Empire!

20) DESIGNER'S NOTES

One of the main reasons I selected the fall of the Roman Empire for this game was that I thought the barbarian's erratic movement could be simulated with a relatively simple routine and thus ease my entry into computer game design. While it's true that the barbarians movement routine turned out to be fairly simple, this choice of subjects had some other unforeseen implications.

The first of these is the use of multiple screens. Eventually this becomes second nature, but it adds to an already large amount of information that must be absorbed before one can play the game successfully. I personally consider this to be the single worst drawback to the game.

The second is the use of stacking, that is, having more than one unit in a square at one time. As far as I know this is unique for a real-time computer game. Considering the large areas and relatively small numbers of troops involved, I felt that there was no other choice, even though it greatly complicates the mechanics of the game.

The third item, which I believe is also unique, is the large map of Europe. Many other games feature large scrolling maps. But the use of display list interrupts to change character sets allows a level of detail almost as great as using a memory mapped (or bit mapped) display mode, but with considerably less memory. I feel that the map is the single best feature of the game.

I am also proud of the self-centering cursor. Because it moves in small increments, it appears to move smoothly. But since it continues to move after the joystick is released until it is aligned with a square, there is no need to fiddle with exact position. Finally, there is no lag time for the cursor to get up to speed as in some games.

-Steve Krenek
designer

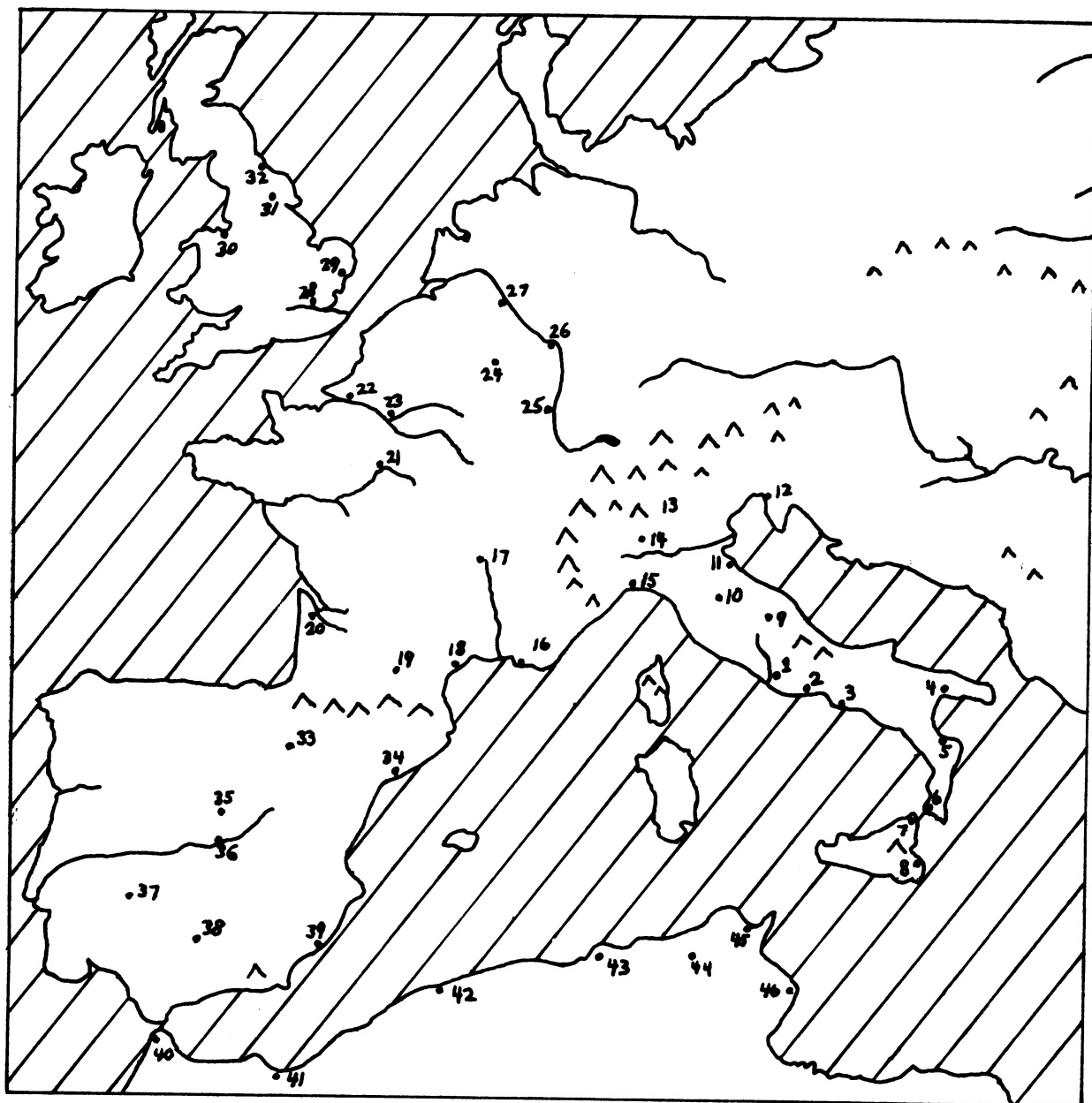
If you have any comments or questions, write to me at:

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List of Cities

Roman Name	Modern Name	Tax Value
1. Roma	Rome	40
2. Tarracina	Terracina	15
3. Neapolis	Naples	19
4. Tarentum	Taranto	12
5. Consentia	Cosenza	6
6. Rhegium	Reggio	12
7. Messana	Messina	12
8. Syracusae	Siracusa	21
9. Asisium	Assisi	12
10. Florentia	Florence	18
11. Ravenna	Ravenna	23
# 12. Aquileia	?	12
# 13. none		
14. Mediolanum	Milan	15
15. Genua	Genoa	20
16. Massilia	Marseilles	20
17. Lugdunum	Lyon	11
18. Narbo	Norbonne	12
19. Tolosa	Toulouse	13
20. Burdigalia	Bordeaux	14
21. Cenabum	Orleans	9
22. Rotomagnus	Rouen	13
23. Lutetia	Paris	20
# 24. Augusta		
Treverorum	Trier	10
25. Argentoratum	Strasbourg	10
26. Moguntiacum	Mainz	7
27. Colonia		
Agrippinensis	Cologne	7
28. Londinium	London	13
29. Camulodunum	Sutton	3
30. Deva	?	4
31. Eboracum	York	9
32. ?	Whitby	2
33. Calagurris	Calahorra	16
34. Tarraco	Tarragona	8
35. Segovia	Segovia	10
36. Toletum	Toledo	21
37. Augusta		
Emerita	Merida	8
38. Corduba	Cordoba	11
39. Carthago Nova	Cartegena	12
40. Tingis	Tangier	12
41. Rusaddir	?	3
42. Caesarea	?	6
43. Cirta	Constantine	7
44. Zama	?	15
45. Cathago	Carthage	
	(ruins)	26
46. Thapsus	?	15

- Replacement Center



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REVIEW FORM

In order that we may serve you better in the future, please take a few minutes to describe your feelings about this game. When you are finished, fold this sheet into thirds and staple it so that the address label on the back shows. Thank you.

1. What kind of computer do you own?

400 _____ 800 _____ 1200XL _____ 600XL _____ 800XL _____

2. How much memory does your computer have? _____ K

3. Do you own the following equipment?

disk drive _____ more than one _____ cassette recorder _____ printer _____ modem _____

4. Name of the game purchased? _____

5. Disk or Cassette? _____

6. How did you learn about this game?

_____ Magazine ad _____ What magazine? _____

_____ Mail advertisement

_____ User group

_____ Review _____ Where? _____

_____ Saw in a store

_____ Friend

7. Where did you purchase this game?

_____ KREntek Software

_____ Mail order Where? _____

_____ Retail store Where? _____

_____ other _____

8. What kind of computer games do you regularly play?

Arcade _____

Adventure _____

Wargames _____

Strategy _____

Other _____

9. How does this game compare to other games that you've played?

Much better _____

Better _____

About the same _____

Worse _____

Much worse _____

Please rate the game on the following scale. Circle the appropriate answer.

10. Playability 1=worst 9=best
 1 2 3 4 5 6 7 8 9
11. Realism 1 2 3 4 5 6 7 8 9
12. Excitement 1 2 3 4 5 6 7 8 9

13. Please list three things about this game that make it enjoyable to play.

14. List three things that you don't like about this game?

15. On the basis of this game, would you purchase another KREntek Software game? _____

16. Why _____

17. What other subjects would you like to see made into a game?

STAMP

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