

THE FALL OF ROME

Loading:

The program on the cassette can be loaded into the computer using the following instructions:

- Atari 4/6/800: CLOAD. When the program is loaded type RUN. If the program loads subsequent programs remember to type RUN to run each program.
BBC, Electron: CHAIN"". If your tape recorder does not have motor control remember to stop the tape if told to do so.
CBM64, VIC20: Press SHIFT and RUN/STOP.
Dragon 32/64: CLOAD"". When the program is loaded type RUN. If the program loads subsequent programs remember to type RUN to run each program.
Oric: CLOAD"". S. When the program is loaded type RUN. If the program loads subsequent programs remember to type RUN to run each program.
Spectrum: LOAD"". If the program loads subsequent programs remember to stop the tape if told to do so.

Check the label on the cover to make sure that this tape is the correct one for your computer.

Playing the Game:

In this game you command the resources of the Roman Empire in its struggle for survival against the eleven Barbarian tribal groups of the North. You must also battle with the two Empires of the East as they try to take advantage of your troubles.

The game is divided into 12 turns each representing a five-year period. It starts in 395AD. Each turn is divided into three phases: The Income and Expenditure phase, the Movement phase and the Combat phase. In each phase the player will be given various actions to perform in all Roman provinces, one province at a time. These actions will vary according to the phase and the situation in the province.

In the Income phase you receive an income for each province. This income varies from province to province, and is reduced by 1 for every 5 tribes in the province; it is also reduced by the proportion of friendly legions to enemy armies. This income can be used to maintain and buy friendly legions, auxiliaries and cavalry. Any excess money can be saved or moved to other provinces. Enemy armies will then be maintained and the tribes increased by the computer.

In the Movement phase you can move your forces to neighbouring provinces. When you have finished moving your forces the computer moves the enemy armies and tribes. They cannot move out of a province if there are Roman forces present.

In the Combat phase you can attack any one enemy in each province. When your attack in that province has been made the computer attacks with the enemy armies and tribes. If there are Roman forces in a province they will always be attacked, otherwise the foes will fight amongst themselves.

There are several different types of forces available in this game. Mobile Legions (ML's) are your main force. You can only raise 1 per province per turn. They cost 5 to raise and 3 to maintain per turn. They have an attack strength of 5 and a defence strength of 2.

Static Legions (SL's) are created by converting Mobile Legions. They cost 2 to convert and 1 to maintain. They cannot be moved from the province in which they are created. They have no attack strength and a defence strength of 2.

Auxilios (AX's) cost 3 to raise. 1 can be raised for every 2 ML's in a province. They are disbanded at the end of each turn. They have an attack strength of 5 and a defence strength of 2.

Cavalry (CV's) cost 4 to raise. 1 can be raised for every 3 ML's in a province. They are disbanded at the end of each turn. They have an attack strength of 10 and a defence strength of 2.

Enemy armies cost 3 to raise and 2 to maintain per turn. They have an attack strength of 5 and a defence strength of 2.

Enemy tribes increase of their own accord and cost nothing to maintain. They have an attack strength of 1 and a defence strength of 1.

Ending the Game:

After 12 turns the game ends and the computer totals the value of all provinces in which you have forces. If you hold the province unopposed then you receive the full income value of the province. If there are enemy armies or tribes present you receive half income value. The total value calculated gives the following results:

- Less than 100: Strategic Defeat - the Empire will be destroyed.
100 to 119: Partial Defeat - the Empire is still under heavy attack.
120 to 139: Historic Result - The Empire has survived.
140 to 159: Partial Success - the Empire is ready to expand again.
160 or more: Strategic Victory - the incursions have been defeated.

Tactics:

The initial attacks by the enemy tribes will be very heavy - expect to lose territory in the opening turns. Don't give up any territory without a fight, but consider the value of a province as what it defends. For instance, Britannia defends only itself, but Gallia defends Hispania and Italia as well as itself. Maintaining a balance in each province between Mobile and Static Legions is also important - and don't forget that leaving Cavalry and Auxilios in areas that are not going to be attacked is to waste them - they only last one turn.