ROME AD 92

MANUAL

MILLENNIUM

ROME: AD 92
Pathway to Power

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COPY PROTECTION WORDS

001	Cassius	027	Diana	053	Amicus	079	Antonius	105	Octavia
002	Deus	028	Agricola	054	Carpathia	080	Sextus	106	Claudius
003	Andronicus	029	Germanicus	055	Romulus	081	Dominus	107	Sacrum
004	Unus	030	Claudia	056	Globus	082	Gloria	108	Caesar
005	Pius	031	Antoninus	057	Constans	083	Bellum	109	Andromeda
006	Domitian	032	Titus	058	Ursula	084	Zeus	110	Mars
007	Josephus	033	Gaius	059	Junus	085	Messalina	111	Ardua
008	Pompey	034	Septem	060	Hadrian	086	Plinius	112	Castra
009	Urbanus	035	Julia	061	Facto	087	Sirius	113	Caveat
010	Patricius	036	Severus	062	Tiberius	088	Flavia	114	Pontifex
011	Cornelius	037	Nauseam	063	Honoria	089	Ulna	115	Constantius
012	Agrippa	038	Octavian	064	Annus	090	Gissim	116	Brutus
013	Nero	039	Crassus	065	Hera	091	Hibernia	117	Colosseum
014	Quinque	040	Britannia	066	Mercurius	092	Bacchus	118	Septimus
015	Marcus	041	Antonia	067	Plumbum	093	Audio	119	Ephesus
016	Britannicus	042	Maximian	068	Lucius	094	Video	120	Olivia
017	Tacitus	043	Drusus	069	Cato	095	Aqua	121	Gallatia
018	Livy	044	Astra	070	Appia	096	Gaullus	122	Pontius
019	Imperator	045	Jupiter	071	Coriolanus	097	Agrippina	123	Caratacus
020	Crispina	046	Diocletian	072	Gratia	098	Janus	124	Venus
021	Vespasian	047	Postumus	073	Pollux	099	Dionysus	125	Contra
022	Julius	048	Livia	074	Cassiopeta	100	Remus	126	Virgil
023	Infinitum	049	Gracchus	075	Floreat	101	Caligula	127	Ameana
024	Sulla	050	Novem	076	Radius	102	Omnibus	128	Patricia
025	Augustus	051	Centaurus	077	Julian	103	Cogito		
026	Trajan	052	Cicero	078	Apollo	104	Paulus		

ROME: AD 92

From the time when its legendary founders, Romulus and Remus, fresh from sucking wolf's milk in the forests of Central Italy, began to build a city on the Palatine Hill, the story of Rome is one of almost constant expansion.

Initially, the tiny city-state of Rome suffered from the attentions of neighbouring kingdoms, the kings of whom were constantly giving unwelcome advice on how to run things and generally trying to conquer everything in sight. Wisely, therefore, the Romans killed all the nearby kings and set themselves up as a republic.

At first, the society of the infant republic was divided into two classes: the patricians, who had most of the money, did none of the work, lived in the biggest houses and spoke the best Latin, these qualities naturally making them the best choice for running the government; and the plebians, who had no money and did all the work; so, naturally, could have no say in government. This state of affairs being somewhat irritating to the plebians, after a century or so, they marched out of Rome and threatened to start their own city. The patricians, horrified at the thought of having to do their own cooking, let them back in and gave them the vote.

The next few centuries were ones of unrelenting expansion as the Romans began conquering all the neighbouring states. Once admitted to the fold of Roman rule, the new citizens were equipped with full voting rights. Alas, as the republic grew, the tedious business of counting so many votes was such that democracy was dropped in favour of nice, straightforward dictatorship and the rise of the emperors began.

Rome had many emperors; some good, like Julius Caesar and Augustus, some bad, like Caligula and Nero and some ugly, like ..., well, like most of them really. Under its emperors Rome continued to expand, north, east and west, until the empire covered most of the known world (although of course, most of the world

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wasn't known until the Romans conquered it!). As they swept across the world the Romans took with them the chief fruits of their civilisation; plumbing, literature, art, fine wines, plumbing, pavements, hot baths and plumbing.

However, all good things must come to an end. The Roman citizens, made decadent by too many hot baths and hot orgies, and poisoned by their plumbing, stood by and watched as their empire crumbled into decay. Until, at the end, the once-mighty Roman Empire stood at the mercy of any ruthless, conniving, merciless, bloodthirsty adventurer who thought himself capable of scheming, plotting and murdering his way to the ultimate prize - the Imperial crown itself.

Someone just like you perhaps... ?

Romano-British sculpture, from the Roman Baths in Bath

Installation and Use

IBM PC and Compatibles

Installing on your hard disc

1. Place the boot disc in the floppy disc drive.

2. Log on to that drive and type INSTALL ↵

3. Select 'Install on hard disc' and follow the on-screen instructions, changing discs as requested.

4. If you wish the game to run in a language other than English, then, once installation is complete, select 'Alter setup options' followed by 'Language'. Choose the language you wish to use.

5. Similarly, if you wish to change the sound source, select 'Alter setup options', followed by 'Sound'. You may then select from Adlib, SoundBlaster, Roland or None.

6. Select 'Finished' when you have completed your setup options.

7. When installation is complete, select 'Quit'.

Running the program

To run the program, ensure you are in the correct directory, then type ROME ↵

Commodore Amiga

Preparation

1. Firstly, you must make a working copy of the Boot Disc. To do this:

i) Have a blank disc ready
ii) Insert Disc 1 in DF0: and switch on the machine
iii) Follow the instructions as they appear, inserting discs as requested.

2. Put aside the original Boot Disc and **always run the program using your copy**. If more than one user intends to use the program on the same machine, they must each have their own copy of the Boot Disc.

Running the program

Insert your copy of the Boot Disc into the drive and switch the computer on. The game will load and run automatically. Swap discs as advised by the program.
Note: if you have two disc drives, then you can boot from DF0: and keep disc 1 in the second drive. When swapping discs, swap the boot disc and disc 2, keeping disc 1 in the second drive.

Controls

U ──────► VSE... ☐
D ──────► DO... ☐
W ──────► WHO? ☐
M ──────► MAP ☐
F ──────► FOLLOW ☐
R ──────► RVN ☐
Q ──────► QVIT ☐

A, S, Z, X ──────►
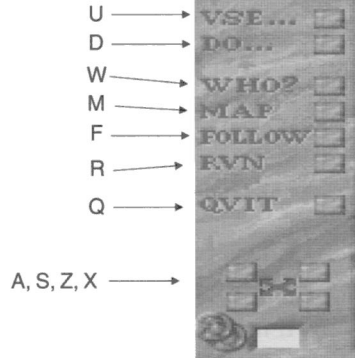
In this game, you use a mouse to guide Hector, your hero, by selecting **buttons** on the screen or clicking directly on the landscape. Some buttons will act immediately (eg. MAP), whilst others open a 'toolbox' containing further choices (eg. USE:MESSAGE). In either case, some commands then require you to specify a **target** person or object, by clicking directly on it. In these cases, the cursor will change from an arrow to a cross.

For example, to greet a person, select DO . A toolbox will open, containing various things you might want Hector to do. Select GREET . The cursor will now change to a cross. Point at the appropriate person with the mouse and click. Hector will do the rest.

You can **abort** a toolbox selection by clicking on its CANCEL button, or abandon a 'cross' object selection by clicking a second time on the command button.

The USE and DO toolbox's contents vary from time to time: the USE box fills with objects that you collect during play, and the DO box acquires further buttons as and when appropriate. For example, if someone asks Hector a question, AGREE and DISAGREE buttons will temporarily become available inside the DO box.

If you are not sure how to achieve something, it is always a good idea to look in the DO box, to see if an appropriate button has become available.

Because everybody in the game has a mind of their own, they sometimes tend to **walk offscreen** before you have had the chance to select the appropriate buttons for interacting with them. If you find this a problem, simply click on them first, and Hector will divert their attention for a while, allowing you time to press the required buttons.

The precise way in which Hector will respond to a particular command often depends on the **context** in which it is used. For example, select DO:ENQUIRE and Hector will ask another object a question appropriate to that person and to the current situation.

Movement

There are three ways of getting Hector to walk around the landscape:-

1/ Use the **arrow buttons**. Hold them down with the mouse, or hold down their keyboard equivalents (A, S, Z and X).

2/ **Click directly on the landscape**, where you want Hector to go. The advantage of this method is that Hector will take care of the tedious business of avoiding obstacles for you. Use this method most of the time, and resort to the arrow buttons when more precise positioning is required.

3/ Open the MAPview and then close it by clicking on it. Hector will walk towards this spot (clicking somewhere not on the landscape will close the map without signalling a new destination).

Military controls

Keyboard shortcuts
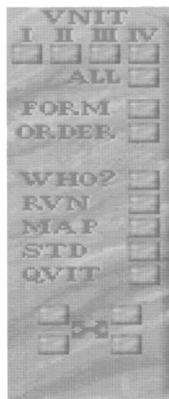
C, V, B, N ⟶
Spacebar ⟶
F ⟶
O ⟶
W ⟶
R ⟶
M ⟶
T ⟶
Q ⟶
A, S, Z, X ⟶

The DO, USE, etc. controls described above are relevant to many parts of the game. However, some sections involve military action, and for these a different set of buttons is used. These open toolboxes and generate 'cross' cursors in the normal way, but there are a few other things you will need to know in order to make good use of them.

Firstly, many buttons cause Hector to **issue commands** to his troops. Some of these he makes by blowing his trumpet, and these can be heard from very far away. Others however, are verbal instructions, which can only

be heard over a moderate distance. It's no good Hector staying safely back at base and giving orders - he'll need to be up there in the thick of it!

Secondly, you should note that Hector commands four **'units'** of men, and can choose to issue orders to any one of these units at a time, or to all at once. The **I II III IV and ALL buttons** at the top of the screen determine which unit or units is to receive future commands.

The less obvious individual controls act as follows:-

1. **I II III IV ALL**: Determine which unit(s) respond to subsequent commands.

2. **FORM**: opens a toolbox allowing Hector to form his men up facing in a given direction

3. **ORDER**: opens a toolbox full of orders which Hector can administer. Experiment will tell you how each order is carried out, but you may not notice, unless we tell you, that the WATCH button allows you to use the MAP function to see the **whereabouts of any enemy soldiers** currently within range of those men on watch.

4. **STD**: Controls Hector's use of the **Roman War Standard**. Pressing it once will cause him to plant the Standard in the ground and leave it there; pressing it again will cause him to go to the Standard and pick it up. The Standard is an important element in the game: it is the symbol of the Roman Empire, and of immense

psychological importance to the troops - never let it fall into enemy hands! The most important fact about the Standard, however, is that it marks the point to which your men will run if you select the RALLY button; because of this, it is a useful way of gathering your men together, perhaps in a place of safety.
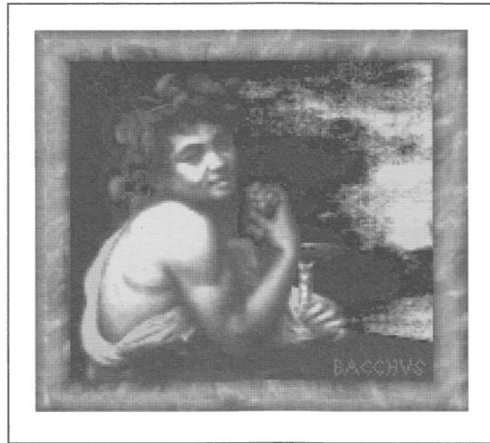
Bacchus, god of wine and revelry

Some Notable Episodes in the Rise and Fall of the Roman Empire

753 BC:

Tired with mucking about in forests amongst the wolves, the two brothers Romulus and Remus decided instead to found a city. Keeping in mind future expansion (shopping malls and such), they decided that seven hills' worth should be just about enough, and so set about laying out the streets. Unfortunately, during an argument about the meaning of a portent ("was that twelve eagles or thirteen?"), Remus freaked out and started jumping over the city's walls. Romulus took affront at this act (well, you would, wouldn't you?) and quite understandably clubbed his brother to death, thus setting the tone for much of Rome's future history.

600 BC:

Rome got its first leisure centre: the Circus Maximus (Circus because it was round, and Maximus because it was big - not ones to waste words, the Romans!).

390 BC:

If the Greeks had a word for it, the Romans probably invented it; as in their invention of the air-borne early warning system, the use of which was most effectively demonstrated in 390 BC when the Gauls invaded Rome. As the Gauls attempted the ascent of the Capitoline Hill, the sacred geese of Juno, resenting this attack on their privacy, took wing; cackling so loudly they awoke the defenders of the Capitol and thus saved Rome from defeat.

73 BC:

The Romans took their maiming and murdering very seriously - so seriously that they set up schools to teach the slaves how to do it for them. The contribution of the citizens to all this was to go along to the games at the Circus Maximus (see above) and complain that slaves just didn't kill each other as well as they did in the old days.

One slave, Spartacus, took an understandably dim view of having a life expectancy of about five minutes and
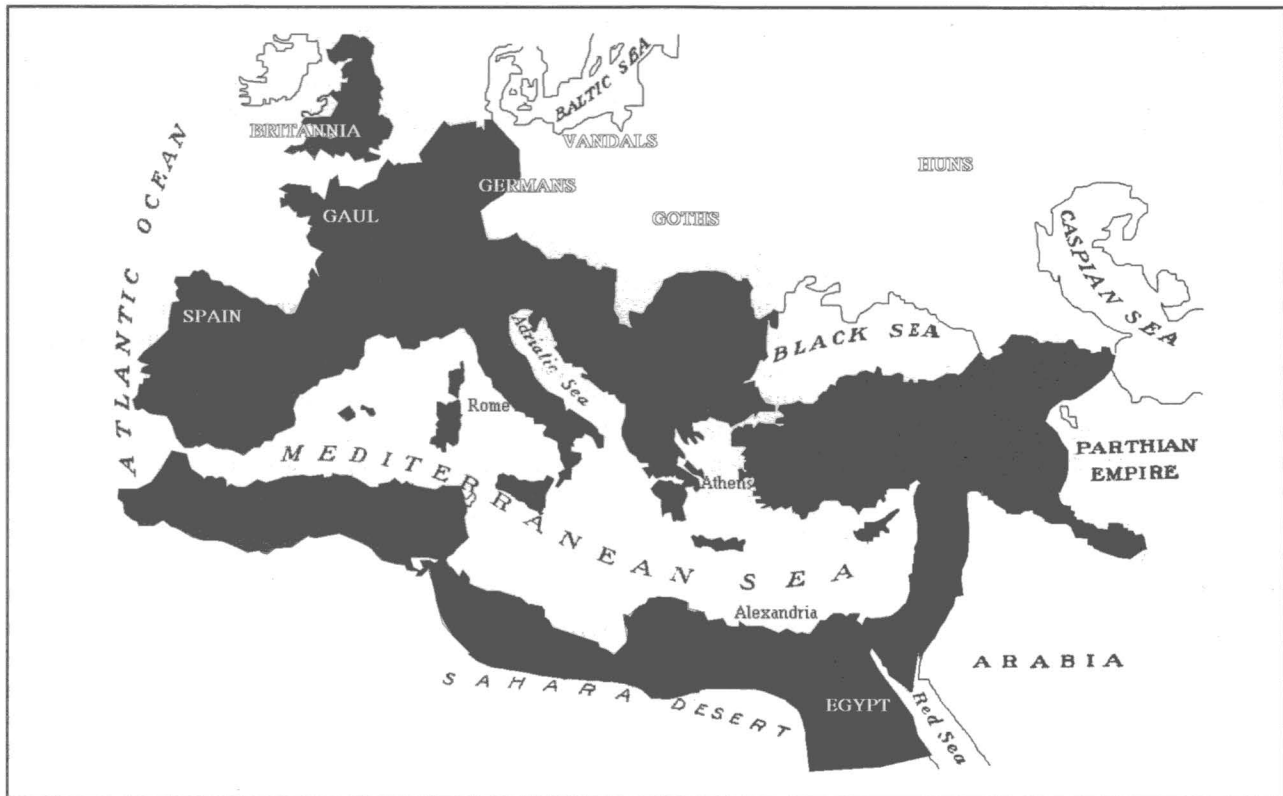
The Roman Empire at its greatest extent - 117 AD

therefore escaped from gladiator school. His unlikely choice of hide-out was Vesuvius (fortunately not erupting at the time, or his life expectancy would have been about five seconds!). He gathered together a motley crew of other runaways, who, in a display of severe ungratefulness for their education, proceeded to kill the Romans, rather than each other, for the better part of two years. Spartacus' followers were eventually rounded up and crucified, but the rumour is that Spartacus himself escaped and went on to play Kirk Douglas in a major Hollywood epic.

55 BC:

As an autumn holiday for his troops, Julius Caesar decided to let them invade Britain. However, the invasion was not exactly a display of Roman military might - the ships were wrecked and Caesar himself fell flat on his face on the beach. In the face of this awesome display of Roman power, the tribesmen of Kent had no option but to submit.

Returning the following year for his annual invasion holiday, Caesar this time managed to remain upright, but once again left his ships on the beach to be wrecked. Despite this, Caesar persuaded the tribes of Kent and Essex to come under Roman rule, but wisely discovered a previous engagement in Gaul which prevented him actually coming to battle.

51 BC

When the Greek king of Egypt, Ptolemy, died in 51 BC, his children, Ptolemy and Cleopatra, obeying the well-known saying 'keep it in the family', married each other. Alas, familiarity soon bred contempt and Cleopatra found herself thrown out of the marital palace. She threw herself at the feet of the recently arrived Julius Caesar (literally; she turned up rolled in a rug!) and, let us say, exercised her considerable charms. In return, Caesar's army killed Ptolemy and installed his brother Ptolemy as king. Cleopatra, in a triumph of hope over experience, promptly married him, whilst poor old Caesar had to hurry off and subdue Asia. We presume he would willingly have returned, but was, sadly, prevented from doing so by an unavoidable appointment on the Ides of March, 44 BC.

41 BC:

Cleopatra's next Roman conquest was one Marcus Antonius, sometime Master of Caesar's Horse. Obviously, mucking-out and polishing saddles wasn't too strenuous a job, since Mark Antony managed to find enough time to... dally with the lovely Cleopatra; successfully too, since she later gave birth to twins!

According to Shakespeare (who was quite clearly there at the time and saw the whole thing), Cleopatra was a woman of "infinite variety; age could not wither her, nor

the years condemn". Obviously an early client of the cosmetic surgeon!

16 AD:

Rome's first and greatest emperor, Augustus, died after ruling Rome for 44 years. His reign so impressed the citizens that after his death they promoted him to a god. Other emperors thought this a pretty nifty idea, with all sorts of benefits - nice temple to live in, permanent supplies of ambrosia and so on - so naturally they wanted to be gods as well. Unhappily, these later emperors showed far less taste than the great Augustus, (who at least had the good manners to wait until he was dead before achieving deification) and instead, tended to deify themselves whilst still alive. The Roman populous gradually got used to humouring their emperors in this way - and at least all the bowing and scraping kept the streets clean!

40 AD:

Britain again... and in a brilliant piece of military strategy, never tried before or since, Caligula arranged his infantrymen, catapults and siege engines along the south side of the English Channel, facing north, and sounded the charge. The British, protected from this onslaught by nothing more than a paltry forty miles of water, were undoubtedly unnerved by this radical approach, and it is a wonder the entire island didn't capitulate on the spot! Having thus shaken British resolve, the emperor and his soldiers spent the rest of the afternoon collecting seashells from the beach.

43 AD:

Continuing the mysterious imperial infatuation with a soggy island at the edge of the world, the Emperor Claudius decided to sort the British out once and for all. To the normal troops, weapons, armour etc., Claudius added a squadron of elephants and camels, possibly on the grounds that the Londinium Zoo needed to start a breeding programme.

The British, fighting, as usual with them, entirely naked, protected only by gold necklets and tasteful blue woad body paint, put up stiff resistance to the Roman troops. Commanding the British were the Druid priests and priestesses, heroically keeping to the rear of the battle, urging on their men with fearsome cries and the use of captured Roman soldiers as night-time illuminations.

Claudius fought his way as far up as Gloucester and Lincoln, but there halted, defeated by the northern tribes. Was their woad bluer or their necklets bigger? -

at any rate, their resistance would seem to have been stiffer!

55 AD:

Seeking personal fulfilment, which he could not find in mere Emperorship, Nero had serious ambitions in the world of entertainment. Having assured himself of success by having all his critics put to death (not an unjust treatment in the eyes of many an actor!), his foremost performance was held during the burning of Rome, in which he personally led the firefighters in a song of his own composition. Finding that the people of Rome were unaccountably unreceptive to having their city burnt as performance art, he rapidly pushed the blame for it on to a new religious sect, the Christians.

58 AD:

And the Emperor Nero, fed up with always being told what to do by his mother, Agrippina, decided to be rid of her at last. Being too frightened of her to dare involve himself in a straightforward assassination, he instead hatched a cunning plan. After inviting her to tea on one of his islands, he kissed her goodbye and helped her into a boat, surrounded by her maidservants. Agrippina's boat set sail for the mainland, shadowed by another, containing soldiers (for her own protection, you understand). However, the boat had been specially designed to fall apart at a given signal (presumably radio-controlled from a joystick in Nero's pudgy little hand), and this it proceeded to do, leaving the women floundering in the sea. It was at this point that a maidservant had the brightest idea of her short life, and shouted to the soldiers, claiming that she was actually Agrippina and would they kindly rescue her, please? Unfortunately for her, the troops had already been primed to feign a rescue attempt by flailing around wildly with their oars, and so promptly clubbed the poor girl to death. Agrippina, meanwhile, swam to safety, and Nero was somewhat distressed the following day to receive a letter from his mother, thanking him for the tea and recommending that he change his shipwright.

60 AD:

In an early and unwise example of sexual discrimination, and little knowing of the leadership qualities of Lincolnshire ladies, the Roman governor of Britain ignored the claims of Queen Boudicca to the leadership of the tribe of the Iceni. Scorned, Boudicca unleashed her fury, and attacked the Roman town of Camulodunum, killing all its inhabitants. Alas, the revolution was rapidly crushed and Boudicca is chiefly remembered today for her early form of armoured car - a knife-wheeled chariot - and for her unusual choice of burial place; beneath platform 10 of St Pancras Station (perhaps in an effort to ensure a seat on the train?)

79 AD:

On the 24th August, 79 AD the citizens of Pompeii had their afternoon peace interrupted when nearby Mount Vesuvius burst into an enormous eruption. Most of them, (quite wisely, one feels) fled from their homes immediately, but one or two took a little more time...

The priests of the temple of Isis, for example, were just sitting down to a light lunch of eggs and fish when the eruption began. Reassured by their belief that the worship of Isis conveyed immortality on its followers, they finished their meal, popped into the temple to collect the goddess Isis and the temple treasure, and only then started to leave. Unfortunately, the goddess failed to come up to scratch; her priests perished in the lava.

As did the historian Pliny, who was sunbathing on the beach when the eruption began. Not wishing to have an uneven tan, he remained there, until called away to help a friend who was trying to save his household goods, wife, children etc. Having organised their rescue, Pliny went for a swim, then had lunch and took a little nap. Only then did he feel himself ready to stroll down to the beach and get on to a boat. Unhappily, he had left it too late, for, once there, he drank a glass of cold water and promptly fell down dead; thus clearly showing the bad effects of drinking water - he should have stuck to wine, like any sensible Roman.

125 AD:

The conquest of Britain was finally completed by the emperor Hadrian. His troops swept up the island like a giant military vacuum cleaner, pushing the nastier northern tribesmen before them. When the last long-haired, kilt-wearing, haggis-eating Pict had been finally tidied up into the rockier parts of Scotland, Hadrian, in an effort to keep the place looking nice and neat, built a wall right across Britain, so the Picts could be hidden from view. It also, happily, hid the view of them eating haggis, a sight ever painful to delicate Roman sensibilities.

300 AD:

The expansion of the Roman Empire came to a halt during the reign of Diocletian. 900 years of never missing an opportunity to take-over any available (or even not-so-available) country had left severe strains in the board of directors. Diocletian therefore led a management buy-out, in which he wisely took control of the eastern half of the empire (much better weather, nicer food, well-trained concubines etc.) leaving the less

desirable western half to an associate, whose impact on history was so great that he is now, sadly, completely anonymous.

410 AD:

Although the outposts had been behaving oddly for some time, the fifth century saw the very heart of the empire, Rome itself, under threat. From the north came hordes of very unpleasant barbarians, the Goths; swinging great battleaxes and manes of red hair and struggling under the weight of some very peculiar names (well, could you cope with Vercingetorix?), these hard men of the north swept down upon Rome and, pausing for only the briefest bit of rape and pillage, captured it. The people of Rome, insulated for many centuries from any actual fighting by the width of their empire, were unable to put up any resistance.

Thus ended the great Roman Empire.

Hints

We wanted this game to be entertaining and amusing, rather than a 'serious' challenge, and so we think you shouldn't find it too difficult. However, we would not like to mar your enjoyment by allowing you to get stuck, and so have included some hints for each level on the following pages.

DO NOT READ THE FOLLOWING PAGES UNLESS YOU NEED HELP!

GENERAL HINTS

1. To stop people disappearing off the screen before you've interacted with them, click on them first, before selecting a button.

2. Use RUN to speed up long-distance travel.

3. Keep an eye on the DO toolbox for useful options.

4. Take the time to explore the landscape. The game takes place in six large locations, and inspiration may be just around the next corner.

5. Don't just go all-out to win. Sit back and watch what's going on around you - it may be helpful, or maybe just something to amuse.

Level 1: Herculaneum

Life will get too hot to bear if you hang around too long, so you should be thinking about ways for Hector to escape before he fries. Thanks to Herculaneum's geography, there's only one way out!

When the crunch comes, all depends upon your position in society, and Hector's position is right at the bottom of the heap. However, rely upon the fact that appearances can deceive.

You may think you have enough money, but more is always handy. To get it, Hector may need to show his darker side.

Don't depart without a good look round first. Life may be harder for Hector if he escapes with only the bare essentials.

Level 2: Rome

Unless you got bored too quickly, you will have discovered that the Emperor is about to depart this Earth. You should know who is behind the plot, but a mere country boy like Hector is not going to be treated very kindly if he decides to take the law into his own hands. The Emperor however, is already paranoid enough to listen to anybody. Perhaps someone should warn him?

Your problem then is how to get Hector into the palace. Obviously, upright members of the Roman infantry are not going to be susceptible to such immoral goings-on as bribery, but then, these are not upright members of anything!

Earning the wherewithal just takes work. Attend any gatherings and take part. With careful judgement you should raise enough.

If you are short of cash when you arrive, perhaps you could borrow some?

Level 3: Britannia

To a large extent you're on your own with this one. All Hector has to do is find the British War Standard (a large red flag) and walk up to it. The problem is, the British won't let him!

The Brits haven't been told you're coming, so if you're careful, you can avoid detection for a while, allowing you time to take up positions and prepare defences. Plant your standard in a fort, so that it is safe from the Brits, and so that you can recall your men to safety when needed.

Your men's chances of surviving a fight depend largely on their energy level and their state of war-readiness when the attack occurred. Rest your men whenever it is safe, and don't leave them unprepared (resting, building etc.) when they are at risk. Hector's chances are improved if the gods are on his side - you did placate them when you had the chance, didn't you?

To keep an eye on enemy movements, put some men on watch in strategic locations. Also, keep some men on guard whenever the others are resting in a fort, otherwise, Hector will have a siege on his hands.

Level 4: Rome again

An aspiring emperor needs to rise through the ranks, so election as consul is a very good move indeed. Getting someone to nominate him is easy enough, but it takes time and effort for Hector to win enough people over to his side to ensure victory. Simple bribery works, but may not always be the best use of resources. Magnanimous gestures like sponsoring the Arts, perhaps? Or maybe success in the arena will swing the sporting vote in your favour? Keep an eye on the north end of the forum, there's someone there who should perhaps be working for you, rather than someone else. Canvassing is important - there's no point preaching to the converted, so make sure you keep in touch with individuals' voting intentions.

Level 5: Egypt

Everything you learned in Britain will be useful here. Intelligence is much easier to gather, because the map always shows the enemy's whereabouts. You also have a new command: GUARD.

Ptolemy's men are slippery, and it is easy for them to get past, so don't leave it too late to attack, or you will not have time to mop up stragglers before they reach the palace.
Watch your back - there may be action on two fronts.
All men tire easily in Egypt's heat, so pay particular attention to the health and readiness of both Hector's men and the enemy.

Level 6: Rome yet again

Nearly there now. You don't need us to tell you that an aspiring emperor has to do what an aspiring emperor has to do. But check that he does it to all the right people! And should he do it himself, or let another do it for him?

Keep an eye on the Emperor's antics, and see for yourself that Hector is about to make a just, perfectly moral and highly popular act. Just putting him out of his misery, really!

MILLENNIUM