

The EVIL Crown



MIND
GAMES



Mind Games — A workout for the brain. Games of skill and strategy designed to exercise your intellect, imagination and memory.

The EVIL Crown

If you were somehow to be taken back in time and found yourself in the Middle Ages, it is probable that you would find life very difficult, without knowing the rules and ethics of that period of history. In this game that is exactly what is going to happen, so we suggest that you read this instruction manual at least once before attempting the game.

LOADING THE PROGRAM

To load Evil Crown press Shift and *Run Stop* keys together. A message will appear on the screen asking you to press play on the cassette player. When the program has loaded it will run automatically.

Note: The program is recorded twice on Side One of the cassette. Side Two is blank.

EVIL CROWN — INTRODUCTION

Welcome to the Middle Ages. You have just made it to Baron, in the days when England was run on a feudal system and you have achieved power by being decidedly nastier than anyone else around. The aim of this game is to try to be King of England. Numero Uno himself.

To do this you must keep the peasants in their place, feed your subjects (including the peasants — sometimes), expand your lands and, most important of all, do well enough in the Royal Tournament each year to increase your fame and popularity amongst the nobles. If you make progress, the King will be forced to raise your status, thus taking you away from being a mere Baron, onto an Earl, a Marquis or maybe even a Duke.

Powerful Dukes get attacked by H.M. the King on a regular basis however, because he fears, rightly, that all social climbers like you are after his job. However, if you've done your homework properly before getting involved in this bust-up you stand a good chance of winning and taking the big prize for yourself. Getting Crowned will give you control of England, Scotland, Wales, Ireland, Normandy, Brittany, Anjou, Maine, Aquitaine and Touraine. Not bad eh?

But remember, in these days you don't get *elected* to anything. What you want you take. Do unto others before they do it unto you. Especially in the Tournament. Unless you do well here you can forget any hopes of a career in the Royal Bedchamber. In order to succeed you will need to spend a goodly sum on equipping yourself for the fight and to do *that* you need to raise money from your estates, as efficiently as possible. Being too kind to the serfs will eat up money you could use for armour and carousing the Courtiers etc. Being *too* rotten could cause a revolt. Nasty Barons either have a good militia or a bad death.

Oh and by the way; if you fight the King and *lose*, you will be executed for treason. Fair enough?

PLAYING THE EVIL CROWN

Evil Crown is designed to be a simple game to play — if you do things in the correct order! Play is divided into a series of “rounds”, each representing one year and sub-divided as:

- (i) The Decree
- (ii) The Hunt
- (iii) The Royal Tournament
- (iv) Battle (if there is any that year)
- (v) Peasant Revolt (only if you deserve it!)
- (vi) The Harvest
- (vii) Select land gains and losses and decide how to organise your fleet.

THE DECREE (Including Status Report)

The decree has been replaced in modern times by the budget, and the effects are very similar. As the Baron of the area shown in the map you are entitled to play Chancellor and set your local tax and set a toll for strangers crossing your territory. In addition to these you must decide how much ‘scutage’ you will pay to the King. This was to stop him from taking your finest men to fight in his army. The more you paid the more likely you were to be able to retain your troops. In modern times the tradition lives on in certain areas, but it is now called bribery! During the annual decree you must also decide how many troops you will raise and how much food aid you will give to the peasants.

You will have to carefully balance how much income you raise from taxes and tolls against the cost of your troops and feeding the peasants. If you don't feed the peasants enough they will become discontent and you will hear the dreaded words, “The Peasants are Revolting”. Comments like “they always were” will not help you.

Once all this has been decided you must decide how much of your remaining wealth will be spent on the Annual Royal Tournament. A miserly Baron will lose the respect of his militia and peasants, and will never be recognised by the King and promoted to higher levels.

Throughout this game choices to be made are effected by using "Icons". An icon is a simple pictorial symbol for something which if described in words would be long and involved. In the right hand panel of the screen are ten symbols, each representing one of the choices you can make. By moving the joystick you will see a small arrow moving around the screen. To select a particular icon move the selector arrow until the tip is over the icon and press fire.

The following actions should be carried out in every Decree period, in the following order:

Set a tax rate.

Set a toll rate.

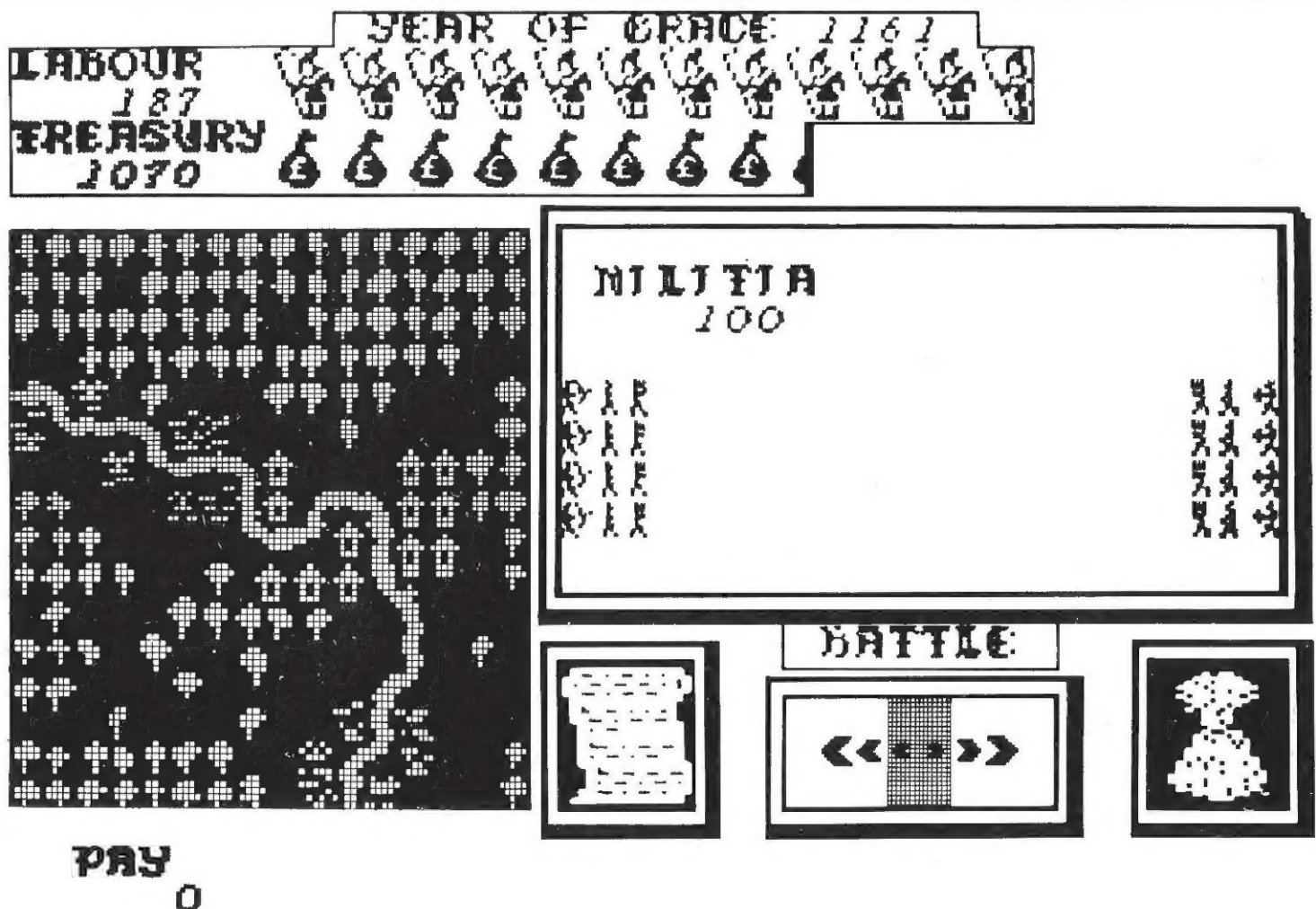
Decide how much scutage to pay.

Decide how many troops you will raise.

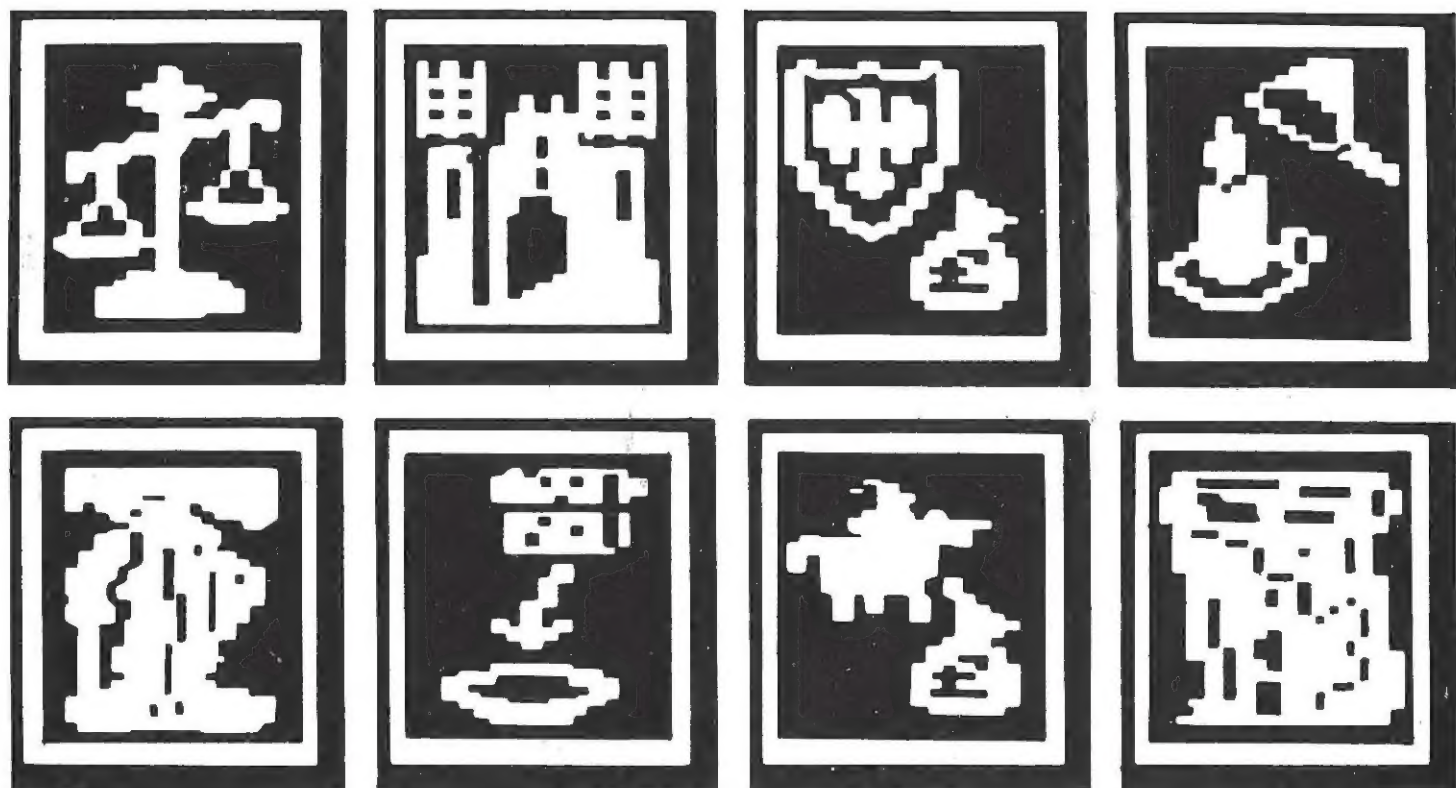
Decide how much food aid you will give to the peasants (if any).

Decide how much you are going to spend in the Tournament.

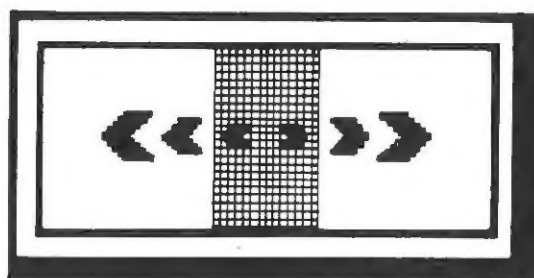
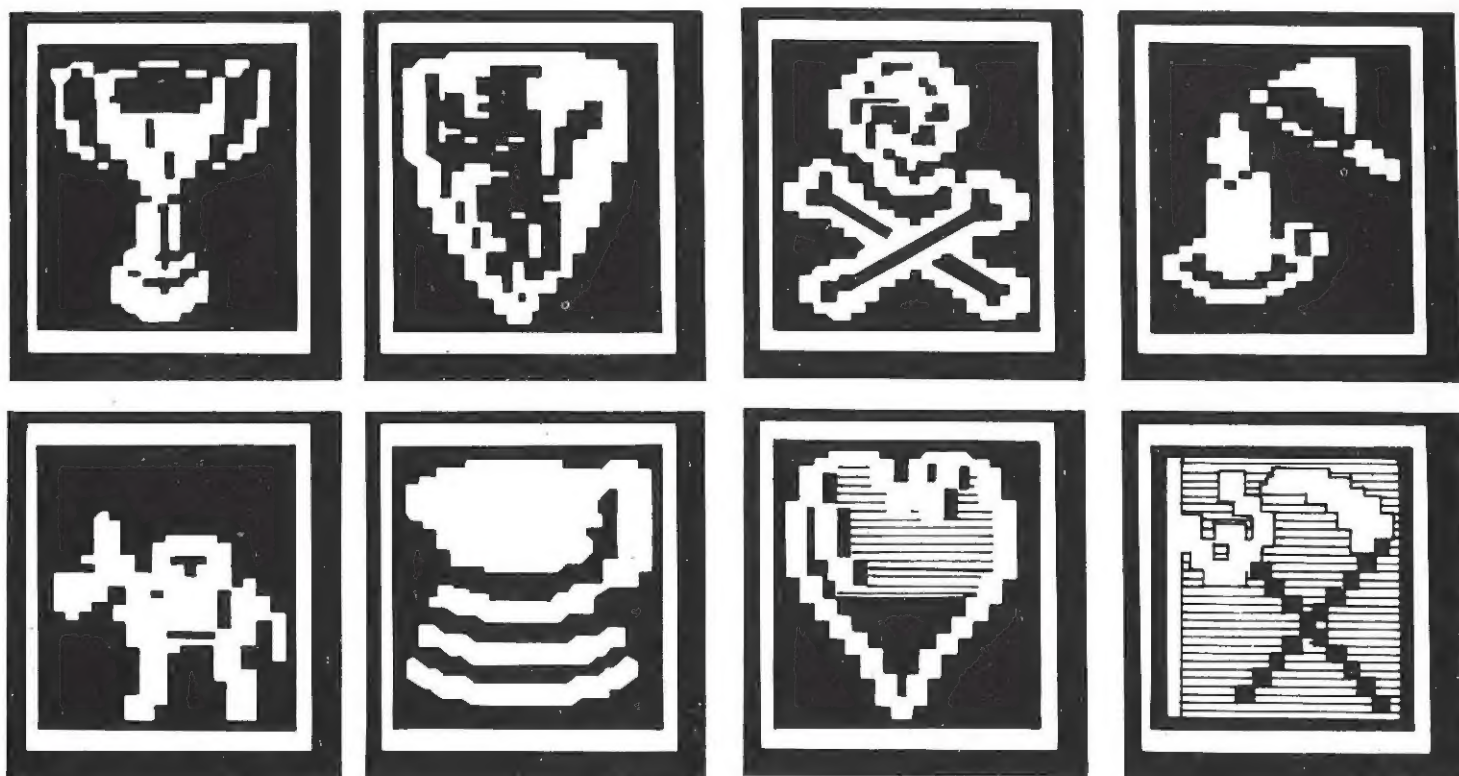
Select land gains and loses.



INPUT DISPLAY



STATUS DISPLAY



Setting tax rates and toll rates is done by selecting the appropriate icon by moving the cursor arrow to the icon and pressing fire. The name of the icon chosen will be shown in the current action box at the lower left side of the screen (see key). To select the value at which you wish to set the rate move the cursor arrow onto the slider control box and position the arrow at the right end and press fire to raise the value. Similarly to adjust downwards move the arrow to the left hand side of the slider control box and press fire. When you have the rate that you wish to set move the arrow to the *Next Event* icon and press fire.

This technique is also used to set scutage, militia levels, food aid and tournament costs. As you select a rate for each item and move to the next event icon you will see that the icon for the rate you have just set blanks out.

When you set the *Land Gains* icon a message will appear in the current action box, which turns white. This tells you how much land has been gained or lost since the previous year.

In the first year there are no gains or losses but you may wish to rearrange the land use. This is done by moving the cursor so that it points to one of the white farmhouses. Pressing fire will "pick up" the farm unit and you can move the cursor to where you wish to place it. For safety you will see that you can only choose to place the farm next to an area which is already farmed.

In later years you may have won the rights to expand your farming, and be awarded land gains. This will be indicated in the current action box by *Gains = 2* or the number you are entitled to. Move to the Select Land icon and press fire. You will see that the cursor arrow has a small box on its tail to indicate that it is now "carrying" land. Move the cursor to where you wish to place the farm (remembering that it must be next to an already farmed area) and press fire to position it. Continue in this way until you have placed all the gained units you are entitled to.

Land losses work in the same way, but in reverse. You will be told how many units you are to lose. Decide which unit you wish to lose, press fire, and "carry" the unit to the Select Land Icon, where you can "drop" it by pressing fire.

Again continue until you have placed all the necessary units.

When you have selected all your gains or losses and have re-arranged your farms to your satisfaction, move the cursor arrow to the select land icon and press fire. The icon will blank out. (Note that you will not be able to do this if there is still land to be gained or lost.)

STATUS REPORT

Selecting the status report icon will replace the decree icons with the status icons. These represent:

Fame — a measure of your success at tournaments, and one indicator of how much the King has noticed you.

Military Success — An indicator of how well you are faring in

Battle, and therefore how well the King regards you.

Notoriety — An indicator of the peasants' reluctance to accept your rule.

Trade — How much you are making from tolls on trade passing through. Higher tolls bring less trade, but lower tolls bring less income from the trade passing through.

Wealth — How much treasure you have stashed away in the castle. The wealth accumulated will be the difference between what you have raised in taxes and tolls, and what you have spent on scutage, the militia etc.

Loyalty — An indicator of the peasant's loyalty. The less loyal they are the more likely they are to revolt.

Efficiency — How eager the peasants are to work. Remember that hungry peasants are more likely to revolt than to work!

The amount of colour in each area indicates your "success" so far.

To exit The Decree move the selector arrow to the *Next Event* icon and press fire.

Selecting the *Quit* icon at any time allows you to leave the game.

THE HUNT

This part of the game indicates the number of wild animals that have entered your land. It is done graphically by showing a wild animal crossing the screen. The level of danger is shown by the type of animal. These are (from least to most dangerous):

Hare, Fox, Boar, Stag, Bear.

The number of wild animals entering your land will affect your harvest for two reasons. Either the animals will eat your crops, or will reap their own harvest — on your peasants!

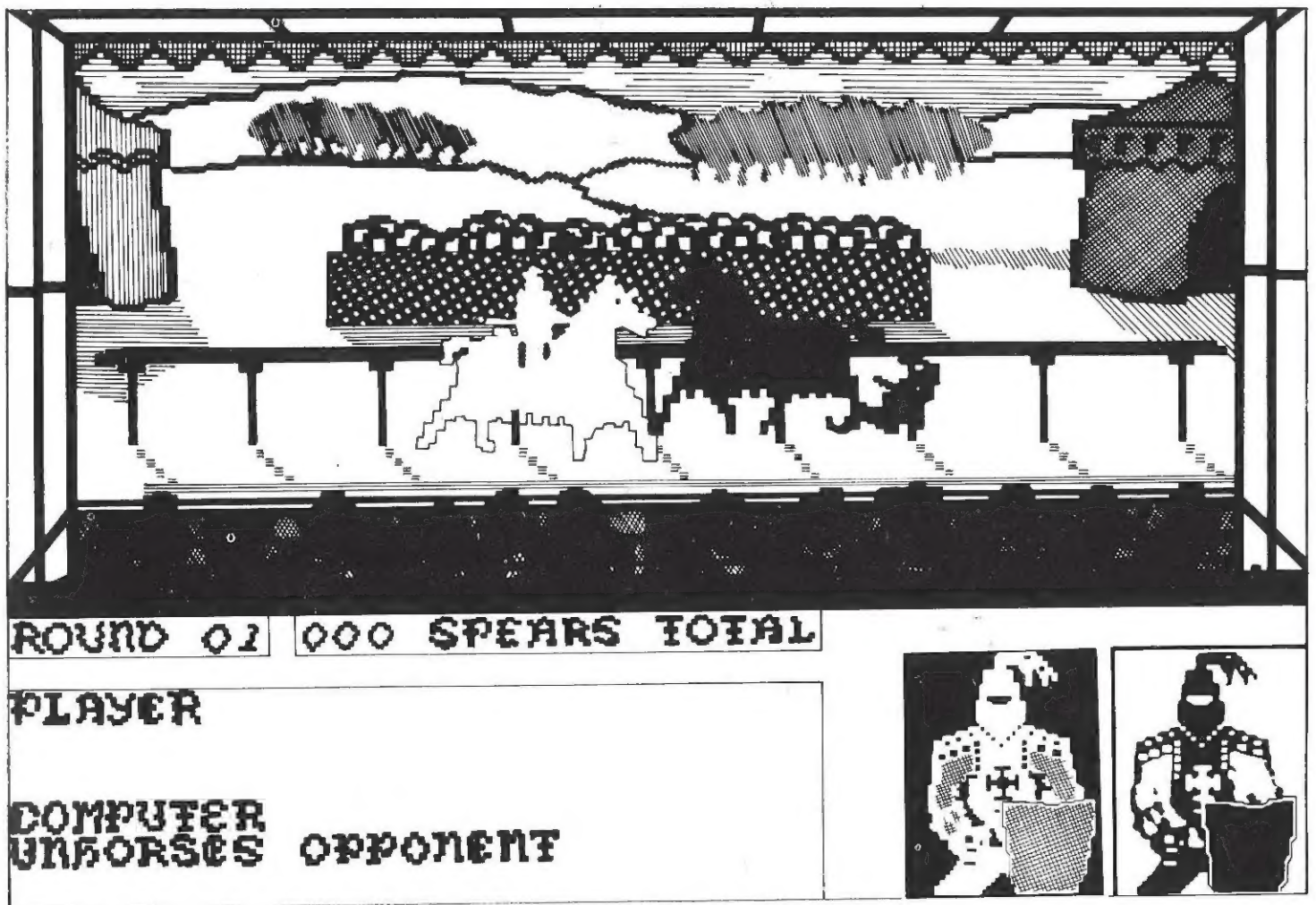
To exit from the hunt move the selector arrow to the *Next Event* icon and press fire.

THE TOURNAMENT

Your success or failure at the tournament affects many things: Your peasants' loyalty, your fame and your notoriety. The Tournament screen is as follows:

The object of the Tournament is to survive as many rounds of jousting as possible, without running out of lances. A round is won by either unhorsing the opponent, or by striking the opponent three times. Penalties will be made for certain actions: one lance is deducted for striking the barrier; fifteen lances are deducted for unnecessarily injuring the opponent; striking the opponent's horse results in immediate disqualification.

Each round commences with the opponent's starting shield position being shown in the Target window. You may position your aiming point and shield by placing the cursor in the Target or Defence windows respectively, then holding down the fire button while moving the chosen marker with the joystick. You may then start the horses on their run by



moving the cursor left of the Target window and pressing fire. You may then continue to reposition your aiming point and shield as described above, up to the time when the horses meet. A certain time after the horses start their run, the opponent's shield position switches to the final position for that run. The length of time before this change occurs increases with each round of the competition. When the horses meet the shield positions of each competitor and your aiming point determine the outcome of that particular run. You can control this outcome by waiting for your opponent to fix his shield position and then choosing the best positions for your aiming point and shield.

The results of each run are displayed in the Player and Computer result window and the number of strikes scored by each player in that round is shown as lances. Once a round has been won the player may start the next round by moving the cursor left of the target window and pressing fire. When the player has been defeated, this will also exit you from the Tournament.

THE BATTLE

If a battle is to take place then the Battle Screen will appear. First you must select militia pay levels by selecting the militia icon and using the slider control box as before. Set the value by moving the selector arrow to the wheatsheaf and pressing fire. Mercenaries can now be hired for Battle. Select the number by using the slider control box and set the level on the wheatsheaf. The Battle will now take place. If you win you obviously help yourself to the opponents wealth. However if

you lose your opponent will demand some of your wealth. After the Battle you can move on by selecting the *Next Event* icon and pressing fire.

THE REVOLT

The Revolt works in a similar manner to The Battle in that you have decide how much to pay the militia, but mercenaries cannot be hired. Also, if you lose the Revolt you die and hence lose the game! After the Revolt you can move on by selecting the *Next Event* icon and pressing fire.

THE HARVEST

The workforce is the number of labourers available to bring in the harvest. This figure is the number of peasants in your land who are not in the militia.

The weather conditions during the Harvest are represented by the Sun and Cloud. Weather conditions from good to bad are represented by the sky colour ranging from blue to dark grey. The closer the cloud gets to the sun the worse will be the Harvest.

Militia lost is the cost, in addition to any battle pay, of maintaining the Militia over the year.

The Harvest size is shown by the amount of yellow grain filling your store.

Remember that the better the Harvest the more likely your peasants are to remain loyal next year.

You can proceed to the next screen by moving the selector arrow to the *Next Event* icon and pressing fire.

You will then return to the first screen to decide your decree for the following year. (If you have survived!)

WINNING THE GAME

As you play the game and become more successful as a medieval mastermind, you will go up in rank. Eventually you will be powerful enough to take on the King himself in battle. Victory will win you the game and the *Evil Crown*. Fail and you will be beheaded. No appeals considered.

AN HISTORICAL BACKGROUND

England was an exciting place in 1154 to 1189. First, the disastrous reign of King Stephen had ended. Throughout this unhappy monarch's reign there had been social discontent, revolution, and an alternative claimant to the throne of England in Matilda, Empress of Germany. A peace had been finally agreed in which Matilda allowed Stephen to remain King until his death, but then her son Henry would become ruler of the Kingdom.

When Henry ascended the throne as Henry II he brought to England his inheritance of most of Northern France, and his wife's inheritance of South West France. Henry II of England held eight times the amount of land in France as the King of France. He founded a new dynasty, the

Plantagenets and gave England a new Empire, the Angevin Empire.

But Henry took possession of an Evil Crown. The country was still in a state of disarray after the civil war and many Barons had taken advantage of the disorder to enlarge their estates by seizing large areas of the countryside and erecting castles. Henry faced many problems with the Barons and his solutions preserved the peace for only fifty years or so. In the reign of his son, King John, the Barons won a notable victory over the King with the granting of the Magna Carta in 1215. The power of the nobility against the crown was not fully broken until the reign of Henry VII, over three centuries after Henry II ascended the throne.

Henry II busied himself with limiting the power of the Barons as soon as he came to the throne, and he did it in several ways. First, he re-established the King's "License to Crenellate", by which no castle could be built without the King's authority. Alongside this policy he began a campaign of destroying the "adulterine castles" that had been built without the King's license. Second he encouraged the process of scutage, whereby the Barons paid a tax to the King instead of sending shieldmen to fight in the King's army. This reduced the size of the forces that the Barons maintained. Third, he encouraged overseas adventure for the Knights and Barons, such as the crusade. Displays at home, such as expensive tournaments, also kept the Baronage occupied. Finally, he kept a careful eye on bloodlines and the laws of female inheritance in order to seize what baronies he could by "Escheat". The rules of Escheat dictated when and how a female could succeed to a title, and when the King could appropriate them for himself. Henry's use of this rule was especially ironic as his only claim to the English throne was through his mother. In the reign of the son, King John, the Barons won a notable victory in the granting of the Magna Carta in 1215. The power of the nobility against the crown was not fully broken until the reign of Henry VII — over three centuries after Henry II had ascended the throne.

During this period the lot of the peasant was not a happy one; for them almost every King wore an Evil Crown. Disease and hunger were constant threats, and the poor had little relief against a lord that taxed them too heavily or took too much of their harvest. Their only relief was to revolt against authority — but if the Baron had organised his forces properly then it was seldom a problem to crush any revolt. Nonetheless, the habit of armed insurrection to relieve the boredom of a Saturday has become enshrined in British sporting tradition.

Henry II's reign was a period of great change, and only apparent stability. Henry faced threats constantly from over-ambitious Barons, and they in turn faced threats from the peasants they controlled. Foreign wars still had to be fought; and the constant war with nature affected the harvest, the economic basis of the whole system. It would have been easy for history to be different. One ambitious and successful Baron could easily have seized the kingdom.....



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