

KAISER

by Dirk Beyelstein

Imagine yourself in the year 1700. You are the Ruler of a small German province. You manage crops and estates and you lay down all the laws. The more economic and social successful you are, the higher you climb in the hierarchy of nobility, gradually becoming more and more powerful, in order to take control of the whole of Germany as the KAISER. Once you have attained this position, you will be proclaimed KAISER in a coronation ceremony.



Illustration: Albert Kohlmeier.

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Commodore AS 12904

Joystick required



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COMMODORE

KAISER

AS 12904

KAISER



Fast Load
Chrome Tape

COMMODORE 64

128 Compatible

A Complex Decision-Making
Strategy Game



TO LOAD

Turn on your computer. Insert cassette. Press SHIFT and RUN/STOP together. Press PLAY on cassette deck.

STARTING THE GAME

Press F7 to skip the loading screen build up.

Enter the number of players (up to 9), the number of joysticks being used and then the player's names. Press return after each name and enter the sex of each player. The computer automatically allocates one of the States of Germany to each player.

THE GAME

The object of the game is to become the Emperor of the German nation. To achieve this you must build 5 towns (consisting of 5 markets and 3 grain mills), possess at least 25,000 hectares of land and have cash assets of 100,000 Talers; you must also have built a palace and lastly the cathedral.

SCREEN 1 - BUYING/SELLING COMMODITIES

This screen shows details about the weather, grain prices, land prices and the grain requirements of the population. Your estate and cash assets are also shown.

The grain store shows your stocks of grain. The level to which it is filled only represents 80% of your reserves, however, as under a treaty you are obliged to issue at least 20% of your reserves to your people each year. You should issue at least the amount shown under grain required to your people, but preferably as much as possible to avoid condemning them to death by starvation. Remember your treaty obligations when buying grain to fill your granary.

HINT: If your reserves have dropped to a very low level and poor weather results in a bad harvest, grain prices will usually be high. If this state of affairs continues for more than 2 - 3 years buy a large amount of grain in spite of the high costs. In practice this has been shown to frequently cause the price of grain to decline.

To select the buy or sell option you require move the joystick in the direction indicated. Choose the volume of the transaction by moving the joystick left/right and then up/down. To enter '400,000' for example move the arrow 4 positions to the left. '0000', and then keep pushing the joystick forward until a '4' appears. Press FIRE button to activate your choice.

If you have bought sufficient grain you can select one of the other options. Always make certain that your land holdings are adequate; for each member of your population you require at least one hectare of land.

HINT: Grain prices vary between 70 and 430 Talers. Land prices from about 16 to 70 Talers. Buy at prices you consider reasonable and sell when prices are high. Speculate to accumulate but remember each sales transaction is subject to a 10% commission.

Once you have completed your purchases and sales, press the FIRE button to continue.

ISSUING GRAIN TO THE POPULATION

Choose now what amount of grain you wish to issue to your population. Move the joystick to select minimum, maximum or amount required. To enter a specific value move the joystick as described above. Press FIRE button to continue.

HINT: To ensure that your country enjoys a good reputation abroad as well as at home consider issuing more grain to the people than the amount required. This is usually a sound policy, and is sure to attract the first immigrants within a short time. But take care, if the amount is too small, the reaction is not likely to be great. Excessive generosity, however, may not be advantageous either.

SCREEN 2 - STATISTICS

This screen gives details concerning the events of the year and data concerning the number of births and deaths as well as the number of new immigrants, if any. Under certain unfavourable conditions it also lists the number of people who have emigrated! It also shows data concerning revenue from markets and grain mills as well as the costs of your army.

This screen is purely informative: once you have studied the data, press FIRE button to continue.

SCREEN 3 - BUDGET DAY

Your revenues are of the utmost importance for your treasury. Only if your revenues are satisfactory can you hope to build up and maintain your country efficiently. You are able to vary the 3 rates of taxation and hence the amounts each contribute to the total revenue. You can also influence the result by varying the judicial charges. Press the joystick in the appropriate direction to select the new rate. When completed and satisfied with your choices, press the FIRE button to continue.

HINT: At the commencement of the game, taxation revenue is very limited. To facilitate this phase of development it is advisable to provide mills and markets. This will yield considerable additional revenue. Once you have been crowned King, consider new rates of taxation. As a King you enjoy greater rights and more revenue from customs charges and income taxes.

SCREEN 4 - GEOGRAPHY

This screen is also for information only and shows your country and its growth. Move the joystick left/right to gain a picture of the size of your country, to check how many markets, grain mills and towns you have created and to observe progress in the construction of palaces or cathedrals.

SCREEN 5 - STATE EXPENDITURE

This is when you must decide how to spend your revenues.

Select the option you require by moving the arrow up/down and then pressing FIRE button.

The first four options apply to the construction of buildings. In order to construct a market, first select this option and press FIRE. The cost will automatically be deducted from your Treasury.

A complete palace comprises 16 parts, each one of which will cost you 5,000 Talers. Each cathedral comprises 14 parts at a cost of 9,000 Talers each.

HINT: You require an area of 1,000 hectares to build a market or a grain mill. For a palace you require not less than 13,000 hectares and for a Cathedral as much as 25,000 hectares.

'Recall Map' enables you to study the map of your country or to check the number of markets or grain mills.

If you select the "Army" option a new menu will appear offering additional choices.

- a) Recruiting Soldiers - each service has its special features. The cavalry has a larger range than the other two services. The artillery is stationary and can only fire its guns. The infantry is most economical and generally used in relatively large numbers. Its range is not quite as good as that of the cavalry and, on foot, progress is likely to be slow. Select your troops by moving the arrow and then pressing the FIRE button. Choose 'No new troops' to move to a summary of troops available to you. Press the FIRE button to return to the main menu.
- b) Recruiting Mercenaries - This enables you to increase the size of the army without an excessive number of soldiers in the country's own population. Mercenaries are considerably more expensive than your own soldiers (not only to acquire but also to maintain) but also

are to begin in a war deployment each army unit as close as possible to the enemy's border. Otherwise a unit may not reach the enemy territory at all. However, ensure that the troops closest to the border are the first to move. If units of your artillery are in the same section of the front they may inadvertently fire at their own comrades.

- c) Carrying Out Manoeuvres - is intended to make your troops more efficient. Simply push the joystick to the right and the manoeuvres will be carried out and your assets will be reduced by an amount depending on the number of your troops. You can carry out manoeuvres as frequently as you require.

- d) Making War - This enables you to start a war. Press the joystick to the left to see a list of all other regents taking part in the game. Select your opponent and press the FIRE button. This activates the war sequence (to be explained later). If you wish to discontinue the military operations simply press the FIRE button.

If you have selected this option by mistake, select 'Nobody' and press the FIRE button.

MAKING WAR

Change the joysticks so that the attacker uses the joystick in Port 1 and the defender the joystick in Port 2.

The war commences with an option which enables warring players to conclude treaties with one or other of the non-warring regents. If a Regent decides to support another country, all his troops with the exception of the militia are put temporarily at the disposal of that country. Such support can considerably affect the progress of a war. Choose the options by moving the arrow and press FIRE button to select choice. The states which are not ruled by one of the participants are always neutral. Check with the map contained in the instructions that an attack is possible. Prussia for instance has common borders with Hessia and Bohemia but not with Bavaria. As a result Prussia is able to attack Hessia but if it wishes to attack Bavaria it must at least be allowed free passage through Hessia or Bohemia. If an attack is possible the path of attack will be indicated. Press the FIRE button to continue. The screen will remain black for about 30 seconds. If an attack is not possible the war is discontinued and play passes to the next Regent. To call up a screen showing all the symbols, move the joystick left/right. Press the FIRE button to commence the deployment of troops. Troops are deployed in the following order; cavalry, artillery, infantry then militia. The militia is a civilian home defence force allocated automatically according to the number of markets and grain mills.

To help you locate the artillery two bars corresponding to the approximate firing range of the artillery appear below the table of troops. To deploy the troops, use the joystick to move the "cross lines" to the point where you wish to locate. To cross the map in longer steps, press the keys 1 -4.

HINT: In a war deployment each army unit as close as possible to the enemy's border. Otherwise a unit may not reach the enemy territory at all. However, ensure that the troops closest to the border are the first to move. If units of your artillery are in the same section of the front they may inadvertently fire at their own comrades.

When all the troops have been deployed the war commences and you can no longer exert any influence on your troops. Observe the progress of the battle and learn from it with a view to future battles. Throughout the battle you will receive information on the precise numbers of troop losses. After the war you will receive details concerning losses suffered by both armies and you will be informed whose army has been victorious. Press the FIRE button after every frame once you have read it.

State of Play

After the 'Army' option is a 'State of Play' screen which enables you to check your position against the other regents. You are given details concerning the soldiers, your country, your funds and the size of your population. You are given a point total which is the result of all your operations. The higher this total, the more successful has been your reign. This, of course, does not mean that you have already won, merely because your total is higher than that of any other player. However, it may prove later that as far as revenue or other factors are concerned your country is in an economically stronger position.

The Regent's Expectation of Life

Everybody's life is unfortunately finite. Nobody lives forever. The game takes account of this. At the start of the game the year is decided in which the players shall die. It will be roughly between 1760 and 1768 and is the same for all players. However, various factors arrive in the course of the game, which may change this date.

A time factor has also been provided, which is monitored at the end of each player's turn. This is about 90 seconds. It is therefore advisable not to spend more than this time on each turn. If you do, this may reduce your life expectation.

Miscellaneous Information

At the end of your turn the interests arising from your assets or debts are calculated. In addition a check is made to determine whether you are at the point of receiving a new title. Every new title increases your assets by 10,000 Talers. Your initial assets as Regent amount to 10,000 Talers.

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