TO LOAD

Insert tape into cassette unit. Hold down 'CTRL' and press small 'ENTER'. Once program has finished loading, leave tape in unit. If you achieve Kaiser status then your coronation will be loaded in from this point.

STARTING THE GAME

Firstly, decide whether you wish to continue with a previously saved game. Press 'Y' for yes or 'N' for no.
Enter the number of players (1-9) followed by the players saved game. Press 'Y' for yes or 'N' for no.
Enter the number of players (1-9) followed by the players name and their sex. Each player is then allocated a state of Germany.

OBJECT OF THE GAME

The object of the game is to become Emperor of Germany. To achieve this you must have built 5 Towns (consisting of 5 Markets and 3 Grain Mills), a Palace, a Cathedral, and possess 100,000 Talers and 25,000 acres of land.

PLAYING CONTROLS

When buying and selling, you will find it quicker and easier to enter these amounts using the keypad.
N.B. Use the large ENTER key to enter amounts.
Use the DELETE key to alter entries.

SCREEN 1 - BUYING AND SELLING COMMODITIES

This screen shows details about the weather, grain prices, land prices and the grain requirements of the population. Your estate and building land available 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 each year 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 poor level and poor weather results in a poor harvest, grain prices will usually be high. If this state of affairs continues for more than 2-3 years then buy a lot of grain in spite of the high cost. In practise this has been shown to frequently cause the price of grain to go down.
To select the buy or sell options you require, either
A - use the number against the option from the keyboard.
or B - use the joystick to move the arrow up or down then press FIRE to select when adjacent to your option.
To select amount
Keyboard - use keypad to enter amounts.
use large ENTER key to confirm entry.
use 'DEL' to delete entry.
Joystick - use joystick up or down to increase or decrease righthand digit.
use joystick left or right to increase or decrease by a factor or 10.
Fire button confirms entry.

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 1 acre of land.

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

Once you have completed this section then either press '5' on the keyboard or move joystick against the '5' and press FIRE.

ISSUING GRAIN TO THE POPULATION

Choose now what amount of grain you wish to issue to your population. Select the amount as described in the previous section.

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, their 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.

The screen is purely informative. Once studied, press the Fire button or large ENTER key.

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 judical charges.

Use joystick or keyboard to select and enter option as described in Screen 1 description.

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 Custom Charges and Income Taxes.

SCREEN 4 - STATE EXPENDITURE

This is the point at which you decide how to spend your revenues. Select the option required as previously described.

Note: By making the selection, the purchase is made immediately and the cost deducted from the Treasury.

OPTION 1 - Here you can save the game in progress to tape.
Follow the On Screen directions.
If selected by mistake, then press 'ESC' Twice.
OPTION 2 - Buy a Market - cost 1000 Talers
OPTION 3 - Buy a Cornmill - cost 2000 Talers
OPTION 4 - Buy part of your Palace - cost 5000 Talers
OPTION 5 - Buy part of your Cathedral - cost 9000 Talers
OPTION 6 - Select Army Sub Menus (see below)
OPTION 7 - Select Ranging (gives overall progress reports)
OPTION 8 - Select Map (draws map showing growth of your State)
OPTION 9 - Ends your turn for that year

Note: A complete Palace comprises 16 parts costing a total of 80,000 Talers. A complete Cathedral comprises 14 parts costing a total of 126,000 Talers.

Hint:- You require an area of 1,000 acres to build a Market or Grain Mill, at least
13,000 acres for a Palace and at least 25,000 acres for a Cathedral.

ARMY SELECTION MENU

1. Recruiting soldiers. Each service has its special features. The Cavalry has a larger range than the other two services. The Artillery is a 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 'No New Troops' to move to a summary of troops in your Province.
   Press FIRE or large ENTER key to return to Screen 4.
2. Recruiting Mercenaries. This enables you to increase the size of the Army without using an excessive number of soldiers from the country's own population. Mercenaries are considerably more expensive than your own soldiers (not only to acquire but also to maintain) but they are more efficient because they are fully trained and experienced soldiers.
3. Carrying out manoeuvres is intended to make your troops more efficient. When selected, your assets will be reduced by an amount depending on the number of troops. You can carry out manoeuvres as often as you like.
4. Making war enables you to start a war. Select the Regent whom you wish to
   attack from the list displayed. To discontinue military operations press the Fire button.
   If selected by mistake then select 'NOBODY'.

During this screen you can use the Cursor Block above the keypad. Press Up, Down, Left or Right as normal and use the copy key in place of Fire.

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 at the disposal of the warring country for the period of that Campaign. Such support can effect the progress of a Campaign quite considerably. In certain conditions, Treaties will have to be made as a player's enemy may not be on any of his borders so he may have to cross friendly territory to reach them. If an attack is possible, the screen will blank out for a short period of time, should an attack prove impossible then play will pass to the next Regent.

Troops are distributed in the following order: Cavalry, Artillery, Infantry and finally Militia. The Militia is a civilian defence force allocated automatically. Their numbers are based upon the number of Markets and Grain Mills within a Regent's Province.

To help you locate the Artillery, two bars corresponding to their approximate firing range are displayed below the troop tables.

Hint:- In a war, deploy each Army Unit as close as possible to the enemies 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 inadvertantly 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 number of troops lost. After the war you will receive details concerning losses suffered by both Armies as well as who the victor was.

STATE OF PLAY - RANGING

After the Army option is the Ranging option which displays the following details for each Regent: size of your Estate, Army, Population, Treasury and your Rank. Also displayed is a point factor. However, a Regent may be in the lead as far as points are concerned, but a richer Regent may surpass him later as a result of his greater and possibly wiser spending power.

THE REGENTS LIFE EXPECTATION

Everybodys life is unfortunately finite - nobody lives forever - this is taken account of by the game. The year in which each player dies is determined at the beginning of a game. This is roughly between 1760 and 1768 and is the same for all players. Performance during the game may however alter this date.

A time factor has been provided which is monitored at the end of each players turn. Should you spend more than 90 seconds on a turn you could very likely reduce your life span.

MISCELLANEOUS INFORMATION

At the end of each turn, your 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. Increase your assets by 10,000 Taler. Your intitial assets as Regent amount to 10,000 Taler.

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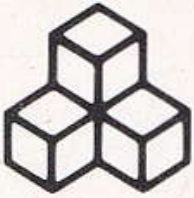
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