VIC=TALIAN GERMANsoft

Proudly Present

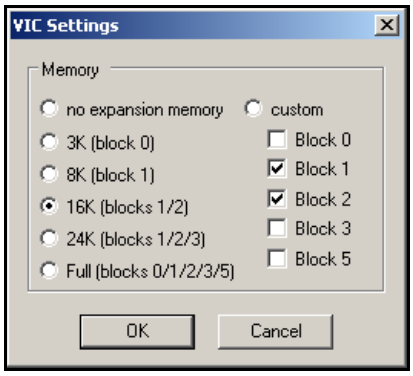
© **2008** Michael "*Mike*" Kircher and Alessandro "*Orion*" Ubiali

Welcome to VIC=toria GOLD

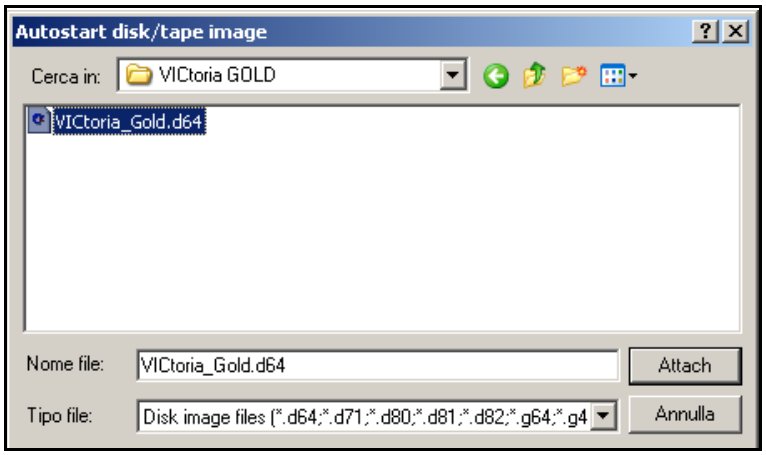
VIC=toria GOLD Edition is a turn-based strategy game for the VIC-20 expanded with 16K RAM. As the ruler at the dawn of Roman power, your task in centuries to come is to conquer all the known world, region by region. It won't be easy – progressively stronger empires, barbarian invasions, and civil war will keep you occupied in the struggle for your own survival.

Notes for users of VICE emulator

1. Set +16K RAM: SETTINGS → VIC SETTINGS → 16K (blocks 1/2)



2. Load game: FILE → AUTOSTART DISK/TAPE IMAGE → ATTACH



Main Menu

From here, you can do everything a good Emperor should do to keep your people happy – or at least alive.

The first part shows the current Tax Rate (Low / Medium / High), the number of conquered provinces, and the Cohortes you have at your orders (see List Troops, next page).
The score is calculated basing on your total Provinces, cohortes, and how long you have survived the game.
The current year is always shown at the bottom. Each game turn takes 15 years: the game starts in 200 B.C. and ends in 800 B.C.

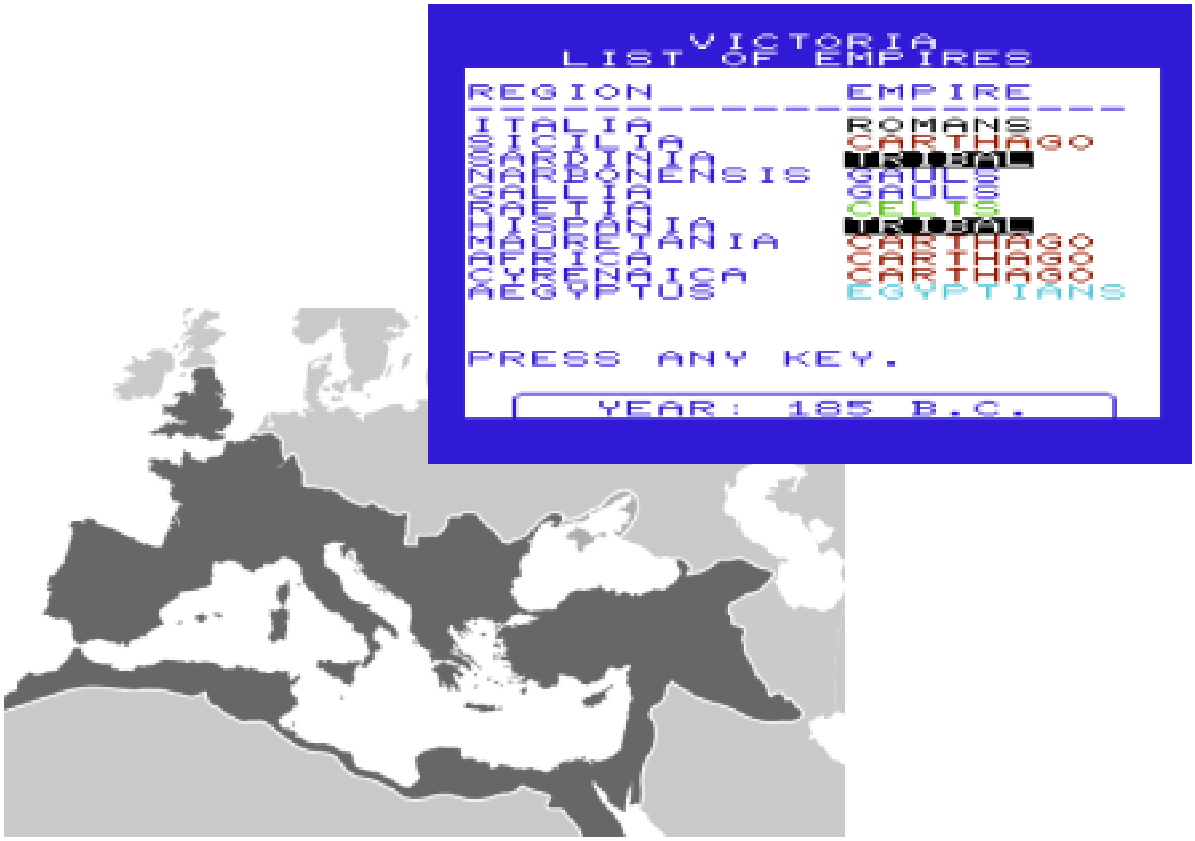
Scroll menu choices with F1 and F7. Select option with Return.

List Troops

This menu option shows a list of all the regions, complete with info on resident troops, or *cohortes*. One *cohort* is composed by about 500 soldiers. Troops tend to increase with time, and decrease with war (obviously).

The maximum amount of units per region before 400 A.D. is 50 – i.e. about 25.000 men. After this date, troops can be concentrated up to 100 per region. This reflects the real situation in the late Roman Empire, where armies were composed by a lot of men, but less trained and motivated. It was a time of change, with very high taxes, increasing poverty, insecurity, and social unrest. As a consequence of all this, and not for real patriotism, people tended to join the army.

List Empires



This list specifies which empire rules over each region. Colours are used to better understand the extent of your and other empires in the blink of an eye.

Of course, the alternative way to visualize this information is to bring up the graphic map – see page VIII.

<u>Note</u>. Provinces are limited in number. Many minor provinces are omitted, as well as two main Mediterranean islands (Malta and Cyprus).

Manage Taxes

The tax rate directly affects the number of new troops recruited after each turn, as soldiers are paid by the State Treasury (*Erarium*).

Beware: a medium tax rate can trigger local revolts, reducing your military power; not to mention the effects of the high rate… If you choose one of these two options, you will be warned about the possibility of civil wars.

Despite this, you will be forced to choose high rates when expanding your empire, or trying to defend it from invasions in the late years.

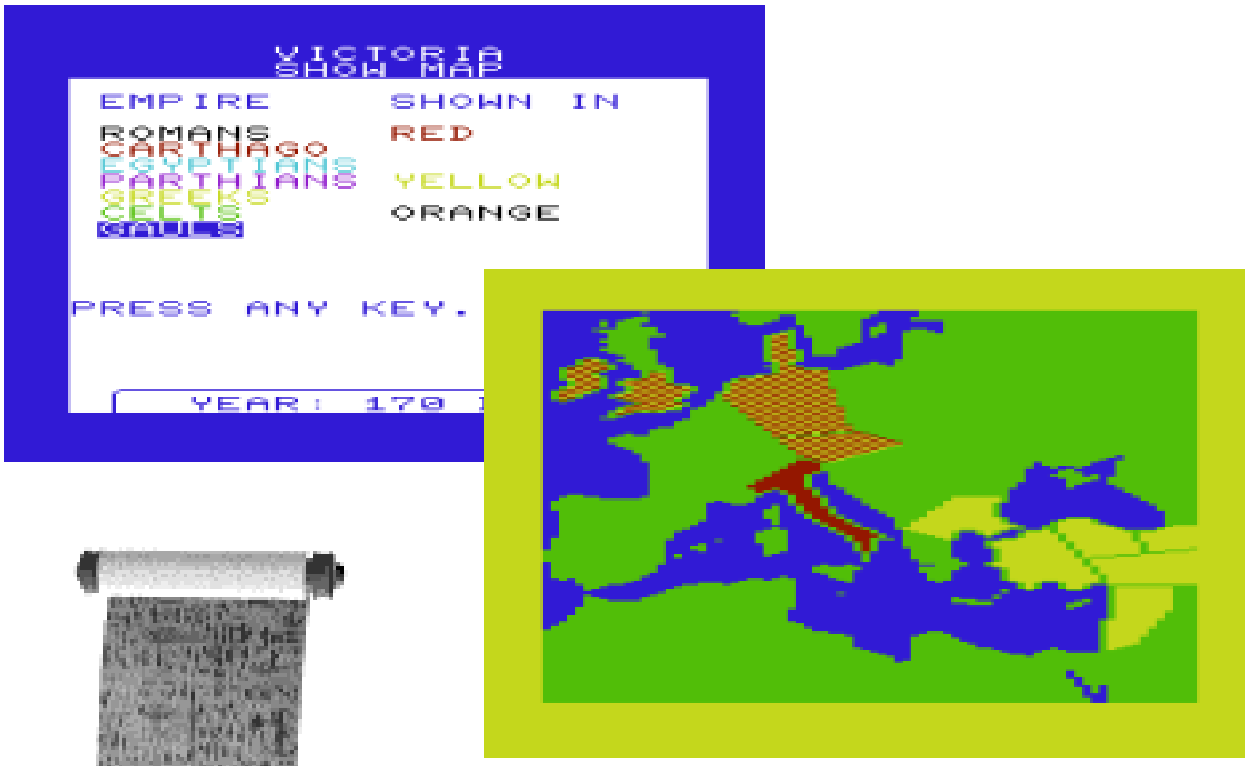
Move Troops

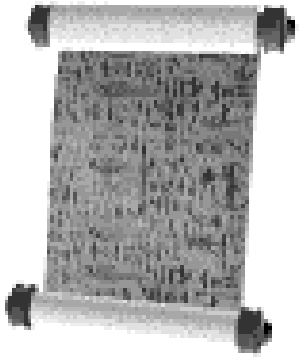
The military phase can start from any Roman Province. You can send to war or move to another Roman Province all but one *cohors* in the Province (but we suggest to keep there more than one). Plan your expansion carefully, as some regions are key places for further conquer. Remember that your legions start strong, but become weaker as time goes by, just like in real Roman history.

First, choose the Province where troops will be selected. A list of all neighbours appears, indicating with a red R the Roman ones. Choose the destination: if it's a Roman Province, then the troops will be moved there, otherwise you will declare war. Sit back, relax, and watch the highlights to follow.
Select the number of *cohortes* with +, -, and Return.

<u>Note</u>. Playing the "Move Troops / Invade" option ends your 15-years turn.

View Map





Once in the map menu, select three empires to highlight in red, yellow, and orange.

The map will show them, leaving all the remaining land in green. The screenshot above shows the Roman, Parthian, and Celt empires in red, yellow, and orange, respectively (year 170 B.C.).

Scroll empires with F1 and F7. Select them with the Return key. Once the map is displayed, press any key to get back to menu and choose other options.

Load Game Save Game

These two menues are self-explanatory. Simply specify the name of game to load or save. You can save as many games as you want, provided there is enough disk space.

The game should be saved often, because a single wrong move can jeopardize your power!

Historical Phase

So, you have considered the situation, taken your decisions and given orders to your troops. Now, there's nothing more to do than seeing what's going on in History: revolts due to high taxes, war between empires, barbarian invasions… business as usual.

Fifteen years (a few seconds on your screen) pass, the number of *cohortes* in each region is updated, and you're back to Main Menu.

<u>Note</u>. The game ends when:

1. *In 800 A.D., Charlemagne is crowned Sacred Roman Emperor.*
2. *You conquer the whole world, ending deified by your own people;*
3. *Italy has been conquered by any other empire, so either you perished in exile, or you were killed in the unfortunate battle.*

HUNS INVASION

After 400 A.D., chances are that the world must face the greatest barbarian warrior, a real prototype of cruelty, rapacity, and military aggressiveness: Attila, King of Huns, the Scourge of God himself.

You will see his hordes of semi-savage barbarians emerge from nowhere, and occupy a region of another empire, or a Province of yours, defeating and butchering the unlucky army previously occupying it. The Huns will always show a particularly aggressive behaviour, tending to attack the neighbours with massive armies, and sometimes occupying several distant regions at the same time, with no particular internal organization or planned pattern of expansion.

Have fun !!!

A final word for you.

We hope that this game will entertain you as much as it did us when planning, programming, and testing it. If you like it, but feel that it can be improved, please drop us a line, and we'll be glad to release new versions.

Tips:

- Don't be too audacious at the beginning: you could pave the way for enemies to conquer Italy.
- Having a lot of *cohortes* is good, but don't forget to lower taxes from time to time.
- Use the Move Troops option to concentrate them where you need to reinforce boundaries, or prepare war against other empires.
- Remember that your legions are progressively weaker: in 200 B.C. you easily win even if numerically disadvantaged, but by the first century A.D. your strength is the same as your opponent, and after 300 A.D. definitely inferior.
- After 400 A.D., pay attention to the Eastern part of the empire, as huge Hun hordes can sporadically appear there and get rid of several provinces in a short time. By that time, you can concentrate as much as 100 *cohortes* per region.

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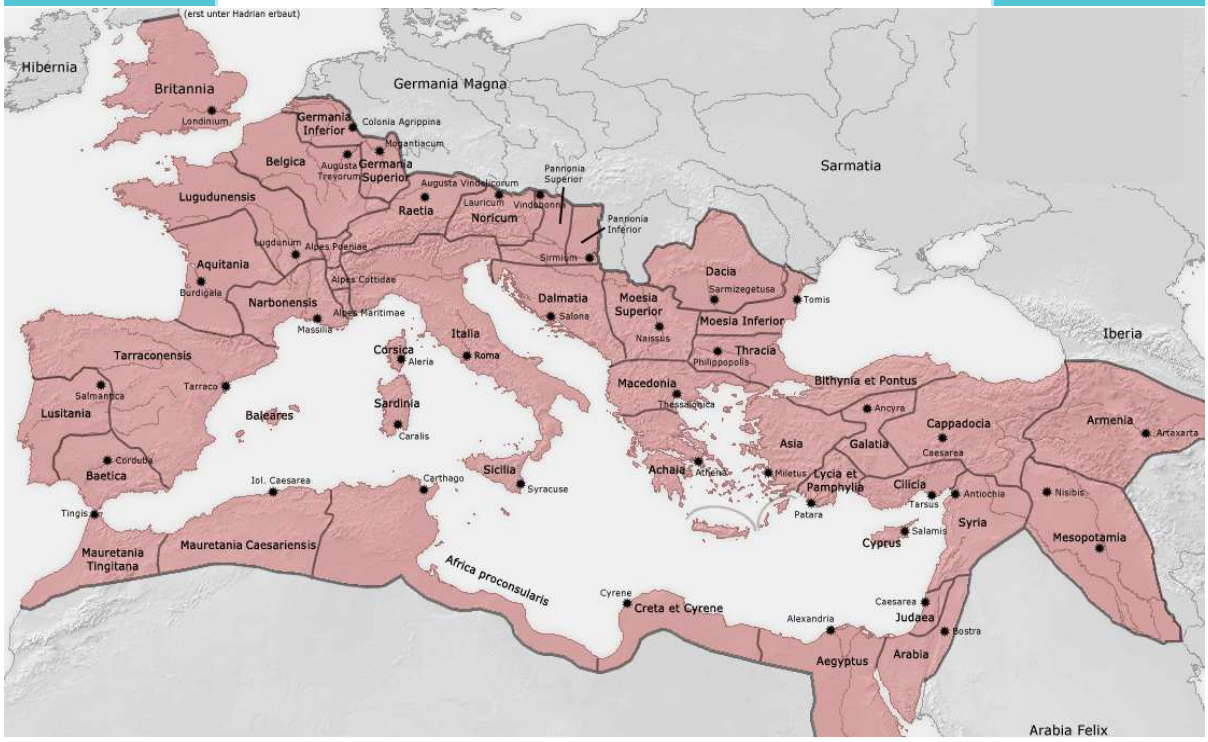
Map of the Roman World



VIC=toria Map