# WALLS OF ROME

SIEGE WARFARE IN CLASSICAL TIMES

MINDCRAFT

# Credits

Designed by: Ali Atabek, Scott Baker, Paul Kellner, James Thomas

Project Coordinator: Paul Kellner

Lead Programmer: James B. Thomas

Programming: Peter Akemann, Larry Froistad, Patrick E. Hughes

Artists: Scott Baker, Steve Beam, Steve Burke, Juan L. Galceran

Castles/Maps: Paul Kellner

Box Cover Artwork: Alan Hunter

Box Design: Mike Armijo, Ugur Atabek

Music: Tony Bernetich M.F.A., Dan Burke

Sound Effects: Cem Engin, Paul Kellner

Music Drivers: Jamie Fristrom

Manual: Paul Kellner

Campaigns/Scenarios: Paul Kellner

Playtesting: Ali Atabek,Tony Bressickello, Mike Dean, Richard Johnson, Paul Kellner, Jenny Moore, Dan Riddle, Scott Talley

**DIGPAK** Sound Drivers provided by The Audio Solution

# Troop Types

| The Celts | SP | WP | AR | AT | DF | VL |
|---|---|---|---|---|---|---|
| Celtic Archer | 50 | SB | NO | 8 | 2 | 6 |
| Ecland Warrior | 45 | LS | NO | 7 | 3 | 4 |
| Celtic Swordsman | 45 | LS | H/S | 7 | 4 | 4 |
| Celtic Warrior | 45 | LN | H/S | 10 | 4 | 4 |
| Armored Warrior | 35 | BS | CH | 8 | 6 | 5 |
| Celtic Javelin | 45 | JV | NO | 9 | 2 | 3 |
| Cavalry Lance | 85 | LN | H/S | 12 | 11 | 5 |
| Cavalry Sword | 85 | LS | CM | 11 | 12 | 6 |
| Celtic Slinger | 55 | SL | S | 4 | 1 | 2 |

| Iberians | SP | WP | AR | AT | DF | VL |
|---|---|---|---|---|---|---|
| Balearic Slinger | 50 | SL | NO | 4 | 2 | 2 |
| Iberian | 45 | SS | H/S | 5 | 3 | 3 |
| Heavy Iberian | 35 | LS | CM | 7 | 5 | 5 |
| Iberian Cavalry | 85 | LN | H/S | 12 | 12 | 6 |
| Iberian Spearman | 45 | SP | H/S | 9 | 3 | 4 |

| Phoenicians | SP | WP | AR | AT | DF | VL |
|---|---|---|---|---|---|---|
| Phoenician Spearman | 40 | LN | PM | 10 | 7 | 6 |
| Phoenician Swordsman | 40 | LS | PM | 7 | 6 | 5 |
| Carthaginian Elephant | 30 | BF | NO | 14 | 14 | 9 |

| Numidians | SP | WP | AR | AT | DF | VL |
|---|---|---|---|---|---|---|
| Numidian Slinger | 45 | SL | S | 4 | 2 | 3 |
| Numidian Archer | 45 | LB | S | 8 | 3 | 5 |
| Numidian Cavalry | 95 | JV | NO | 9 | 11 | 6 |
| Numidian Javelin | 45 | JV | H | 9 | 1 | 3 |

| Parthians | SP | WP | AR | AT | DF | VL |
|---|---|---|---|---|---|---|
| Cavalry Lance | 75 | LN | PM | 11 | 14 | 6 |
| Cavalry Archer | 90 | LB | H | 12 | 13 | 5 |
| Infanty Lance | 30 | LN | PM | 10 | 10 | 5 |
| Infantry Swordsman | 35 | LS | PM | 7 | 9 | 5 |

| Romans | SP | WP | AR | AT | DF | VL |
|---|---|---|---|---|---|---|
| Legionary Pilum | 45 | LN | CM | 10 | 8 | 5 |
| Cavalry Lance | 85 | LN | PM | 14 | 13 | 5 |
| Cavalry Gladius | 85 | SS | PM | 15 | 14 | 6 |
| Legionary Swordsman | 40 | LS | PM | 7 | 9 | 6 |
| Roman Archer | 45 | LB | CM | 8 | 4 | 6 |
| Roman Slinger | 45 | SL | S | 4 | 2 | 3 |
| Roman Pilum | 45 | SP | CM | 9 | 5 | 5 |

| Missile Weapons | Damage | Min Range | Max Range |
|---|---|---|---|
| Short Bow | 8 | 1 | 15 |
| Long Bow | 8 | 1 | 20 |
| Javelin | 9 | 1 | 9 |
| Sling | 3 | 1 | 12 |

| Equipment | Damage | Min Range | Max Range |
|---|---|---|---|
| Ballista | 15 | 1 | 80 |
| Catapult | 11 | 1 | 50 |
| Greek Fire | 4-12 | 1 | 1 |
| Battering Ram | 15 | 1 | 1 |

**SP** = Speed **WP** = Weapon **AR** = Armor **AT** = Attack Rating
**DF** = Defense Rating **VL** = Troop Value

**Weapons:**
**SB** = Short Bow **LB** = Long Bow **SS** = Short Sword **LS** = Long Sword
**LN** = Lance **JV** = Javelin **SL** = Sling **SP** = Spear **BF** = Brute Force

**Armor:**
**NO** = None **S** = Shield **H** = Helmet **CM** = Chain Mail **PM** = Plate Mail

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# Walls of Rome - An Overview

This section outlines some of the main features of *Walls of Rome*, and briefly describes how they operate. For complete details, see the appropriate sections of this manual as specified below.

If you have previously played *Siege* and *Dogs of War*, you will no doubt be familiar with many of the command options and how they function. However, many new features have been added that you may wish to familiarize yourself with before beginning the game.

## Multiple Barracks

In *Walls of Rome*, the attacking army may have up to four separate barracks in various positions on the battlefield from which you may deploy your troops. You can easily switch between barracks, deploying troops as you wish. If you are playing the Attacker, you may move troops from one barracks to any other available barracks at the end of each day. All barracks are equipped with their own hospital, where injured troops will be sent to recuperate. For more information about the Barracks, see page 37.

## Engineering

In *Walls of Rome*, almost any type of troop can execute engineering commands, such as laying ladders, building bridges, and operating the various Siege Engines. The only exceptions to this rule are cavalry troops and elephants. (See the section "Engineering" beginning on page 40 for full details of engineering commands.

## Mining

Troops with mining equipment can be ordered to tunnel under the walls of a castle, collapsing them and creating a permanent opening through which to send your troops.

## Flaming Arrows

Archer troops equipped with Greek Fire will automatically shoot flaming arrows when given any of the available attack commands available to that group.

## The Map Editor

Due to the many requests for a map editor, one has been included in *Walls of Rome*. With it you may make modifications to the existing

maps and castles to create your own unique scenarios. For complete information about the Editors, see page 45.

## Siege Towers

In Walls of Rome, Siege Towers can be constructed by the attacking army in any open location on the map and then pushed into place against the wall of the castle. This feature allows you to construct the tower at a distance from the castle, where you will be relatively safe from attack. When the tower construction has been finished, your troops will push the tower to the location you specify. As they move the tower, they will be somewhat shielded from the onslaught of arrows and other missile weapons by the tower itself. See page 40 for more information on the construction and use of Seige Towers.

## Building Ramparts

This feature allows you to build field defenses to protect your troops and equipment in the field. By strategically building these defenses you can construct an almost impeneratrable barrier, behind which your artillery troops can lay fire to the castle.

## Victory Conditions

The victory conditions for Walls of Rome center around strategically important regions in each castle, and involve the occupation and holding a majority of these areas within the time constraints of the scenario. Each of the 20 castles has its own strategically important areas, giving each scenario it's own unique set of victory conditions.

With the built-in scenario editior, you can easily define your own victory conditions, based on the placement and value of these regions. This, in conjunction with the Map Editor, gives you a virtually infinite number of possibilities to explore. For more information on Victory Conditions, see page 19.

# The Great Sieges of the Roman Empire

## The Celts

An extremely fierce and undisciplined warrior class of people, the Celts first attacked Rome in 390 BC. For approximately the next hundred years, the Celts were unwavering with their assaults on Central Italy.

Originally from southern Germany, the Celts had, by 200 BC, occupied Austria, Belgium, Britain, parts of France and Italy, and had made their way across Asia, occupying Turkey. Although they were a brutal and independent people, the Celts found powerful allies in their travels, joining forces with the Samnites, and, most notably, with the great Carthaginian general, Hannibal. It is widely believed that Hannibal's army was composed of more than 40% Celtic warriors when they arrived in Italy for their assault against the Roman Empire.

The entire Celtic society was based almost solely on war. Their strategies and tactics, though limited in their scope, were, for the most part, quite effective. A Celtic battle was usually comprised of a direct frontal assault against their enemy's forces. The Celts, being excellent swordsmen, believed that true honor in war was achieved by facing the enemy and promptly dispatching him with a sword.

Among the Celtic army, it is generally assumed that only the chieftains and the wealthy wore armor of any kind, and this only after their battles with the Greeks and the Romans, whose armor they copied. The scarcity of materials and the high cost of workmanship are two factors which limited the use of armor among the rank and file Celtic soldier; but perhaps the most limiting factor to its widespread use was the fact that the Celtic warrior felt armor more of a burden than an asset, and preferred to fight naked for better agility on the battlefield.

For the most part, Celts preferred to fight in single units rather than in formations, a fact which at first brought terror to the highly organized armies of Rome. It was not long however, before the discipline of the Roman Legion proved the more effective approach to warfare, and eventually pushed the Celts out of Italy.

## The Carthaginians

Founded in 814 BC in the land of Tunisia, the city of Carthage soon grew to become one of the most important and powerful cities in the ancient world. Originally formed by Palestinians, the city quickly became a mecca of cultural diversity, due in large part to the seizing of Spain, Sicily and the Balearic Islands, and the establishment of colonies in Algeria and Libya.

It is believed that in it's early history, the only armed forces possessed by Carthage was a small militia, called into action only as the need arose. By the 5th century this militia was disbanded, and the only true military personnel possessed by Carthage were a relatively small group of highly trained soldiers comprising what was know as the Sacred Elite. The main body of their army was then formed from hired mercenary forces from neighboring lands.

As was the diversity of the Carthaginian Army, so were its tactics in battle. Typically, each nationality would have its own methods of warfare, and the coordination of efforts was rare.

An important factor leading to the success of the Carthaginian army was the use of the elephant in battle. First introduced to the Carthaginians by Pyrrhus, the king of Epirus, the elephant soon became a common sight in the Carthaginian Army. It is thought that for the most part the elephant was used as a weapon of fear, and not as a carrier of troops or equipment.

To opposing armies which had never before seen an elephant, its effect was extremely demoralizing. Huge numbers of highly organized troops in close formation would disband and flee in terror at first sight of the huge approaching beasts. The horses of the opposing armies became uncontrollable, effectively destroying their cavalry units. It was not long before the Romans discovered a defense against such attacks. Armed with torches, front line troops found they could easily repel the elephants, who would run in fear at the first sight of fire. The frightened elephants would then cause havoc amongst their fellow troops, and so their use as weapons of terror was discontinued.

## The Parthians

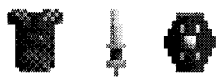
For almost 500 years, the Parthian Empire reigned over the area north of the Danube, east of the Carapathians, and throughout the lowlands of East Central Europe and Central Russia. Quite similar to the Celts, the Parthians were a warrior class people. Ruled by seven savage clans, they lived in a feudalistic society based heavily upon the feudal system of Europe during the Dark Ages.

After seceding from the Seleucid Empire in 250 BC, the Parthian forces grew in strength and numbers; soon becoming one of the most powerful forces in Europe. Present day historians and tacticians still marvel at the accomplishments of the Parthian Empire: the overthrow of Bactria, Elymais, Media and Persia, the conquest of Mesopotamia in 141 BC, and the retaking of eastern Iran in 95 BC. But perhaps the Parthians greatest achievement was defeating the Roman Army at Carrhae in 53 BC. It is thought that over 20,000 Roman troops were destroyed in this battle alone, securing Parthia's reputation forever as masters in the art of war.

The effectiveness of Parthias armies lay mainly in its cavalry and mounted bowmen. Cavalry troops were usually heavily armored and highly trained, and fought with an efficiency which is still highly regarded in the present day. One of their frequently used strategies was to ride in dense units, feinting in and out around enemy infantry; causing the enemy to break up into smaller, tightly packed groups. Mounted bowmen would then emerge upon the scene, mowing down the disorganized enemy in a hail of arrows. Another often used strategy was the concentrated fire by missile groups upon a specific point in a line of advancing infantry units, This would eventually cause breaks in their formations, allowing the Parthian Cavalry to ride through; surrounding and crushing their enemies.

Of lesser note are the Parthian Infantry troops. Usually a mixture of trained soldiers and unskilled peasants, they were mainly deployed as a secondary attack force after the cavalry and bowmen had managed to break the opposing armies formations and reduce their numbers. With their light weapons and little or no armor, the Parthian Infantry's success depended strongly upon the ability of the horsemen to split and disorganize their opponents.

After ruling Persia for over 400 years, the Parthian Empire was finally overthrown in AD 226, when, being severely weakened by almost constant war, they were conquered by the Sassanian Persians in AD 226.



## The Romans

Well known for their ambitious determination to conquer much of the ancient world, the complexity of the Roman Civilization; their attitudes and beliefs, their goals and motives, are not widely understood. Although their frequent campaigns brought death and destruction to many neighboring lands, the Romans must also be remembered as the single most influential force of that age, a force which eventually brought peace and civilization to much of the ancient world.

The Roman army can generally be divided into two distinct parts, the Legionaires, of whom all were Roman citizens, and the Auxillia, made up of peasants and foreigners.

The Legionaires were all highly trained military engineers, with an excellent understanding of the strategy and tactics of Siege Warfare, including the building of fortifications and bridges, and the more specialized arts, such as ramping, mining and the construction of Ballistae. Due to their broad training, it was quite common for a small troop of Legionaires to lead a larger force of Auxillia; the former providing the required knowledge, the latter performing most of the work.

Until the rule of Augustus, which began in 27 BC, the Auxillia were not considered a legitimate part of the Roman Army. Surely this was the case under the rule of Caesar, who believed that the Auxillia did not present a true image of the strength of the Roman Army. Augustus divided the Auxillia into three different units, the Infantry, the Cavalry, and the Cohors Equitata.

Auxillia were always considered inferior to the rank of Legionaire, due mainly to the fact that Legionaires, being citizens of Rome, had many benefits which were not available to non-citizens. In retrospect however, we are aware of the importance the Auxillia had to the success of the Roman Army. It was, after all, the Auxillia that made up the main body of the Roman Army holding the Roman Frontiers secure and bringing victory to Rome in the Battle of Britain.

# Machine Requirements

## Required:

- IBM-PC/AT 12 MHz '386 or faster
- 640K Memory
- Hard Drive
- 256 Color VGA graphics
- Mouse, 100% Microsoft (or Logitech) compatible.

## Supported:

- XMS Memory
- Music & Digitized Sound Effects with 2 MB XMS memory on AdLib, Disney Sound Source, Sound Blaster and Compatibles.

## Recommended:

- 16 MHz '386 or faster
- DOS 5.0 or 6.0
- 2MB Memory

# IBM Installation and Setup

Before you can play *Walls of Rome,* you must install it onto your hard disk drive. The following procedure assumes that you are entering commands at the DOS prompt. If you are running MS-Windows or any version of a DOS shell program, you must exit or quit out of them and enter the install commands for *Walls of Rome* from the DOS prompt. If you experience any problems, refer to the "Troubleshooting" and/or "Manual Installation" sections of this manual.

## Installation

From the DOS prompt, insert Disk 1 and switch to the drive holding it by typing A: or B: and hitting the **[Enter]** key. Then type:

**INSTALL**

and hit **[Enter]**. The installation process will begin.

## INSTALL Options

On the install screen for *Walls of Rome*, the current settings for source drive and hard drive directory to install to are displayed. If you want to install the game into a different hard drive directory other than **C:\Walls**, use the arrow keys on the keyboard to highlight the setting you want to alter and press **[Enter]**. You may then type in the desired hard drive letter and the directory of your choice.

## Proceeding with INSTALL

When all of the options have been correctly set, select **Install** from the menu on the screen (by using the arrow keys to highlight "Install") and press **[Enter]**. The game installation will begin. The program will copy files and then begin decompressing them. You will be prompted when to switch the game diskettes.

# Manual Install Procedure

In some rare cases it is possible that the *Walls of Rome* game may have a problem installing to your specific hard drive setup. If problems occur be sure to clear any TSRs from memory; then try the Install program again. You may also try creating a boot disk to see if that fixes the problem.

Refer to the manual section "Troubleshooting" for information on TSRs and creating a boot disk. If you still experience problems with the Install Program, you can manually install the game by following the procedures outlined below.

To manually install the game:

1) On the hard drive build a sub directory for *Walls of Rome:*

```
CD \
MD WALLS
```

2) Change to the WALLS directory

```
CD \WALLS
```

3) Copy all files from the floppy disks into the WALLS directory

```
COPY B:*.*
```

Repeat this procedure for each game diskette.

4) The game is shipped on several disks. For each disk copied there will be a compressed file (WALLSx.CMP - x being disk number) that must be decompressed by typing:

```
DCMP WALLS1.CMP
DCMP WALLS2.CMP
```

Repeat this procedure for each CMP file; the exact number of files will vary depending on the number of disks included in your boxed game.

5) Delete the original compressed files after all the files have been uncompressed:

```
DEL *.CMP
```

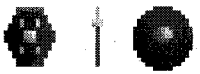
6) Type **SETD** to run the Sound Card Configuration Program. This program will present you with a list of many different sound cards as well as an option for PC Speaker. Simply highlight the setting that matches your card and press **[Enter]**. If you have previously set up your sound card to settings other than the defaults for that card you will then be prompted to enter those settings; otherwise the program will save

the new information and return to DOS.

7) Type **HELP** to run the Help program and select **README** to view information on suggested memory configurations, last minute manual changes, etc.

8) Make sure your mouse driver is loaded.

9) Type **WALLS** from the DOS prompt to start the game.



# Getting Started

## Starting the Game

Once *Walls of Rome* has been installed, switch to its directory and type **WALLS** to start the game.

For example type:

```
C:
CD \Walls
Walls
```

Be sure the mouse driver has been loaded before starting *Walls of Rome*.

After you type **WALLS** to start the game for the first time, the Sound Card Setup Menu will appear and will allow you to select the appropriate sound card for your computer (if no sound card is installed select "No Sound" or "PC Speaker.") Factory default settings may then be displayed; if you are using other settings you will need to make the appropriate changes. Next the Mindcraft logo will appear, followed by the *Walls of Rome* introduction screens.

## Equipment Changes

If the sound equipment in your computer changes, run the SETD program from DOS and select the new sound card option.

## HELP/PREVIEW Files

While in the **WALLS** directory you can type the following:

Type **HELP** for help with memory problems, sound cards, and making a boot disk. See the "Troubleshooting" section in this manual if you are still experiencing problems.

Type **PREVIEW** to see the latest news about upcoming games, BBS service, new releases, etc.

# Tutorial

This tutorial has been included with your game to introduce you to some of the features of gameplay. By running the tutorial you will learn how to: 1) Deploy troops from the barracks, 2) Set up various types of equipment, such as ladders, bridges and siege towers, 3) Use the various siege engines, such as catapults, ballistae and battering ram, and 4) Execute various troop specific attack orders. Keep in mind while running this tutorial that it is not a true representation of gameplay, that is, the presence of the computer opponent will be extremely limited to give you the opportunity to execute orders with a minimum of hindrance. During a real game you will not enjoy this luxury.

To run the tutorial, start up *Walls of Rome* and open the BATTLE MENU. Scroll through the list and highlight the item "Tutorial." A window will open, asking you if you want to play the Attacker or Defender. Choose Attacker. The game will load, and will place you in the gameplay screen.

When first entering this screen the game always begins in pause mode to allow you to get your bearings and decide on your initial strategies. This is a good time to familiarize yourself with some of the Map Commands.

When you first start up the game, the map is displayed in the "Area View". Click on the (**Z**)oom Icon. The mouse cursor will change to a magnifying glass. Position this cursor on the map above an area you wish to observe in more detail and click the left mouse button. The view will change to a close up of the area you have selected.

In this view you are shown a great level of detail of a small area on the map. You may now easily inspect any area of the map you wish, by simply placing the cursor on the edge of the screen in the direction you wish to move the map and holding down the right mouse button. The map will scroll until you release the mouse button, or reach the edge of the map.

Once you have familiarized yourself with scrolling the map, click on the (**Z**)oom Icon again. Since you are currently in the most detailed view, the map will automatically switch to the "Strategic View", in which the entire map is displayed at once. In

this view you can see at a glance the entire layout of the castle, as well as the elements of the surrounding terrain. Notice at the bottom left and right of the map there are some tiny white blocks forming two white squares. These are the two attackers barracks. Different scenarios will have up to four such barracks, but for the purposes of this tutorial we'll just be using these two.

In *Walls of Rome*, your main objective is occupying and holding the various strategically important locations of the castle. To view these areas, click on the OPTIONS menu and select the item "SHOW REGIONS." The important locations will then be displayed, outlined in yellow. It will be your goal in this mission to lay siege to the castle, enter, and take control of these areas. Each of the 20 castles in the game are different, and each has different strategic locations over which you must seize control. For a detailed explanation of this subject, read the section Victory Conditions on page 19 of this manual.

To make things relatively simple for this tutorial, you will note that there are only three such locations, two comprising the areas of each of the castles main gate towers, and one inside the castle. Click on the "?" Icon. The mouse cursor will change to a small eye. Using this command you can get information about any area of the map, by simply placing the eye over the area you wish to inspect and clicking the left mouse button. You may also use the "?" to get information about any of the Icons, Buttons or Troops you may have a question about during the game.

Move the eye cursor inside the large yellow rectangle lying within the castle and click the left mouse button now. A small window will open, displaying information about the area you have selected. In this case the window will inform you that the area you are inspecting is the Defenders Barracks, with a value of 750 points. You may repeat this procedure to get information about the other two important locations if you wish.

Now that you know your objectives, you can begin deploying troops to accomplish your goals. To view the troops you have available for battle, click on the (B)arracks Icon. The screen will then change to the Barracks Screen. Visible on this screen are the armies and equipment inside your West barracks. Under each troop and piece of equipment is a number signifying how many of each is available.

To inspect your troops and equipment, simply click on them once to highlight, then click again. A window will then open, informing you about the selected item. By doing this with every item you will note that in this barracks you have available Celtic Archers, Heavy Celts, and Ecland Warriors. Your available equipment for this scenario includes ladders, bridges, catapults, ballistae and Greek fire.

Select the troop Heavy Celts by clicking on that icon. The troop will be outlined in yellow to show that it is the selected item. Now click on the "+" arrow. Ten Heavy Celts will move to the top of the screen, into the Deployment Window. Next, select Ladders. Again, click on the "+" arrow to move ten ladders to the deployment window. Now click on the Deploy button. The Barracks screen will close and you will be returned to the previous view of the battlefield. Notice the group of small yellow squares next to your West barracks. These are the troops you have just deployed.

In their normal state, the attacking army's troops appear highlighted in red, defending troops as blue. When a group is highlighted in yellow, it means that it is the "selected" group, ready to accept orders. When groups are first deployed they always become the highlighted group. When several groups are on the field, simply click on the group you wish to command. That group will be highlighted in yellow and await your command.

Now that your troops are on the battlefield, you will need to give them some orders to get things going. Since the group you deployed are already the selected group, all you must do is choose the command you wish them to perform. In this case we wish them to place the ladders against the castle wall so that we might gain access. To accomplish this, it will be best to change to the close up view. Click on the (**Z**)oom Icon, then move the cursor above the deployed troops and click the mouse. You will be placed in the Area View. Repeat this procedure and you will be in the Local View, and able to see your troops, who are all holding ladders.

Now click on the (**E**)ngineer Icon. A menu will appear, presenting you with the currently available command this group can accept. Choose the item **Place Ladders**. The Cursor will change to a feather. Move this cursor off the map to the top edge of your screen and hold down the right mouse

button to scroll the map to the castle wall. Now position the cursor at a point directly outside the wall in an area that contains crennels (small openings on the wall). Hold down the left mouse button and move the mouse down and to the right. A rectangle will form along the wall, defining the area in which you wish to place the ladders. When you have outlined an area that includes at least one or two crennels, release the mouse button. Your troops have now been ordered to lay ladders in the area you have specified. If you make a mistake and outline an inappropriate area, simply click the (**E**)ngineering Icon again and outline a new area.

Now that your troops have their orders, you will need to take the game off Pause Mode so they can execute them. Click on the (**P**)ause Icon. After a moment for the computer to plan its defense, your troops will begin marching towards their destination. You may wish at this point to switch to the Strategic View, or you can simply scroll the map to follow their progress.

If this were a real battle, sending an unprotected group to the castle would end in their certain demise, but in this tutorial the computer has an extremely limited number of troops, so you will not meet with much resistance. Your troops should reach the wall and set up their ladders, then wait for additional orders.

Most of the commands you will be issuing during gameplay operate in this way; that is, by selecting the group you wish to give a command by clicking on it, choosing a command from the Icons, Command Menu, or Hot Keys, and then specifying the area in which to execute the command.

Now, let's deploy some archers and have them attack the castle. Click on the (**B**)arracks Icon. You will remember that you have two different barracks in this scenario, East and West. For the archers assault, we'll be using the East Barracks.

To switch Barracks, click on the (**N**)ext button. You will note from the message at the top of your screen that you are now in the East Barracks. Click on the Celtic Archer troops, then click on the "+" arrow to send 10 archers to the deployment window. Now click **DEPLOY** to send these troops to the battlefield.

If you are not already, switch to the Strategic View so you can see the entire map. You will notice that the archer group is now the selected group, highlighted in

yellow, while the first group you deployed has changed to red.

To order your archers to attack, click on the (**R**)egion Icon. The mouse cursor will change to a feather. Position this cursor near one of the enemy groups on the castle wall and hold down the left mouse button to outline the area your wish to attack, in the same way you did when ordering the first troop to place ladders. Your archers will automatically march to an area near the selected group and begin their barrage when they are within range. You may wish to switch to the close up view now to watch their progress.

Now, lets set up and fire a ballistae. Go back in to the Barracks and select the Ecland Warriors, then add ten to the deployment window. Next, select the Ballistae, and add one to the deployment window. Note that only one ballistae may be deployed per group. When you are ready, click on **DEPLOY** to send these troops onto the battlefield.

The ballistae must be constructed before it can be used for it is to large and heavy to be moved as a single unit. To accomplish this, click on the (**E**)ngineer Icon. A window will open, showing you the current engineering commands these troops can accept. Choose the item **Build Ballistae.** You will then be prompted to specify the location you wish the ballistae to be built, and the direction it should face. Your troops will then proceed to that location, and begin construction. Once complete, you may order your troops to fire the ballistae, in the same way you ordered the archers, by clicking on the (**R**)egion Icon, and outlining the exact area you wish to barrage. If you do not issue any specific orders, troops equipped with a ballistae will automatically Fire at Will at any troops within range.

This tutorial is a good place to experiment with the various commands and options available to you, as enemy resistance will be light. In the same manner detailed above, you can order men to place bridges across rivers, send troops to various locations to engage the enemy forces, fire catapults and use battering rams. When you have experimented sufficiently and feel comfortable with the workings of gameplay, quit out of the tutorial and begin one of the real scenarios by choosing from the list in the battle menu. Note that for the most part, the battles are in order of their difficulty levels, the first scenario being the easiest and progressing to more and more difficult confrontations. It is recommended, but certainly not a

necessity, that you play through at least a few of the stand alone missions before attempting one of the extended campaigns.

## Victory Conditions

The Victory Conditions in *Walls of Rome* center around the Strategically Important Regions defined in each castle, and involve occupying and controlling a majority of the most valuable locations, within the time constraints of the game. When you first begin a battle, these regions are hidden from view, but they can easily be displayed by selecting the "Show Regions" command located in the Options Menu. To see the value of a particular region, click on the "?" Icon. The mouse cursor will change to a small eye. Move this cursor within the boundries of a region and click the left mouse button. A small message window will appear, showing you the name of the region and its value.

At any time during gameplay, you may view a report of how well you are doing by choosing the item "Progress Report" from the Reports Menu. A window will open, showing your army's current status. For more information about this report see page 31.

Please note that while playing the Defenders of a castle, you own all the regions at the beginning of the battle, and therefore recieve all the points available in the mission until the attacking army manages to break through your defenses and begins occupying those regions.

Following are the "rules" which are used to determine victory and defeat.

1) The attacking army wins if it is able to occupy more than 50% of the total region's value for a period of 10% of the battle's length or 1 day, whichever is longer.

2) If the progress report displays green bars, and the attacker outnumbers the defender 3 to 1 the attacker wins.

3) If the progress report displays yellow, and the attacker outnumbers the defender 6 to 1, the attacker wins.

4) If yellow, and the defender outnumbers the attacker 2 to 1 the defender wins.

5) If red, and the battle is at least half over the defender wins if he outnumbers the attacker.

6) If the progress report has ever been green, but then degrades back to yellow for over 25% of the total battle length, the defender wins.

# The Interface

## The Mouse Cursor

The cursor is used to point to and select the various options available in the game. In its normal state, the cursor appears as an arrowhead. You select options by placing this cursor over the desired Icon, Menu or Command and clicking the left mouse button. In many cases, when you have selected an option, the cursor will change into a small representation of the particular command you have chosen. For instance, upon clicking on the (A)dvance Icon, the cursor will change into a smaller arrowhead next to a marching soldier. In this way you can easily see which command is currently underway. At times, the cursor will change into an hourglass, indicating the computer is busy working on some time-consuming task or accessing your hard drive. No new orders can be processed until the cursor has changed back to its normal state.

## Keyboard Selections

Most of the options available in *Walls of Rome* can be accessed from your keyboard, by pressing the "Hot Key" associated with the command you wish to select. On each Icon is a letter, representing that icon's keyboard equivalent. In the command menu, the number or letter appearing alongside the command list are the Hot Keys for the listed commands. To select commands, you may use either these Hot Keys or the mouse, in any combination which is most comfortable for you. For a listing of Hot Key commands, see the back cover of this manual.

## Menu Items

Along the top of the screen is a menu bar that contains a wide variety of system and gameplay options. To access these menus, left click on the appropriate menu you wish to view. A window will then open, showing you the available options contained in the particular menu you've opened. At this point you simply click on the option you wish to activate, and that option will either take effect immediately, or prompt you for additional information. You may also use the keyboard to access the Menus, by holding down the ALT key and pressing the first letter of the menu simultaneously. For instance, to open the Command Menu, hold down the ALT key and press "C." You may use the UP and DOWN

arrows on your keyboard to highlight the particular option you wish, then press ENTER to select.

## Selecting Troops

In *Walls of Rome*, you will be commanding many different groups of soldiers simultaneously. In order to specify for which group a particular order is meant, you highlight the group prior to issuing them orders by simply moving the mouse cursor over the group you wish and clicking the left mouse button. The group chosen becomes the Active group, and will be highlighted in yellow. This group will remain active until a different group is selected.

## Issuing Commands

To issue commands to a group of troops, first select that group by positioning the cursor on them and clicking the left mouse button. The group will then be highlighted in yellow, indicating they are the active group. You may now select the order you wish to give them, either from the Icon Bar, the Command Menu, or by using the Hot Keys.

## Other Commands

Some of the options available to you during gameplay are global commands, and either affect all your groups simultaneously, such as Full Retreat, or are not troop specific commands, such as Zoom, which changes your view of the map. For a full description of all available commands, see the appropriate sections of this manual.

## Scrolling the Map

Scrolling the map allows you to easily view locations which are not currently on the screen. This option is only available to you in the two lowest zoom modes, the Area View and the Local View. In the Strategic View, the entire map is displayed, making this option unnecessary. To scroll the map, move the cursor to the edge of the screen in the direction you wish the map to move, then press and hold the right mouse button. The map will continue to scroll until either the button is released or you reach the edge of the map.

# The Opening Screen

The Opening Screen is the first screen to be displayed after the Mindcraft Logo animation and opening sequence has ended. It is from this screen that you can choose to start or continue a battle or campaign, receive information on past or current battles, or edit a battle, campaign or map.

The Menu bar across the top of your screen has four options: "System," "Battle," "Campaign," and "Edit". Under each of these selections are sub-menus relating to the main heading. To choose an item, simply place your mouse cursor over the item you wish to choose and click the left button. The sub menu will then be displayed, showing you the options available under that heading. Select the option you wish from this menu, or press Escape to cancel this menu and return to the Opening Screen.

Outlined below are the various options you have from the Opening Screen:

## Battle

Clicking on the **Battle Menu** will present you with the following options:

### Start a Battle

Click on this option to begin a **New** stand alone battle. A menu will appear, listing the battles available from which to choose. Simply left click on the battle you wish and game play will proceed. Please note that the battles in this list are separate from the missions contained in the Campaigns, and range in difficulty from easy to extremely difficult.

### Continue a Battle

This Option allows you to continue playing one of your previously saved games. Left clicking on the battle you wish to continue will load that battle and allow game play to proceed.

### Back to Main

Choosing this Option simply cancels the current Menu and returns you to the Main Screen. Alternatively, you may press the Escape Key to close the current Menu and return to the Opening screen.

## Campaign

Clicking on this item will open a menu of Options relating to Campaign Play which are detailed below:

### Start Campaign

Choose this Option to begin a NEW Campaign. Upon left clicking this item, the **Legion Map** will appear, showing the continent of Europe. On this map are various Icons, depicting the armies of Rome, Carthage, Parthia, and the Celts. To choose an army to command, place your mouse cursor over the Icon representing the army you wish and left click. See the section "*The Great Sieges of the Roman Empire*" on pages 4-8 for more information on the different nations and their armies.

After you have made your selection, the **Campaign Map** will appear, showing the specific locations of the castles included in that campaign.

If you wish to continue, and begin the campaign you have chosen, simply left click on the button labeled **OK** and the campaign will begin. If you decide not to play this campaign, a left click on the button labeled **EXIT** will return you to the **Legion Map** and allow you to choose one of the other available Campaigns.

### Continue Campaign

This Option allows you to re-start a Campaign in progress, from a list of your saved games. Simply left click on the Campaign you wish to continue and game play will proceed.

### Back to Main

Clicking on this Option, (or pressing the Escape key), closes the current menu and returns you to the Opening Screen.

## Edit

This Option allows you to chose between the two editors included with *Walls of Rome,* the **Battle Editor** and the **Map Editor**.

### Edit Battle

Choosing this option starts the Battle Editor. In this editor you have many options, with which you can create your own battles. You can pick the specific location for the battle (either a castle included with the game or one of your own creation,) assemble the armies

that will fight it, equip them how you wish, and decide on the length of the battle, daylight hours and so on. All the features that are available in the Missions and Campaigns which come included with *Walls of Rome* can be adjusted in the Battle Editor. See the section "Editing a Battle" beginning on page 45 for complete details on creating your own battles.

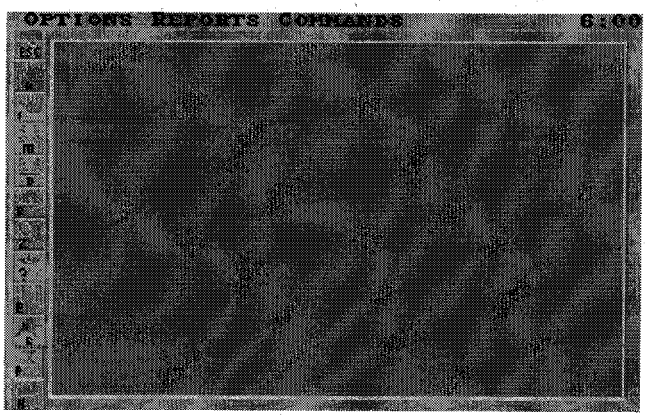
### Edit Map

Choosing this option will start up the Map Editor, which allows you to make changes to the maps included in the game, or to create your own maps from scratch. See the section "*Using the Map Editor*," beginning on page 45 for complete details on editing or creating your own maps.

### Back to Main

Choosing this Option (or pressing the Escape Key) closes the current menu and returns you to the Opening Screen.

# The Main Screen




The Main Screen is where you'll probably be spending most of your time. It is from this screen that game play takes place, where battles are won or lost, where commanders are either revered or humiliated.

Along the top of your screen is a Menu Bar, and running down the left edge of your screen is a column of Icons. All of the options on this screen may be accessed by means of the mouse; by left clicking on the particular item you wish, and also by using the keyboard equivalents, (Hot Keys) which exist for each item and are described in detail in the sections "The Command Icons," and "The Menu Bar" which follow.

# The Command Icons

The Icons provide quick access to the most frequently used orders and options during game play. All of these commands are also available as Hot Keys, accessed by pressing the letter shown on the Icons. Once you have become familiar with the commands available, you might find that using the mouse to select Groups and Areas and using the Hot Keys to choose Commands is the fastest way to play the game.

The following section shows each Icon, with it's associated Hot Key, and a description of the action that it performs.

**(ESC)**

The Escape Icon is used to cancel the action currently underway. If, for instance, you have selected a group of soldiers and then clicked on "Advance," and then decide you wish to issue a different command instead, left click on the Escape Icon (or press the Escape Key on your keyboard) to cancel the command in progress. The mouse cursor will change back to an arrow, allowing you to choose your next course of action.

**(A)**dvance

The Advance Command chooses the location to which the currently selected (highlighted) group will travel. Upon arriving at their destination, your troops will automatically attack, (if the location is occupied with enemy troops,) or they will simply wait there for additional orders. Click on the group you wish to issue this command to select them, then left click on the Advance Icon, or press "A" on your keyboard. The Mouse Cursor will change to a smaller arrow and a soldier. Move this cursor to the desired location and click the left button again to issue the order. Please note that the location chosen must be a valid location, i.e., choosing an area that is *unwalkable* (water or wall), or an area which is *unreachable* (inside the walls of a castle when no ladders or other means of egress exist) will result in the order being canceled. The order must then be re-issued and given a legal destination.

(S)top

The Stop Icon (or the letter "S" on your keyboard) is used to make a group halt and wait for further orders. Groups which have been given the Stop command will wait in their current location until they are issued new orders or until a situation develops which forces them to engage an enemy group or retreat to their barracks.

(D)ivide

A left click on the Divide Icon will split the currently highlighted group in half, allowing you to give new orders to the split off group. This command differs from the "Split" order in the "Commands" menu as "Divide" automatically splits the group in half, whereas "Split" allows you to designate precisely which troops will form the secondary group. See "Split" under the section "Commands" for full information on this item.

(M)erge

The Merge command allows you to join two groups together, forming one larger group. To issue this command, highlight the group you wish to join to another group. Now click on the (M)erge Icon. The Mouse Cursor will change into two arrows. Finally, click on the group you wish the first group to join. The two groups will become one, their orders remaining the orders of the first group. Please note that if the two groups are not capable of following the same orders, i.e., a missile group joining with a melee group, the second group may become ineffective. When merging two groups of troops it is therefore recommended that you keep in mind the limitations of the troops you're dealing with. For instance, merging an archer group (as the first group) with a group of swordsman (the secondary group), and then commanding "Fire at Will" would obviously render the swordsman useless.

(E)ngineer

The Engineer Icon places the currently selected group in engineer mode. After issuing this command you will be presented with a list of the commands currently available for that particular group. For complete information about the various engineering commands, see page 40.

(?)

The Information Icon allows you to identify various elements on the map and of the interface during gameplay. To use, simply left click on the "**?**" Icon, (or the ? key on your keyboard.) The mouse cursor will change to an eye. Move the eye to the area on the map you wish to inspect, and click the left mouse button. A window will appear, providing you with information on the area in question. The "**?**" command can be used on terrain and troops, as well as the Icons and Command Buttons.

(**B**)arracks

A left click on the **Barracks Icon**, (or hitting the "**B**" key on your keyboard,) will pause the game and bring up the Barracks Screen, from which you can choose and deploy troops and equipment. In *Walls of Rome*, there can be up to four Barracks per Battle, each with it's own Hospital. See the section "Barracks" on page 37, for complete information on troop and equipment deployment from the barracks.

(**R**)egion

Region allows you to specify a location for your catapult, ballistae, archers and spearmen to attack. When the proper group is highlighted, simply click on the **Region Icon** (or hit "**R**" on the keyboard.) The mouse cursor will change to a small feather. Bring the cursor to the upper right hand corner of the area you wish to specify. Hold down the left mouse button and drag the mouse to outline the area you wish to be affected by this command. Release the mouse button and the order will take effect.

(**P**)ause

Pauses the game, allowing you to access the situation, devise new strategies, and/or issue new orders to your troops on the field or within the barracks. All features in the game can be accessed while in pause mode, including Options, Reports, Commands and Icons.

**(H)**ealth

A left click on the **Health Icon** (or typing "**H**" on your keyboard,) changes to "Histogram Mode" allowing you to view the health and fatigue levels of all troops presently on the field. The Histogram appears as two colored bars, side to side. The bar on the left indicates that troops overall health. The bar on the right displays the troops fatigue level. As troops are injured or become fatigued, their effectiveness decreases, and their ability to ward off attacks diminishes proportionally. Groups showing very low levels on the histogram should be ordered to return to barracks, and fresh groups deployed to take their place. Injured troops are automatically sent to the hospital upon reaching the barracks, and will be discharged when their health levels return to normal. A listing of all troops currently in the hospital can be accessed by choosing "Hospital" from the reports menu. For complete details of the workings of the Hospital, see the section "Hospital" on page 33.

**(Z)**oom, **(F1)**, **(F2)**, **( F3)**

This function allows you to view the battlefield in three different levels of precision: "**Local View**," "**Area View**" and "**Strategic View**. The Local View, **(F1)**, shows the battlefield in a close up view, allowing you to see individual troops and their actions. The Area View, **(F2)**, shows a less detailed view but covers a larger area, allowing you to watch representations of individual troops as they carry out their orders. The Strategic View, **(F3)**, displays the entire map, allowing you to see all of the components currently involved on the battlefield and their relationship to one another. To use this function from the Icon Bar, simply left click on the "Zoom" Icon. If you are currently in either the Area or Strategic views, the cursor will change into a small magnifying glass. Move this cursor to the place you wish to view in more detail and click the left mouse button. If you are currently in the Local View, clicking on the Zoom Icon will automatically change to the "Strategic View."

# The Menu Bar

The Main Screen Menu Bar has three Items from which to choose, **Options**, **Reports**, and **Orders.**

## Options

### Back to Battle

Cancels the current Menu and returns to Battle. The Escape Key on your keyboard can be used to perform the same function.

### Save Battle

This Option Saves the current game in its present condition. You may issue this command at any time during game play while in the Main Screen. The first time a battle is saved a window will open, and prompt you for a name to save the battle under. You may then type in up to eight characters. It is suggested that you use meaningful names when saving your games, otherwise it will become hard to remember which battle is which when you have accumulated many saved games. Please note that no file extension is needed (or allowed) in your saved game names. The program will automatically assign the extension .MCI to the filename you give. If at some point you wish to delete some or all of your saved games, you may do so from the DOS prompt. Simply change to your *Walls of Rome* directory and type the following:

**DIR *.MCI**

You will now see a listing of all your saved games, and can easily choose the ones you wish to delete.

### Toggle Sound

Allows you to turn the Digitized Sound effects on and off. You must have previously set up your sound card by using the SETD program to access this feature.

### Toggle Music

Allows you to turn the Music on and off. You must have previously set up your sound card by using the SETD program to access this feature.

### Adjust Speed

This option allows you to lower the speed of the game if it plays too fast on you machine. By default, the game is set to play at maximum speed. If the game plays too fast on your system, you may lower the speed by selecting the Adjust Speed option from the menu. A window will open and allow you to select the amount by

which you wish the speed reduced in a range from 0 to 9. After making your selection, this setting will be saved, and gameplay will procced at the slower rate until it is changed.

### Show Regions

This command is a toggle which allows you to view the strategically important locations for the particular battle you are currently playing. When ON, the important areas will be highlighted by a yellow box. Initially, you may wish to view Regions in the Strategic view, (F3) then zoom in on the specific locations you are interested in. The overall goal of gameplay is to overtake and hold control of these strategic areas on the map. For complete information regarding thc workings of Regions and how they relate to gameplay, see the section "Victory Conditions" on page 19.

### Range Display

This option allows you to view the ranges of your various missile groups by outlining their effective ranges with a white circle. You may choose to show all your unit's ranges concurrently, or choose any combination from the sub menu.

### Quit

Ends the game in progress and returns to the Opening Screen. Please note that this option does not save the current game; if you wish to save your game you must do so before quitting, by choosing the "Save Game" Option from the menu.

## Reports

### Progress

Choosing the Progress Report option will display a graph showing the current status of the Attacking army's troops. Using a complicated system of weighted percentages, the computer will determine the percentage of the *total* regions held by the attacker, bearing in mind the point value of *each* region held by the attacker. The important thing to keep in mind are the values associated with the regions in the current scenario you are playing, and try to occupy the majority of the *most valuable* areas.

At the top right corner of this report is a legend which explains the color key used in the graph. Yellow is used to signify that less than 10% of the total points are held by the attacker. Red signifies that thc attacker holds from 10% to

50% of the total points. Green indicates the attackers are holding more than 50% of the total points.

The height of the graph will change from day to day based on the overall values associated with each troop type the army possesses. Each troop type has been given a value and the *total value* of all your troops are weighed against the opposing army's to determine the Troop %. If the graph grows higher and higher each day, it shows that the attacking army is overpowering the defender. If the defender is ahead, the graph will become shorter as each day passes. You may check the value of a specific troop type by first clicking on the troop to highlight it, then clicking on it a second time to bring up the Troop Information Window. Clicking on the More button on this screen will open another window, with a detailed desciption of the unit. Alternately, you may use the "?" Icon to view your troops information. Click on the "?" Icon. The cursor will change to an eye. Move this cursor above the troop you are interested in and click the left mouse button.

## Totals

This report displays a listing of all of the troops you currently possess. Under each troop are two numbers; the number on the left are the total troops presently on the battlefield, the number on the right displays how many are still within the barracks or are in recovering in a hospital.

## Groups

The **Groups Report** Option allows you to view all the different groups of friendly troops that are currently on the battlefield. Also displayed is the number of men in each group and their current orders. This report is very useful for getting a general overview of all individual groups on the field. You may also select a specific group from this report, by simply clicking on the Icon of the troop you wish. That group will then become the Active group, and will be highlighted when you exit this screen and return to the map. In this way you may easily select the next group you wish to issue a command.

## Casualties

Choosing this option opens a sub-menu offering you two choices, Today's Casualties, or Overall Casualties. Selecting Today's Casualtics will display a breakdown by troop type of all the troops (attackers and defenders)

that have died during the current day of gameplay. Overall Casualties will give you the total numbers of soldiers that have died since the beginning of the current battle.

### Hospital

When injured troops return to the barracks, they are automatically sent to the Hospital until they have recovered. Clicking on the Hospital Report option allows you to view those troops currently recuperating in the hospital and the day on which they will be released. Each barracks has it's own separate hospital. If more the one barracks exists in the particular battle you are fighting, a "Next" button will appear on the bottom of this report. Clicking on the Next button switches between the hospitals associated with the available barracks.

## Commands

This section explains the various options in the **Command Menu**. To access this menu, simply click on the word Command on the Menu Bar, or hold down the ALT key and press "C." A menu will appear, listing the commands available. A left click on the option you wish will execute that command.

### Fire at Will

A standard order issued to archers and other missile groups, the fire at will command orders the currently highlighted group to attack any enemy groups within their range. They will then hold that area after it has been cleared. To give a Fire at Will Order, first select the group you wish to command. Click on the Fire at Will command, or press [**W**] on your keyboard. Upon releasing the mouse button, your missile group will begin to fire into that area until it is cleared, and will resume firing if any other enemies move into that area.

### Patrol

This command, which is only effective for melee troops, places the currently highlighted group on Extended Patrol. To use this command, highlight the group you wish to affect and choose **Patrol** form the **Command Menu**, or press [**X**] on your keyboard. The cursor will change into a soldier and a sword. Move this cursor to the enemy group you wish to target first and click the left mouse button. Your highlighted melee group will then approach and attack the enemy group you have selected. If your troops are successful in defeating the enemy, they will automatically search out the next closest enemy troop, move to that location, and attack them. While under this command, your troops will continue in this fashion until they are destroyed or until no enemy troops exist on the battlefield, at which point they will hold position until given further orders.

### Relieve

This command allows you to replace one group with another group of fresh troops. To use this command, highlight the group you wish to relieve, then choose **Relieve** from the **Command Menu**. Next, click on the group you wish to use for their replacements. (Please note that both groups must be of the same general type, i.e., melee troops cannot replace missile troops and visa versa.) The replacements will

then march to the area where the first group is located and take on the orders of this group. The first group will then return to their barracks for reassignment.

### Split Group

Functioning much like the Divide Command on the Icon Bar, the Split Group option differs in that it allows you to specify the exact number of troops you wish to split off from the main group. To use, highlight the group you wish to divide and then choose Split Group from the Command Menu. The cursor will change into a feather. Move this cursor to the a point near the group where you wish to begin the division; then click and hold down the left mouse button. As you drag the mouse, a rectangle will form over the group, showing which of your troops will be affected by this order. When you have the number of troops within this rectangle that you wish, release the mouse button. The selected troops will then break off from their previous group and wait for new orders.

### Follow

The Follow Command is used to make one group follow another *friendly* group. To execute this command, simply highlight the group you wish to be the followers and choose Follow from the Command Menu. The mouse cursor will change into a red arrow. Now click on the group you wish the first group to follow. The first group will now follow the second group to their destination. Once they have arrived, the follower's orders will be changed to "Hold Position." Subsequent "Advance" orders to the second group will not affect the followers; you must issue the Follow Command each time you wish to have one group follow another.

### Release

The "Release" command orders the selected group to return to the barracks. It's primary uses are to allow wounded or weakened troops to retreat from the battlefield before they are killed, and for troops that have finished their specific tasks.

### Double Time

This command orders the selected group to travel to a location at twice their normal speed. Although useful for emergency situations, it should be noted that troops given this command will use more energy while under this command compared to a normal "Advance" command, and will therefore be less effective and more prone to injury when they reach their destination.

### Full Retreat

Used in the event of disastrous circumstances, Full Retreat orders ALL of your troops currently on the battlefield to return to the Barracks, allowing you the opportunity to rethink your strategies and begin anew.

### Chase

Functioning much like the "Follow" command, Chase differs in that it allows the currently highlighted melee group to follow an *enemy* group. To use, simply highlight the group you wish to chase another group and choose Chase from the Command Menu. The Cursor will then change to a Sword. Place this cursor on the enemy group you wish to chase and click the left mouse button. Your troops will then follow the enemy group, automatically attacking them when within range.

### Target

The Target Command allows you to select an area for a *missile* group to concentrate its fire. Your group, be it archers, spearmen, slingers, or a catapult or ballistae crew, will fire into the targeted area until ordered to stop or issued a new command.

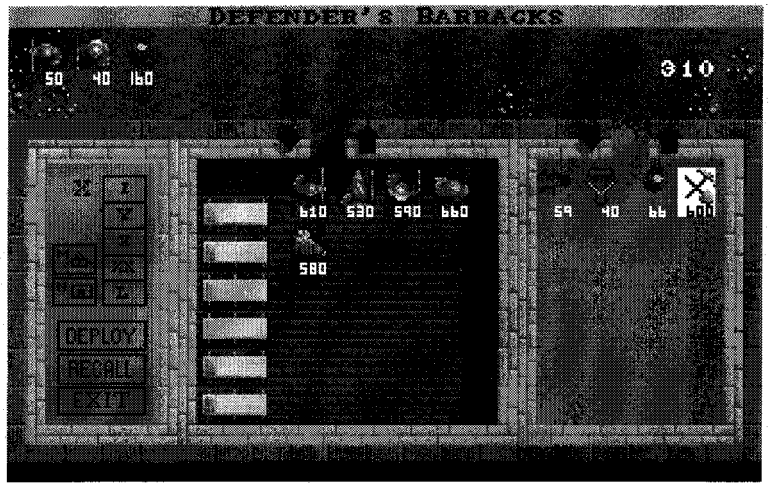
### Fight Group

The Fight Group command simply allows you to choose which of the enemy groups your currently highlighted *melee* group should attack. Upon selecting this command, the mouse cursor will change to a sword. Simply click on the enemy troop you wish to to attack and your troops will move to the selected enemy's position and engage them. If they are successful and defeat the enemy group, your troops will hold position until they either receive new orders, or a situation develops which demands their attention.

### Shoot Group

Similar to the Fight Group Command, but effective only with *missile* groups, the Shoot Group Command allows you to chose a specific group on which to lay fire. To issue this command, choose Shoot Group from the Command Menu. The cursor will change to a bow. Next, click on the enemy group you wish to attack. If the enemy group you select is out of range, your troops will automatically advance to a closer position and then begin firing.

# The Barracks




The Barracks are used to house your troops when they are not on the battlefield. The screen consists of a Control Panel, located on the far left of the screen, the Troop Roster Area, located in the middle, the Equipment Roster, on the right, and the Deployment Window, located along the top. In *Walls of Rome*, the attacking army is allowed to possess up to four barracks, the exact number depending upon which scenario you are currently playing.

## Barracks Options

Detailed below are the options and commands available to you while in the barracks:

### Assembling Forces

Before you can deploy troops and equipment onto the battlefield, you must first select the items you wish deployed, and place them in the deployment window. To do this, select the troop type you wish by clicking on it. That troop will become highlighted, signifying that it is the "Active" troop. At the top of the control panel is a button

labeled "X." This is the multiplier button. It is used to determine how many individual troops and equipment will be affected in subsequent commands. Initially, the multiplier is set to ten. You may change this by clicking on one of the buttons containing the Roman Numerals (I = One, V = FIVE, X = 10, XX = 20, M = 50) Set the multiplier to the number of troops or equipment you wish to affect in the troop roster window. The yellow arrows near the top of your screen add or remove troops in the Troop Deployment Window. Each time you click on the "+" arrow, the number of troops you have set in the multiplier will be added to the Troop Deployment window. At any time you may select a different troop type or piece of equipment by clicking on it. The "-" arrows work in the opposite way, returning the highlighted troop in the deployment window back to its appropriate position in the roster.

## Deploy

Once you have selected your troops and equipment and moved them to the Deployment Window, simply click on the DEPLOY button. The barracks window will close, and your troops will be placed on the battlefield, outside the appropriate barracks.

## Move

The MOVE command allows you to move troops and/or equipment from one barracks to another during the pause at the end of each day. To move your troops, first select them and add them to the Deployment Window in exactly the same way you would if you were going to deploy them to the battlefield. Now click on the Move button, or press "M" on your keyboard. A window will open with a listing of all the barracks you have available. Simply select the barracks you wish and the troops in the deployment window will be transferred to that barracks. Note that this command is only available to you when playing the "Attacker," as the Defender is allowed only one barracks.

## Next

The "NEXT" button allows you to switch between the various barracks, so that you may easily deploy groups to different locations on the battlefield. Simply click on the NEXT button to cycle between the different barracks you have available. The heading at the top of your screen will indicate which barracks you are currently in Note that this command is only available to the attacking army.

### Recall

The Recall command removes **All** of the groups from the Troop Deployment Window and returns them to their original position in the roster area. If you wish to remove only a single group of piece of equipment, use the "-" arrow.

### Exit

Clicking on EXIT closes the Barracks screen and returns you to the battlefield *without* deploying any troops. All troops that currently reside in the Troop Deployment Window will remain there, and can be deployed upon your next visit to the barracks if you wish.

# Engineering

## Mining

An often used strategy of siege warfare, mining was a highly effective, though laborious method of breaking down a castles defenses. Attacking troops would tunnel under the castle walls, collapsing them, and allowing them access to the interior. In *Walls of Rome*, your tunnels will appear as green squares, each one indicating the presence on a similar length of tunnel existing beneath it.

To issue this command, select some troops from your barracks, each equipped with a set of mining tools, and deploy them onto the battlefield. Now, issue the (**E**)ngineering command. A window will open, listing the commands available to that group. Choose **Undermine Wall.** You will then be prompted to specify the location in which to begin digging, and the area of wall you wish collapsed. Your troops will then proceed to the specified area and begin to mine.

## Using Siege Towers

A siege tower, when properly constructed and placed against the wall of a castle wall provides a means of quick access to large numbers of troops. Although initially harder to erect than ladders, siege towers are preferred for their durability in battle and the increased measure of safety they provide. Note that only one siege tower may be deployed per group.

Before a tower can be utilized, it must first be constructed, and then pushed into the desired location. The construction of siege towers should normally be done at some distance from the castle, out of range of the enemies archers, catapults and ballistae. Once completed, the tower itself acts as a shield to the soldiers who push it into place.

To construct a siege tower, enter the barracks and select at least 16 troops (the minimum number required to build and move a tower) and a set of siege tower materials, and deploy them to the battlefield. In *Walls of Rome*, any type of soldier is capable of building the towers except for cavalry units. Once your team is deployed, issue the (**E**)ngineer command. A window will open, listing the current commands

available for that group. Select **Build Siege Tower**. You will be prompted to select the area in which you wish the tower built, and the location you wish it to be placed. As the tower will be pushed into location *after* it is built, choose a building site in an area that will give you fairly clear access to the towers final destination.

If your troops are meeting with too much resistance, you may issue the (S)top Command . Your troops will then hold position until once again ordered to Engineer.

## Placing Ladders

Ladders are the quickest and perhaps the most dangerous way to attempt a breach of the castle walls. Troops carrying ladders are quite vulnerable to attack, for they are unable to defend themselves adequately, and their ability to maneuver is restricted by the bulky load they must carry. Another problem with using ladders is that enemy troops will constantly be destroying the ladders you have so carefully placed, by pushing them off the castle walls.
Used properly, ladders can be a valuable addition to any attacking army. They can be placed by any type of troop except cavalry, and, once placed, the troops that carried them can enter the castle and begin an assault. Please note that ladders can only be placed on a wall under a crennel, (an opening in the top of the wall,) unless the wall is low enough to gain access without the need of a crennel. In some castles this might require a bit of experimentation, however, no harm is done by ordering the placement of ladders in an inappropriate location. Your troops will simply wait in or near the area you have specified until you give them further orders.

To place ladders, enter the barracks and choose some troops. It is a good idea to deploy more troops than you actually need for the task, due to the high mortality rate of most ladder carriers. Once selected, click on the Ladders, and add a similar number of these to the deployment window. (Each troop can carry a single ladder.)

Next, Deploy your troops on to the battlefield and click on the (E)ngineering Icon. A window will open, listing the current commands available for that group. Choose the item **Raise Ladders.** The mouse cursor will change to a feather. Use this cursor to carefully define the *exact* area where you wish to have the ladders erected by holding down the left mouse button and outlining a rectangle around the placement site. Release the button and your

troops will proceed to that location and set the ladders against the wall.

## Destroying Ladders

When you are playing as the Defender, you will need to be on the alert for ladders placed against the walls of your castle so you may order your troops to destroy them. To issue this command, select a nearby group and click on the (E)ngineering Icon. Choose Destroy Ladders from the list of available commands. The mouse cursor will change to a feather. Use this cursor to outline the area containing the ladders you wish destroyed by holding down the left mouse button as you drag the mouse to create a rectangle around the desired area. Your troops will then advance and destroy all ladders at this location

## Building Bridges

Bridge building is carried out in a manner similar to that of other engineering equipment, that is, by deploying a sufficient quantity of troops and bridge pieces, selecting the (E)ngineering Icon, choosing **Lay Bridges** from the list of available commands and then highlighting the area in which you desire the building to take place. Your troops will proceed to the specified location and begin their work. As with other engineering commands, try to be as accurate as possible when defining the area in which construction should take place. In the case of bridges, the area you define should contain an area of riverbank along each side; otherwise, building may cease before the bridge spans the entire area desired.

## Battering Rams

Battering rams are used by the attacking army to crash through the castle gate(s), providing a permanent opening through which your troops may enter. A battering ram requires a minimum of eight soldiers to carry, construct and operate. You may, of course, deploy more troops to aid in the defense of the group. These extra troops will automatically replace any soldiers who may be killed along the way.

To issue this command, deploy some troops and a battering ram onto the battlefield. Click on the (E)ngineering Icon and select **Build Battering Ram** from the list of commands. Next choose a location to construct the ram. You will then be prompted to specify the location to use the ram. Your troops will proceed to assemble the battering ram, and then begin their

assault. Please note that the battering ram can only be used against a gate, and not upon the thick, fortified walls of a castle.

## Using Ballistae

Unlike its medieval counterpart, which fired spears, the ancient ballistae fired heavy rocks and other large projectiles upon the enemy. It is a weapon of extraordinary power and capable of almost pin-point accuracy.

The ballistae, being a large and heavy weapon is constructed on-site, not simply rolled into location like it's cousin the catapult. Once assembled, the ballistae may not be moved to another location, so plan your building site carefully.

The construction and operation of a ballistae requires at least six troops, although there is a definite advantage to deploying more than this, for the additional troops will stand ready to replace a killed or injured troop. The additional troops can also be used to carry pots of Greek fire, which they will use to coat the rocks before they are fired, a tactic which can be devastating, as the burning pitch will spread fire across a wide area, killing all in its path.

## Using Catapults

Catapults are used to fire large spears, which may, like the projectiles of the ballistae, be set aflame before they are released. The catapult, being much smaller than a ballistae, can easily be moved form place to place during the course of a battle.

A minimum of four troops are required to operate the catapult, however, groups of twenty are not uncommon, the additional troops normally carrying pots of Greek fire.

To operate this weapon, Deploy some troops equipped with a catapult. Use the (**A**)dvance Icon to select the area you wish to launch your attack. When your troops arrive at their location, click on the (**R**)egion Icon. The mouse cursor will change to a feather. Move the cursor to the area you wish attacked, and click and hold the left mouse button. Drag the mouse to outline a rectangle around this area, then release the mouse button. Your catapult crew will then begin its attack of the specified area. Note that catapult and ballistae crews, if not given specific orders, will automatically "Fire at Will" at any enemy within range.

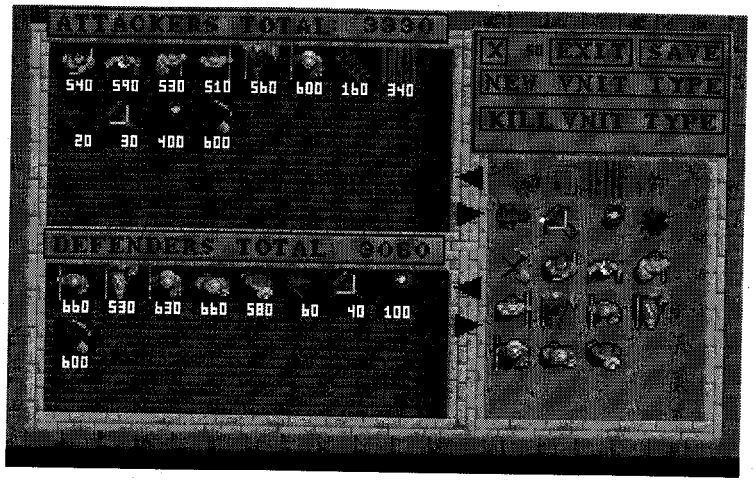
## Dropping Equipment

Troops that are carrying equipment are more vulnerable to enemy attacks as they are restricted from defending themselves by their heavy loads. If your troops are taking too much damage as they are transporting equipment, you may order them to drop the items they are carrying to allow your troops to defend themselves. To issue this order, click on the group to select them and then click the (E)ngineering Icon. Choose Drop Equipment from the option list that is displayed. Your troops will immediately drop the equipment they are carrying and wait for further orders.

## Gathering Equipment

Equipment that has been dropped on the field, or left behind by troops that have died may be recovered by using the Gather command. To issue this command, select a group and click on the (E)ngineering Icon. From the option list choose the item Gather Equipment. The mouse cursor will change to a feather. Use this cursor to outline the area containg the equipment you wish to recover. Your troops will then proceed to the specified location, collect the equipment, and return it to the barracks.

# Using the Editors




## Editing a Battle

With the built in Battle Editor, you can easily create or modify battles to your own specifications.

To edit a battle, choose **EDIT** from the Menu Bar on the Opening Screen. Click on the option "Edit a Battle". A window will open, displaying a listing of all the battles that currently exist. Scroll through the list until you've highlighted the battle you wish to edit, then press **[Enter]**. If you wish to create a brand new battle, choose "NEW," which will be the last item on the list. Another window will open, from which you can select the map you wish to use for the siege.

After these selections you will be placed in the Editor Screen. You will note that there are two Icons on this screen that are not available during gameplay. These are the **Define Regions Icon** and the **Items Icon**. Define Regions is used to specify the location of the Defenders Barracks and other areas you choose as the Important

Regions. The Item Icon is used to place the Attackers Barracks, as well as equipment, such as ladders and bridges, that you wish to have on the map at the beginning of gameplay, as well as allowing you to remove unwanted items previously placed on the map.

To set up the various items associated with each scenario, click on **EDIT** on the Menu Bar. A window will open, displaying the various options:

## Battle Data

Selecting this option allows you to set the overall parameters of the game; Location of Battle, Attacking Army, Defending Army, Days Allowed for Siege, Troop Ratios and the Daylight Hours. Each data option will appear sequentially, allowing you to enter your preferences. For the first three items, you may type in anything you wish; there are no specific names that are required here, they are just included as reference items. The last three items are more important, for they will affect gameplay. When setting the option **Days Allowed for Siege**, keep in mind that the number you enter here will be used as part of the victory conditions. You cannot win a Siege if you have not satisfied the victory conditions before this time runs out. After this parameter has been set, press the **[Enter]** key to cycle to the next item.

The next item to set are the **Daylight Hours** for the scenario. You may set the hours in a range of 8-18 hours per day. Keep in mind that the shorter the length of the days, the less actual time you will have for battle.

The final item to set is the **Troop Ratios.** This option sets a ratio between the number of troops allowed on the field at any one time for the Attacker and Defender. Increasing this ratio in favor of opposing army, for instance, will decrease the number of troops you will be allowed to deploy proportionally.

When you have finished setting the program parameters, click on the EDIT option again, and choose **Create Armies.** The Army Configuration screen will open.

The left half of your screen will now be divided into two sections, representing the barracks of the two armies. If you are creating a new battle these two areas will be empty, as no troops have yet been defined. If you are editing an existing battle, these two areas will contain the troops and equipment each army currently possesses. At the right edge of each of these

screens are two arrows, a plus and minus. By clicking on these you will add or remove troops to or from the barracks.

On the top right of your screen is a control panel, containing several buttons. The "X" button is the multiplier, used to select how many troops will be affected by each click on an arrow. Its initial value is 10, but may be set to 20, 50, or 100 by clicking on the X button.
The area at the bottom left of the screen is the Roster Area, which contains the troops and equipment currently available to place into the armies. If you are creating a New Battle, the Roster Area will only contain equipment, otherwise it will also contain the troop types of both armies. To bring new troops into the roster, click on the **New Unit Type** button located on the control panel. You will be presented a list, from which you may choose the troop type you wish to add to the roster by simply clicking on the desired troop.

Once you have selected the troops for both armies, you can begin to assign them to their appropriate barracks. This is accomplished by simply clicking on the troop type to highlight it, and then clicking on the appropriate "+" arrow to add those units to their barracks.

When you have finished with the troops, you may add equipment in the same way, by highlighting the specific item desired and clicking on the "+" arrow of the barracks in which you wish to place it. If at any time during this process you make a mistake or change your mind, simply click on the "-" arrow to remove the selected troops from the barracks.

If you wish to remove all the troops of a specific kind from the barracks and/or the Roster Area, highlight the group you wish to remove and click on the Kill Unit Type button, located on the control panel. That unit will then be removed from the Roster and from either of the armies that contains it, if any. At any time in this screen, you may click on the selected troop type or piece of equipment to display information about it.

When you have finished creating the two armies, click on the **SAVE** button, and type in a name for the battle you have created. Then click on the **EXIT** button to return to the Editor Screen

Now you will need to define an area for the Defenders Barracks, and other important locations on the map. To define the Defenders barracks, click on the **Region Button.** The mouse cursor will be

replaced by a feather, which you will use to outline the area you have chosen. Decide on the location for the Defenders Barracks, and place the cursor on the upper right hand corner of that area. Hold down the left mouse button and begin dragging the mouse down and to the right to draw a rectangle around that area. When you've finished, release the mouse button. The **Region Window** will open, prompting you to specify the name of the area. Choose Defenders Barracks by clicking on it, or by highlighting it and pressing **[Enter]**. Next the **Value Window** will appear, allowing you to specify the point value that will be associated with occupying this region. You may choose any value from 0 to 1000. Press **[Enter]** to save the value you've selected.

You may now add other regions to the map in the same manner by clicking on the Region Icon and outlining the areas you wish the program to use as the important locations during gameplay, and choosing **NEW** in the Region Window. Type in the name for the new region and assign it a point value. The name may be anything you wish, up to eight characters. The areas you select, and the values associated with them will be important during gameplay, as occupying these regions will determine the victory conditions. There is a maximum of 40 regions that can be specified for any one battle. For a full description of Victory Conditions, see page 19.

At this point, the only other requirement is to place the **Attackers Barracks**. This is not done with the region command, but with the **Items Icon**, located at the bottom of the Icon Bar, or by pressing the letter [S] on your keyboard. Selecting this option will bring up a listing of the items available to be placed. Click on the item "Barracks Tent." The mouse cursor will change into a small pick and shovel, indicating that the tent is ready to be placed. Move this cursor to the area you wish to place the Attackers Barracks and left click. The barracks tent will appear on the map. You may place up to four barrack tents for the attackers in this fashion, one in each of the four quadrants on the map, represented diagonally, i.e., imagine an X drawn upon the map from corner to corner, dividing the map into four regions, North, East, South, and West. One barracks may be placed in each of these regions. If you try to place a barracks in a region already containing one, the existing one will be replaced by the new one. When you have finished placing

the Attackers Barracks, press the Escape Key to exit this function.

At this point, all necessary conditions are in place, and you may save the battle, and exit to the Main Menu to begin gameplay. There are however, additional options which you can set up beforehand if you so desire, such as adding other items to the map, or deploying troops which you wish to have available at the beginning of game.

To add items to the map, simply click on the Items Icon, select the item you wish from the list, and then click again on the map where you wish this item to be placed. If you make a mistake, or place an item in the wrong spot, you may choose "Remove Item" from the Item List, and click on the item you wish to remove.

To place Troops on the map, Click on the Barracks Icon, (or press "B.") Select the troops from the Barracks and deploy them as you would during normal gameplay. Once deployed, they will appear outside their appropriate barracks, and the mouse cursor will change to a small arrow and a soldier. Move this cursor to the area you wish to place the troops and left click. The troops will appear in the location you have selected. If you wish to change the location of troops that you have previously placed, first highlight that group, and select **Place Group** from the Edit Menu. You may then choose their new location.

Note that since you are in the editor, you have access to both the attackers and defenders barracks. To switch between them, click on the **Next** button in the Barracks Screen. This will cycle you through the barracks of both the attacking and defending armies.

## Editing a Map

Included in *Walls of Rome* is an editor which allows you edit one of the existing maps. To use this feature, select EDIT from the Main Screen, and choose the item EDIT A MAP. A window will open, listing the currently existing maps. Select the map you wish to edit from the list The map you have chosen will then be loaded.

At the bottom of the Icon Bar is the TILE ICON, representing one of the tiles used in making the maps. Left click on this icon to display a selection of tiles which you may choose from to begin creating or editing the map. Each maps will have several screens of available tiles to select from. To view all of the different tiles, click on the **MORE** button at the top of the Tile Window.

To place tiles, first select the tile you wish to place by left clicking on it. That tile now becomes the "active tile"; the Tile Window will close, and the mouse cursor will change to a pick and hammer. Move this cursor to the area you wish to drop the tile and click the left mouse button. The tile will then appear on the map. Note that by clicking and holding down the left mouse button you can "paint" with the tile, by dragging the mouse over the entire area you wish filled with this tile.

When you have finished editing the map to your satisfaction, click on OPTIONS on the Menu Bar, and choose **Save Map**. You will be prompted to enter a filename for your new map. In most cases you will want to save the map under a new name of up to eight characters. No file extension should be used in this name, it will be added automatically by the program. Note that saving the map under its original name permanently changes that map.

# Troubleshooting

***Walls of Rome* fails to load or run properly...**

You may not have enough free memory or enough total memory. *Walls of Rome* requires approximately 590K of available memory to load and run. *Walls of Rome* requires an additional 1 MB of XMS extended memory for playing digitized sound effects. XMS memory is not the same as EMS and does not use the EMM386.EXE driver to load.
XMS memory requires the HIMEM.SYS driver, (which is located in your DOS and/or Windows directories,) or other upper-memory manager (QEMM, 386MAX for example) to be loaded when you first boot up your computer..

*You may have a memory-resident TSR program that conflicts with the game.*
See the "TSR programs/Device drivers" section for information on what TSRs are and what conflicts may arise. Check the Config.sys and Autoexec.bat file samples below to see if you may need to edit these files to stop programs from being loaded that can cause a conflict with the game. Creating a boot disk, using the Boot Disk instructions below or the HELP

program that comes with the game, will allow you to boot the machine from a floppy.
Depending on your specific configuration, some hard disk compression programs, like Stacker or DOS 6.0 Doublespace, may not always be compatible with *Walls of Rome.*
To remedy, try installing the game to a non-compressed portion of the hard drive and then create a boot disk that boots without disk compression drivers being loaded into memory.

***Walls of Rome displays Insufficient Memory messages...***

You may not have enough free memory in the 640K portion of DOS.
*Walls of Rome* requires approximately 590K to run. Use DOS "MEM" or "CHKDSK" commands to check "largest executable program size" for the amount of available free memory before game play. Remember, bytes shown must be divided by 1024 to calculate the actual amount in K (kilobytes) available.

You may have to alter your Config.sys and/or Autoexec.bat files or create a boot disk to free up enough memory. See "Sample Config.sys" and "Boot Disk" sections below.

***Sound Effects do not work or stop working after playing for a while...***

You may have chosen an incorrect IRQ or I/O setting during installation.
Run the **SETD** program again and be sure that correct options are chosen for sound board and its settings. You may want to consult your sound card manual or test software to determine the correct settings for your board.
A common mistake, for example, would be a Sound Blaster Pro sound card set to IRQ 5 but the Sound Blaster Pro driver in *Walls of Rome* expects it to be on IRQ 7. The SETD program in this case would need to be set to IRQ5.

Be sure that the SETD options match your sound card settings. Check your sound card test program or manual for further information.

***The mouse cursor appears but does not function correctly or at all...***

Your Mouse driver may not be a 100% Microsoft or Logitech compatible driver.
Make sure that the Microsoft or Logitech name and version number is displayed when the mouse driver is initially loaded.
Consult your mouse user's guide or package to verify that it is 100% Microsoft or Logitech compatible. If not, you may check with the mouse manufacturer to see if an updated version of the mouse driver is available from them that will correctly work with *Walls of Rome*.

***The game runs too slow slowly...***

Your hard drive may be fragmented.
Run an optimization program to defragment the hard drive. Check your DOS manual to see if one is included with your version of DOS. If you do not have a separate optimization program, check with your retailer about the optimization programs available.

Your computer may not be fast enough to run the game effectively.
Check the *Walls of Rome* box and the Machine Requirements section of this manual for minimum and recommended system configurations. Required options are the lowest settings possible for the game to be "playable" but a bit

slow nonetheless, recommended options are the settings at which the game would function at a "comfortable" speed.

***Still having problems...***

Have you tried the HELP program that comes with *Walls of Rome* ? *Walls of Rome* comes with a separate HELP program that gives further technical assistance with memory, sound card problems, etc., and also contains a Boot Disk creator.

***Contacting our Customer Service Department...***

Check the "Questions or Problems" page in the back of this manual for information on contacting Mindcraft Software's Technical Support department. We can be reached directly by phone and also by modem on the Mindcraft Software BBS, as well as other on-line services, such as CompuServe and Genie..

***Equipment Changes...***

If the sound equipment in your computer changes, run the **SETD** program from the DOS prompt and choose the new options.
If you replace your existing mouse with a new one, no changes need to be made to your configuration. Make sure, however, that the new mouse driver is loaded and 100% Microsoft compatible before starting *Walls of Rome*.

***TSR programs/Device Drivers...***

TSR (Terminate & Stay Resident) programs, once loaded, remain in memory and may create memory conflicts with the *Walls of Rome* installation program, the game program itself, or even the sound drivers. It is possible for these programs to use up memory necessary for the game or for them to cause lockups and other strange occurrences. It is recommended that you not run any such program if having problems either installing or playing *Walls of Rome*.
Some sample TSRs are: DEVICE DRIVERS (such as CD-ROM Drivers, Scanner Drivers, special Video Drivers, etc.), SHELLS (such as DOSSHELL), and UTILITY PROGRAMS (Such as DOS Share).
TSR programs are normally loaded upon system boot up in your Autoexec.bat file. Device drivers and DOS shells are also loaded automatically and are generally installed in the Config.sys file.
See sections below for information on editing your Config.sys and Autoexec.bat files to remove TSRs, or for creating a boot disk without TSR's being loaded

***Config.sys and Autoexec.bat...***

These files allow you to control how memory is used and therefore set the amount of free memory and whether high memory is configured as EMS memory, XMS memory, or both.

Sample DOS 5.0 or 6.0 CONFIG.SYS and AUTOEXEC files:

*CONFIG.SYS*

**DEVICE=C:\DOS\HIMEM.SYS**
**DOS=HIGH,UMB**
**FILES=15**
**BUFFERS=15**

*AUTOEXEC.BAT*

**@ECHO OFF**
**PATH=C:\DOS**
**PROMPT $P$G**
**MOUSE**

You can use the DOS 5.0 OR 6.0 EDIT function or other Text Editor program to edit your existing Config.sys or Autoexec.bat files. They will be in the root directory (C:\) of the hard drive. If you don't want to edit hard drive files, see Creating a Boot Disk below.

***Creating a Boot Disk...***

If you need to free up more memory or increase the amount of available XMS memory without altering the Config.sys and Autoexec.bat files on the hard drive, you will want to create a boot disk. You can use the commands below or the Create Boot Disk option in the separate HELP program that comes with the *Walls of Rome* game. To run the HELP Program, simply type: HELP at the DOS Prompt while in the Walls Directory.

Creating a DOS 5.0 *Walls of Rome* Boot disk:

1) Place a blank disk into drive A:.

2) At the C> prompt type:

FORMAT A: /S

3) Use the DOS "Edit" utility to create a Config.sys file:
Type:

EDIT A:CONFIG.SYS

If you have problems with the DOS EDIT function, please refer to your DOS manual.

4)Enter the commands.
Type:

**DEVICE=C:\DOS\HIMEM.SYS**
**DOS=HIGH,UMB**
**FILES=15**

**BUFFERS=15**

NOTE: If you are loading a Mouse.SYS type mouse driver, you will need to type it here. Otherwise, mouse commands would be put into the Autoexec.bat file.
To load, Type:

**DEVICE=C:\MOUSE.SYS**

5) To save this Config.sys file, hold down the [ALT] key and press [F]. The file menu will be displayed. Press the [X] key and then press the [ENTER] key twice to Save the file and Exit to DOS..

6) Next you will want to use DOS "Edit" to edit the batch file Autoexec.bat.
Type:

**EDIT A:AUTOEXEC.BAT**

7) Now enter the commands.
Type:

**PROMPT $P$G**
**PATH=C:\DOS**

8) Next you will want to type in your mouse command. For example: MOUSE for a Microsoft mouse. You may need to look at the Autoexec.bat file on the hard drive or look up the command in your Mouse documentation.

Example:

**C:\MOUSE.COM**

The command shown above is just a sample, you must type the in the appropriate command for your specific mouse driver.

NOTE: If you are loading a Mouse.SYS type mouse driver, you will want to put that mouse command in the Config.sys file and not in this Autoexec.bat file. Consult your mouse documentation and/or DOS manual for information on loading mouse.sys drivers.

9) To save this file, hold down the [ALT] key and press [F]. The file menu will be displayed. Press the [X] key and then press the [ENTER] key twice to Save the file and Exit back to DOS.

10) Reboot your computer by using the Reset button or by pressing and holding down the [CTRL], [ALT], and [DEL] keys at the same time.
This will boot the computer from your boot disk and not the hard drive.

# Command Reference

## Melee Troops

| | |
|---|---|
| Split | **1** |
| Follow | **2** |
| Double Time | **3** |
| Relieve | **4** |
| Release | **5** |
| Full Retreat | **6** |
| Extended Patrol | **X** |
| Chase | **C** |
| Fight Group | **F** |

## Missile Troops

| | |
|---|---|
| Split | **1** |
| Follow | **2** |
| Double Time | **3** |
| Relieve | **4** |
| Release | **5** |
| Full Retreat | **6** |
| Fire At Will | **W** |
| Target | **T** |
| Shoot at Group | **G** |

## Command Icons

| | |
|---|---|
| Escape | **Esc** |
| Advance | **A** |
| Stop | **S** |
| Merge | **M** |
| Divide | **D** |
| Barracks | **B** |
| Zoom | **Z** |
| Info | **?** |
| Engineer | **E** |
| Region | **R** |
| Pause | **P** |
| Health | **H** |

## Quick View

| | |
|---|---|
| Local View | **F1** |
| Area View | **F2** |
| Strategic View | **F3** |
| View Troops | **V** |

## Opening Menus

| | |
|---|---|
| System Menu | **ALT-S** |
| Battle Menu | **ALT-B** |
| Campaign Menu | **ALT-C** |
| Edit Menu | **ALT-E** |

## Game Menus

| | |
|---|---|
| Options | **ALT-O** |
| Reports | **ALT-R** |
| Commands | **ALT-C** |