

ARC

Prince



Frames

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ARC

SOFTWARE PUBLISHING

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Prince

Dark rain-filled clouds rolled and tumbled in the storm-wracked skies above the city of Uppsala. Great sheets of lightning tore the heavens asunder as the thunder roared and bellowed. In the tallest tower of the castle, the King was dying.

Brass gongs were struck as the seers and apothecaries cried to the gods for guidance. Shamen wove their magiks about their failing Lord as he lay in his great bed, his body twisted with pain and glistening with sweat. His mouth was a grim line, his teeth grated against each other and though he suffered a thousand torments, he uttered not a sound. His eyes, clear and blue as the distant ice fields stared with steely determination through the window at the storm that raged above his city.

Vorgrim had ruled the hundred tribes of the Varangians for forty years, claiming his crown at the unheard of age of twenty. A crown claimed with bloodied steel in a grip of iron. His justice was swift and his revenge total. Few men crossed swords with him and lived and those who did swore fealty to the crown. And so the empire grew. Tribes, who for time untold held hatred in their hearts for each other, came together under the new law and the lands prospered.

The years passed, years that Vorgrim wore lightly upon his bear-like frame. At fifty he was as a man of thirty and his sword arm could still best any five foe-men. Yet challengers were few and far between, for with the years had come a universal love for this giant of a man who had achieved the impossible and united the tribes for the first time in their history.

But now from the Eastern Steppes came a horde of ravaging marauders. Their horse legions were without number and their thirst

for dominion unquenchable. For five years their advance had been checked but in the last encounter Vorgrim had been unhorsed in the thick of battle. His great war steed had fallen, crushing the King beneath it. His already war-torn body had lain for some time before his body guard could reach him and remove him to safety. The battle had been won with the retreating hordes fleeing for their lives, leaving the greater number of them strewn upon the field of conflict. Vorgrim however, was fading fast, despite all his physician's best efforts.

Repairing to Uppsala, Vorgrim lay in his rooms, fighting his final confrontation, this time with the grim gatherer of souls who came at last, to all, from commoner to king. Vorgrim's many sons and the tribe elders gathered in the great hall while their army's camps surrounded the city walls. All knew the final outcome of their vigil but awaited the King's word. A successor must be named. Bloodline mattered not. The crown could only be passed on to one worthy in the eyes of his predecessor, or seized by might and hard steel. This was the Code of Steel.

As the great fires in the hall cast garish lights and dancing shadows about its length the gathered lords paced uneasily about or sat silently in corners, each looking at the other from beneath lidded eyes. Each fingered the hilt of their swords and axes as they chewed their moustaches impatiently, their brows furrowed and their nerves at fever pitch.

Suddenly the great brass doors to the hall swung open and the king's many wives entered, followed by the royal bodyguard who carried the broken body of Vorgrim on his bed covered with silver wolf pelts, on top of which lay his broad sword and war axe. The shamen and apothecaries moved alongside, their fingers tracing signs and sigils in the air in a final prayer to the gods.

The lords stood as one man while their failing leige was placed at the foot of his throne and raised into a sitting position before his

followers. His mouth tightened as he was lifted and the muscles in his neck stood out like ropes, sweat pouring down his temples and his eyes glazed over with pain but when he looked once more upon the gathering within the hall all felt the power that had been Vorgrim, course from that gaze.

Silence covered the hall like a shroud. The only sound was that of the logs cracking in the fire and the king's swift, laboured breathing. He turned to the captain of his bodyguard and slowly nodded. The captain's hands shook as he reached out and removed the crown from his ruler's head and held it high before the gathered mass. All eyes went to it. All breath was held. And Vorgrim spoke.

'The Code of Steel', he rasped and then paused. 'I hold no man among you higher than his brother. I love you all as my own. You have followed my word and guarded my back time without number and I cannot single out one to stand above his fellows'. He stopped as he took a deep breath, his chest rising and falling in great pain-filled gasps. A thin line of blood ran from his mouth and he coughed wetly. 'Go to the islands of the south, take your tribal war bands and prove your worth one final time. Test your hearts and steel for me once more and find the one to take my place. Find my Prince'. This said, he looked with tear-filled eyes upon his wives and smiled. His eyes misted over, the blue of the ice fields was lost and he died.

The gathered lords filed slowly past the body of their king. Each bent his knee in turn and kissed his chilling fingers and was gone. There was steel to be honed and a crown to be won. The victor would sit on Uppsala's throne. Vorgrim would have his Prince and the Vangarians their king.

Vogrim's word was still the law.

Loading

ATARI ST and AMIGA

Turn off the computer and disconnect all unnecessary peripherals.

Place the Prince disk in drive A and switch on.

When the game has finished loading, click either mouse button to get from the title screen to the game set up screen.

Once the title music has started, you may click either mouse button to stop it (double sided drives only).

PC and compatibles

Place the Prince disk in Drive A.

From the MS-DOS prompt, type 'PRINCE' and press RETURN.

When the game has finished loading, click either mouse button to get from the title screen to the game set up screen.

Controls

ATARI ST and AMIGA

Control is by use of the mouse. Except where otherwise stated, either button may be used.

PC and compatibles

Control is by use of the mouse*, if available, else use the cursor control keys on the the numeric keypad for movement, and the 'A' and 'D' keys as mouse buttons. Except where otherwise stated, either button may be used.

** Microsoft compatible mice only. Install mouse driver before loading the game.*

Aim of the Game

Your objective is simply to kill the Enemy Prince, without losing your own Prince. There are many ways to win, and endless scenarios to try. Playing against the computer you should eventually be able to take on fairly superior armies with a reasonable success rate.

Game Setup

Once you have some experience of the game, be adventurous in your game set up.

Select a Map.

Each map offers different strategic opportunities.

Select an Army

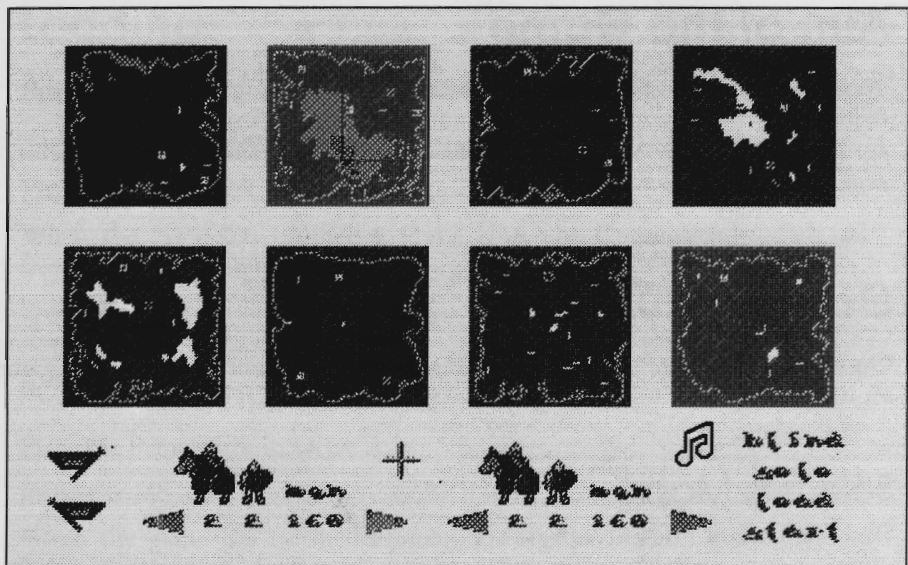
Choose a banner for your army colour. For two player games, players must choose different colours.

Select Both Army Sizes

Use the ◀ and ▶ symbols to change each army size. The numbers indicate cavalry regiments, infantry regiments, and total men.

Select Sound On/Off

Select the 🔊 symbol to enable sound effects. Sound effects can also be turned on/off on the game screen, while the game is paused.



Select Visibility

blind

Enemy troops and banners are always visible.

blind

Enemy troops and banners are only visible when your troops are on screen.

blind

Enemy troops are only visible when your troops are on screen. Enemy banners are never visible.

Select Number of Players

solo

One player game.

link

Two player game. Blue player controls map selection and both army sizes.

load

Only select this option if you have previously saved a game.

Two Player Game

*PRINCE WAS DESIGNED AS A TWO PLAYER GAME
AND YOU OUGHT TO TRY IT LIKE THAT.*

Requirements

Two player games require two computers and a serial connection. The computers do not need to be the same type, any combination of ATARI ST's, AMIGA's, and PC's is permitted. A null modem cable is required to connect the two machines.

The connections for 25 way connectors should be:

pin 2 to pin 3

pin 3 to pin 2

pin 7 to pin 7

Pin 7 on a 25 way connector corresponds to pin 5 on a 9 way connector.

Set up

Players must select different colour armies. The blue player controls selection of the map and both army sizes. Blind can be independently set.

Starting a Game

When start is selected, or a two player saved game is reloaded, a communications dialogue box will appear. Both players should select the same baud rate. When a succesful link is established the game will start.

Errors

Communication errors are corrected where possible, but if an error causes the machines to lose synchronisation, a link error dialogue box will appear. You may ignore the error and continue play if you wish, but the results are unpredictable.

Troops

There are 4 ranks of men.

PRINCES	wear golden armour.
REGIMENTAL COMMANDERS	wear silver armour.
COMPANY COMMANDERS	wear iron armour.
OTHER RANKS	wear leather.

There are 2 types of regiments.

CAVALRY REGIMENTS	have 5 or 9 companies of 5 horsemen.
INFANTRY REGIMENTS	have 5 or 9 companies of 9 footmen.

There are 3 types of company in each infantry regiment.

SWARDSMEN	strongest of the footmen.
AXEMEN	
SPEARMEN	weakest against other footmen, but strongest footman against horsemen.

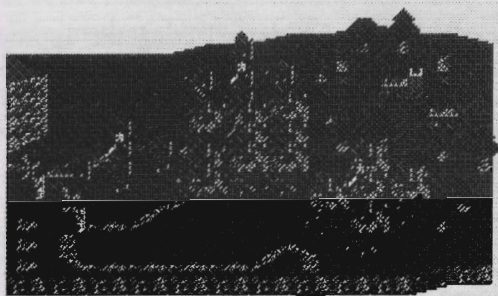
Magnification

The map can be viewed at 4 levels of magnification

- At the first level of magnification the whole island is visible but no men may be seen.
- At the next level of magnification a large section of the island is visible and the regimental commanders are represented as banners.
- At the next level of magnification terrain becomes visible and regimental and company commanders are visible. Regimental orders are issued at this level.
- At the last level of magnification full terrain detail is shown and all men are visible. At this level only company commands are possible.

Gameplay

THE MAP WINDOW



TROOP CONTROL

1200 army
100 men
12 cavalry
45 men

[unit]
walk
[unit]
[unit]
charge
reform
[unit]

pause
save



reform
charge
quit

GAME AND WINDOW CONTROL

Game Control

pause

Suspend play, reselect to continue.

save

Save current game, play continues.

quit

A surrender box asks you to confirm your order. The opposing army will be awarded victory.

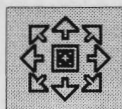


While the game is paused the quit option is replaced to enable sound effects to be turned on/off.

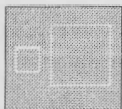
Window Control



Select the viewing direction required.



Scroll the window by selecting the appropriate arrow. Hold down the button for continuous scroll. Selecting the central box and holding down the button, links the mouse directly to the window position, for fast scrolling.



Zoom control. Select the small or large box to zoom in or out using the left button. The same control can be achieved by always selecting the same box but using left or right buttons to zoom in or out.



Left button removes all corpses currently on the battlefield.

Right button removes bodies as they fall. Reselect to cancel.

The map can be centered on any man by selecting him with the right button.

The first two levels of magnification have a frame showing the area visible at the next level of magnification. At the first level of magnification where the whole map is seen, the frame can be centred about any area of the map by selecting a new centre.

Troop Control

Select a man to obtain an information display. If you select a man using the right button, then the map will recentre about that man. The information given will depend upon the level of magnification and the status of the company.

The information shown is :-

<i>first</i>	colour of army and number of men remaining.
<i>then</i>	identity of regiment and men in regiment.
<i>or</i>	identity of regiment and company, and men in company.
<i>then</i>	strength of the individual selected represented by a bar.

When a man from your own army has been selected then a command menu is displayed. Cavalry and infantry have different menu options. Commands will either be for the regiment or company indicated in the information display. Regimental orders are obeyed by all companies of a regiment (except SCOUTS) and override company orders.

The first five options in the command menu are movement orders:

<i>for Cavalry</i>	TURN, WALK, TROT, GALLOP, CHARGE
<i>for Infantry</i>	TURN, WALK, RUN, CHARGE, WITHDRAW

When the command is selected outlines of the selected group appear in the map window. Use the cursor to move these outlines to their required destination and click the left mouse button to confirm the order or the right button to abandon the command.

The REFORM command instructs a company or regiment to return to formation about their company commanders. Company commanders will not reform about their regimental commander.

Scouts

The SCOUT command detaches a company from the regimental chain of command. If this command is issued at regimental level, all companies in the regiment will be put on scouting duty. When a company is in scouting mode, the message in the command menu changes from SCOUT to SCOUTING. Select SCOUTING to return a company to the regimental chain of command. Companies can only be returned to regimental control on an individual basis.

If a regimental commander is killed then all companies in that regiment will be permanently assigned scouting duties.

Combat and Terrain

- When opposing men meet, they will **automatically fight** each other.
- **Combat evaluation** primarily involves, the strength of the opponents, and their relative positions. Extra strength is awarded to men who are charging, and to spearmen who are fighting horsemen.
- **Terrain** is an important consideration for combat strategy, speed and ease of movement, and for conserving energy.
- **Going uphill** will use more energy and slow men down, although coming downhill is no easier than travelling on level ground.
- **Sand, ice, and water** slow troops down and drain more energy. If you stand about for too long in these places you could eventually die of exhaustion.
- **Woods and forests** are more difficult to travel through than open ground.
- **Hamlets and villages** present no hazard and you may pass through them refreshed with the nourishment they provide.
- The **faster** you travel the more energy you use. You should only charge for short distances, as the extra energy used will soon outweigh the combat strength bonus.

End of Game

When one Prince is killed, no further orders may be issued, but any orders already given will be followed to their natural conclusion. If the second Prince is killed by men following previously issued orders, then no army is awarded victory.

A player who surrenders cannot obtain a draw, even if the other Prince dies. Blind or double blind will be deselected to give full visibility of all men. Select QUIT to return to the title screen.

Game Save

Saving a Game

This option is available on the game screen. Games may be saved on the game disk. Only one game can be saved per disk. In two player mode each machine must have a separate disk.

Game save disks should be as follows :-

ATARI ST Any formatted disk may be used.

AMIGA Any disk may be used.

PC Any formatted disk may be used.

Do not use ST or Amiga disks for any other files or data.

Loading a Saved Game

One player game As soon as the saved game has loaded, play resumes.

Two player game Both players should load their saved game. When the saved games have been loaded the communications dialogue box appears. When communications are established, the game resumes.

Credits

Prince was produced by the Liverpool-based software development house FRAMES, for ARC Software Publishing.

<i>Game Design</i>	Graham Everett and Steven Cain
<i>Graphic Design</i>	Steven Cain
<i>Program Design (ST/Amiga)</i>	Graham Everett
<i>Program Design (PC)</i>	Stephen Ward
<i>Music</i>	Steven Cain
<i>Cover Art</i>	Steven Cain
<i>Documentation</i>	Graham Everett
<i>Story by</i>	Simon Butler
<i>Set by</i>	Media Marvels

Serial Cable

A Serial Cable that allows two player Prince to be played is available.

To obtain a cable please complete this coupon and return it to:

Frames
Unit 12, Beaver Business Centre
Strand Road, Bootle
Merseyside L20 4BB

Please enclose a cheque or postal order for £4.99 to cover postage and packing made payable to Frames.

NAME _____

ADDRESS _____

POSTCODE _____

Please allow 21 days for delivery.

N.B. PC Users:— You may require 9 way connectors. Please tick one box to indicate your requirements.

- 25 way to 25 way
- 25 way to 9 way
- 9 way to 9 way

