INSTANT SOFTWARE

Designed for use on
TRS-80*
16K
LEVEL I
LEVEL II

Santa Paravia and Fiumaccio

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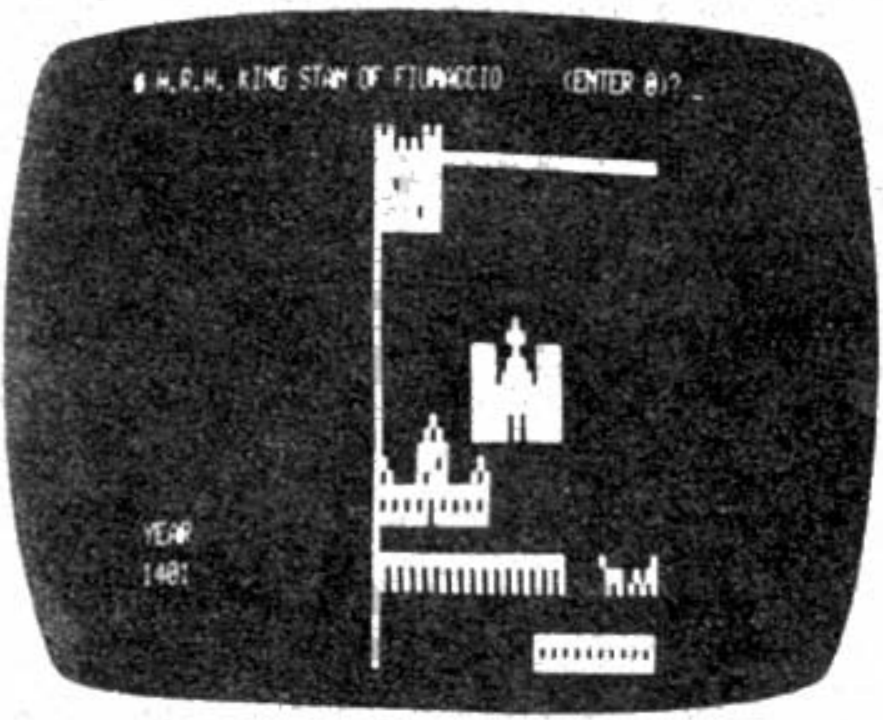

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Peterborough, NH 03458 USA

0043R

SANTA PARAVIA AND FIUMACCIO

The year is A.D. 1400, and you are the ruler of a tiny Italian city-state. You are ambitious by nature, and intend to build your little city-state into a powerful kingdom.

So begins Santa Paravia and Fiumaccio, where you and your fellow players compete as rulers of neighboring cities. You control the grain harvest, feed your people, set tax rates, exercise justice, invest in public works and, of course, try to stay on the good side of the church.

Life was short back then, and you'll have only a limited amount of time in which to build your kingdom. The lives of your serfs will depend on your decisions. If they are wise, then your city-state will grow and you will acquire loftier titles. If your rule is incompetent, your people will starve and your city-state may be invaded by your neighbors.

You can play the game yourself, or set up the tournament version, which allows up to six players to compete at a time. Either way, you're sure to find your route to the throne a challenging and rocky road.

How will you rule your kingdom? Will you be a benevolent ruler — an iron fist in a velvet glove, or will you become unscrupulous and follow the example set by Niccolo Machiavelli in his book on government, "The Prince"? Only *you* can answer that question — with the Santa Paravia and Fiumaccio program.

DISCLAIMER

Nothing in this world is completely perfect, including this program. I say this despite the yeoman efforts of the programmer who originally wrote and debugged it and the people in the Instant Software lab who worked far into the New Hampshire nights, all toward providing you with the best possible program.

Please enjoy it. If you come up with any improvements, you should let me know so I can pass along your ideas to other users.

Please note that there is no warranty expressed or implied that this program is going to do anything other than load and work. We don't guarantee that you will enjoy the game programs, that you will make or save money with business programs, or learn anything from educational programs. We don't guarantee that you will lose weight with a dieting program or avoid disasters with a biorhythm program. But if any program causes suffering (other than acute aggravation) or misfortune, we want to hear about it by mail, not through your lawyer. You are entirely on your own in using the programs.

If you run into problems while using a program, you can communicate with us . . . preferably by mail, and we'll try to help out. If a problem turns out to be commonplace, we'll put the update information in MICROCOMPUTING. You are supposed to read MICROCOMPUTING anyway.

Wayne Green

TRS-80 LOADING

Unless otherwise indicated on the labels, Level I will be on one side of the cassette and Level II on the other. Make sure that your system is on, the recorder is plugged in, and the tape is rewound. Punch out the tabs on the cassette to prevent accidental erasure. Now insert the tape into your recorder and press PLAY.

Type NEW and press ENTER (E). Check the available memory by typing P.M.(E) for Level I or ?MEM(E) for Level II. Now press PLAY on the recorder and type CLOAD(E). In about ten seconds two asterisks should appear on your screen, with the right-hand one blinking. If it doesn't blink, you're not loading.

The TRS-80 is very sensitive to audio levels. If the program doesn't load, rewind the tape, adjust the volume level, and repeat the loading sequence above.

After each load, run a memory check and note how much memory the program uses.

Should you be unable to load, check the cassette with another system. If it's still no go, return it to:

Instant Software Miseries
Peterborough NH 03458

We'll check to see whether it was the cassette or your system that was awry and get you a replacement.

ACCIDENTAL ERASING

Until you've tried it, you won't believe how easy it is to screw up a data cassette. For instance, the magnet in any loudspeaker can do a fantastic job of removing part of the data . . . and you'll find loudspeakers in portable radios, cassette recorders, TV sets, etc. Power supplies will do even better. No one can even estimate how many tapes have been wiped out by these little TRS-80 power units . . . or by putting cassettes on top of the monitor, where its electromagnetic field can weave its subtle work.

Do not treat your cassettes casually. Give them extra care and attention. Keep them away from anything electrical, magnetic or dusty at all times.

Well, accidents can happen, even to the most careful of us. One of your kids can try out a data cassette and push the record button . . . etc. You should ward this off by punching out the tabs on the back of the cassette to prevent recording. If things do go awry, we'll redo your cassette for you for a nominal service charge of $2. Just send back the original cassette, a note as to what went wrong (we like to keep statistics) and the $2. We'll fix it up for you and get it back as quickly as we can. Try not to get worried if it takes three weeks . . . one week each way for the post office (when they are up to that rigorous a schedule) and a week for us to horse around.

COPYRIGHT

This program is protected by copyright. This means that it is illegal to make a copy of the tape or of a listing of the program. *Any* copy. We feel strongly enough about this to offer a $10,000 reward for the conviction of anyone copying this program. This means that when your life-long friend and bosom buddy asks you to run off a copy for him, you have, at that moment, to decide whether he wants the program or the ten thou. If you do decide to make the copy, you'd better be very nice to said friend from then on.

Better if someone is insistent, is to give them the money to buy a cassette of their own. It could be cheaper in the long run.

Why the fuss? We want to make sure that programmers are paid for their programs and paid well. The more money we can pay in royalties, the better programs you'll have.

IMPROVEMENTS

There are very few programs which cannot be improved. If you work out some improvements to this program, it could be worth your while to send them in for possible use in an updated version of the program. Those who contribute to an updated program will share in the royalties which result. Instant Software Inc., Peterborough NH 03458.

SANTA PARAVIA AND FIUMACCIO

There are three similar but different programs on this tape: regular versions of Level I and Level II BASIC, and a tournament version to be used in club championships in Level II BASIC. Distinctive features of each version will be discussed following a general description of the game.

The year is A.D. 1400, and you are the new ruler of a tiny and undistinguished Italian city-state. You are very ambitious, and intend to build your little city into a kingdom. You will die before his writings are published, but your brilliant career will later serve as inspiration for the consummate politician of all time, Niccolo Machiavelli (1469-1527).

In order to manage your kingdom-to-be, you must oversee the grain harvest, set taxes at levels which are high enough to raise income but low enough not to strangle your economy, feed your people well, and invest in public works. Players take turns ruling their cities, and each turn consists of four parts: the display phase, the harvest phase, the tax and justice phase, and the public works phase. In the Level II and Tournament versions, the display phase comes between the tax and justice phase and the public works phase, while the Level I version gives the parts in the order listed.

Display Phase

During the display phase you examine the status of your kingdom in order to plan your strategy for coming moves. The computer draws a map of your domain (and your opponent's in the Level I version). It is important in the display phase to determine how adequate your defenses are and to note the balance between serfs and land. If you have more serfs than you need to farm your land, you have an unemployment problem, and will have to feed non-productive workers. If you have more land than labor, some of your land will be idle. This may not be bad, as it can be profitable to speculate with idle land.

The Harvest Phase

At the beginning of the harvest phase, the computer tells you how much of your grain reserve was destroyed by rats during the previous year, and how much grain has been harvested. In the Level I version, you must decide what percentage of grain to tax for your reserves, with the rest of your harvest and any grain you later release from reserves to be given to your people to eat. In the Level II and Tournament versions, all of the grain is automatically placed in reserves, and you will have to release whatever amount you wish to feed your people.

The screen will also display the grain demand in your state. This is the smallest amount of grain that will adequately feed your people. If you release less than this amount, some of your people will starve. The greater the shortage, the greater the death rate. If you release more than the minimum, you may experience immigration, with serfs and merchants moving to your city from areas with less food.

Your harvest is determined by the amount of land you have, the number of serfs you have to work the land, the grain you have left in reserves to seed your crops, and the weather. It takes two serfs and five steres of grain to put ten hectares of land into production. Any grain that is eaten by rats and any serfs working in the woolen mills are obviously not available for farming. In famine years, you will not have enough grain

from your harvest to feed your people, and grain prices will be high, so it pays to keep a substantial amount of grain in reserve. However, if you keep too much, you will simply be feeding the rats. In years of good weather you will have more grain than you need, unless you neglect agriculture for commercial development.

During the harvest phase, you will also have an opportunity to buy or sell land and grain. You may do this to meet the needs of your kingdom or simply to speculate for profit.

Tax and Justice Phase

During the tax and justice phase you may set or change the tax rates and the level of justice in your state. Low taxes encourage commerce, while high taxes raise income. There are hidden penalties for harsh taxes and unfair justice, and the taxes are linked to each other so that raising one tax may lower the income from another. After all, if the government took all your money in income tax, you wouldn't have any left to go shopping, so you wouldn't pay much in sales tax!

Public Works Phase

During this phase you may invest in markets, palaces, cathedrals, and the wool industry, creating jobs, attracting more people, and raising

your tax revenues. You may also equip some of your serfs as soldiers to protect your state. If your defenses ever become inadequate for the amount of land you have, you will be invaded, so it is important to keep at least one soldier for each 1000 hectares of land, and good policy to double that level of defense.

Markets attract merchants, increasing tax revenues, and also produce income in the form of rent. The wool industry puts idle serfs to work, increases tax collections, and produces profits. Palaces stimulate tax collections and attract more nobility. Cathedrals (and churches in the Level I version) also increase tax collections and attract more clergy.

After the public works phase, your resources are tallied to see if you have earned a new title. The titles, with women's titles in parentheses, are Sir (Lady), Baron (Baroness), Count (Countess), Marquis (Marquise), Duke (Duchess), Grand Duke (Grand Duchess), Prince (Princess), and King (Queen). The first player to become a King or Queen wins.

LEVEL I VERSION

The Level I version of Santa Paravia is for one or two players, with four levels of skill from Apprentice to Grand Master. In the single player version, the computer manages the city of Fiumaccio, with a relatively fixed rate of growth

based on the skill level. Those who find the computer controlled player insufficiently challenging should try to become a king in as few years as possible. Since the single player version begins in the year 1380, excellence is indicated by the ability to build a kingdom by the year 1400. This is difficult even in the apprentice level of play, and nearly impossible at the grand master level.

The grain harvest is managed by taxing a percentage of the crop, but this is simplified by the computer calculating the percentage of surplus or shortage. Be especially careful not to treat a shortage as a surplus, as that can lead to starvation for many of your serfs.

LEVEL II VERSION

The Level II version is the most fun to play, and takes advantage of the extra variables allowed in Level II BASIC. From one to six players can play at one time, with four levels of skill. There is no single player routine, but the solo player is still challenged by the calendar (try to build a kingdom by 1420) and by the obiturary routine. The obituary routine, found only in this version, selects a year for each player to die, and can suddenly change the game by killing off the leading player. It takes both luck and skill to win in this version, so it is a good game for people of unequal abilities.

TOURNAMENT VERSION

The tournament verson is quite similar to the Level II version, and calls for the same strategies. The chief differences are that each player has the same weather, the random factors are drastically reduced, and the obituary routine is deleted. This gives players the ability to compete on the basis of skill, with luck only a minor factor. At the end of the game, the computer calculates a score and a verification code that can serve to establish the relative level of play in different tournaments, and then goes into an endless loop to avoid accidentally losing the verification code. To play another game, you must press BREAK and enter RUN again.

STRATEGY

This discussion of strategy will apply most directly to the Level II version of the game, although the strategic differences between versions are slight.

The most critical factor in the beginning of the game is the balance between increasing land, serfs, and food production and economic development. Soldiers, merchants, clergy, and nobles place heavy demands on the grain supply, and if you build your commerce faster than your grain production, you may have to spend a lot of your cash on grain. On the other hand, if you are slow

to build markets and/or woolen mills, your tax revenues will be limited, and you won't have the money you need to buy land.

Land prices are determined partly by the relationship of the grain harvest to the grain demand, so overpopulation raises the price of land by increasing the demand. This makes it wise to keep an excess of land available so that all your serfs are always at work. Another advantage of excess land is that when land prices are high, you can sell the excess and buy it back cheaper when prices drop.

Grain prices are determined by the law of supply and demand. When there are a lot of people and only a little grain, prices are high. When there is a lot of grain available, prices are low. Farmers in our country know all about this, because it usually means that they don't have any grain to sell when crops are bad and can't get any money for their grain when crops are good. In the game, you can save some excess grain to sell when the prices go up, but the rats make it difficult to make a profit this way. The crops are determined by the weather, and here is a difference between Level I and the other versions. In Level I there is the same chance of each of the five weather conditions, while in the other versions average weather is more likely than either good or bad weather.

At the end of the game, strategy calls for diversification. Your title is determined by a formula that allows one point for each building,

five nobles, ten clergy, fifty soldiers or merchants, two thousand serfs, five thousand florins, six thousand hectares of land, or one economic point which is hidden from the player. Each factor is limited to a few points depending on the skill level of the game, with higher skill levels calling for more diversification, and your justice level is subtracted from the title calculated, so that it takes much longer to be promoted with outrageous justice than very fair justice. However, once you gain a title, you cannot lose it, so alternating outrageous justice with very fair justice may be an effective strategy.

One last word of caution: The computer will not stop you from spending more money than you have. However, without telling you, it will charge interest at the rate of fifty percent on any balance owed after your tax collections, and if you owe too much, you go bankrupt. And bankruptcy is a real disaster. Good luck!

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Anyone interested in writing software for fun and profit should send for our instruction sheet "Dear Programmer." This describes, step by step, the process used by Instant Software for producing these programs. In addition to being able to make rather remarkable money as an author of a program, there are also opportunities to work on a freelance basis (at home) evaluating programs or converting them from one microcomputer system to another.

If you are thinking in terms of distributing your own programs, you can do worse than find out the benefits of having Instant Software do this job for you. Write for: "Selling Your Software The Easy Way."

Instant Software is looking for programs to publish and distribute – business programs, games, home programs, educational programs, scientific programs, etc. For more information please write to Instant Software, Peterborough NH 03458

READING

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Kilobaud MICROCOMPUTING is designed to help the newcomer to computing to understand computers, while still being interesting to the experts We try to avoid the use of computerese as much as possible. You'll also find a wealth of software in Kilobaud MICROCOMPUTING . . . and more articles every month than any other magazine.

The crew putting out Kilobaud MICROCOMPUTING are the ones who originated BYTE and are the leaders in the field. Only Kilobaud MICROCOMPUTING has a complete microcomputer laboratory for checking both hardware and software.

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