MACHIAVELLI THE PRINCE

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Introduction

WELCOME TO THE AGE OF INTRIGUE

As in real life, in MACHIAVELLI THE PRINCE you sometimes find yourself amidst enemies with common interests and friends with opposing ones. You compete and cooperate in all facets of life: financial, political, religious, military and criminal, while seeking the greatest possible power in the form of wealth.

MACHIAVELLI THE PRINCE is a period simulation as well as a mirror of our times. Italians were key in formulating the philosophies of the age of the republican city-states, also known as the Renaissance. Remarkable characters such as Marco Polo, Niccolo Machiavelli, Cesare and Lucretia Borgia, Lorenzo deMedici, Michelangelo Buonarroti, and countless other merchants, politicians, heretics, bankers, artists, and engineers epitomized the new order and pioneered the institutions of our modern world.

Venice is the focus of the game because this medium-sized city of 100,000 souls managed to control "one quarter and half of one quarter" of the Roman Empire, while holding off the Turks in the east and the Genoese in the west. Venice, the Serene Republic, was so feared that the rest of Europe instituted the first alliance of nations in modern history, the League of Cambrai, to prevent her further expansion. While presenting a unified front to the rest of the world, Venetians used intrigue and politics to compete within their circle.

The ultimate goal of MACHIAVELLI THE PRINCE is to be the wealthiest Venetian faction when the game ends. The tools that you use to acquire wealth fall into several loose categories: Trade, Politics, and Conquest.

TRADE

You must explore the world to find cities that produce unique and valuable trade goods, and establish trade routes that exploit the supply and demand demographics peculiar to your world. You'll encounter many obstacles along the way: brigands, pirates, calamities, obstinate potentates, rival cities, and always, your fellow Venetians.

POLITICS

It is in your best interest to get involved in both the internal and external politics of Venice, as well as the intrigues of the Church in Rome. In game terms, as you control the votes of more senators and cardinals while weathering assassination and arson attempts, you eventually rise in prominence and influence. **You** might be lucky enough to attain a ruling position, from which you can dispense justice, punish intriguers, and reward cronies.

CONQUEST

You have the opportunity to command troops, whether they be the Home Fleet of Venice or your own mercenaries, with the option of furthering your own ends or those of Venice or, occasionally, serving both causes simultaneously. You can rid the shipping lanes of nefarious pirates and crusade against desperate infidels, open trade routes and battle other city-states.

You can use "superlegal" means in all arenas, but be careful.. the price of being caught can be both expensive and personal..

WINNING

ou win MACHIAVELLI ***THE*** PRINCE by being the player worth the most money when the game ends, or at any time that you're worth one million florins. If you're good at leaping ahead early in the game, you can choose short game lengths; if you want to experience the full panoply of intrigue and trade when the world was still flat, and maps were only as accurate as an adventuring merchant could make them, set your sights on the long term.

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*"Here **a** question arises: **whether** it is better to be loved **than feared. or the reverse. The answer is. of course, that ii would** be **best** to be both loved and feared. But since the two rarely **come together,** anyone compelled to **choose** will find **greater security** in being feared than in being **loved."**

-Niccolo Machiavelli

Jumping in Feet First

his section walks you through a sample game and introduces you to the major screens and concepts of play. Even if you're not a follow-the-rules kind of player, take a moment to peruse the sections **Interface** and **Movement Screen** to get a feel for the way the game operates.

INTERFACE

This section is for players using an IBM-compatible machine. If you're playing a different version of the game, refer to the **Technical Supplement** for details about the interface.

MACHIAVELLI THE PRINCE can be operated using the mouse only, or using a combination of both mouse and keyboard. Many people find the *short-cut keys* on the keyboard significantly speed up their play.

USING THE MOUSE

We assume here that the user understands basic mouse functionality, like clicking and dragging. Since your mouse has two buttons, the interface distinguishes between them. The following definitions refer to their usage in this manual.

- A "click" refers to placing the pointer over an area of the screen and clicking with the left mouse button.
- A "right-click" is a click with the *right* mouse button. In general, the right mouse button provides the user with information about whatever he has right-clicked on. Not everything responds to a right-click, but it's almost always worth a try.
- "Dragging" means holding the left button down while moving the mouse.
- "Selecting" means clicking on something.
- "Pressing a button" with the mouse means "clicking" on the screen button.
- "Running your mouse" over something means moving it over an object or area without clicking.

- You can "scroll" the large map display by moving your mouse cursor "off" the edge of the screen in the direction you want to scroll. You can "scroll" various menus and boxes in the game by dragging the yin-yang button up and down the slider bar next to the box.

SHORT-CUT KEYS

Most menu items in MACHIAVELLI THE PRINCE have a short-cut *key,* indicated on the menu by a highlighted letter. You can either click on a command button, or type the appropriate letter and press **ENTER. Appendix A: Using the Keyboard** contains a list of short-cut keys and their functions.

TUTORIAL

*A*fter installing **MACHIAVELLI** *THE PRINCE* **(see** the **Technical Supplement** for details), you can "walk through" a short game to familiarize yourself with the interface and strategies of the game.

SETTING UP THE GAME

Click on the START NEW button in the Initial screen. Since this is a tutorial, you want to take things easy.

Click on the top left-most button in the Setup screen until you see a human figure (the word HUMAN is displayed below). This is your icon. Next, click on the blue ship icon to the right of your icon until the words EASY START appear below. You'll start the game with three ships and a caravan.

Now set your opponents at NOVICE level by clicking on the next three characters and cycling to NOVICE (the hand icon) for each one. If you want, you can also set their ships to CHALLENGE! level, giving them an even slower start,

Click on the Storms and Pirates options to cycle them until each displays the word RARE.

Drag the game length selector down until the number to the right of it reads 15. This means you're choosing a 15 year game, which is pretty short.

Finally, Click on DONE.

The next screen allows you to choose your game name. Either highlight a name on the list, or type in your own. Click OK. Now choose a crest to represent your faction. Click on a crest lo highlight it. When *you* find one that catches your eye, click OK.

SAILING AWAY

You are now in the Movement screen, and your first ship, a small galley icon, is blinking in Venice. A blinking icon represents the current *active* unit; that is, the unit whose turn it is to move. But you don't yet have any cargo on this ship.

To acquire cargo, click on the BUY/SELL button. This sends you to the Market screen. Your wealth is listed in florins (FL) in a box at the top left of the screen.

Click on the blue GLASS goblet-you'll see that your mouse cursor changes from a dagger into a goblet. Run this goblet over to your hold and click once to load it. If you want two goblets, you can click again on the next hold, but instead, let's enlist some guards. Click on the goblet in the commodity list to return your cursor to a dagger. This time, drag a decorated SHIELD (the shield displays either a wide cross, indicating Heavy Guards, or an attenuated cross, indicating Light Guards) over to your hold box. You can use either method (clicking to pick up and put down, or dragging) of loading and unloading your cargo-whichever you find most comfortable.

Each item's price is listed to the right of its picture. Notice that your wealth has been reduced by the cost of the items you purchased (if your cursor still looks like an item, the game is deducting the price of that item, too, even though you haven't stowed your purchase. Click on the commodity to return your cursor to a dagger, and you'll see your final treasury tally). You have now loaded your small galley with Venetian glassware, and a guard unit to help protect your ship from pirates. Note that the price you paid for each item is shown below the cargo hold in which it is carried. Click DONE. Let's go make some florins!

To sail your galley, use the numeric key pad to move square by square (the keys correspond to the compass directions: for example, 2 is South, **1** is Southwest, 4 is West, and 5, at the center, is inactive). Head south until you're out of the Adriatic and then west along the coast of Italy. After you round the "heel of the boot," you can see Rome on Italy's western coast. Click on the city to make port there.

When you enter a city, you automatically move to the Market screen where you can make cargo transactions. Drag the blue goblet from your cargo hold to the item list to sell it. Your wealth increases by the amount that Romans pay for GLASS. In addition. you now have an empty hold.

THE ROME TO VENICE RUN

Let's set up a trade route from Rome to Venice and back. First, you need to find out what commodity Rome has that Venice wants. There are multiple beer barrels here. Right-click on Venice to see the City's screen. Sure enough, Venice will pay more for GROG than it costs you to buy it in Rome.

Click DONE to return to the Movement screen. Now click on the red, circular arrow in the lower left group of buttons. This is the TRADE ROUTE button; it takes you to the Trade Route screen.

Click on Rome in the large map. The city's name comes up on the first box under Trade Orders, and two empty holds appear. Drag a barrel into your hold to buy a keg of GROG. Next drag over the type of guard unit you hired in Venice. To keep the same guard unit, make sure it occupies the same cargo hold at every city.

Now click on Venice in the large map. Notice that a line of arrows line shows the route your ship will take. Again, below the city's name, two empty holds appear. Drag a blue goblet into your hold to buy GLASS in Venice, and drag along your guard unit to fill your second hold. Finally, click DONE to close this screen. The monitor will flicker through the Market screen as the computer loads your ship for you, and return to the Movement screen, where the ship sails as far along its route as its movement points will take it. This galley is now on automatic. It will merrily sail from Rome to Venice and back to Rome again, racking up florins without any input from you. (The exact prices of each item you buy and sell may fluctuate from turn to turn, but it is unlikely your route will become unprofitable in the long run.] Only if some random event threatens will it need your guidance.

Experiment with your next two ships and with your caravan. Load each with goods (and guards) from Venice, and set out to find a city at which to trade.

"**For this can** be **said** *about the* **generality** of men: *that* **they are** *ungrateful.* **fickle, dissembling. anxious to flee danger** *and covetous of gain."*

-**Niccolo Machiavelli**

BACK AT HEADQUARTERS

When the movement points of all of your vessels are exhausted, a box pops up to ask if you want to end your turn or go to Venice. Click on the "go to VENICE" option. You pop up dockside in your home city. A few turns from now, we'll be ready to play politics, but for now you just want to get familiar with the buildings and functions. As you run your mouse over various buildings, notice that some become "highlighted" or brighter in color. These structures house further game functions. As you run the mouse over a game-active building, a brief description of that location and its function appears in the horizontal text bar across the bottom of the screen.

Click on the GUILDHALL building (located to the left of the LIBRARY), and then click on the SAVE GAME option. You can name your game any eight letter/number configuration that DOS recognizes, with the extension .GAM. (If you forget to add .GAM to your game-name, the program won't recognize your file. The only limit on the number of saved games is the space on your hard drive or floppy. Once you've saved, you can click on any of the other structures to see what Venice has to offer. Click CANCEL to get back to the deckside screen. When you're ready to go on, click DONE to return to the Movement screen. Now click on the END OF TURN button at the bottom left of the screen.

A window appears with a summary of your costs and profits. The first item listed is the income from your familial estate: this amount stays constant throughout the game. Next, you are charged the wages of any guard units you hired: 10 florins per light guard unit, or 15 florins per heavy guard unit. In the future, you'll see how much you've spent to keep senators on your payroll, as well as any income from church or civil offices, and any mercenary costs. These numbers are added to (or subtracted from) your previous wealth to give you an up-to-the-minute reckoning of your assets. Click OK and wait while your computer opponents plot your demise.

ADVICE AND REVIEW

You've accomplished one turn. Lets review the sequence of play:

Receive Event Messages
Movement
Politics
Income Report
Next Player

Your main goal for the next few turns is to make money. Since you are using the "historical" map, your knowledge of Mediterranean geography will give you clues as to the approximate location of other ports. You'll find some dark gray cities to which your access is denied. Skip them for now, and keep sailing until you find an open port. A good idea is to head East and buy RELICS in Antioch, then sell them for a profit in Venice. Keep trading until you have about 3000 florins.

PLAYING POLITICS

Return to the Venice screen by clicking on the VENICE button. It's time to start making your influence felt.

Click on **ST. MARC'S BASILICA.** When the College of Cardinals screen appears, check to see if any cardinal icons show up under the AVAILABLE heading. If one or more cardinals is unaligned, click on the BUY CARDINAL button. Only buy one, because you'll need some capital with which to continue trading. If there is no unclaimed cardinal in the lower right side of the screen, keep checking back every turn. One will eventually show up. You want a cardinal in your pocket because he generates income every turn, by selling indulgences. The price of indulgences is set by the pope. Buying more cardinals also puts you in position to become pope when the current one dies. The pope has control of all the buttons at the top of the screen... but lets not get ahead of ourselves. You can read all about those buttons in **St. Marc's Basilica;** for now, return to the Venice screen.

Next, click on the **DOGE'S PALACE.** When the Senate screen appears, find the senator with the shortest red or yellow line in his box. This line indicates his "loyalty' to his current faction, and the fellow with the shortest line is the cheapest to bribe. When the Bribe box comes up, you'll see an estimate of your percentage of success at the amount you are offering. You can offer less money if you're willing to risk a lower chance of success. Click on the BRIBE button. If you are successful, your crest appears next to the senator, indicating his (new) loyalty to your faction. You can set a stipend for your senator that pays him every turn. but

don't worry about that your first game. Once you have bribed a senator, you'll have a vote in the next doge election. As you gain influence in the senate (by bribing more senators), you may find yourself appointed to a position of importance, like Admiral, or Minister of Construction. Funds that are given to you are ostensibly for hiring additional forces or building roads (respectively). But you can just pocket the money instead, if you are willing to risk losing popularity.

Keep playing until you have learned enough lessons to warrant starting over with a clean slate. You can play through the final year, if you want to see the end of game summaries.

QUITTING THE GAME

To quit, click on the **GUILDHALL** in the Venice screen, and then click RETURN TO DOS.

If you want to save your tutorial game so that you can resume at a later point, you can select SAVE GAME first: The computer will update the file you saved earlier with your new position, and pop you back to the Movement screen. Click the VENICE button, select the **GUILDHALL,** and click on the RETURN TO DOS button to get back to the DOS prompt.

"**Men** *are so simple and so much inclined to obey immediate needs that a deceiver will never lack* **victims for** *his* **deceptions. Of recent examples proving this, there is one** I **will not omit. Pope Alexander VI (Roderigo Borgia) never gave thought to anything but deception and never lacked someone on whom** *to* **practice it. here never was** *a* **man** *who made promises* **more persuasively or swore them** *more* **solemnly** *and* **kept** *so few of them as he.* **Yet his** *tricks always* **brought the results he desired,** *for he knew this side of the* **world well.**"

-Niccolo *Machiavelli*

Game Descriptionary: Screen by Screen

Whenever you start a game of MACHIAVELLI **THE PRINCE, you** have the opportunity to adjust the conditions you encounter in the game. This flexibility lets you set up a personally interesting challenge: you can battle the elements by increasing storms, or compete with computer opponents by increasing the savvy of AI (artificial intelligence) players. If you want to explore new worlds, you can request a never-before-seen map. For each new screen, all the listed options are explained. When an option takes you to another screen, that screen's title is listed in **boldface.**

THE INITIAL SCREEN

START NEW

This option whisks **you** to the **Setup** screen, where you can configure a new game world.

LOAD OLD

This option presents you with a list of saved game files. There is no limit to the number of files you can save. You can choose to search another drive by highlighting the appropriate drive letter in the second column (this also allows you to save games on floppy disks, for storage and trading purposes).

MODEM

This option allows you to send and receive games by modem, for interaction with remote human opponents.

HISTORY

This option allows you to review player histories in a graphical presentation, and to compare two players' achievements.

THE SETUP SCREEN

Player Icon · Starting Resources · Historic map · Random map · Saved map file · Storms · Pirates · Game Length · 60 turns · Year 1501-1360 · Map Options · Random Events · Done Bar
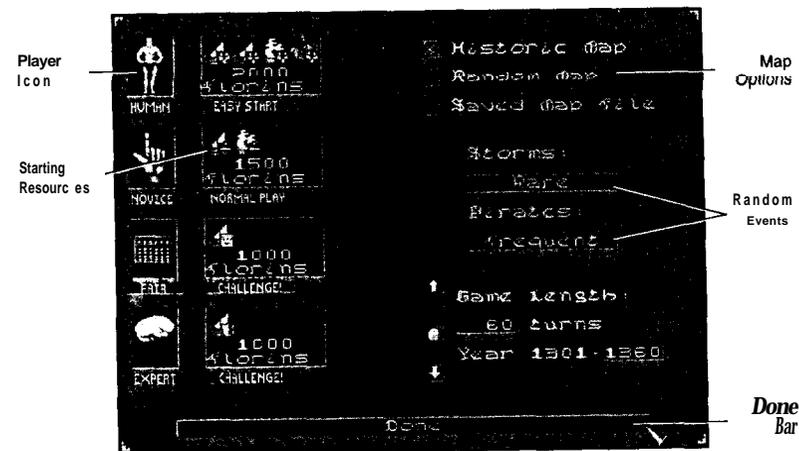
PLAYER ICONS

The left-most column displays four icons, indicating the four players of the game. As you click on the picture, the icon illustration cycles through the available choices, while the label below identifies each icon by its level of expertise. Select either a Human player, or one of five levels of computer player: Novice, Fair, Average, Good, or Expert. Note that if you are playing alone, but you like the crest colors of player three, you can set player three to Human. and leave the rest as computer opponents.

To play e-mail or modem games with other players, see **APPENDIX B: Playing Remote Opponents** for details.

STARTING RESOURCES

The next column represents each player's starting resources. As you click on the picture, the icon illustration changes to represent the size of your starting "fleet," and the value of your initial treasury. The options are Easy Start, Normal Play, and Challenge!

EASY START: 2000 Florins, 2 Small Galleys, 1 Small Cog,
1 Donkey Caravan

NORMAL PLAY: 1500 Florins, 1 Small Galley, 1 Small Cog

CHALLENGE!: 1000 Florins, 1 Small Galley

MAP OPTIONS

In the top right corner of the screen, you can choose among map options: Historic Map, Random Map, and Saved Map File. The Historic Map option gives a rough representation of Europe, Africa, and Asia during the period simulated by the game. The economy varies slightly between plays, to give you more variety. The Random Map generator uses realistic terraforming concepts and market evolution theory to generate a completely new world for you to explore. The Saved Map File option allows you to replay a particularly intriguing random world or specific economy on the historical map, if you have saved a map file from a previous game **(see Guildhall** options on the Venice screen for details on how to save map files).

RANDOM EVENTS

In the middle right, you can choose the frequency with which you encounter some random events by cycling both the Storms and the Pirates buttons through their three options: Rare. Average, and Frequent. At the Rare setting, storms and pirates only occur in open ocean, that is, in squares that have no bordering land. At the Average setting, open ocean storms and pirates are more frequent, and desert storms, rockslides, and land-based brigands may cause setbacks. At the Frequent setting, storms occasionally occur even in coastal waters, and pirates, brigands, and highway robbers all pose a threat.

GAME LENGTH

In the lower right corner, you can set the length of the game by dragging the yin-yang button along the slider bar. Possible intervals are 15 years, 30, 60,100, 150 or 192 years (which puts you right up to Columbus' discovery of the new world, and makes your flat-world map and viewpoints obsolete). The default value is 100 years.

DONE BAR

Finally, when you have arranged the world to your-satisfaction, click on the DONE bar along the bottom of your screen. If you chose either Historic or Saved Map Files, your screen becomes black as the computer generates the maps and economies of the game. If you chose the Random Map option, your computer has to work a little harder. A message appears which reads "Please wait while generating new world" and indicates by slider and percentage what portion of the work is done. Depending on the speed of your computer, this may blip by or last for half a minute.

FAMILY NAME SCREEN

n this screen, the label 'Type/Select Name" appears above an empty text bar. If you move your dagger over the bar, the cursor appears, and you can type in a name of your choice. If you'd prefer a historical family, click OK to accept the suggestion in the Name window. Whenever you finish a game, your custom name is added to the list of possible choices, so that eventually it includes both the pre-generated (historical) names and your own suggestions, too.

CREST SELECTION SCREEN

ou can choose your crest, or coat of arms, from one of the four displayed here. The color combinations available depend on which player you have chosen to play in the Setup screen. The initial crests displayed are historically accurate. Click to highlight one of the four choices. If it suits you, click OK.

Player One: Red and Gold

Player Two: White and Blue

Player Three: Black and Gold

Player Four: Gold and Blue

Setting Sail

THE MOVEMENT SCREEN

Corner World Map
Active Unit Window
Globe Button
Venice Button
Ledger Button
Detail Map
Mode of Movement
Trade Route Button
Text Bar
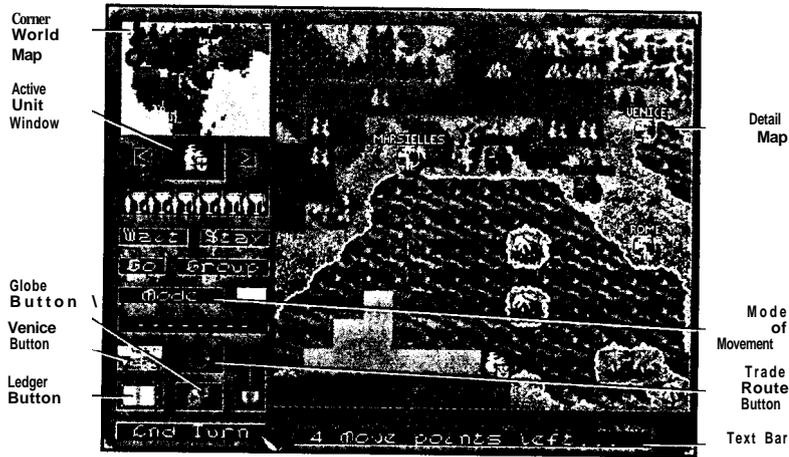
$\mathcal{T}$his is one of the screens you access most frequently in the game. Your vessels can explore and discover new cities, and new opportunities for trade. Your armies can conquer closed cities and open them for the glory of Venice-or reserve their precious commodities for your monopoly by denying access to all opponents. And this screen is where all the day-to-day happenings-storms, pirates, and routine shipping runs-take place. Units and cities are fundamental elements of the Movement screen.

ACTIVE UNITS

The currently active unit is the unit whose turn it is now. The computer automatically cycles through each unit (or group; see below) you control each turn. If you don't want to deal with a particular vessel or caravan or mercenary right now, you can click on the WAIT button to pass that unit to the end of the queue. It becomes active again once each of the rest of your units has had its turn. An active unit has a green flashing background if it has movement points remaining this turn. An active unit with

a red flashing background has used all its movement points for the turn. If more than one unit occupies a square, the units are "stacked" and the background appears gray. The Text bar at the bottom of the Movement screen shows how many movement points the active unit has left.

To make a unit the currently active unit, right-click on it.

GROUPS

A group can include up to 15 units. Moving units in groups allows for mutual protection against pirates. Groups travel together (at the movement rate of the slowest group member, if the group contains a mix of unit types) and become active together. An active group has a green flashing background if it has movement points remaining this turn. An active group with a red flashing background has used all its movement points for the turn. If more than one group occupies a square, the groups are "stacked" and the background appears gray.

To make a group the current active group, right-click on it or click the GROUPS button. Right-clicking on a stack lets you view and access all the groups in the stack. If the stack is in a city, click the GROUPS button and use the NEXT button to cycle through the stack. Make any group in the stack active by clicking the MOVE ME button. The Text bar at the bottom of the Movement screen shows how many movement points the active group has left.

MAKING GROUPS

You can make several individual units into one group or move units between groups if two or more groups occupy the same square. Click on the GROUPS button to bring up the Modify Groups box. Drag units from box to box until you get the combinations you want (remember, 15 is the maximum number of units a group can have). The unit with the least remaining movement points in a group sets the remaining movement points for the whole group (and that number might be zero). If you completely empty one group box, the "name" changes to the default "New Group!"

If you have more than two groups in a square, use the Next Group buttons to access other units. Only two groups can be shown at one time.

Rename any group (from the unimaginative Group 8 to, say, Sinbad, or Cinnamon, or Venice-Anxi, or whatever you want) by clicking in the appropriate text box, deleting the old name and typing in a new one.

SPLITTING GROUPS

You can also split large groups into several smaller parties. Double click on the active group or click on the GROUP button to bring up the Modify Groups box. You'll see your active group and an empty box named "New Group!" Again, drag units from box to box until you are satisfied with the arrangement. You can also rename these groups by clicking in the appropriate text box, deleting the old name and typing in a new one.

CITIES

You can tight-click on a city to get information on what commodities are available there, and how much each load costs to purchase. See **City Screens** for complete details; the basic information is listed here. The column on the left side of the screen shows the crests, and the trading status, of all four players. A red-bordered crest emblazoned DENIED indicates that player does not have *access* to the city and therefore cannot trade here. A green-bordered crest emblazoned ACCESS indicates that player can trade in this city. A green-bordered crest emblazoned OWNER shows that a player controls access to the city.

Two broad columns of item icons show all the commodities available in the game, and what the city pays for each. Multiple icons of one item graphically indicate the number of units available; multiple gray or "shadow" icons graphically indicate the demand for those items. The exact number of items supplied and demanded is available in the Market screen or from the COMMODITIES button in the **LIBRARY** or Commodities Ledger.

If a city is infested with the Black Death, the Text Bar at the top of the screen displays the reminder 'Has the Plague.'

If you have warehouses in a city, their contents are displayed at the bottom of the screen.

To see what groups are present in a city, click on the GROUPS button and use the NEXT button to cycle through the stack.

AUTOMATIC MOVEMENT

In the Tutorial, you learned to move a ship (or caravan) using the arrow keypad. You may also have discovered that clicking on any square on the map (while a unit is currently active and has movement points left) causes that unit to attempt to plot a route to the location that you clicked. If you like the course plotted, click the GO button, and your unit moves along the route until it either runs out of movement points, or runs out of route. If you want to plot a different course, click on a different destination square and try again.

The unit *attempts* to plot a course, because ships cannot move onto land and caravans cannot sail the seas: if you accidentally click on a destination square that is impossible for your currently active unit to cross, a message tells you "Unit cannot move there." As you've no doubt seen, the sepia-tone map and reality do not always agree on where landmasses lie.

However, if you click on a sepia (unexplored) square as a destination, your unit will "explore" up to it-at least as far as it can go in one turn. A unit remembers its destination from turn to turn, and continues to automatically move toward it, unless the destination is a sepia square. Events like storms and pirate attacks may pause a unit, but if the vessel survives the resolution of the event, it continues on its way.

When your turn starts, the computer runs through your queue of groups, checking to see what orders they have. It executes any automatic movement commands, such as the advancement of ships or caravans following previously established trade routes. It also activates groups that are continuing previous movement orders, and shows you the paths they propose to take. If you agree with a group's route as it is drawn, click the GO button. The group proceeds on its way. If you want to change the route, right-click on the group or click the GROUP button to bring up the Modify Groups box, and click on CANCEL ORDERS. **Now you** can plot a new course.

Units moving automatically still move under the restrictions of their modes, as well (see **Mode of Movement** Button, below); a ship sailing in GREEN mode sticks close to land wherever possible, so it might plot a very circuitous route to achieve its destination.

CANCELING ORDERS

You have two ways to cancel an automatic order. If the unit is in the process of moving, click anywhere on the screen. A box appears that asks "Cancel this unit's orders?" Click the YES button to halt the unit (click NO if you want to let it continue). If you want to redirect a unit that has already finished its turn, right click on the unit to bring up the Group box. Now click the CANCEL ORDERS button.

CORNER WORLD MAP

This window displays most (not quite all) of the world map in miniature. The dark red rectangle denotes the area enlarged in the Movement window. You can center the dark red rectangle, and therefore the Detail map, by clicking on any point.

ACTIVE UNIT WINDOW

This window displays the first unit of the active group. If there is more than one unit in the group, a label appears, telling which unit of the total group number is pictured. To see other units in the active group, click on the arrows to either side of the window. A horizontal box below the window shows any commodities or guards carried by each unit as it is pictured.

WAIT BUTTON

Clicking this button "pauses" the current unit and activates the next group in the queue with movement points still remaining. Active status passes around the "circle" or queue of all groups with movement points remaining, one at a time, until you use their movement points or click STAY (see below).

STAY BUTTON

Clicking this button causes the active group to become inactive for the rest of the turn. It will not become active again this turn unless you right-click on it.

GO BUTTON

This button is dark unless your active group or unit has a plotted course to follow. To plot a course, click on a terrain square to which you want your group to go. A series of arrows and X's traces the proposed route. If you aren't happy with the chosen path, click on your unit again to erase it, and try again. If you like the course, click on the GO button to send your group along the plotted course.

GROUP BUTTON

Clicking on this button brings up the Modify Groups box (see **Making Groups** and **Splitting Groups** for details).

MODE OF MOVEMENT BUTTON

Clicking on this button cycles through the three move-to modes. In GREEN mode, a group moves along the safest routes. Because of the threat of storms, ships in GREEN mode move into open water squares only if there is no other choice available. Likewise, caravans in GREEN mode avoid desert squares unless there is no other choice available. Groups in YELLOW mode take moderately dangerous shortcuts, and may cross open water (sea) or deserts (land). Groups traveling in RED mode take the fastest route to their destination, regardless of the danger. Note that terrain features on land may mean that the shortest route is not necessarily the fastest route (see **APPENDIX E: Unit Attributes and Movement Modifiers).**

BUY/SELL BUTTON

Clicking this button whirls you to the **City** screen of the city in which your currently active group or unit stands: see City Screens for details. If you are the first Venetian to trade with a city, you might discover a holy relic, which is then automatically sold at auction back in Venice. If the Plague is present in a city, you will be warned before you enter. If you insist on trading there, you stand the chance of losing units and cargo-but you may realize extra profits (see **Calamities** for details).

VENICE BUTTON

Clicking on this button takes you to the **Venice** screen; see **Venice Screen** for details. Click DONE to return to the Movement screen.

TRADE ROUTE BUTTON

Clicking on this button brings up the **Trade Routes** screen for the active unit; see **Trade Routes Screen** for details.

Click DONE to return to the Movement screen.

LEDGER BUTTON

Clicking on this button allows you access to a variety of information including messages, city statistics, and mercenary locations. Click CANCEL to return to the Movement screen.

GLOBE BUTTON

Clicking on this button shows you the whole world map. Areas which you have explored appear in naturalistic colors (blue oceans, green lands, golden deserts), while unexplored areas are the sepia tones of a written map. City icons on the brown map indicate the rumored location of foreign ports and trade meccas, but the information becomes less and less accurate the further from Venice you go. A flashing red dot denotes the current active unit, if there is one. Click DONE to return to the Movement screen.

SHOVEL BUTTON

Clicking on this button turns your mouse pointer into a shovel, and allows you to build roads. You can only build roads on squares you have explored, and roads cannot bridge large river squares **(see APPENDIX E: Unit Attributes and Movements Modifiers** for a list of all terrain types).

To build a road, click once on a terrain square. This highlights the square, and displays the price of a road segment across it in the Text bar. If you want to spend the money, click again on the same square (if you want to try a different route, click on a different square). When you have built all the road segments you want, click again on the SHOVEL button to toggle the cursor back into a dagger. Note that any player can use roads, regardless of who built them.

DETAIL MAP

If all units have moved, the message "0 points left" flashes in the Text Bar at the bottom of the window. You can always click on cities, buy and sell cargoes, and build roads from this window.

END TURN BUTTON

When you're finished moving units, buying influence, and checking cargoes, it just might be time to end your turn. Clicking on this button brings up your end-of-turn financial statement, unless you have neglected some of your civic duties (in which case you'll be gently reminded of your responsibilities). Click on the CANCEL button to return to the Movement screen, to carry out any last-minute fixes and adjustments. The REMOVE button allows you to fine-tune your bottom line by firing a mercenary group or eliminating a senator's stipend. Click on the appropriate line item to highlight it, and then click REMOVE. The PBEM button saves the game for E-mail play **(see APPENDIX B: Playing Remote Opponents).** When you have taken care of all the irons in your various fires, click OK to advance to the next player's turn.

TEXT BAR

This bar displays information about units, cities and events, such as the number of movement points remaining for the currently active unit. Get in the habit of checking this bar frequently during the game.

THE TRADE ROUTES SCREEN --

Item Icon

Store Button

Wait Button

Trade Orders

Detail Map

Group Window

Corner World Map

Movement Mode
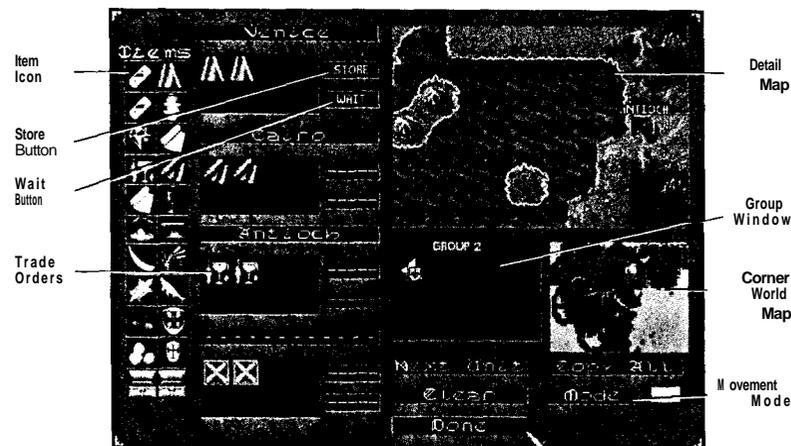
his screen allows you to automate trade routes, so that ships sail between ports and caravans travel across country to distant cities, automatically buying and selling cargo. Setting up trade routes allows you to reduce the tediousness of directing a large fleet, to steadily build income, and to ensure the flow of goods to your warehouses. Units on trade routes only demand attention in response to calamities such as storms, pirate attacks and plague. Otherwise, the computer flicks through the sequences of movement, automatically buying and selling.

ITEM ICONS

These two columns show the icons for all commodities and guard units.

TRADE ORDERS

This column shows the cargoes acquired at each port on the trade route (up to four cities can be linked with one route). When the screen first appears, the Trade Orders column is empty.

WAIT BUTTON

This button in the Trade Orders column allows you to customize instructions for your trade units, reminding them to fill their holds with goods before leaving port (see **Setting Up a Trade Route** for details).

STORE BUTTON

This button in the Trade Orders column allows you to customize instructions for your trade units, reminding them to off-load goods to your warehouse if there is no current demand for them **(see Setting Up a Trade Route** for details).

DETAIL MAP BUTTON

This window allows you to examine cities and select them as destination ports for trade routes. Highlighted squares show the route groups will take.

GROUP WINDOW

This window displays all of the listed group's unit icons.

NEXT UNIT BUTTON

Clicking this button cycles through each unit in a group, allowing you to customize cargo manifests. You can also click in the Group window on the icon of the unit you wish to activate.

CLEAR BUTTON

This button allows you to "wipe the slate clean" and erase destination cities and cargo manifests line by line, if you change your mind.

DONE BUTTON

Click on this button when your trade route is set to your satisfaction, or to exit this screen and return to the Movement screen.

CORNER WORLD MAP

Clicking on a terrain square in this window centers the Detail map on the point you selected, and allows you to quickly move from one city to another. The area enclosed in the dark red rectangle is the area enlarged in the Detail map.

COPY ALL BUTTON

Clicking this button copies the cargo manifest of your first unit to every other unit in the group. If your group includes a mix of units, the computer copies each hold one at a time from left to right until it can no longer make a match. A small galley with two holds can only duplicate the first two loads of an eight-hold large cog. Similarly, copying the galley's manifest to the cog results in identical first and second cargoes, and then six empty holds in the cog.

MODE BUTTON

Clicking on this button cycles the speed-and-recklessness rating of your units using this trade route through the three modes: GREEN, YELLOW, and RED. Units moving in GREEN mode take the safest possible route, venturing into open ocean (or desert, if they are land-based caravans) only when there is no other choice. Units moving in YELLOW mode are a little more adventurous, occasionally crossing open ocean squares (or entering deserts, on land). Units moving in RED mode race to complete their routes, risking open ocean or desert whenever such a move will provide a shortcut to their destination. By cycling through the options as you watch the maps in this screen, you can see what effect each mode has on the route in question, and choose the level of danger that best meets your purposes. The default mode is GREEN. The mode remains the same for the whole route.

SETTING A TRADE ROUTE

Use the Detail map and the Corner World map to locate cities between which you wish to establish a trade route in the same manner as you use the maps in the Movement screen. As before, you can right-click on cities within the Detail map to obtain information on items available, access, and Plague conditions.

WHICH UNIT FIRST?

The trade group that you are loading appears in the Group window, and the active unit is highlighted. You can click the NEXT UNIT button to cycle through the units, if you have several in this group, and wish to load a different vessel first, or click on any unit in the Group window.

STARTING CITY

Set the first city on the trade route by clicking on it in the Detail map. The name of the city appears in the upper-most box under Trade Orders. Below the city name is the cargo manifest, a series of empty boxes representing the available holds of your first cargo unit. Any hold markers in excess of the current active unit's actual capacity are X'ed out.

LOADING UP

Drag items you would like to load (that is, purchase) in the first city, including any guard units, from the Item Icons columns to your cargo holds. If you want multiple units of the same item, click on subsequent holds to fill them, too. If you're not sure what items to purchase, or how many of an item are available, you can right-click on the city in the Detail map to check. If your manifest demands an item not available at the port in which you chose to load it, that hold will be empty when your vessel leaves.

The exception to this rule is guard units: your crew will hire whichever guard units are available, regardless of whether you specify Light guards or Heavy guards. If no guards are present when you wish to hire them, the crew sails without them.

Find the second city in the route. using the Detail and Corner World maps as necessary. Again, drag items you wish to load (purchase) in this city into your cargo holds. ANY CARGO THAT WAS ON THE FIRST MANIFEST BUT IS NOT ON THE SECOND MANIFEST WILL BE SOLD IN THE SECOND CITY. If you want to keep the same guard units, make sure they occupy the same holds at every city.

Note that you may select an empty (city-less) terrain square as a destination for a trade group on its way to another city. These destinations are known as waypoints, and might allow you to detour around pirate-infested waters or avoid transoceanic crossings. No cargo changes can be made at waypoints.

Continue to select a third and fourth destination city if you wish, using the guidelines above. A trade route must always begin and end in the same city. If you use a waypoint. you must select a city to which your route continues after that stop (there's no point, after all, in traveling from Venice to a waypoint and back to Venice).

For groups with more than one unit, click the COPY ALL button to duplicate the manifest of the first unit of the group. If the units in your group do not all have the same cargo capacity, the computer matches the cargoes from left to right until it runs out of holds to fill or cargoes to load, whichever is the case.

CUSTOMIZING ORDERS

The two horizontal buttons on each cargo manifest allow you to fine-tune each unit's orders. The STORE button unloads your cargo directly into your warehouse in a destination city instead of selling it (assuming you have a warehouse. If you don't, a box will remind you of the need to purchase one the first time the unit makes part in that city). The WAIT button tells the unit to pause in that city long enough to fill its cargo holds. If there aren't enough goods available for a full load, the unit won't leave the city that turn (nor will the group of which that unit is part).

If you prefer to customize the manifests of each unit in your group, click on NEXT when you have finished the first unit, or click on the next unit icon in the Group window to highlight it. Proceed the same way you did loading the first unit for each of your remaining vessels. Of course, the destination cities must remain the same for every unit in a group (see **Making Groups** for information on changing the groups to which vessels belong).

CANCELING A TRADE ROUTE

To cancel the trade route of an active group, click on the TRADE ROUTE button in the Movement screen. Once you are in the Trade Route screen, click on CLEAR until no cities are highlighted. A shortcut is to right-click on an active group, and then click on CANCEL ORDERS.

THE COMMODITIES LEDGER

Item Icons

Base Price

Description

Detail Map

Corner World Map

List of Known Cities

Buying and selling merchandise for a profit is the heart of the trading component of **MACHIAVELLI THE** PRINCE, and the Commodities Ledger is the key to information that will allow you to engineer the greatest trades. At this screen, you can check the availability of items, plot the best routes, and plan future conquests to open new, ever more lucrative markets. You can access the Commodities Ledger from the **LIBRARY** in the Venice screen, from the LEDGER button on the Movement screen, and from the COMMODITIES button in the City screens.

ITEM ICONS

These two columns show all the icons for tradable items, including guard units.

BASE PRICE

This window gives the name of the item chosen, and the "base" or average price for the item (you might find the commodity for slightly more or less than the base price, depending on market conditions). The actual price of an item can vary with each new game you start, and each new turn in a game. Click on an item in the Item Icons columns to see its base price. The default item displayed is silver.

DESCRIPTION

This window gives a short, pithy description of the item selected.

MAP POINT

If you have accessed the Commodities Ledger while your current active group is in a city, this button reads "To CITY NAME." The Detail and Corner World maps center on and highlight that city. Otherwise, the default button reads "To VENICE."

LIST OF KNOWN CITIES

This window lists all cities you have discovered, in descending order from the city that pays the most florins for the current commodity to the city that pays the least. Each entry gives the price paid for the item, the city name, both the number of units of the current item actually present (available) in the city and the number in demand, and finally, whether you have access to the city. Drag the yin-yang button up and down the slider to scroll through the whole list. The highlighted city becomes the active city on the Corner World map.

DETAIL MAP

As in most other screens, the Detail map shows a close-up map centered on your current active city. You can click on a city in this map to make it the active city, and highlight the city's name on the scrolling List of Known Cities.

CORNER WORLD MAP

Again, in common with most other screens, the Corner World map shows almost the entire game map, and the dark red rectangle delineates the edge of the Detail map.

EXIT BUTTON

Clicking this button takes you back to the screen that you came from.

> "The way men live is so far removed from the way they ought to live that anyone who abandons what is for what should be pursues his downfall rather than his preservation."
>
> -Niccolo Machiavelli

CITY SCREENS

Trade Access Column — Item Icons — Civil Forces Box — Foreign Forces BOX
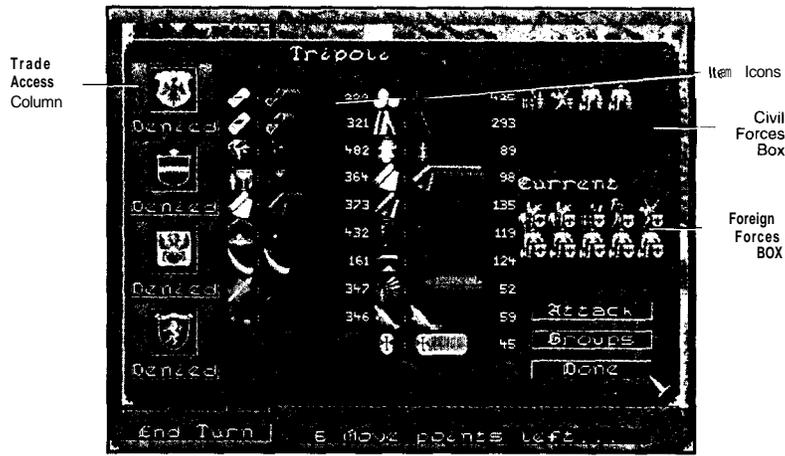
Each city has its own screen, but all City screens have the same buttons and functions. Right-click on the city you wish to examine to call up its City screen.

TRADE ACCESS COLUMN

The column on the left side of the screen shows the crests, and the trading status, of all four players. A red-bordered crest emblazoned DENIED indicates that player does not have *access* to the city and therefore cannot trade here. A green-bordered crest emblazoned ACCESS indicates that player can trade in this city. A green-bordered crest emblazoned OWNER shows that player controls who has access to the city.

ITEM ICONS

Two broad columns of item icons show all the commodities available in the game, and what the city pays for each. Multiple icons of one item indicate graphically the number of units available; multiple gray or "shadow" icons indicate graphically the demand for those items. The exact number of items supplied and demanded is available in the Commodities Ledger, accessed by the LEDGER button on the Movement screen.

CML FORCES BOX

The military units pictured in the upper right corner of the screen are the city's defenses. Wealthier cities have larger Civil Forces. These units are paid for through tax revenues and cannot leave the city. Civil Forces regenerate at the rate of one unit a turn unless the city is *under siege.* A state of siege exists every turn that the city is attacked.

FOREIGN FORCES BOX

This box only appears if your military units enter a city to which you are denied access. At the same time, the ATTACK button becomes available. The Foreign Forces box lets you compare the number and strength of your army or mercenary units with the Civil Forces units defending the city (see **APPENDJX E: Unit Attributes and Movement Modifiers** for a complete listing of all military units).

BRIBE BUTTON

This button only appears when your trade units enter a city to which you are denied access, or after your military units have attacked a city to which you are denied access (they need not have won the battle, but merely have launched the first sally). Click on it to discover how large a bribe the city fathers demand for your access to their fair metropolis. You can either pay or cancel the transaction: if you agree to pay but do not have sufficient cash, a message to that effect appears.

If your bribe succeeds, your crest acquires a green border and the label ACCESS in the Trade Access column.

ATTACK BUTTON

This button only appears if your military units enter a city to which you are denied access, and no other mercenary group is present. At the same time, the Foreign Forces box appears, and displays the icons of your military units. Click on the ATTACK button if you wish to attack the city.

Once you have attacked, a battle box displays the forces remaining on each side. The BRIBE button appears if you still have troops remaining **(see Bribe Button,** above).

Most battles take several turns to complete (to fight until one side completely demolishes the other). For the duration of the battle, the city is *under siege.* You need not fight a battle to completion; you can disengage in any turn by moving the attacking force out of the city, or simply by choosing not to attack.

The ATTACK button never appears in Venice.

GROUPS BUTTON

Click on this button to see any groups currently in the city. The Civil Forces that defend a city are always present, unless an attack or calamity has wiped them out. Click DONE to return to the Movement screen.

DONE BUTTON

Click on this button to return to the **Movement** screen.

GAINING ACCESS

To gain access to a denied city, you can either use military force or you can bribe the ruler of the city. You lose access to a city if you attack it and do not win.

When you initially conquer a city by military force, the option "Do you wish to grant control to Venice?" appears. If you choose YES, all players (Venetians) gain access, and you are rewarded with a popularity increase. If you choose NO, you gain control of the city, and your crest acquires a green border and the label OWNER in the Trade Access column. As controller, you can allow or disallow another player access at any time by clicking on his or her (or its, in the case of computer players) crest. Denying another player access to a city he previously traded with destroys any warehouses he owned there. You might collect some looted commodities from the wreckage.

You cannot gain control of a city by bribing it.

USING MERCENARIES FOR CITY DEFENSE

Mercenaries always defend cities that were open to trade for all Venetians when first discovered, or that were conquered and given over to the control of Venice. Mercenaries defend a city owned by the same player that hired them. Mercenaries never defend a city that Venetians have bribed access to.

ITEM AVAILABILITY

Commodities are available in a city either because another player has just sold them, or because that city distributes them. Items sold into a city remain there for a short period of time. It is assumed that "third-party" merchants accomplish the sale of these items behind the scenes.

The maximum default amount of any commodity in a city is determined by the distance of that city from the commodity's point of origin, and the "strength" with which that item is distributed. In other words, you'll find some commodities distributed in cities far from their points of origin, while other goods only appear where they are actually produced.

Items shipped out of a city (purchased as cargo by a player) reduce the quantity of goods available for subsequent purchase for a few turns. The higher the maximum default, the higher the rate of regeneration. The available amount of any commodity in a city never climbs above the maximum default setting.

ITEM PRICES

Commodity prices fluctuate between player's turns, based on the intricate interactions of the game's economic universe. The further a city is from a commodity's point of origin, the more it is likely to pay for that item. During a siege, excommunication or plague (see **Calamities),** cities often pay premium rates for commodities not produced there. Once the siege or calamity passes, prices subside to normal levels.

RELICS

If you are the first player to enter or create access to a city, there is a chance you might find a holy relic. Such relics are immediately sold (for variable profit) back in Venice. A message announcing your discovery is broadcast to the other players. Relics tend to be worth more if they are found in a previously hostile city.

MARKET SCREENS

Labels on screen: City Name Window, Wealth Window, Active Unit, Silver, Empty cargo chest, Text bar, Price
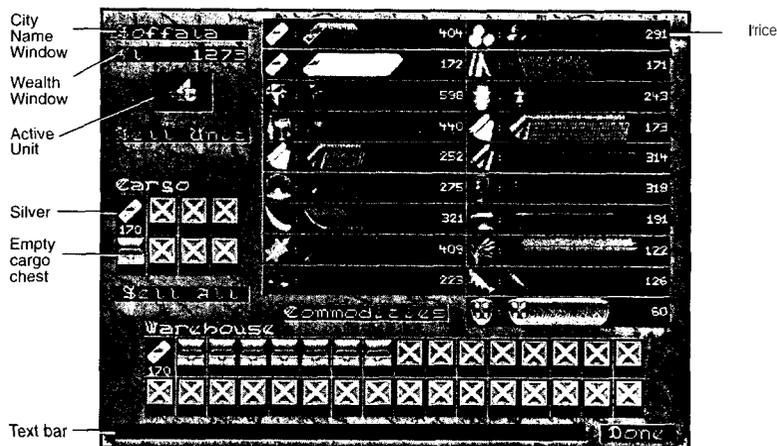
$\mathcal{T}$he market is a key location in most cities you enter, because this is where your trade units buy and sell their merchandise. Each city's Market screen shows the exact numbers of goods available and the exact number demanded in that metropolis. All Market screens have the same buttons and functions, though the goods for sale vary with each individual location. You access a city's Market screen automatically when your units make port, unless that city is infected with Plague (see **Calamities** for details).

CITY NAME WINDOW
This window tells you where you are.

WEALTH WINDOW
This window shows the sum currently in your treasury. As you conduct transactions, the value changes to reflect your new total. If your cursor is shaped like a commodity, the price of that item has been deducted from your treasury total, even if you have no hold in which to stow it. Click on the commodity to retrieve your "dagger" cursor, and reveal your actual treasury sum.

GROUP BOX
This box shows the currently active unit. If your trade group includes more than one unit, use the arrows on either side of the box to cycle through all the units you want to load or unload.

SELL UNIT BUTTON
If you're running short on cash, or a unit no longer meets your needs, you can use this button to sell a trade unit. Generally, you can recoup about half the cost of buying a new unit of the same type.

CARGO BOX
This box displays the holds of the currently active unit. Drag items to and from these holds to buy or sell them, or use the Sell All button as a short-cut to unloading. X'ed out boxes are unavailable.

SELL ALL BUTTON
Click on this button to sell the contents of your ship-except guard units. If there is no current demand for items, a box pops up, suggesting that you store the items in a warehouse until demand picks up. If you click YES, your cargo is off-loaded into your existing warehouse space, or new warehouse holds are opened up and their cost is deducted from your treasury. (If you click NO, or you have insufficient funds to hire warehouse space, the items remain on board your trade units.) The holds of overflow items turn red, indicating that they will be sold automatically any turn of yours that a demands come up. Click on an individual hold to cancel this sell order (the background turns black).

ITEM ICONS

Two broad columns of item icons show all the commodities available in the game. and what the city pays for each. Multiple icons of one item indicate graphically the number of units available; multiple gray or "shadow" icons indicate graphically the demand for those items. When you run your mouse over a commodity in these columns, the Text bar below lists the exact number available and demanded. A city never supplies both strengths of guard units, and might not supply either one.

COMMODITIES BUTTON

This button shows you the same display as does the COMMODITIES button in the **LIBRARY** or the Commodities Ledger. It allows you to examine the intricacies of your known world's economic web (see **Commodities Ledger** for all the juicy details).

WAREHOUSE BAR

These two rows of boxes indicate your possible warehouse "holds." Like ship holds and caravan loads, they are X'ed out if you don't have access to them. The total number of warehouse holds in a city is indicated by the number of boxes in this bar. If you have already purchased warehouses in a city, they appear here. Each block of eight warehouse holds can be purchased separately by clicking on the Warehouse bar and confirming your intention to acquire them.

To store a commodity in your warehouse, drag the item over an empty or X'ed out warehouse hold. If you don't yet own that hold (it's X'ed out), a message box asks if you want to pay 250 florins to acquire eight holds. Stored items with red backgrounds will be sold automatically in your turn if a demand for them arises. Click on an individual hold to cancel this sell order (the background turns black)

TEXT BAR

This bar shows the exact number of units available and in demand of each commodity over which you run your mouse. When you are engaged in a transaction, it displays the price per unit sold or bought.

DONE BUTTON

Click this button when you are finished trading in this port. You'll move on to the next unit in the movement queue, if any remain, or go on to the End Turn box.

$\mathcal{T}$he Venice Screen

Villas
Campanlle
Bazaar
Den of Iniquities
Guildhall
Library

Clock Tower
st. Marc's Basilica
Doge's Palace
Galley
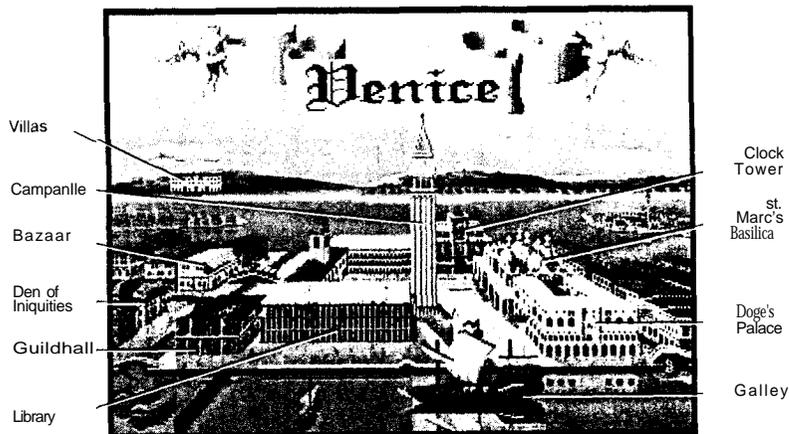
$\mathcal{T}$he Venice screen is the heart of political machinations in the game. From the various buildings pictured here, you can use fair means or foul to increase your influence in both religious and secular circles. You can distribute largess by funding a party for the common folk, buy mercenaries to increase your military persuasion, gain influence in either the College of Cardinals or the Senate, and even hire thugs to eliminate rivals who block your path to power. The buildings and their related functions are described clockwise (or close to it) from the top.

'If all men were good, this would be a precept. but since they are evil and would not *keep a pledge to you. then you need not keep yours to them.* Nor did a prince ever lack legitimate reasons by which to color his bad faith."

-Niccolo Machiavelli

THE CLOCK TOWER

Patron of the Arts
Build Villa

Party
Benefice
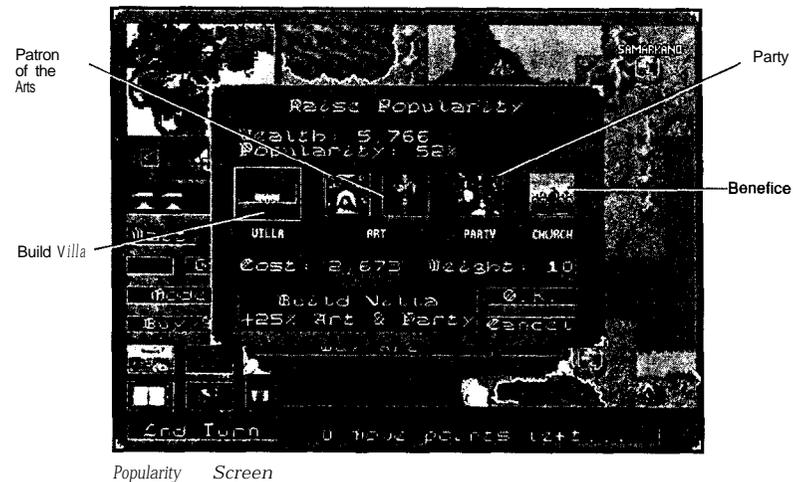
Popularity Screen

$\mathcal{T}$he historical Clock Tower, completed in 1499 and featuring the world's first digital clock, stands at the top center on the square. Click here to peruse methods of increasing your popularity. The screen lists both your available wealth and your current popularity, as a percentage. Increasing this percentage helps you gain influence in both the senate and the church. A low percentage of popularity makes you and your representatives targets for character and physical assassinations.

You have five approaches to choose from, though you can only make one attempt per turn. As you click on each icon, the Cost window lists the number of florins you pay, and the Weight window lists the maximum increase in percentage points that you can gain (the actual bonus you gain from any particular attempt you make is random). The Text bar describes the action, as detailed below.

BUILD VILLA

Once Venice had secured the surrounding mainland, called the Veneto, wealthy city dwellers began to build palatial villas there, to display their wealth and impress potential political and business partners. In game terms, villas increase the effectiveness of art purchases and sponsored parties. Each player may build only one villa at a time, though each addition makes the structure grander and increases the impression you make on the populace. Villas are vulnerable to arson.

PATRON OF THE ARTS

Italy was at the vanguard of the Renaissance art movement, and Venice was the early leader of Italy. In turn, Venetian art was heavily influenced by styles in Byzantium. In fact, the Venetians were so enamored of Byzantine art that they used the forces of the Fourth Crusade to sack what was already a Christian city. As an art patron in the game, you can choose to commission either a painting or a sculpture. Sculptures are cheaper and provide a smaller popularity increase than do paintings.

PARTY

Sponsoring a Feast is a sure way of gaining popularity. Venetians became very fond of feasts and pageants over the centuries. They are responsible for the mature form of the Masquerade, a licentious Mardi Gras-like affair that lasted a full six months-Venice still throws a Masquerade (on a smaller scale) every year. The cost of partying in the game is random.

BENEFICE

Historically, many merchant princes donated money or works of art to Santa Marc's as acts of devotion and public relations. In order to receive a bonus, your donation must be a minimum of **300** florins.

"I conclude that since men love as they themselves determine but fear as their ruler determines. a wise prince mast reply upon what he and not others can control. He need only strive to avoid being hated, as I said."

-Niccolo Machiavelli

College of Cardinals

anta Marc's Basilica was begun in 830 to commemorate the "pious theft" of St. Marc's remains from Alexandria. The church became the focal point of Venetian civic life. The interior is encrusted with gold and artifacts acquired during the sack of Byzantium (Constantinople), part of the Fourth Crusade.

Santa Marc's is the game location for church politics. Click here to go to the College of Cardinals screen, where you can examine your diocesan options.

THE POPE

The top quarter of the screen includes buttons that remain dark unless you are the pope. You become pope by winning an election in the College of Cardinals after the previous pope dies. Each Cardinal has one vote. You cannot be elected pope twice in succession. If a tie occurs in the voting, elections are held each turn until the tie is resolved. During this time, no one acts as pope.

CALL CRUSADE BUTTON

Successfully calling a crusade, ostensibly against the infidels, summons an army to the pope's city of origin and under his faction's control (this simulates the First and Fourth Crusades). The number of turns that it takes for this army to show up varies from two to five. Only one crusade can be active at a time.

ADD CARDINALS BUTTON

The sale of cardinalships is a source of income for popes, who skim nearly a quarter of the money from each sale. The number of cardinals available can be increased by increments of up to six. The maximum size of the college is 36. The college shrinks as Cardinals die (whether of natural causes or by foul play). The minimum number of cardinals is 24.

EXCOMMUNICATE BUTTON

A Pope may excommunicate one city at a time. Implying that God is not pleased with a city affects trade with it and ultimately reduces the tax base, indirectly causing its Civil Forces to shrink. Prices for items not produced there also temporarily increase. Excommunication is temporary and can only be used every two to six turns.

INDULGENCE RATE SLIDER

The slider sets the rate of increase in the price of indulgences. The pope can raise this rate, but not lower it. The amount shown is a stipend in florins that each cardinal receives every turn. Raising the indulgence level may cause the church to become unpopular, which could lead to serious repercussions. Any change in the rate made by a pope does not take effect until the next turn.

THE CARDINALS

The remainder of the screen displays information about the College of Cardinals. Cardinalships are purchased from the pope and staffed with a member of the purchaser's family. Other city-states can also buy and possess cardinals. Venice as a city-state is represented in the College of Cardinals by the combined cardinals of all Venetian players.

Cardinals earn a stipend every turn based on the Indulgence level (set by the pope; see above). Each cardinal gets one vote in Papal elections; you must have at least one cardinal in your extended family to be elected pope. When cardinals die, the cardinalship passes back to the pope and must be repurchased.

FAMILY CRESTS

The left side of the screen displays the crests and names of the four players. The icons of each cardinal "owned" by each family, if any, sit next to each crest. If a family (or a country) has no cardinals, the word NONE appears.

YOUR WEALTH

The bottom left corner lists your current wealth in florins.

FACTIONS

The center and right columns show the number of cardinals loyal to the other political factions in the college. Icons representing any vacant cardinalships appear under the heading AVAILABLE. Below the available icons, if there are any, the screen lists the current purchase price of a cardinalship.

BUY CARDINAL BUTTON

Click on this button to purchase one or more cardinalships. The amount shown beneath the Available box is deducted from your treasury for each position you purchase, unless no positions are available (or you do not have sufficient funds).

EXIT BUTTON

Click on this button to return to the **Venice** screen.

"Pope **Alexander** never did what he said he would do, white his son **Cesare** never said what he did."

-Roman Proverb

DOGE'S PALACE
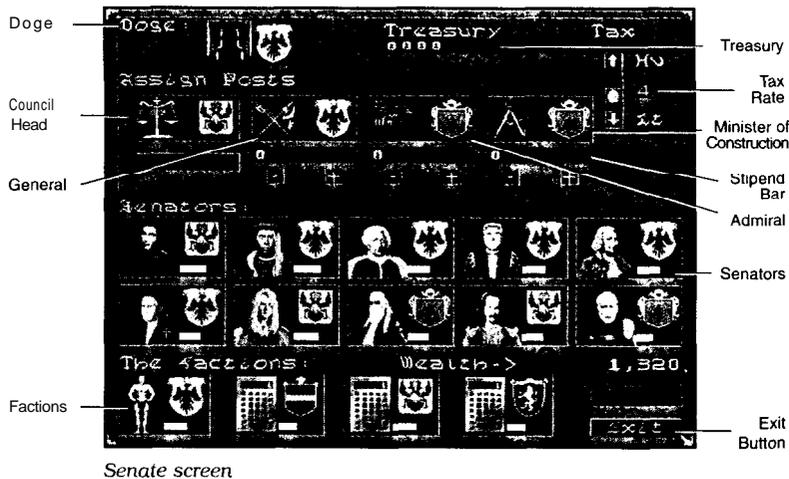
Senate screen

τ he current Palace was essentially completed in 1424. It combines the doge's quarters with the state offices of the courts and the senate. Click here to go to the Senate screen, where you can examine your faction's size and support. and to initiate political actions.

THE DOGE

The top half of the screen includes options only the doge, the current head of the senate, can use (the exception is the ACCUSE button; see **Council Head,** below). A new doge is elected by the senate every ten turns, or whenever the current doge dies. The doge is ultimately responsible for the defense of Venice (see **Blood and Iron),** although he may delegate that responsibility to other players by assigning offices.

The turn after an election, the new doge can appoint either a player faction or the Neutral Coalition (a nonaligned group of families represented by a green crest with a golden navigators' wheel) to control each of the four offices: Council Head, General, Admiral, and Minister of Construction. The doge may only assign one office to his own family. In addition, he **must** assign a position to each player who controls at least one senator. The only faction that can hold more than one office is the Neutral Coalition.

Each turn, the doge can adjust the tax rate and the stipends paid to office holders. If you forget, a "You Skipped the Budget" message pops up to remind you to check the **DOGE'S PALACE. You** need not change anything if you are satisfied with the treasury.

COUNCIL HEAD

The Council Head is the chief prosecutor for the Council of Ten, the high court and inner circle of the Venetian government. A Council Head can attempt to ACCUSE any one senator per turn of treason. Success is determined randomly, but modified by the accused senator's loyalty to his faction. A successful prosecution results in a hanging. The Neutral Coalition picks up the resulting empty senate seats. The Council Head has no budget.

GENERAL

The General controls the Home Army. He receives a stipend every turn (the silver coin or coins in the bar beneath the box; see **Treasury,** below), out of which he is expected to pay the upkeep of the Army and to hire and maintain Mercenaries (see the **Campanile),** ostensibly for the good of Venice. The General tends to lose popularity if he does not spend most of his budget funding the Home Army or Mercenaries.

ADMIRAL

The Admiral controls the Home Fleet. He receives a stipend every turn (the silver coin or coins in the bar beneath the box; see **Treasury** below), out of which he is expected to pay the upkeep of the Fleet and to hire and maintain Mercenaries (see the **Campanile),** ostensibly for the good of Venice. The Admiral tends to lose popularity if he does not spend most of his budget funding the Home Fleet or Mercenaries.

MINISTER OF CONSTRUCTION

The Minister is responsible for building an occasional bridge or road for the good of Venice. He receives a stipend every turn (the silver coin or coins in the bar beneath the box; see **Treasury,** below), out of which he is expected to pay for construction (use the SHOVEL button in the Movement screen to actually complete the roads; see **Shovel** Button). This construction can occur anywhere in the known world. Every player can use any road or bridge, whether it is built by the Minister or another faction. The Minister tends to lose popularity if he does not spend most of his budget funding construction. Roads cannot cross large rivers (see **Terrain Movement Modifiers** for a list of all terrain types).

TREASURY

The amount of money in the treasury is the current turn's tax income, plus any leftover money from previous turns. Below each budgeted office, a bar shows the stipend each officer receives per turn. The doge can adjust the stipends for each office using the MINUS and PLUS buttons, although no stipend can be smaller than 1000 florins (one silver coin). If the total amount paid out in stipends is lower than the total amount taken in from taxes (see **Tax Rate,** below) the treasury increases-and vice versa. The gold coin represents 10,000 florins. The silver one represents 1,000 florins.

TAX RATE

The doge can use the slider bar to increase or decrease the tax rate. The digit in the window indicates the number of silver coins (each worth 1000 florins) generated per turn. A high tax rate tends to make the doge unpopular, while a low one tends to make him more popular over time.

THE SENATORS

The Senators section of the screen pictures the ten most powerful senators; that is. the Council of Ten. Each family also "owns" minor senators who are not shown on the screen, To the right of each senator's portrait is a bar whose length and color indicate his degree of loyalty: the crest pictured above the loyalty bar shows to which faction this senator belongs. Dead senators are automatically replaced by someone of neutral affiliation from the neighborhood that they represent. A short red loyalty bar indicates a senator ripe for the taking, while a long green bar indicates great loyalty to the faction pictured.

To gain a senator's allegiance, you must bribe him. A family may only bribe two new senators per turn. Bribing is a two step process. First, you overcome the senator's allegiance to his current family or the Neutral Coalition. The difference between your family's popularity and the senator's loyalty to his current faction determines the cost of this first step. Second. you can choose to pay a small stipend every turn, or a one-time bonus, to increase the senator's loyalty to you.

OFFERING BRIBES

To bribe a senator, click on his picture. The Bribe box appears, showing a slider that lets you adjust your percentage chance of success, and a window with the actual amount of the bribe in florins. The default setting is the amount required to gain an 89 to 90 percent chance of success, or your total wealth, if your purse is too small to offer good odds. Slide the yin-yang button up and down to adjust your chance of success and the "monetary incentive" to your liking. Click on BRIBE.

If a bribe is successful, you have the option of making further "lump sum" bribes or setting up a stipend in order to increase the senator's loyalty to your Family. Stipends are automatically deducted from your treasury every turn until you stop them or the senator leaves your control. **Note:** it is easier for a senator to rationalize receiving a bribe from a popular family; everyone loves a winner. Without a stipend, a senator's loyalty drifts to match the level of your family's popularity. The stipend you pay helps determine the amount by which his loyalty to your family increases every turn. A "lump sum" bribe raises a senator's loyalty by up to ten points.

Senators who have already pledged their allegiance to another player can be bribed away, but they are more expensive to acquire than senators of neutral affiliation. A senator is savvy enough to realize when his loyalty will win you either a majority or a plurality (a majority shared with one other player); he increases his demands accordingly.

WEALTH

The Wealth arrow lists the amount of florins currently in your treasury, to aid you in determining what proportion of your wealth can go for bribes.

THE FACTIONS

The bottom row on the screen summarizes the political and financial standings of the players. Each box includes the player's level of expertise icon (see **Setup Screen** to review the icons), a Popularity bar whose length and color graphically indicate a faction's popularity, and the crest that represents that faction. Click on a box to see actual statistics, including percentage of popularity and total worth.

EXIT BUTTON

Click on this button to return to the **Venice** screen.

GALLEY

Available Units

Detail Map

Corner World Map

Group Box
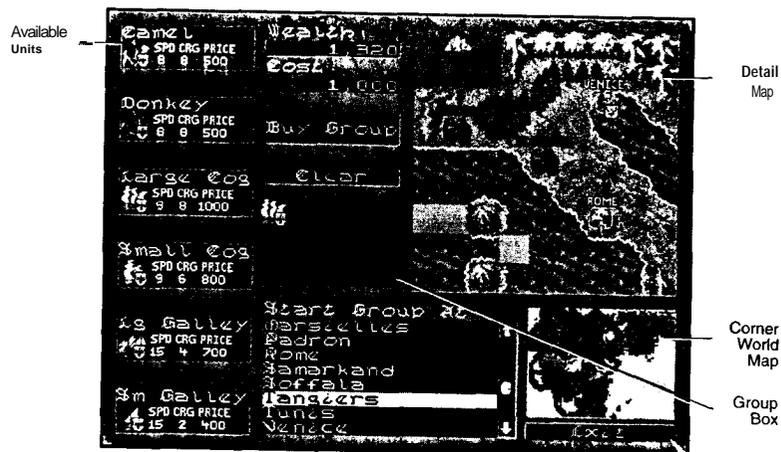
Unit Purchase Screen

Clicking on the galley brings up the Unit Purchase screen, where you can purchase new trade units: donkey and camel caravans, galleys and cogs. Multiple units that start in the same city, and are purchased in the same turn, start off as a single group **(see Splitting Groups** to separate units). Newly purchased groups can start in any city to which you have trade access. You can make groups as large as 15 units. Newly purchased units cannot move until the next turn, though they can buy and load cargo.

AVAILABLE UNITS
This column displays the names, icons and statistics of all trade units in the game. Statistics listed below each icon include **Spd:** the number of movement points the unit has, Crg: the number of cargo holds the unit has, and **Price:** the number of florins each unit costs to purchase.

To purchase a particular unit, click on that icon in this column (a copy of the icon appears in the Group box, and the price of the unit is added to the Cost window). The only limit to the number of units you can purchase is the number of florins in your treasury. If the cost of a unit or group exceeds your available resources, and you click BUY, a message reminds you that you do not have enough money to make the purchase.

WEALTH
This window shows the sum currently in your treasury.

COST
This window shows the purchase price for the units you have selected (the unit icons appear in the Group Box, below).

BUY GROUP BUTTON
Click on this button to make your purchase. A box appears, asking you to confirm your purchase. Choose YES to buy your unit or group, and NO if you change your mind. You can acquire units individually by clicking this button and confirming the sale after you select each unit. Or, if you want to start a group of vessels at once, select units until you are satisfied with the composition of the group, and then click BUY.

CLEAR BUTTON
Clicking on this button clears the Group box and resets your purchase cost to zero.

GROUP BOX
As you click on units in the Available Units column, the icons appear here in the Group box. You cannot combine land and sea units in one group, though you can make separate purchases of both types of unit in the same city.

To remove a particular ship or caravan from the group you are creating, click on that icon in the Group box.

EXIT BUTTON
Click on this button to return to the **Venice** screen.

START GROUP AT... BOX
This box lists all the cities to which you have access, in alphabetical order. Your new group starts at the highlighted city, pictured in the Detail map. Drag the yin-yang button on the slider to scroll through the list of cities. Click on a city name to make it the highlighted city.

DETAIL MAP
Use the Detail map and the Corner World map in the same manner as you use them in the Movement screen: the Detail map shows the highlighted city, and lets you click on that city to get information about it.

CORNER WORLD MAP
The Corner World map shows almost the whole screen. If you click on any point in the Corner World map, the Detail map centers there. The dark red rectangle outlines the area displayed in the Detail map.

Condotierri Name

Crest

Movement Restrictions

Wealth

Military Units List

Detail Map

Group Stats

Available Groups Window

Corner World Map
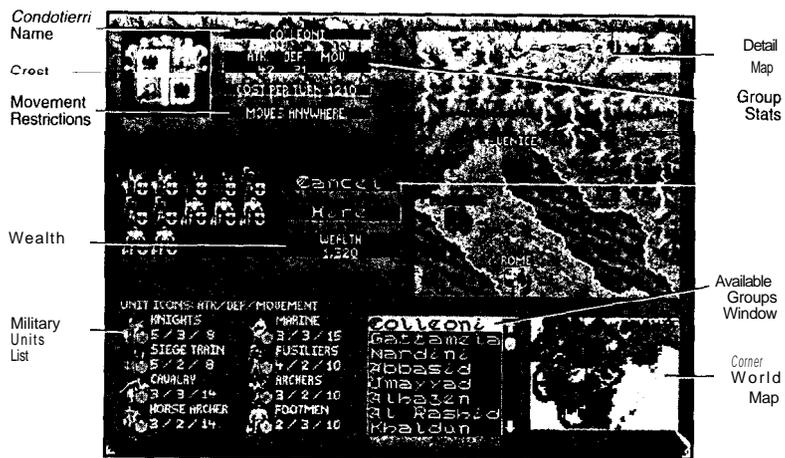
Mercenaries Screen

lick on the bell tower to peruse the available soldiers for hire. Over time, Mercenary groups become available in some cities. You might choose to employ Mercenaries to conquer cities, suppress Pirates and Brigands, or attack rival trade groups. You can only hire Mercenary groups stationed in known, accessible cities, or groups that you have sighted as they travel back home.

All Mercenaries hire their own ships if naval movement is required (note: groups that include Horse Archers cannot travel on water and groups that include Marines cannot travel on land). Damaged Mercenary groups recoup one unit per turn if they are located in a city to which their employer has access. If you release a Mercenary group from service in a foreign city, it makes its way back to its home city, sometimes stopping in friendly cities to recoup damage.

The strengths and statistics of the individual units that make up a Mercenary army are covered in Blood and Iron and APPENDIX E: Unit Attributes and Movement Modifiers.

"For the mob is impressed by appearances and by results: and the world is composed of the mob. The few cannot prevail when the many have someone to rely upon"

Niccolo Machiavelli

ATTACKING PLAYERS

You can attack a rival's groups and destroy them, causing significant financial loss to your opponent. **You** can even capture a rival's trade units. Of course, blatant aggression is risky because if you are caught, you must pay reparations, and your popularity will plummet. The farther away from Venice that your betrayal occurs, the less likely you are to be caught. Only Mercenary units can attack other units.

To attack, move your Mercenary group into the same terrain square as your target. Right-click to bring up the Groups box. Click the ATTACK button. A reminder box asks if you are sure you want to attack a fellow Venetian. If you click OK, the attack commences. A battle screen shows the forces on either side of the conflict.

If you are successful, a new box announces any captures. Click OK to return to the Groups box. Use the NEXT key to see any captured units (by default, captured units are labeled "Spoils." These units are now yours: you can rename the group, rearrange any units within the group, and click on the CARGO button to review your booty).

If word of your infamy reaches Venice, you are caught! A box announces the sum you are ordered to pay in reparations and your concomitant loss of popularity. The money is automatically deducted from your treasury. Your popularity also drops automatically. The amount you pay in reparations cannot exceed your current treasury funds. You still retain the "spoils" unit(s) and any cargo.

Your opponent receives a message in his turn announcing the attack and his losses.

FIRING MERCENARIES

There are two ways to dismiss your "hired guns." You can use the REMOVE button in either the Mercenaries ledger or the Turn Summary screen. If the group you want to terminate is not highlighted, click on it, then click on the REMOVE button. In the Turn Summary screen, if you are not ready to end your turn yet, Click CANCEL.

"...when princes have given more thought to fine living than to arms, they have lost their **states. The first cause of losing them is the** *neglect* **of this** art, just *as the first means of gaining them is proficiency* **of it.**

-Niccolo Machiavelli

LIBRARY

READ MESSAGES BUTTON

This button allows you to review all the messages you received this turn. Click the NEXT MESSAGE button to page through each subsequent message, or click EXIT READING when you want to return to the Movement screen.

DRAFT MESSAGE BUTTON

This button allows you to compose your own messages or choose preset communiques. Click on the crest of the player to whom you want to send your note, then click at the beginning of the message bar and start typing. Preset options let you Propose a Pact with another player, send map information to another player, or broadcast your intention to Run for Doge, or Run for Pope.

CITY REPORT BUTTON

This button allows you to review statistics for every city you have discovered. The left margin of the screen shows which players have access or are denied it, and if any player "owns" the city. The city name and geographic "region" appear in the lop center. Below that, a box lists the items this city produces. Beneath production, the Defense window shows the icons of the city's home defense units. Next comes the Exit button, by which you can return to your previous screen. Finally, the City List window allows you to scroll through an alphabetical list of known cities. The Detail map centers on the current city, while the Corner World map shows nearly the whole world. Along the bottom of the screen, a double row of boxes show your warehouse capacity and contents.

MERCENARIES BUTTON

This button shows a list of all the Mercenary units currently in your service. If you have no mercenaries, a message asks if you want to hire some.

TRADE GROUPS BUTTON

This button allows you to review all of your trade groups. The left column graphically shows the current group's cargo. The Group box in the middle column displays the group icons under the group's name. Directly below, the Stat window lists the speed, capacity, and defense for this group. The EXIT button sends you back to the screen from which you came. Finally. the right column shows the cities to which the current travels if it follows a trade route. You can scroll through the list of groups by dragging the yin-yang button up and down the slider bar. And of course, you can locate units using the Detail and Corner World windows in the same manner as you use them in the Movement screen [see **Movement** for details).

COMMODITIES BUTTON

This button accesses the same information as the COMMODITIES button on the Market screen.

PLAYER GRAPH BUTTON

This button lets you review your score in the game so far, and compare it with the other players.

CANCEL BUTTON

Click on this button to return to the **Venice** screen.

GUILDHALL

J n the **GUILDHALL,** you can adjust music and sound settings, save games of MACHIAVELLI ___THE PRINCE,___ keep files of world maps you particularly like, and even relinquish your position to a computer player.

SAVE GAME BUTTON

This option saves the game to the current disk drive under its current name (the current settings are the ones that are highlighted). MACHIAVELLI ___THE PRINCE___ only recognizes files as games if the last four characters are .GAM. However, you can name your game any eight letter/number configuration that DOS recognizes before you type .GAM. When you're happy with the name, click on OK.

SAVE GAME AS BUTTON

This option allows you to type a new name for your game, or save on a different drive. You can name your game any eight letter/number configuration that DOS recognizes, with the extension .GAM. The only limit on the number of saved games is the space on your hard drive or floppy.

LOAD OLD BUTTON

This option allows you to load a previously saved game. The Saved Game box and the Drive box appear. In the Saved Game box, you can drag the yin-yang button up and down the slider bar to see a list of all of your previously saved games. Highlight your choice by clicking on it. If you saved to a different drive, click on the drive letter in the Drive box.

RETURN TO DOS BUTTON

This option ends your current game; all changes since your last save are lost when you choose this option (remember the playtester's law: Save Early and Often!).

MUSIC ON/OFF BUTTON

This option toggles the music on or off. The default position is ON.

SOUND ON/OFF BUTTON

This option toggles the sound effects on or off. The default position is ON.

AUTO SAVE ON/OFF BUTTON

"ON" causes the computer to save the game after each human player's turn. The default position is OFF.

QUIT POSITION BUTTON

If you need to bail out of a multi-player game, but your buddies want to keep playing, you can click on this button. A computer player takes over your faction at the end of your turn. This change is permanent; you have no way to wrest control from the AI once it has it's byte on your bits.

SAVE CURRENT MAP BUTTON

This option allows you to replay the current map from the beginning. Saving map files is especially useful when you generate an interesting random map, but you might also want to save a particularly nifty economic situation on the historic map, as well. You can name your map file any eight letter/number configuration that DOS recognizes, with the extension MAP. The only limit on the number of saved maps is the space on your hard drive or floppy.

RETURN TO MAIN MENU BAR

Clicking on this bar takes you back to the **Venice** screen.

DEN OF INIQUITIES

Arsonist

Assassin

Rumor
Monger

ARSONIST   DONE

ou can find characters in this waterfront tavern to do your family's dirty work. In general, it is easier to take actions against less popular families because they do not have as many groupies hanging around and do not warrant as much police protection. If your agent gets caught, you might have to pay a fine. Needless to say, whether or not you succeed in your machinations, your popularity falls dramatically if you're found out.

ARSONIST

Click on this fellow to review the potentially vulnerable structures in the game. First, you can choose between torching villas or warehouses. In the case of warehouses, you choose a city, and the screen displays the number and owner(s) of facilities operating there. You can feed a vendetta against a rival family, or base your decision on pure economics: whoever is furthest ahead in this locale. You can only burn one location per turn.

RUMOR MONGER

Hire this gossip to spread negative rumors that affect a family's popularity. You can customize rumors to reflect your human opponents' personalities using an ASCII editor (See **APPENDIX D: Advanced   Customization).**

ASSASSIN

Death has a way of disrupting the status quo. Commission this expert to open up new political vistas for your family. Allowable targets are: The pope, The doge, player cardinals and player senators.

"It must be understood, however. that a prince-*especially a prince who has* but *recently attained power-cannot observe all those virtues for which men* are reputed good, because it is often *necessary* to act against mercy, against faith. against humanity, against *frankness.* against religion in *order* to preserve   the state. Thus he *must be* disposed to change   according as the winds of fortune and the alterations of circumstance dictate.   As I have already said, he must stick to the good so   long   as he *can.* but. being compelled by necessity, he must be ready to take the way of evil."

-Niccolo   Machiavelli

BAZAAR

City Name

Wealth

List of Known Cities

Item Icons

Text Bar
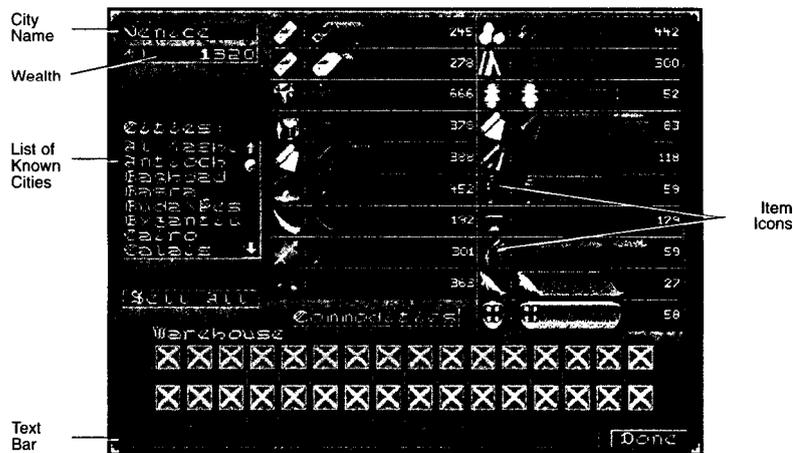
*T*o improve your trading capabilities, you can set up warehouses in cities with which you do business. You can transfer goods to ships from caravans and vice versa using a warehouse. you can stockpile rare goods. you can make sure your trade units are hauling at maximum capacity, and you can let commodities trickle into the local economy to respond to a sluggish demand.

CITY NAME WINDOW
This window lists the name of the current city.

ITEM ICONS
These two columns show all the icons for tradable items, including guard units.

WEALTH WINDOW
This window shows your current treasury total. As you sell commodities, your treasury increases.

LIST OF KNOWN CITIES
This window lists all cities you have discovered. Drag the yin-yang button up and down the slider to scroll through the whole list. The highlighted city becomes the current city.

SELL ALL BUTTON
Click on this button to sell the contents of your warehouses.. If there is no current demand for items, their holds turn red, indicating that they will be sold automatically any turn of yours that a demand comes up. Click on an individual hold to cancel this sell order (the background turns black).

COMMODITIES BUTTON
This button shows you the same information as the Commodities Ledger.

WAREHOUSE BAR
These two rows of boxes indicate your possible warehouse "holds." Like ship holds and caravan loads, they are X'ed out if you don't have access to them. You can buy warehouse space in units of eight holds.

To store a commodity in your warehouse, drag the item over an empty or X'ed out warehouse hold. If you don't yet own that hold (it's X'ed out), a message box asks if you want to pay 250 florins to acquire eight holds.

TEXT BAR
Messages about your warehouse or the city in which it stands appear here.

DONE BUTTON
Clicking this button takes you back to the screen that you came from.

TEXT BAR

rief descriptions of the buildings in Venice, and their functions, appear here as you run the mouse cursor over the cityscape.

DONE BUTTON

his button takes you to the Movement screen (see **Movement Screen** for the wealth of opportunities available there).

I

VILLAS

hese structures represent your own and the other players' villas, once any of you build them.

"Since a prince, then, is required to know how to assume a beastlike nature, he must adopt that of the **fox and the lion: for a lion is defenseless against snares and** *a* ***foxis*** *defenseless against wolves. Hence a prince ought to be a* **fox in recognizing snares and** *a lion in driving off wolves."*

-Niccolo Machiavelli

The Rest of the Story

his chapter collects random bits of information that aren't tied to any particular screen or game function.

TERRAIN MOVEMENT MODIFIERS

Some units have an advantage or a disadvantage in certain terrains. Donkeys move more quickly through mountains than Camels do, and are less susceptible to rockslides. Camels, in turn, move more quickly through deserts and are less susceptible to sandstorms. Cogs cannot enter small rivers. Mercenary Marines cannot move on land and Horse Archers cannot move on either oceans or large rivers.

Military Units

The tables that follow list each unit and its available movement points. Then, for each terrain type, they show the number of points required to move into a square. NA means that type of unit cannot travel into that type of terrain.

Trade Unit Movement Point Costs

Unit Type	Available Movement Pts	Road	Grass	Trees	Desert	Hills	Mtns	Small River	Large River	Ocean	City
Camel	8	1	2	3	2	2	5	4	na	na	2
Donkey	8	1	2	3	3	2	3	4	na	na	2
Lg. Cog	9	na	na	na	na	na	na	na	1	1	3
Sm. Cog	9	na	na	na	na	na	na	na	1	1	3
Lg. Galley	15	na	na	na	na	na	na	1	1	1	3
Sm. Galley	15	na	na	na	na	na	na	1	1	1	3

Military Unit Movement Point Costs

Unit Type	Available Movement Pts	Road	Grass	Trees	Desert	Hills	Mtns	Small River	Large River	Ocean	City
Knights	8	1	2	3	3	2	6	4	1	1	3
Siege Train	8	1	2	3	3	2	6	4	1	1	3
Cavalry	14	1	2	3	3	2	5	4	1	1	3
Horse Archers	14	1	2	3	3	2	5	4	na	na	2
Marines	15	na	na	na	na	na	na	1	1	1	3
Fusiliers	10	1	2	3	3	2	4	4	1	1	3
Archers	10	1	2	3	3	2	4	4	1	1	2
Footmen	10	1	2	3	3	2	4	4	1	1	2

CALAMITIES

PIRATES AND STORMS

Units may be lost to Pirates, Brigands, sea storms and sandstorms. Pirates and Brigands tend to be less of a problem near cities. Pirates and Brigands grow bolder in any area where they capture ships; they decrease in strength and frequency where they are defeated. Sea storms are much less common in coastal waters while sandstorms occur only in the desert, and rockslides occur only in the mountains.

THE PLAGUE

Plague breaks out in approximately 30-year cycles, but might appear more frequently in a world weakened by constant war. Once a city erupts with the Plague, it remains infected for a player's next three turns. Cities weakened by siege or excommunication are more susceptible to the Black Death than cities with robust trade. Plague spreads both through geographic proximity and along trade routes.

When a trade unit or group enters the harbor of a city afflicted with the Plague, a message warns you of the calamity, and asks if you wish to trade anyway. If you choose not to interact with the city (don't click on the BUY/SELL button), the disease will not affect your units. However, cities infected with the Plague often pay premium prices for exotic goods; you may find it worth the risk. As you leave the city after you have completed your transaction, a box appears showing your group. When you click on OK to launch, you discover whether your crew has succumbed to the disease.

You cannot purchase new units in a city afflicted with the Plague.

Plague only affects your military groups if they attack an infected city.

EXCOMMUNICATION

When the pope shows his displeasure by excommunicating a city, the citizens suffer. Commodities become scarcer, and the city offers to pay premium prices for exotic goods to entice reluctant traders to their shores. Civil Forces suffer a loss of morale, and some units desert, weakening an excommunicated city's defense. Excommunication's effects last between two and six turns. Only one city at a time can be excommunicated.

SIEGE

A state of siege exists while any military force attacks a city. The prices and availability of commodities produced in the affected area temporarily change. While their city is under siege, Civil Forces do not recover at the normal rate of one unit per turn.

THE REFORMATION

The timing of the Reformation is based on a combination of the length of game **you** chose (see **Setup Screen)** and the abuses perpetrated by the Vatican. All Venetian players lose access to the Northern European city where it occurs and to all nearby cities. A Protestant Army appears. It marches toward Rome, attacking any Venetian units on the way and sacking cities that are controlled by Venice or any Venetian player.

HOSTILE ARMIES

Throughout the game, armies arise which are usually hostile to Venice. Messages relating rumors of these armies are broadcast to all players, indicating the location where hostile troops were seen. These military forces can be either land- or sea-based; they roam about the map attacking Venetian units and assets, and can actually attack Venice itself. Armies to keep an eye out for include the following: The Genoese, the turks, the Golden Horde, the Mongols, the Protestant Army, the English and French Armies, the Berbers and the dreaded Corsair fleets.

BLOOD AND IRON

*A*long with trade and intrigue, conquest is one of the fundamental themes of MACHIAVELLI THE *PRINCE*. Merchant families went far beyond protecting their shipments against theft. They used a variety of rationales and military configurations in their quests for dominance.

GUARDS

Guard units are treated as commodities rather than as military forces for many purposes in the game. Their training is not as extensive or intense as the training of real fighting companies, and war is not their business. Guards help make sure the merchandise you are shipping gets through to its destination.

When a trade unit is attacked by pirates or brigands, its guard units defend it. Any defending guard units must be destroyed before any trade units in a group are lost. Guard units can be purchased in a city on the Market screen. Each city only provides one type of guard, and some cities do not offer any guards at all. Like commodities, the hiring price of guard units varies from turn to turn, although their per-turn wage (10 florins for a Light Guard unit and 15 florins for a Heavy Guard unit) remains constant. Be careful to have the funds to pay your guards every turn. Those that are not paid turn on you and become brigands.

MILITARY UNITS AND GROUPS

Military units only appear as parts of a Civil Force, Expeditionary Force, Mercenary group, Hostile Army, Crusader group, Pirate or Brigand group (each described below). Only military groups can attack cities or other groups; even if they have guard units on board, trade groups cannot attack.

Most military groups start in their city of origin. They can either march overland or, if they pass through a coastal city, they can put out to sea (having hired their own ships). The two exceptions are groups that contain Marines and Horse Archers. Marines cannot move overland and Horse Archers cannot move on water.

Most groups recoup losses every turn that they stay in a city to which the group's owner has access.

CML FORCES

All cities have units that defend them against other forces. Civil Forces cannot leave their city of origin, although their numbers can be reduced by war and attrition due to calamities.

EXPEDITIONARY FORCES

Venice possesses both an expeditionary Home Fleet and a Home Army. These groups are not limited to defensive tactics, and can travel out of Venice (unlike most city's Civil Forces). The maintenance cost of the Home Fleet and Home Army are born personally by the Admiral and General, respectively. Though the doge can assign either leader more money than is required to upkeep their expeditionary forces, it is up to the Admiral or General to hire additional Mercenaries to augment their troops. A player not spending a goodly portion of his budget for the proper purpose may lose popularity with the citizens of Venice (see **The Doge** for details). Cities conquered by either Expeditionary Force are treated the same way as those conquered by Mercenary groups.

MERCENARIES

Mercenary groups are soldiers for hire led by highly skilled leaders called *condotierri:* the name of a Mercenary group is the surname of its *condotierri.* As the game progresses, new leaders arise in various cities, and more groups become available. Mercenaries are paid on a per turn basis. At the **CAMPANILE** building, you'll find a list of all the Mercenaries currently available to you. This list includes both groups in cities to which you have access, and those at large that are traversing terrain you can see.

HOSTILE ARMIES

Throughout the game, armies arise under a variety of leaders, and most are hostile to Venice. **See Calamities** for details,

CRUSADERS

Crusader armies are made up of religious zealots and opportunistic adventurers from all over Europe. When the Pope calls a crusade, these units congregate in his home city. He gets a message announcing their readiness, and can direct their movements. The composite units in Crusader forces tend to lose enthusiasm over time and desert their assignments. Crusader armies do not recuperate in friendly cities the way other military units do.

PIRATES AND BRIGANDS

Non-player Pirates and Brigands are fairly rare at the beginning of the game, but every time they capture treasure, they become more likely to recur in that area. Of course, they also become stronger. To reduce piracy in a particular area, your guards must successfully defend their trade groups, or your military groups must search them out and defeat them.

"Generally, men judge by the eye rather than **the** hand, for all men can see a thing, but come few come close enough to **touch** it. All men will see what you seem to be: only a few will know **what** you are. and those few will not dare to oppose the many who have the majesty of the state to defend them. In all *men's* acts, and in those of princes most especially. it is the *result* that renders the *verdict when* there is no court *of appeal."*

-Niccolo Machiavelli

TABLE OF COMBAT STRENGTHS AND UNIT COSTS

The following table lists every unit in the game, and shows their attack and defense strengths, their initial costs, and in the case of military and guard units, their upkeep costs per turn.

Unit Type	Attack	Defend	Cost	Cost per Turn
Camels	n/a	1	500	n/a
Donkeys	n/a	1	500	n/a
Large Cogs	n/a	1	1000	n/a
Small Cogs	n/a	1	800	n/a
Large Galleys	n/a	1	700	n/a
Small Galleys	n/a	1	400	n/a
Light Guards	n/a	1	About 50	10
Heavy Guards	n/a	2	About 75	15
Knights	5	3	n/a	170
Siege Trains	5	2	n/a	150
Cavalry	3	3	n/a	130
Horse Archers	3	2	n/a	110
Marines	3	3	n/a	90
Fusiliers	4	2	n/a	90
Archers	3	2	n/a	70
Footmen	2	3	n/a	60

POPULARITY

Iour popularity matters to the various elements of your family. Assassins are more likely to succeed against lackeys (even against popes and doges) of an unpopular faction. Senators whose loyalty is low are more susceptible to bribes. Your opponents are more likely to believe rumors about you if your popularity is already rock-bottom. The game includes a number of paths which increase your popularity, as well as a handful of temptations which might tarnish your good image, even as they help you achieve your ends.

GAINING POPULAR FAVOR

When you take an action that the citizens interpret as positive, you might see a special message announcing an improvement in your popularity score. The number of points you earn is related to the scope of the deed, and the points you already have. In the Clock Tower screen, a "weight" rating gives you an idea of the possible importance of your deeds; however, each gain is randomly determined.

CONQUEST
Conquering a city increases your popularity only if you do it for "the Glory of Venice," which is to say, only if you give all Venetian players access to that city at the time of conquest.

VICTORY
Defeating Pirates or Brigands with guards or military groups causes your popularity to increase because you are making the area safer for everyone.

PATRONAGE
Buying art and donating money to the Church are good ways to increase your popularity.

BUILDING ROADS
Since every player can use any road, you might receive a slight popularity increase when you make overland routes more efficient.

CRIMINAL BEHAVIOR

Sometimes the temptation to use means outside the law is overwhelming. If you succeed, you can knock back a competing player, and possibly score some loot as well. If you get caught engaging in criminal behavior, or if people you hire get caught, the populace turns on you. You might be fined or assessed reparations as well as losing popularity. It is possible to succeed and still be caught.

BRIGANDAGE
Attacking another Venetian's trade unit or a friendly city is considered poor form. If you succeed in capturing a trade unit, you reduce your opponent's fleet, and there is a chance that you commandeer both the unit and some of its cargo. If you are caught, you will be assessed reparations up to the total amount in your treasury. The level of fines is proportional to the distance of the attack from Venice.

ARSON
Burning down another Venetian's villa or warehouse depletes your opponent's treasury and his ability to gain popularity (in the case of the villa: see **Build Villa** for details). If you are caught, you will lose popularity, and your opponent may threaten vengeance.

RUMOR MONGERING
Slandering the good name of a fellow Venetian directly reduces his popularity. However, rumors have a way of backfiring; if you are caught, you lose popularity yourself.

ASSASSINATION
Helping a fellow Venetian to get closer to the Almighty might seem like the ultimate kindness, but not all citizens hold your point of view. If you succeed in assassinating a senator, the pope or the doge. you open up a world of possibilities. If you are caught, you lose popularity in approximate proportion to the rank of your victim (citizens are more outraged when you snuff the pope than when a mere cardinal dies).

"..for *a man who strives after goodness in all his acts* is sure to come to ruin, since there are so many men who *are not good*"

-Niccolo Machiavelli

SCORING

t the end of the game, MACHIAVELLI THE PRINCE displays three screens: the players' score, the game progress graph, and the history graphs of all human players. All the graphs show the player's score in terms of a rating. This rating is based on the settings you initially chose in the **Setup** Screen:

The Pirate setting.. . - 10%. 0, or +10%

The Storm setting... -5%. 0, or +5%

The player difficulty setting... - 10%. 0, +lO%

(Based on how much each started with in money and units.)

The computer players' levels.. . -10% -5%. 0, +5%, + 10%

(Per computer level)

These percentage modifiers are totaled for each player and applied to the player's worth. Depending on the original game length setting, this modified worth is divided by a fixed number to get a percentage rating from 0 to 100 percent. The percentage is used to assign each MACHIAVELLI THE PRINCE player a rank. The first five are listed below, but you'll have to play to find the rest:

Galley Slave - Servant - Cabin Boy - Meatball Maker - Gondola Captain

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"I conclude that **since men low as they themselves determine but fear as their ruler determines, a wise prince must** *reply* **upon** *what he and* **not others can control. He need only strive to avoid being hated, as I said."**

-**Niccolo Machiavelli**

Appendices

APPENDIX A: USING THE KEYBOARD

ACHIAVELLI THE PRINCE is primarily designed around using a mouse. In some cases, a mouse is, in fact, necessary. Using the keyboard to input the spatial information typical in a map-based game is just too clumsy. However, you can speed up game play by becoming familiar with the short-cut keys and keyboard alternatives.

In general, to get to a button or field using only the keyboard, you can cycle through the active windows (places where text changes) by repeatedly pressing the TAB key. Press the SPACE BAR or RETURN key to "click" on a button once you have it highlighted. Arrow keys are reserved for moving around inside fields (like group names or list boxes.)

A short-cut key is indicated by a highlighted letter on that button. For example, in the first screen the letter 'S' in START NEW GAME is a different color than the rest of the word. Pressing the S key here takes MACHIAVELLI THE PRINCE immediately to the new game configuration screen. If you are currently in an EDIT field (box where you type in letters) where s's are treated literally, you can use the ALT key in combination with the short-cut key.

Also, to speed up play, there are a few special keys enabled in the Movement screen. The NUM LOCK feature must be OFF to use the number pad keys.

Arrow keys   The arrow keys move the current group one space at a time either vertically or horizontally.

Number keys   The number keys on the number pad move the current group one space at a time diagonally.

[Control] +
arrow keys   Holding CONTROL while using the arrow keys scrolls the map around without moving a group.

C   Centers the map on the currently active group.

I   Brings up the Market screen if the currently active group is in port, or the Group box if it is not.

Q   Changes to a scout mode where you can move a cursor around without moving any groups.

T   Changes to a scout mode where you can move a cursor around without moving any groups. If you press ENTER when you are done, T moves the currently active group to the cursor's location.

APPENDIX B: PLAYING REMOTE OPPONENTS

S ince MACHIAVELLI THE PRINCE is not a real-time interactive game in the same way a flight simulation is, the modem options are simply designed to exchange saved game files between each turn. MACHIAVELLI THE PRINCE supports two methods of file exchange.

TWO PLAYER MODEM GAME:

The first and easiest option is to play the fixed two player option. The caller selects the MODEM button and then clicks ORIGINATE NEW TWO PLAYER GAME (or ORIGINATE OLD TWO PLAYER GAME, if resuming an old game). The receiving player always selects the MODEM button and then clicks ANSWER ANY TWO PLAYER GAME. Players are connected using the modem options screen described below.

The originating player then sets up the new game or chooses the old game. At this point, MACHIAVELLI THE PRINCE sends the game information to the receiving player. Then the originating player plays out his or her turn, (if resuming an old game, MACHIAVELLI *THE* PRINCE asks if the next player's turn is the originating player's; click NO to let the receiving player start first). At this point and before every human player's turn hereafter, the game sends an abbreviated update file to the next player.

If for any reason MACHIAVELLI THE PRINCE is unable to overcome phone line noise, dropped lines or disconnection, the game prompts both players with a last chance to save before quitting. If the problem was temporary or is quickly resolved, the game can be continued by selecting MODEM and then clicking ORIGINATE OLD TWO PLAYER GAME at the side who moved last.

Modem games can only have two human players, and they must be player one and player three. Attempting to resume a saved game not originally set up as modem play results in an error-the player not moving can not interact with the game. Press ESC to terminate the connection if you accidentally choose the wrong saved game.

E-Mail Game

The second method of remote play is the most flexible-the e-mail style. By e-mailing turns between each human player, this option allows as many or few players as you choose, in any order you desire. You can use either a BBS or commercial network, or MACHIAVELLI THE PRINCE game turn mail feature. To create a e-mail-able saved game, click the PBEM END button from the End of Turn screen. When this saved game is reloaded, the next person's turn starts automatically. After MACHIAVELLI THE PRINCE saves a PBEM game, you can send the file immediately. If you'd rather, you can send the file later by selecting MODEM and then clicking SEND GAME VIA MODEM. Here you are presented with the modem options screen described below. MACHIAVELLI THE PRINCE connects and sends the save game file on to the next player. The next player chooses MODEM and then clicks RECEIVE GAME BY MODEM. His or her computer waits for the call, downloads the game, and starts up his or her turn.

Modem Options Screen:

Note: If you do not understand any of the terms below, please refer to your modem manufacturer's manual.

Set the COM port to the your modem is plugged into. (If you don't know this, you might get lucky and it might be labeled. Most likely. however, you will have to refer to the internal modem manufacturer's manual or the installer. For external modems ,refer to the computer manufacturer's manual or your assembler to determine which plug is which COM port.)

Next set the highest baud rate your modem supports, and choose AUTO BAUD or FIXED BAUD. Auto baud allows MACHIAVELLI THE PRINCE to set its internal baud by the connection message your modem returns. However, some data compressing modems don't return the connection rate they actually want to talk at. In this case, you may either disable compression MACHIAVELLI THE PRINCE does some rudimentary compression before it sends anyway,) or if you know what the final rate will be, simply set that and use the FIXED BAUD setting.

Next are toggle buttons to choose direct connection (NULL Modem line) or modem, Tone or Pulse dialing, and whether MACHIAVELLI THE PRINCE should dial itself or pick up a current voice connection. (Some fields are unnecessary and therefore not present on the receiver's side.) On the originating side, there is a box to type in your opponents phone number. Lastly, there is a box to type in any modem initialization AT commands. The defaults should work on most modems, but if you have trouble, refer to your modem manufacturer's manual to ensure your modem is set properly and compatibly with your opponent's. MACHIAVELLI THE PRINCE requires the result codes are enabled and verbal.

Modem Troubleshooting Hints:

MACHIAVELLI THE PRINCE displays the following message:

"Modem not acknowledging. "-The modem is not responding correctly to the initialization string or dial command. Ensure the modem is on, and connected properly. ensure the COM port and baud rate are set properly. Ensure that the initialization string enables result codes in the verbal mode.

"Timed out waiting for connection."-Connect message not received. Ensure modem is set to return the standard CONNECT #### message.

"Busy" -Opponent's line may be busy or if picking up voice line, **"X1"** may be missing from the initialization string.

"No Carrier"-Phone line may not be connected to modem or, if picking up voice line, **"X1"** may be missing from the initialization string.

"Timed out waiting for modems to sync. Baud may be wrong. "-MACHIAVELLI THE PRINCE failed to recognize the sign on packet. Modems with data compression may be at wrong baud or line noise may be excessive.

"Error **count too** high"-Caused by excessive line noise. In some areas you may need a special modem phone line, or you may have just gotten unlucky (as with some voice connections...)

APPENDIX C: **GENERAL TROUBLESHOOTING**

Q. *What if an* "out *of memory" error* occurs during a game?

A. Remove or reduce the size of your disk cache to increase the size of your available memory.

B. In the future you may want to employ the AUTO SAVE. If a memory error occurs, then you may be able to continue playing it after you try step A.

Q. *What* if the *mouse* cursor *does not* operate *properly?*

A. With some mice (that are not 100% Microsoft compatible) there can be problems with the mouse. Replacing the driver should correct the problem.

Q. *What if the access time is slow?*

A. Install a reliable disk cache system.

APPENDIXD: **ADVANCED CUSTOMIZATION**

SLANDERS.LIE- You can customize the slander statements that appear after a successful slander by typing **EDIT SLANDERS.LIE** in the MERCHANT directory. (EDIT is a DOS 5.0 and up command. If your DOS version is lower, you can use any other ASCII editor.) You can have any number of statements as long as the number at the top of the list matches the number of statements. Statement lengths are limited to 35 characters.

COMOD##.INF-The descriptions that appear on the Buy/Sell screen can also be edited. In the MERCHANT directory, type **EDIT COMOD##.INF** where the "##" equals a commodity number.

Command Line switches-You may add any of the following to the command line when starting MACHIAVELLI **THE PRINCE.** For example, to start MACHIAVELLI **THE** PRINCE with no music, type MERCHANT NOMUSIC when starting the game.

SETUP-Reconfigures sound card.

NOMUSIC and **NODIGITAL-Start** without playing music and digitized sounds, respectively.

VGA-Forces the graphics mode to be standard VGA/MCGA (320x200, 256 colors).

VESA-Forces the graphics mode to be Super VGA |SVGA) using a VESA driver (640x480).

MODE#-Forces a specific SVGA card/chipset to be used where # can be: 13 for ATI, 14 for Paradise/Western Digital/AST, 15 for Trident 8800/8900, 16 for Tseng ET3000, 17 for Tseng ET4000, and 18 for Headland Video 7 VRAM/V7VGA/ 1024i. Note that these switches are only necessary if the autodetection fails (which is rare), or to avoid using VESA. For example, use **MERCHANT MODE14** if you want to explicitly specify a Paradise card.

NOEMS **and** NOXMS-Forces MACHIAVELLI THE **PRINCE** not to use Expanded and Extended memory, respectively.

APPENDIX E: UNITS ATTRIBUTES AND MOVEMENT MODIFIERS

TRADE UNITS

Movement Point Costs

Unit Type	move Points	Road	Grass	Trees	Desert	Hills	Mtns	Small River	Large River	ocean	city
Camels	8	1	2	3	2	2	5	4	n a	n a	2
Donkeys	8	1	2	3	3	2	3	4	n a	n a	2
Lg. cogs	9	n a	n a	n a	n a	n a	n a	n a	1	1	3
Sm. Cogs	9	n a	n a	n a	na	n a	n a	n a	1	1	3
Lg. Galleys	1 5	n a	n a	n a	na	na	n a	1	1	1	3
Sm. Galleys	1 5	n a	n a	na	na	n a	na	1	1	1	3

MILITARY UNITS

Movement Point Costs

unit Type	Move points	Road	Grass	Trees	Dessert	Hills	Mtns	Small River	Large River	Ocean	City
Knights	8	1	2	3	3	2	6	4	1	1	3
Siege Train	8	1	2	3	3	2	6	4	1	1	3
Cavalry	14	1	2	3	3	2	5	4	1	1	3
Horse Archers	14	1	2	3	3	2	5	4	n a	n a	2
Marines	1 5	n a	n a	n a	n a	n a	n a	1	1	1	3
Fusiliers	1 0	1	2	3	3	2	4	4	1	1	2
Archers	10	1	2	3	3	2	4	4	1	1	2
Footmen	1 0	1	2	3	3	2	4	4	1	1	2

ALL UNITS

Unit Type	Attack	Defend	Cost	Cost per Turn
Camels	n/a		500	n/a
Donkeys	n/a		500	n/a
Large Cogs	n/a		1000	n/a
Small Cogs	n/a		800	n/a
Large Galleys	n/a		700	n/a
Small Galleys	n/a		400	n/a
Light Guards	n/a		About 50	10
Heavy Guards	n/a	2	About 75	15
Knights	5	3	n/a	170
Siege Trains	5	2	n/a	150
Cavalry	3	3	n/a	130
Horse Archers	3	2	n/a	110
Marines	3	3	n/a	90
Fusiliers	4	2	n/a	90
Archers	3	2	n/a	70
Footmen	2	3	n/a	60

APPENDIX F: Historical Notes

THE HISTORY SURROUNDING
MACHIAVELLI THE PRINCE

MACHIAVELLI THE PRINCE spans the entire known world of the fourteenth century, and then some (amazing what a little twentieth century hindsight can do). Doing justice to such a sweeping historical overview is beyond the scope of our manual, and because of our interest in gameplay over strict accuracy, perhaps doomed to failure anyway. Instead, we offer these factual tidbits on the important and curious people, places and events that informed the game.

Dante Alegheri is the author of the *Diuine Comedy* and was the first person to write in vernacular Italian as opposed to Latin. His patron was Lorenzo deMedici of Florence.

The Arsenal covered sixty acres; it was the largest industrial complex in Europe in its time and for centuries to come. By the year 1480, the Arsenal could accommodate the simultaneous production of 116 galleys in Venice.

Pietro Barbo was a wealthy Venetian merchant turned Cardinal, one of several Cardinals in the Barbo family at the time. He was elected Pope Paul II and sat from 1464 to 147 1. Barbo is best known for building the Palazzo San Marco in Rome while he was still a Cardinal. He was the first Pope to allow women to "entertain" in the Vatican. His worldly ways set an example which was followed by his successors.

The Black Death is a vernacular term for the Bubonic Plague, a disease characterized by the appearance of large black swellings called "buboes" which eventually rupture, spewing a sticky, virulent fluid. The Plague was carried by rat fleas and killed over a third of the population of Europe during the 14th and 15th centuries. It put on hold the Hundred Years' War, devastated whole countries, and led many to believe that the apocalypse was upon them, helping to inspire such bizarre behaviors as the Danse Macabre and the self-destructive Flagellant Crusade (immortalized in one of HDI's favorite films, Monty Python's *Holy Grail).* Major outbreaks struck Europe through the 17th century.

Giovanni Boccaccio, one of the first humanists, wrote the Decameron, an influential predecessor of Chaucer's Canterbury Tales.

Roderigo Borgia sat as Pope Alexander VI, and was the father of Cesare and Lucrezia Borgia, as well as the patriarch of the infamous Borgia family. Roderigo was known for his ruthlessness with his enemies and for the opulence of his entertainments. He bought the Papacy from his rivals, Cardinals della Rovere and Sforza, and then used Cesare in an attempt to create an hereditary empire of the Papal States and Romagna.

Michaelangelo Buonarroti, one of the most famous Renaissance artists, was commissioned to paint the ceiling of the Sistine Chapel by Pope Julius II in 1508. It is believed that Michaelangelo worked under the close supervision of the Pope to authenticate the theological content of the mural. He was allowed free reign on his Last *Judgment* in 1536.

Cogs are wide-hulled, slow, and ungainly craft; they were the primary cargo vessels of Europe in the 14th century. Cogs were both relatively seaworthy and easy to sail and maintain.

Condottieri were mercenary captains who provided most of the military force available to the Italian city-states during the Renaissance. Some were unscrupulous and "fought" battles in which neither side took casualties, but each collected duty pay. Occasionally a *condotien-i* overthrew the prince who had hired him and took over his realm. Among the most famous were Colleoni and Gattamelata of Venice, the Montefeltros of Ferrera, and d'Algere, who was seconded from France.

Leonardo DaVinci, an artist and a scientist, is still considered one of the most brilliant men of all time. Now best known for painting the *Mona Lisa,* he also experimented with flight and was one of the first men to look analytically at human anatomy, though only for artistic purposes.

The Doge, a salaried Venetian official, filled the role of head of state for the republic. He was elected for life, often over his own objections. Doges were mostly septuagenarians chosen to give the impression of serene leadership. He presided over the annual ritual marriage of Venice to the sea.

The (so-called) Fourth Crusade against the Seljuk Turks was sidetracked by Venetian merchants who transported the crusaders. These Venetians required their passengers to attack several targets on the way to the Holy Land as part of their transport fees, including Constantinople (Byzantium) in 1203. The Venetians then set up a puppet emperor in Byzantium and ruled much of the Aegean Sea via proxies in what was known as the Latin Empire.

The Fuggers were a banking family led by Jakob Fugger, whose economic prominence surpassed the Medicis during the 15th century. They made loans to the Holy Roman Emperors and were the Papal bankers in northern Europe. They used the silver and copper mines they received as collateral to make them the richest family in Europe.

Galleasses were great oar- and sail-driven ships-the finest fighting vessels until the advent of caravels in the late 15th century (caravels carry far more canons). Rowed by prisoners from Venetian jails and captained by mercenaries, galleasses gave Venice (and rival Genoa) command of the Mediterranean for over a century.

Genoa, along with Pisa and Amalfi, was Venice's main trade rival during the 14th century. These rivalries often sparked wars between the city-states and were a constant source of political maneuvering and geo-economic disputes within Italy.

The Great Western Schism refers to the short period when two popes each claimed to be the supreme leader of the Church. In the early 1300s a majority of the Divine College of Cardinals were French. Since papal elections were held in Rome, the French Cardinals were under great secular pressure to elect an Italian pope. Under those conditions, they elected the Italian Pope Urban VI in 1377. After they returned to France, though, these cardinals renounced Urban and elected a fellow Frenchman to be Pope Clement VII. They moved the papacy to Avignon, France.

A short war for the Vatican ensued, in which Clement was unable to depose Urban. During the following schism both popes fought constantly; Urban was known for torturing and murdering opposing cardinals. Each papacy had duplicate bishops, holy orders and generals. The schismatic popes spent their entire treasuries trying to overthrow one another. Finally, in 1429, a compromise was reached with the election of Pope Martin V. though the last French pope of Avignon would remain defiant until his death 20 years later.

The Hanseatic League was a trading confederation centered in Northern Germany that grew to include over 70 cities. It controlled monopolies of trade in the North and Baltic Seas. The League's fortunes declined with the rise of Sweden, Russia, and Denmark as independent kingdoms.

The Hundred Years' War began in 1338 when Edward III of England invaded France. Over the next 115 years, armies of both sides would march to and fro across France in attempts to defeat the rival kingdom. This war saw some of the most famous commanders on both sides such as Joan of Arc, The Black Prince, John of Gaunt, and Henry V. It also saw the development of the longbow, crossbow, arquebus, and some of the first use of black powder artillery in field battles. The French eventually captured Bordeaux in 1453, ending the war even though Calais, the last English outpost on mainland France, would not fall until over a century later.

Indulgences were documents sold by agents of the Church that allowed for the forgiveness of sins in return for monetary considerations. They were even sold to forgive sins not yet committed. The sale of indulgences in Northern Europe was a major cause of the Reformation.

Janissaries were the foremost warriors for the Ottoman Empire. The hand-picked sons of Christian prisoners, they were renowned for their physical size. They were brought up from childhood in a pseudo-military religion which forbade them to marry and reinforced their loyalty to the Sultan only.

Genghis Khan was the founder and ruler of the first Mongol Empire that at one time stretched from the Yellow Sea to Poland and Hungary. He was the first of a series of brilliant Mongol conquerors who, between 12 14 and 1350, opened roads from eastern Europe to China. His sons and grandsons, Batu Khan, Mangu Khan, Kublai Khan and Hulagu "were as able a dynasty as ever ruled a great empire."

The League of Cambral was an alliance of The Holy Roman Empire, Spain, and the papacy, backed by many Swiss mercenaries. The League aimed first at quelling Venice, and later at hobbling France. For the five years following 1508, and supplemented by papal decrees of excommunication, the League was fairly successful in regaining some of Venice's more recent acquisitions **on mainland Italy. in the region known as The Veneto.**

Niccolo Machiavelli was a political theorist who lived in 15th century Florence and served as an advisor to Lorenzo deMedici "the Magnificent." In his most famous book, The *Prince,* Machiavelli gives step by step instructions to the ruler of a state for acquiring, maintaining and increasing political power. In his *Discourses,* and in The *Florentine Histories,* he comes out in favor of the republic (as opposed to despotism) as a form of government.

The Mamluks were a major power in the Eastern Mediterranean in the 13th and 14th centuries. This dynasty ruled Egypt and parts of the Levant, and destroyed the last of the Crusader's states in the Holy Land. They prevented the Mongols from penetrating into Africa.

The deMedicis were one of the most influential clans in all history, primarily known as the famous ruling family of Florence. De Medici luminaries include two popes, a queen of France, and innumerable lesser personages. They became one of the two largest mercantile and banking families in Europe (the Fuggers were the other). They were patrons to the likes of DaVinci and Machiavelli. In a famous assassination attempt the Pazzi family, enemies of Lorenzo and Guiliano, attempted to slay them during a High Mass. Lorenzo fought his way out of the Cathedral, but Guiliano died. Exacting his revenge, Lorenzo ordered and achieved a complete annihilation on the Pazzi family and their co-conspirators.

Muslim Scholars were also great adventurers. A social philosopher from Tunis and consultant to Tamerlane, ibn Khaldun traveled the (known) world. Many of his written records have survived to the present day. "The Islamic Marco Polo," ibn Batuta, visited every Muslim country and many neighboring nations and wrote descriptions of them.

Osman was the founder of the Ottoman Empire. His holdings grew from a single tribe of Turks to an empire which dominated the Balkans, Asia Minor, the Middle East and North Africa until the early twentieth century. He and his son Orhan began their conquests in 1326, captured Constantinople in 1453, and founded a dynasty lasting until 1922.

Marco Polo was a Venetian adventurer and writer. He and his father were sent to the Mongols on a diplomatic mission by the pope. He is credited with discovering many new foods and commodities during the 24 years he spent traveling **in the Orient.** Polo servcd as an emmissary for Kublai Khan and detailed life In the Far East for European readers. He dictated his book, *Description* **of** *the World,* while in a Genoese prison.

The Silk Road was the name for a collection of caravan routes between Baghdad and China. It was opened after the **Mongol** conquests and remained open for only about a century.

Vlad Tepes "the Impaler" is believed to be the inspiration for Bram Stoker's horror classic, *Dracula.* This bloodthirsty prince of Wallachia became a dedicated foe of the Turks after being held hostage by them to guarantee his father's good behavior.

Timbuktu. the capital of Mali, was a rich source of gold and a center for trans-Saharan trade. It was conquered in 1468 by the Songhai ruler Sonni Ali. At its height in 1350, it was the center of an empire as large as all of Western Europe.

Timur the Lame was the Muslim/Tartar creator of an empire which replaced the southern Mongol Empires in the late 14th Century. On his death, the overland trade routes to the Orient were closed.

Venice was one of the major powers in Medieval Italy. It was founded by refugees from the barbarian conquerors of the Roman Empire and grew to become the largest mercantile center in the Mediterranean Basin. The Venetians lived in a limited republic headed by the Council of Ten and the Doge.

At its peak, Venice controlled "one quarter and one half of one quarter" of the former Roman empire. Venice lost its primacy in the Mediterranean when competition compromises its trade rotates. Its land routes to Asia were cut off by the Turks, and its monopoly of the Red Sea and Indian Ocean foundered when the Portuguese discovered the sea route around Africa.

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DESIGNER NOTES

ANDREW HACKETT

MACHIAVELLI **THE PRINCE** is a game about money. The objective is to gain more of it than anyone else and so one must be careful how one spends one's money. Offices such as the doge and the pope will increase your income greatly, but only if you don't spend too much in acquiring them. Always take the long view and work for the future.

KEN LIGHTNER

Hints? After about a million and a half bytes of code, I don't know what the game does anymore myself! Seriously though, there are two basic things beginning players fail to exploit, politics and exploration. Both the church and the senate are excellent ways to make money (especially if you don't have to compete too hard with the other players.) And if the lure of relies isn't enough to get you exploring, at least realize that longer routes hold bigger potential profits!

CRIS-JON LINDSAY

I suggest starting to explore with small galleys until you find a few cities that produce expensive items in large quantities. When starting productive trade routes with these cities, keep in mind that other players may try to use mercenaries to destroy your good trade routes. If other players do this, split your group(s) into a bunch of small groups so you won't loose your whole shipment at once. If there are a lot of pirates around, it is better to have large groups with one or two ships full of guards since you can't lose any ships until all the guards have been killed.

ROB LEFEBVRE

This project has been one of the most interesting projects I've had the pleasure to work on. After Ed came up with the preliminary design, we all knew that this would be a very different game. We wanted a game where the players would all do better from working together a little while still keeping the competitive spirit very much alive. This desire was central to the development of the political, religious, and military systems in the game. For example, if nobody wants to defend Venice ("Oh. I'll let the other players defend it"), everyone loses big; cooperation for the common defense is essential. Similarly, deals can easily be made in politics for the good of all parties involved: "I'll vote for you for Doge if you'll make me admiral and give me a good salary". Of course, the underlying trading game had to be seamlessly integrated into the overall system and correctly balanced so that someone who chooses **to** invest in the Church and senate very early has a chance to win, just as do those who emphasize trading and exploration early. It has been a long road getting to the final product (as my wife would surely agree!), but one that we're all very glad we took.

ED PIKE

I must thank the writings of Machiavelli and the presidential politics of 1992 for inspiration to do **Machiavelli the Prince.** The sense of cynicism generated by the elections and by the politics of the past quarter century led me to consider similar periods in history. Rereading The Prince led to other investigations. I discovered that the prime players in the early Italian Renaissance were mostly mercantile republics driven by secular and rational interests, and that many of today's basic institutions were formed then. Except for the much abused Roman Republic (there were several "Roman" games running about when we were considering our next game), I could think of no better period to simulate in a game for our times. I tried to create a simulation that was "holistic" rather than one dimensional: one that might provide food for thought about our current times while remaining entertaining and not overly depressing. Enjoy!

And last but not least, I must give my deepest thanks to my wonderful wife, Michele, for having exhibited patience and grace while supporting this project through completion.

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