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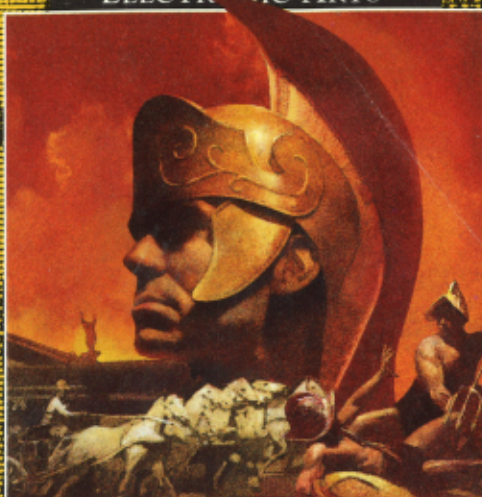
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CENTURION DEFENDER OF ROME™



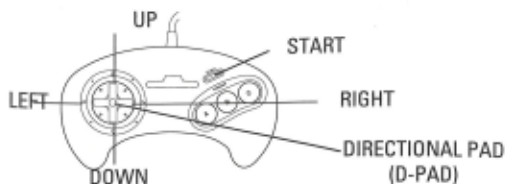
Kellyn Beck is the designer and project director of several award-winning computer games. His extensive experience in television, film, and theater have all helped him exploit the potential of interactive entertainment. While he thoroughly researches each of his design projects for historical accuracy, he freely admits that the inspiration for *Centurion* came from too many hours watching the movies *Ben-Hur* and *Spartacus*.

Evan & Nicky Robinson are the guiding lights of Bits of Magic. They are ace programmers and designers in their own right, who joined Kellyn to bring you this thunderous epic of wagon trains crossing Alaska . . .no, that's not right . . . star destroyers battling D-beams of the Rump of Orion . . . no that's not right either . . . submarines searching the Congo for Dr. Livingstone . . . no! no! no! . . . well, it's thunderous and epic, whatever it is.


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CONTROLLING THE GAME



	A	B
General	Activate selected item. Move one level deeper into the game	
Move a legion	Enter a selected province or board a fleet with the selected legion	Show "ghost" legions in provinces you can enter and on fleets you can board
Move a fleet	Show "ghost" fleets in other seas. Move the selected fleet.	
Land Combat	Give orders to a selected unit. Unit shows its current orders. To change those orders, select where you want the unit to go; press A gain. The unit shows its new orders.	Move pointer to bottom B again to move pointer back to original position
Naval Combat	Shoot fire ball from catapult	Put out boarding ramp
Chariot Race	Whip opponent on your left (if he's close enough)	Whip your horses

C	D-PAD
Cancel current choice. Move back one level in the game	Move pointer  (In this manual, select means use the D-Pad to move the pointer or black dot to an item)
	Select a legion. Select a province or fleet containing a ghost legion
Move pointer to END TURN icon. C again to move pointer back	Select a fleet. Select a sea containing a ghost fleet.
Pause combat so you can give orders to a unit. C again restarts combat	Select a unit (cohort)
	Select a ship. LEFT/RIGHT control ship's direction. UP/DOWN controls speed
Whip opponent on your right (if he's close enough)	LEFT/RIGHT to change DOWN to brake. You cannot whip and move laterally at the same time.

RULING THE ROMAN EMPIRE

The year is 275 B.C. Through conquest and skillful diplomacy, the Roman republic has brought the petty kingdoms and city-states of Italia under its control. This is the moment when the descendants of Romulus and Remus emerge as a power onto the world stage. This is the modest beginning of an empire that will one day cover most of Europe, Asia Minor, and North Africa.

As an ambitious young officer, your duty is to defend Rome. Your hope is to become Caesar. Your destiny—to rule the world.

STARTING CENTURION

1. Flip OFF the power switch on your Sega™ Genesis™.

Never insert or remove a game cartridge when the power is on.

2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the game cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch.

The Electronic Arts® logo will appear. If you don't see it, begin again at step 1.

5. The next screen shows Romulus and Remus being nursed by a she-wolf. If you like, read the historical text for background to the game. The Centurion title screen will appear automatically.



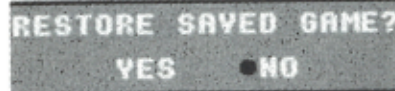
Press any button to continue. The text sets the scene.



Press any button to continue.



If this is the first time you've played Centurion, press START.



The RESTORE SAVED GAME? box lets you start a new game or return to one that you or a friend has previously played and saved. See Saving, Quitting, and Restoring the Game, below, if you want to play a saved game.

If you'd like to run quickly through the basics of the game, just to see how it works, you might like *Quickstarting the Game*, below. When you want a full explanation of all the exciting parts of the game, you can look at *What's in the Game*.

QUICKSTARTING THE GAME

At the beginning of the game, the Province screen shows that you only control the province of Italia. The soldier standing in Italia represents the single legion you command.



One province and one legion don't make an empire. You're going to have to go to work.



Your goal is to rule the world *and* keep your subjects happy. While there's no single "right" way to conquer the world, you'll definitely need to win the allegiance, by diplomacy or war, of some other provinces.

In this Quickstart scenario, you'll start your mission by invading the province of Alpes with your legion, and vanquishing the barbarian tribes that live there.



Press B.



The "ghost" legion icons indicate the provinces you can move into. The Info bar gives you information about your infantry legion. You can see that your army (the first Italia), has fierce courage; is ready to fight; and is composed of 4,200 foot soldiers (Infantry).



Select Alpes.



Moving Italia to Alpes

SELECT means, use the D-Pad to move the pointer [up to Alpes, which moves your legion to Alpes], and press A.



Read the story on the screen. Hit any button to see more text.

Vindelic, leader of the Alpes tribes, speaks to you after you've seen all of the text.



At your current rank, you can respond to his "greeting" in one of 3 ways. Go to War, Withdraw, or issue an Ultimatum.

Your goal in this scenario is to conquer a province, so **WITHDRAW** is not an option for you. On the other hand, you're not so rash or stupid as to **GO TO WAR**, without trying a little talk first.



Select **ULTIMATUM**.

Remember: *Select* can also mean, D-Pad the black dot [to **ULTIMATUM**], and press A.

Your ultimatum "**SURRENDER OR DIE**" appears on the screen, as does Vindelic's angry response. He has called your bluff. Put up, or shut up. You have no choice but to **GO TO WAR**.



GO TO WAR happens to be selected. Press A.

The message, "**THEN WE ARE AT WAR**" appears.



Press A to move to the battlefield.



Select **BALANCED ARMY** from the Choose Formation box. Press A. Your troops are always on the left.



Select **SCIPIO'S DEFENSE** from the Choose Tactic box. Press A. The battle begins immediately.

If you want a moment to get your bearings, you can pause the battle; press C when the troops begin to move.



To watch your troops acting out their battle orders, select Orders at the bottom of the screen. Press A.

This runs a brief preview of the SCIPIO'S DEFENSE battle scenario, and brings you back to the point where you paused. SCIPIO'S DEFENSE is a winning tactic against smaller forces. It slightly adjusts the position of the rear-guard units to protect the commanding general and simply waits for the enemy's frontal assault, which it then crushes with superior numbers. Other tactics have other maneuvers.

In future battles you may want to direct individual units of your legions. With the game paused, you can do this. See *Land Battle* on page 33.



For now, press C to resume the battle. Notice how your troops wait for the action to come to them in this scenario.

After a few moments the Alpes are defeated. Those soldiers who remain alive have retreated. If the Alpes' general was knocked off his horse, perhaps you saw a

white flag emerge from the place where he fell. That's usually a sign that the enemy is in big trouble.

Once the battle ends, the Battle Outcome banner announcing the details of your glorious victory fills the screen.



Pay attention to your casualty figures. Sometimes you can sustain higher casualty rates than the conquered enemy and still win. You are the Roman army after all. But remember, the health and security of the First Italian Legion (I ITAL) are your responsibility. Your success depends on them!



Press C to return to the Province map. Select END TURN.

A year passes on the calendar. It now reads 274 B.C. You're ready to begin another campaign year so you can strengthen your legion, move it into another province, or hold a chariot race (you still don't have the money or rank to build a fleet). Every year, you'll

want to return to Rome to see if you've gone up in rank — the higher your rank, the more legions you can command. And be on the lookout for MARAUDING ARMIES!

If you want to continue playing after your glorious victory over the Alpes, go ahead. You might want to look at the section called What's in the Game, for hints and information about becoming Emperor of Rome. Or, you can turn off the Genesis and simply start Centurion over when you want to play again.

There is a third possibility. You can save this game, turn off your Genesis, and restore *this* game at a later time. Here's how.

SAVING, QUITTING, AND RESTORING THE GAME

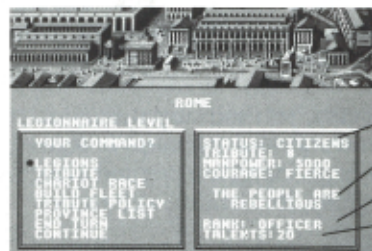
Saving is a kind of safety precaution. Centurion is a deep and long game. You won't be able to finish it in one play session. Plus, lots of bad stuff can happen to your legions and to you! If you save your game from time to time, you won't have to start the game over from the beginning if you want to stop playing for the day.

Saving lets you restore your game at the point where you last saved. For example, if you conquered some provinces and won a chariot race, then saved before you quit for the day, you could start your next play session with those provinces, and the money won in the race, in your possession. If you quit the game without saving, you would have to conquer the provinces and win the race all over again. To save a game see SAVE GAME, under Game Control Menu, below.

WHAT'S IN THE GAME

In the days of ancient Italia, all roads led to Rome. You can go there to check your status and review your command.

If your legion is outside of Italia, move the pointer to Italia, and press A to go to Rome.



Roman Stats
Morale
Your rank
Current number of talents you can spend

The Status Board in Rome shows your rank and a lot of other important information about your status in the game. If your rank is low you can't raise legions or build fleets. And less than twenty talents in your treasury won't do you much good.

The good news is that you can raise your rank and increase your wealth by adding — and holding onto — provinces.

For information about the options on the Status Board, see *Ruling Roman Provinces*, below.

FORM ALLIANCES

Winning allies with the tongue is less costly than subduing them with the sword. When you first move your legion into a province, you can try to negotiate alliances with your neighbors. See *Negotiating Alliances* for details on diplomacy and alliances.

CIVILIZE THROUGH CONQUEST

If the barbarians choose to ignore the words of your diplomats, let them "listen" to your legion. When you go to war, you choose a formation and a tactic, and then start the fight.

During the battle, you can stop the action and direct individual units or *cohorts* (groups of legionnaires or cavalry). See *Legion Specifications* and *Land Battle* for details on legions, formations, and tactics.

FIGHT MARAUDING SCUM



Rome has no lack of enemies. Barbarian tribes from the north invade Italia looking to rob and pillage their more "civilized" neighbors. From the south, cities like Carthago send out organized armies in hope of stemming Rome's rise to power. As a soldier, you're obligated to protect Rome and her allies from foreign attack. See *Marauding Armies*.

SMASH ENEMY FLEETS



Once you're of high enough rank and you have enough money, you can build fleets to move legions overseas and fight foreign navies. See *Sea Battles*.

RACE THE FAMOUS CIRCUS MAXIMUS



Juvenal, the famous Roman poet, did not lie when he said that most Romans cared only for "bread and circuses." With enough talents (money) you can participate in chariot races in Rome and entertain the masses. Winning can earn you more talents and is guaranteed to improve your reputation and increase your popularity. Watch out for aggressive opponents and hairpin turns. See *Racing Chariots*.

MAP



THE GAME TURN

The game progresses in single year increments or *turns*. The turn limits the actions you can take in a year. For example, you can move or strengthen an individual legion only once per turn. Fleets can be moved only once per turn, too. To go to the next turn, select End Turn from the Map.

GAME CONTROL MENU



Move the pointer to the date box at the top of the screen, and press A to see the Game Control Menu. From here you can start new games, adjust the difficulty level, or continue playing. Select (use the D-Pad to move the black dot to) the option you want, and press A.

ABOUT CENTURION--Gives information about the game's designers.

DIFFICULTY LEVELS--Adjust the difficulty level of your current game. Difficulty levels range from Galley Slave (easy) to Emperor (hard). You can select Fine Tuning to

raise or lower the difficulty level of a particular feature — Land Battle, Racing Chariots, and Naval Battle.

SCREEN ADJUSTMENT--You can use the D-Pad to adjust the position of the map. Follow the instructions on screen.

SAVE GAME--Displays a password for the current game. Copy this 24-character password on a piece of paper. Write it down *carefully*, just as it appears on the screen.



Remember: Certain letters and numbers (for example capital I and 1, or Q and 0) may look alike on the screen.

The next time you start Centurion, the RESTORE SAVED GAME? box asks whether you want to play an old [YES] or new [NO] game. If you choose YES, you'll have to enter your password.

1. D-Pad RIGHT or LEFT to move to the character position you want to change.
2. Press A to get down to the alphabet.

3. D-Pad RIGHT/LEFT/UP/DOWN to find the right character.
4. Press A to enter that character, (or C to cancel entering that character).



5. When you've entered all 24 characters in your password, press START to enter the password (or C to cancel the restore).

Centurion will start at the point where you last saved the game. You can save at any time during a game. You'll be issued a new password each time you save.

WHAT YOU SAVE

When you save your game, some of your power and resources are consolidated or reconstituted.

- Provinces** All the provinces you controlled, you still control. But native populations are restive and they have all become Rebellious because of your absence.
- Legions** The total number of legions you controlled, you still control. But they, like you, have all been brought home to Italia on leave. You'll be informed that you need

to reorganize and redeploy your legions when you restore the game. Centurion insists that you assign each legion with a new legion commander.

Status Your status, rank, and honors remain the same.

Fleets Your fleets are converted to cash [TALENTS]. When you Restore, you have the value of your fleets in cash. This keeps you from losing money from the depreciation of your vessels while they are inactive, and besides dry rot was discovered in hulls of several of your ships. You got rid of them just in time.

RESTART--Begin a new game.

CONTINUE PLAYING—Return to the current game.

RULING ROMAN PROVINCES

Once you're in a Roman province, you can direct legions in the area, set the tribute the province pays, build fleets, and hold games. If you're desperate for money and you don't care about your reputation, you can plunder your provinces, too.



STATUS: ALLIANCES

The Romans used a sort of graded system of punishment and reward to rule the provinces of their empire. Roman citizenship, which measured a people's rights under Roman law, was the greatest reward. It was a highly coveted status and was granted only to deserving allies. In Centurion, an alliance is formed whenever you add a province to the empire. There are four kinds of alliances: Occupied, Military Colony, Ally, and Citizens. An alliance automatically improves over time providing the people's morale remains good.

TRIBUTE

Each province, including Italia, pays a tribute for the order and protection Rome and her legions provide. Tribute depends on the tribute level you set, the wealth of the province, and the province's (alliance) relationship to Rome. See the section *Tribute and Tribute Policy*, (p.28) for more information.

MANPOWER

Each province generates men that are obligated under Roman law to serve in the army. The manpower of a province is the current number of recruitable men in the area. The rate at which manpower increases depends on the size and population density of the province.

COURAGE

The courage shown on a Status screen is the general courage of the soldiers in the area. Soldiers in a province can have Fierce, Good, or Weak courage. See *Legion Specifications* for details on the effects of a people's courage.

MORALE

In Roman provinces, the morale of the inhabitants depends on how much you demand from them — both in tribute and in manpower. The more tribute and soldiers you take from a province, the less content the people will be with Roman rule. Of course, provinces that enjoy a good alliance with Rome are more willing to give up talents and manpower — for example, your demands will have a smaller effect on the morale of Allies. The honor of Rome also affects the morale of every province. If Rome's honor is tarnished because you let your army plunder every province it occupies, the morale of *all* of your subjects could plummet.

The morale of the people can be Rebellious, Angry, Restless, or Content. A Rebellious morale may be a sign that a province will soon revolt.

RANK

You begin at the rank of officer. As you climb in rank, you can command more legions and the senate grants you new powers.

<u>RANK</u>	<u>LEGIONS</u>	<u>FLEETS</u>	<u>NEW POWERS</u>
OFFICER	1	0	—
CENTURION	2	0	—
TRIBUNE	3	1	Command cavalry, fleets
LEGATUS	4	1	—
GENERAL	6	2	—
PRAETOR	8	2	—
CONSUL	10	3	Command consular armies
PROCONSUL	12	3	—
CAESAR	12	3	—

Increasing Rank

In Rome, your reputation determines your success. Your rank in the military depends on deeds and acts that distinguish you from the rest of the Roman nobility. As your social status increases, you'll receive promotions. Doing any of the following increases your social status:

Adding Provinces

Adding provinces (through conquest or negotiations) increases your status. Adding provinces that are rich in resources—Egyptus, Carthago, Macedonia, Parthia, or Gaul — brings more honors than adding poorer provinces.

Strengthening Treaties

Your reputation as a trustworthy administrator also affects your status. Every time an alliance is strengthened, your reputation improves.

Winning Chariot Races

Backing the right horse makes you look good. When your team wins a race, you win the people's admiration.

Maintaining Rome's Honor

It's your duty to uphold Rome's reputation as a strong power, reliable ally, and fair administrator. Rome's honor is tarnished whenever the people in a province become so dissatisfied with Roman rule that they revolt. Plundering a province also tarnishes the honor of the empire.

Losing Social Status

Your reputation suffers whenever you lose a battle, fail at a game, weaken an alliance, or fail to protect an ally from foreign attack. But though your social status can weaken, you can never be demoted to a lower rank. A loss in status, however, makes it difficult to gain the next higher rank.

Becoming Caesar

Conquering all the provinces in the world is not enough to achieve the ultimate rank of Caesar—after all, Roman emperors were worshipped as *gods*. To become Caesar, you must also win the respect and love of the people by sponsoring games and races, strengthening alliances, and maintaining Rome's honor.

TALENTS

The number of gold talents in your treasury appears here.

LEGIONS

Raise Legion

Form a new legion. Select Raise Legion, then select the type of legion you want to form. You cannot raise a legion without the necessary number of talents. The number of soldiers you recruit depends on the manpower available to you in the province. In addition, there are minimum ranks at which you can raise cavalry legions and consular armies (see *Rank* for details).

Add to Legion

Recruit soldiers to strengthen a legion. If there is more than one legion in the province, you must select which legion you want to strengthen. Strengthening a legion requires talents. The cost is proportionate to raising a legion. For example, let's say 20% of your infantry legion (840 soldiers) was lost in battle. To strengthen the legion back to its maximum, you'd pay 20% of the cost of raising an entirely new legion (.2 X 20 talents = 4 talents). However, the number of soldiers you actually recruit may be limited by the manpower in the province.

Upgrade Legion

Upgrade an infantry legion to a cavalry legion, or a cavalry legion to a consular army. See *Legion Specifications* for details on different kinds of legions.

Legion List

List all the legions in the empire and their current status and locations.

Continue — Return to the Province screen.

PLUNDER

To plunder a province of all its wealth, select Plunder. When the box appears, select Yes to confirm your order or select No if you changed your mind. While plundering is a quick way to fill up your coffers, the people you just robbed don't appreciate it. And once other countries witness Roman exploitation, they may be less willing to roll out the welcome mat when your diplomats come knocking. You can only plunder a province once.



You cannot plunder Italia, which is why PLUNDER is not available on the Status Board at Rome (see p. 13).

TRIBUTE

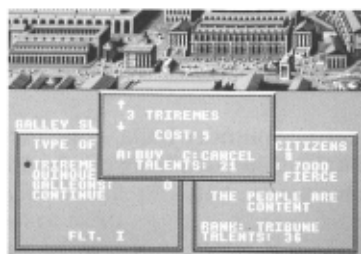
Each province must pay tribute for the order and protection Rome graciously provides. Select Tribute, then select the level of taxation. See **Tributes and Tribute Policy** for details on exacting tributes. If you don't want to change the tribute level, select Continue to return to the Province screen.

HOLD GAMES

When in Rome, do as the Romans do! In Rome you can actually participate in the CHARIOT RACE (see the Status Board at Rome (p. 13)). See *Chariot Races* for details. When you're in a province, however, you HOLD GAMES for the masses. If you have enough money in Alpes, for example, you can sponsor four different provincial games. A Bestiarii costs 15 talents; a gladiatorial contest costs 30; a chariot race 40; and an extravaganza can be produced for 50 talents. Remember: the masses love fun and games!

BUILD FLEET

You can build a fleet in any province with access to a sea. Select the type of ship you want to build (see *Ships* for details on the different types of ships), and when the box appears, set the number of ships you want to build.



To build a fleet, you must have attained the rank of Tribune.

TRIBUTE POLICY

You can set a standard tribute level for *all* the provinces in the empire. *This option is only available in Italia* (see p. 13). See *Tributes and Tribute Policy* for details on exacting tributes. Select Continue to return to the Province screen.

PROVINCE LIST

Shows the current status of each province — the last tax paid, the morale of the people, the type of alliance you have, and the manpower available for recruitment.

END TURN

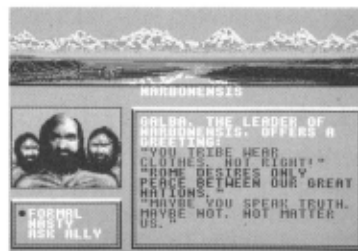
Advance a year and return to the Province map.

CONTINUE

Return to the Province map.

NEGOTIATING ALLIANCES

In true Roman fashion, you begin serious negotiations with a foreign country by marching a legion over its border. After receiving a scout's report on the wealth and defenses of the land, you meet with the country's leader.



To respond to the leader, select a statement. There are six kinds of statements you can make: Friendly, Formal, Ask Ally, Nasty, Ultimatum, Go to War. Only three responses are available at any time—which three depends on the direction the talks are going.

The statements you choose affect your success at negotiating, but other factors come into play, too. Your rank determines how seriously a leader takes you, and .

some leaders may refuse to deal with you if your rank is too low. The size of your legion can also affect a leader's judgement (big legions make big impressions). Finally, the honor of Rome can also affect a leader's willingness to negotiate—talks may break down early if Rome is known as a poor ally or bad master.

TRIBUTES AND TRIBUTE POLICY

You set the level of tribute paid by each province. You can set a different tribute level for each province, or you can institute a *tribute policy* that sets a standard tribute level for the whole empire. A tribute policy can be instituted only from Rome. The exact number of talents you receive from a province depends on three things:

TRIBUTE LEVEL

The more you demand, the more a province will be forced to cough up; however, the more you squeeze out of them, the less content the people will be with Roman rule. If your tribute level places too much strain on the local economy, the province may revolt. Always monitor the morale of your provinces to see how close they are to rebellion.

WEALTH

Some provinces are wealthier than others and can pay more. (This information is provided by your scouts when you first enter a province.)

ALLIANCE

Rome's relationship with a province affects the number of talents paid each year. The better the alliance, the more cooperative the inhabitants will be in paying their tributes.

REVOLTS

A rebellion can occur when Rome fails to protect a province, or when the general morale sinks so low that the people perceive Rome as a burden more than a boon. If a marauding army invades an unprotected province, the anti-Roman faction in the province automatically takes control. Even if you try to protect the province and fail, the province will revolt. The only way to win back a rebellious province is to reconquer it.

MARAUDING ARMIES

Occasionally marauding armies set out to raid foreign lands. Some wander, searching for weak provinces to invade; others set out with the sole purpose of sacking Rome. If you have a fleet, you can intercept marauding armies traveling by ship.

RANDOM EVENTS

Sometimes things just happen that are beyond your control. Your luck can be good or bad, and there's nothing you can do when fortune smiles or frowns on you but accept the consequences. *O mea fortuna!*



Two Random Events

LEGION SPECIFICATIONS

You can command three types of armies: infantry legions, cavalry legions, and consular armies.

Type	Maximum Infantry	Maximum Cavalry
Infantry Legion	4200	—
Cavalry Legion	4200	300
Consular Army	6000	600

Your rank determines which kinds of legions you can have. Legions cannot be combined.

DIFFICULTY LEVELS

The difficulty level, which you can set in the Game Options menu affects how the soldiers are divided into cohorts. At the lowest difficulty level (Galley Slave), there are more soldiers per cohort. While this gives you fewer cohorts on the field, it actually works to your advantage—the more soldiers you have per unit, the less likely they are to panic under attack. Higher difficulty levels give you cohorts that are less resistant to direct assaults, which places a greater emphasis on wise tactical use of your units. The following table shows you the maximum number of soldiers per unit at each difficulty level:

Difficulty Level	Infantry Cohorts	Cavalry Cohorts
Galley Slave	500/cohort	150/cohort
Legionnaire	400/cohort*	150/cohort
Senator	350/cohort*	150/cohort
Emperor	350/cohort*	150/cohort

* At all difficulty levels, consular armies at full strength have 500 soldiers/infantry cohort.

The difficulty level also affects your enemies' courage — the harder the difficulty level, the more courageous your enemies will be.

COURAGE

A legion's courage is the general morale and bravery of the soldiers. Courage is measured as Fierce, Good, Weak, or Panicky, but these descriptions are relative—for example, one Fierce legion may be "more fierce" than another.

A legion's courage depends on which province the soldiers were drawn from—a legion raised in Gaul, for example, is Fierce, while a Dacian legion is Weak. Strengthening a legion can raise or lower a legion's courage. If you add Weak soldiers to a legion with Good courage, you'll lower the legion's courage—add enough Weak soldiers and its overall courage may drop to Weak.

STATUS

A legion's status can be one of the following:

Forming — The legion is still forming—you just raised or strengthened it. A forming legion can act on the next turn.

Ready—The legion can still be strengthened or moved this turn. Note: Upgrading a legion doesn't affect its Ready status.

Moved—The legion has been moved to a neighboring province. It can't act until the next turn.

COHORTS



Infantry Cohorts

Speed: Slow

Size: 1-500 soldiers



Cavalry Cohorts

Speed: Fast

Size: 1-150 equestrians
(mounted soldiers)



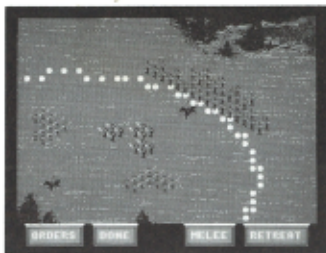
Elephant Cohorts

Speed: Good

Size: 1-20 elephants

GENERALS

The general directs and motivates his army. Each general has leadership qualities that effect his ability to command: voice, charisma, and sphere of influence. To see a general's leadership qualities, select his unit.



Voice — The range of the general's control over his cohorts. Voice is the numeric equivalent of the general's sphere of influence. A general's voice can range from 8 (small range) to 18 (great range).

Charisma — As a leader, the general inspires his troops and increases their courage. Units within the general's sphere of influence won't panic as easily as units outside of his direct control. If a general falls in battle, many troops may panic and leave the field — a disaster for any army.

Sphere of Influence — The general can only direct units within his sphere of influence. Troops outside his sphere of influence act only on the Tactic orders chosen before the battle or on any Melee or Retreat you've given them since the battle started (however, they *will* attack enemy units in their path and defend themselves when necessary).

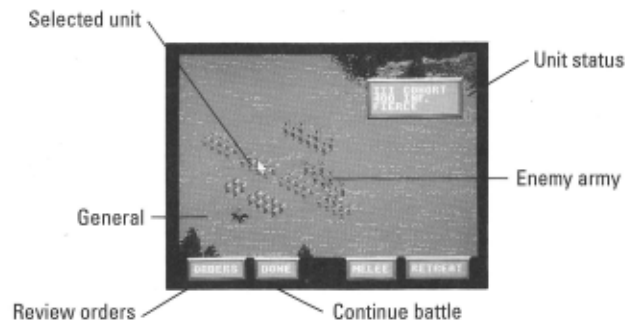
LAND BATTLE

When you fight the soldiers of a province, you're actually reducing the available manpower of the province. You may want to kill as few enemy soldiers as possible so that, once you add the province to your empire, there will be more soldiers to recruit. On the other hand, if you're worried about a rebellion in the province, you may want to kill as many soldiers as possible to decrease the number of soldiers that potential rebels could field.

CHOOSE A FORMATION AND TACTIC

Once you've chosen to go to war, you must meet the enemy on the field. At the prompts, select a formation and tactic for your legion (see *Tactics* below for diagrams). These are the preliminary orders for your cohorts. Once you've chosen a tactic, the battle begins.

THE BATTLEFIELD



PAUSING THE BATTLE

You can pause the battle in order to direct individual units or review the courage status of any unit on the field. Press C to pause the battle. Press C again to resume the battle.

DIRECTING INDIVIDUAL UNITS

While the battle is paused you can direct individual units to move in the battlefield, in a way that is different from that assigned to the unit when you chose a battle TACTIC.

To select and direct an individual unit:

1. Pause the battle
2. Select the unit you want to direct.
3. Press A
4. Select the position where you want the selected unit to go
5. Press A

Press C to resume the battle. The unit will follow your instructions.

A unit can only move in one direction at a time. You can move as many individual units as you wish.

CHECKING UNIT STATUS

Once the battle is paused, you can check the status of each unit on the field. To check a unit's status, select the unit. The unit status box appears, giving you critical information about the unit's current strength and courage.

Press C to deselect the unit without changing its status.

You can check the status of an enemy unit (or a friendly unit outside your general's sphere of influence) by selecting the unit (moving the pointer to the unit and holding down A).

ORDERS

If you want to review the current orders for the whole army, pause the battle and select ORDERS.

MELEE

To order a unit to move and attack the nearest enemy, select a unit *that is in your general's sphere of influence*, and then select MELEE. If you want *all* units to melee (even those outside your general's sphere of influence), select MELEE without specifying any particular unit. This "releases the Roman legion"—every unit in your army will move to the nearest enemy unit and attack.

When you release the legion, the army will proceed to slaughter with reckless abandon. MELEE doesn't produce a very systematic defeat of the enemy and can very well lead to *your* defeat if initiated too early. On the other hand, MELEE is a handy way to get units outside of your general's sphere of influence to move and attack. You *can* give new orders to a unit in MELEE; but once you give it new orders, the unit is no longer in MELEE mode.

RETREAT

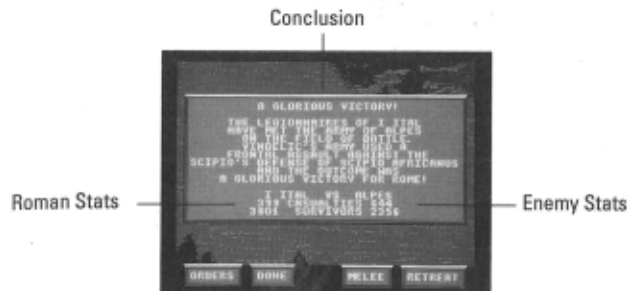
To order a unit to retreat, select a unit *that is in your general's sphere of influence*, and then select RETREAT. A unit will continue retreating until it's off the field or until you give it new orders. If you want *all* units to retreat (even those outside your general's sphere of influence), select RETREAT without specifying any particular unit.

Panicked units will automatically retreat. They cannot be given new marching orders or be ordered to MELEE.

If you're protecting a Roman province from a marauding army and you order your entire army off the field, the people of the region will rise up and annihilate your army.

BATTLE OUTCOME

When one of the armies is routed or destroyed, the battle ends and the Battle Outcome screen appears:



SCIPIO'S BATTLE NOTES ADVICE FROM A SUCCESSFUL GENERAL

FLANKING



A cohort marches with shields and weapons forward, making its flanks (sides) and rear vulnerable to attack. *Flanking* is attacking a unit at one of these vulnerable points. Whenever possible, you want to move your units into positions to flank enemy units.

DOUBLING UP



When two cohorts are attacking, their combined strength is thrown at the enemy. "Double up" on enemy units wherever you can.

ROUTING

From a purely tactical standpoint, routing an enemy unit (making it flee the battlefield) is just as good as destroying it; after all, a panicked enemy unit poses no threat to you. Once you rout an enemy unit, you may want to turn your attacking cohort(s) on another enemy unit.

DEFENSE VS. OFFENSE

Defense is easier than offense. Units that are stationary have an advantage over units that are moving — the defending unit can inflict damage just before an approaching enemy unit closes in. If there isn't a tactical advantage to moving a unit forward to meet the enemy, let it stand where it is.

CAVALRY

Because of their speed and power, cavalry cohorts are the most effective units on the field. A flank attack from a cavalry unit is deadly.

ELEPHANTS

The Romans discovered that the size and strangeness of elephants were enough to set ranks of men and horses in disorder. Troops are more likely to panic the first time they face elephants. Once a legion has soldiers who are veterans of battles with elephants, its courage when facing these beasts goes up.

Elephants are well-armored toward the front but can be effectively attacked from the flanks and rear. A panicked elephant unit will behave erratically, often

turning on its own troops in its attempt to flee the field.

GENERALS

A cohort's courage may drop when its general falls in battle. If the cohort's courage drops to Panicked, the cohort will flee the field. To keep your army's courage up, don't let your general move into a position where the enemy can attack him. At the same time, take advantage of any opportunity to destroy the enemy's general.

SHIPS

The Romans armed their war ships with catapults and *ballistae* or large arrow launchers. In addition, each ship had a large ram fixed to its prow, which could be used to punch a hole in the enemy's hull just below the surface of the water. The Romans also devised special spiked bridges which they used to board enemy ships. In Centurion, there are three types of war ships that vary in speed, size, and durability:



Trireme
Speed: Fast
Durability: Weak
Size: Holds 50 foot soldiers



Quinquereme
Speed: Good
Durability: Good
Size: Holds 100 foot soldiers



Galleon
Speed: Slow
Durability: Strong
Size: Holds 200 foot soldiers

Roman ships were operated by experienced sailors, but most of the fighting was done by legionnaires. When you build a fleet, your ships are manned by a skeleton crew of sailors. You need to place soldiers on your ships in order to make your fleet an effective weapon. To man your ships with legionnaires, move a legion or army onto the fleet see pages 2-3 *Move a Legion*, for a reminder of how to do this.

Taking your legion off your ship (disembarking) is no different than moving a legion on land. Select the ship and press B. The "ghost" legions will appear in the provinces you can move to. Select a province and press A.

Your ships can carry cavalry units, too (although cavalry units don't give you any advantages when fighting naval battles). Cavalry units take up more room on board — one horseman requires the room of four foot soldiers.

Though the size of your fleet is important, the kinds of ships you have is critical. For example, a fleet made up of sturdy galleons will naturally have an advantage over an equal number of triremes.

THE FLAGSHIP

If you have more than one type of ship in your fleet, you must select a flagship before the battle begins. Each type of ship has its advantages and disadvantages when acting as your flagship. For example, the trireme is fast but not very sturdy — a few rammings and

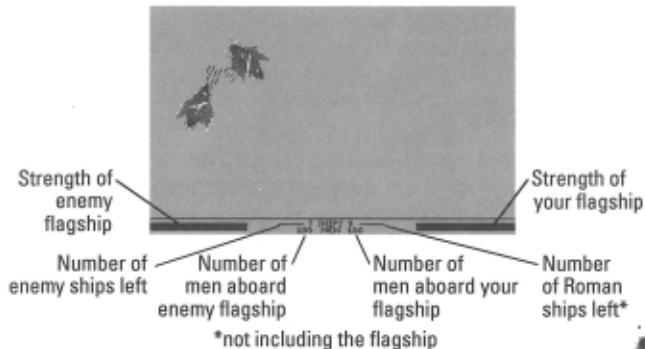
you're sunk. A galleon, on the other hand, can take a lot of punishment but may have trouble maneuvering into a position to attack the enemy. The size of the ship is also a consideration — the more soldiers you have when you board a ship, the easier it is to slaughter the enemy crew.

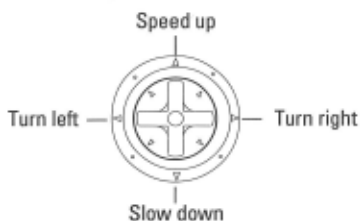
To select a flagship, select the type of ship you want and press A.

If no legion is aboard your fleet, your flagship will be manned by a skeleton crew of 20; with a legion on board, your flagship carries its capacity of soldiers.

SEA BATTLE

When you fight a sea battle, you actually control only your flagship. As you fight the enemy's flagship, your fleet's morale rises or falls with your progress. There are two things to watch during a sea battle—your progress against the enemy flagship, and how well your fleet is fighting.





To control the movement of your flagship, use the D-Pad.

CATAPULTS AND ARROWS

The catapult only fires in a straight line from the bow of the ship. To fire your catapult, press A. The soldiers on board your ship automatically launch arrows whenever your ship comes in range of the enemy. If all the men on your ship die, arrows will no longer be launched — the catapult crew, however, will continue to fire when ordered to.

RAMMING

To ram, simply steer the ram on the prow of the ship into the enemy's ship. The heavier your ship, the more damage you'll do.

BOARDING

Press B to lower your boarding ramp. You can lower the boarding ramp anytime during combat. If the ramp makes contact with the enemy flagship, your legions automatically board and hand-to-hand combat ensues. If the ramp doesn't make contact, it will automatically be raised.

FLEEING/RETREATING

To flee the battle, press C. A message will appear telling you that you retreated to safety. Your fleet automatically retreats with your flagship.

CHARIOT RACES

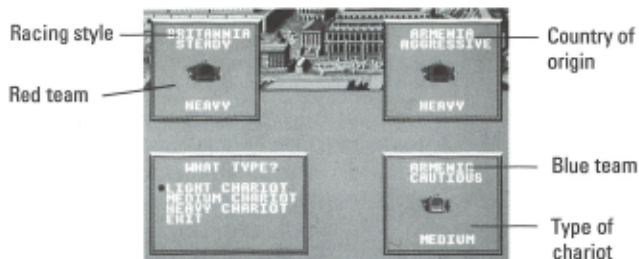
Horses were the Romans favorite animal and chariot racing was their favorite diversion. Almost any festivity, from an emperor's birthday to a foreign conquest, was a good excuse to hold races. Ambitious politicians often staged big races to curry the public's favor and keep the peasants from worrying about real issues like land reform and having enough to eat.

Races were run between professional companies or *faciones*, each with their own stables, horses, and full-time charioteers. Every company had a special color--red, green, blue, etc.-- and its own group of devoted fans. Charioteers received as much fame, money, and status as modern athletes, and a skilled charioteer could retire at an early age with a huge fortune. But while racing was an excellent opportunity for a man of lowly birth to gain social status, it was a hazardous, almost lethal profession — and not many charioteers lived to enjoy their wealth.

SELECT A CHARIOT

You control the white team's chariot. The first thing you must do is determine what kind of chariot you want to race, and whether you can afford it. A light

chariot will cost you 5 talents, a medium costs 10, and a heavy chariot 15 talents. When selecting a chariot, there are several things to consider:



Speed — Light chariots are faster than heavy chariots.
Durability — Running into opponents is a real danger. Heavy chariots can take a lot of damage, while light chariots can't.
Cost — The lighter the chariot, the cheaper it is.
Betting Odds — The odds against you winning are higher if you're racing a medium or heavy chariot. See BET, below.

RACING STYLES

Be sure to note the racing styles of your opponents. Aggressive opponents will race fast but are more likely to make mistakes than Steady or Cautious opponents.

PREPARE FOR THE RACE

You can prepare for the race by betting money. If you don't think your chances of winning are good, you can cheat.

SKULLDUGGERY

You have to pay for crime. You can choose to bribe an opponent (10 talents), hire a physician (30 talents), or invoke the help of the gods (50 talents). Select DONE.

BET

Select an option to increase or decrease the amount of your bet. The maximum bet is 100 talents. Select Done to place your bet. The betting odds are always a *minimum* of 1-1. Medium and heavy chariots are more difficult to master, so the odds are increased — 2-1 if you're racing with a medium chariot, 3-1 with a heavy chariot.

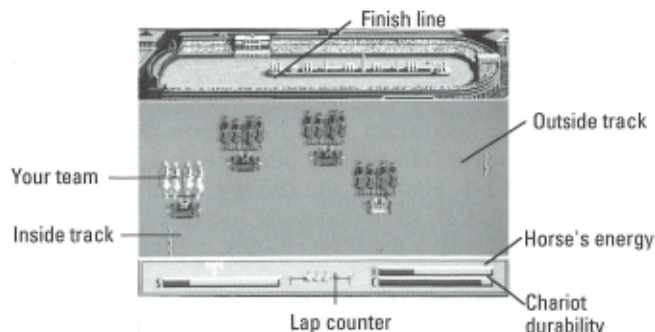
Every time you win, the odds go down — for example, if you're racing a heavy chariot and you win, you'll only get 2-1 odds the next time you compete with a heavy chariot. The odds can never be less than 1-1. Every time you lose badly (third or fourth place), the odds go up — maximum odds are 5-1.

ON THE TRACK

Once you've selected RACE NOW, the charioteers line up at the starting line.



Press any button to begin the race. D-Pad LEFT or RIGHT to steer your chariot. Press B to whip your horses. The A button will whip the opponent to your left, if he is close enough to you. Similarly, the C button will whip the opponent to your right. If your opponents are too far away, the A and C buttons act like B. D-Pad DOWN to brake. You cannot whip and move laterally at the same time.



You must circle the track three times to complete the race. Whenever you finish a lap, one of the dolphins on the lap counter flips up. To win the race, you must cross the finish line before the other three chariots.

WATCH OUT FOR THE TURNS

It's difficult to make a sharp turn while going at high speeds. The white safe pointer marks the maximum speed you can be going when you enter the turn. If you're going too fast, your chariot will break apart. The closer you are to the *outside* track, the higher your

speed limit and the faster you can take the turn. Note, however, that the inside of the turn is *shorter* — even though you can't go fast on the inside of the turn, you may get around the bend quicker than chariots that are going faster.

Remember: Don't whip your horses in the turns—increased acceleration will cause your chariot to break apart.

BATTLE TACTICS

The battle tactics on the following pages show consular armies, which contain the maximum number of units you can have on the field. Certain tactics (such as Scipio's Defense) are most effective when employed with consular armies. Two types of tactics—Stand Fast and Frontal Assault—are not shown. Stand Fast orders your cohorts to stand in their formation. In a Frontal Assault, every cohort moves forward in a straight line.

HANNIBAL AND THE BATTLE OF CANNAE

Whether respected or reviled, Hannibal stands among the most brilliant military minds of antiquity. The Romans recognized Hannibal as the greatest enemy they ever faced, and the deep impression he left among them was such that years after his death matrons could strike fear into the hearts of children with the words *Hannibal ad portas!* — Hannibal is at the gates!

In an impressive display of strong leadership as well as strategic ingenuity, Hannibal successfully fought the Romans on their own soil for 15 years. His most spectacular performance in Italy was a battle fought at Cannae in which he successfully destroyed two consular armies in a maneuver that would be studied by strategists for millenia to come.

Hannibal spread the bulk of his army — 32,000 infantry — in a concave line or wedge before the Roman legions. On each of the wings he placed cavalry; 8,000 Spanish and Gallic heavy horse on the left, 2,000 Numidian light horse on the right. Seeing that he couldn't outflank Hannibal, the Roman consul, Terentius Varro, decided to simply throw his 65,000 legionnaires into the center of the Carthaginian line. To protect his flanks, Varro posted 2,400 Roman cavalry on his right and 4,800 allied cavalry on his left.

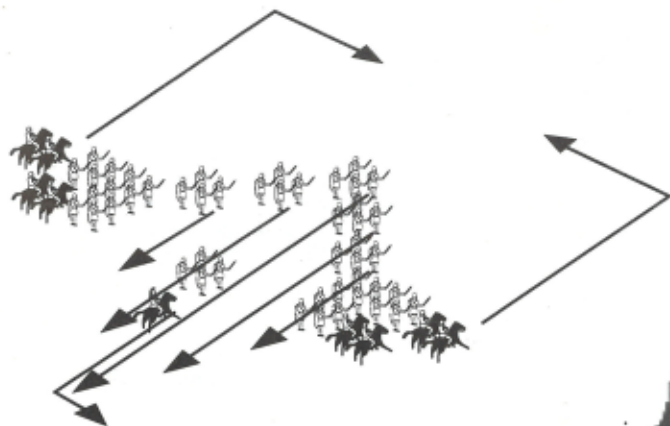
The battle began as Hannibal's heavy cavalry charged. The Roman cavalry facing the onslaught was crushed, and the heavy horse turned to join the Numidian cavalry in an attack on the Romans' allied horse. Outflanked, the allied horse fled the scene.

Meanwhile, the Carthaginian infantry was collapsing under the weight of the legionnaires' advance — just as Hannibal had planned. Hoping to drive the Carthaginian infantry into the water, Varro packed his cohorts tightly into a single, dense line. At this moment, Hannibal ordered the heavy horse to strike the rear of the Roman infantry.

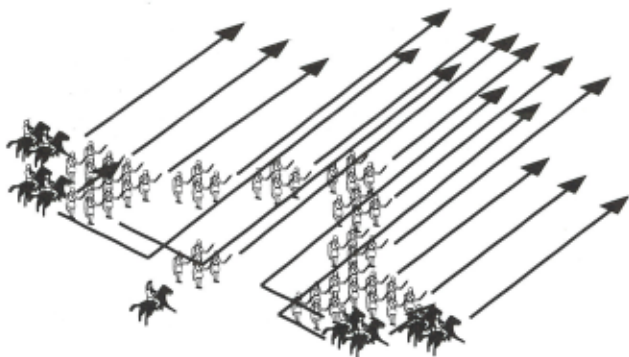
The result was a scene of carnage that the Romans would never forget. It was reported that Varro's legionnaires were squeezed so tightly that they couldn't even wield their weapons. When the dust settled over the battlefield, some 60,000 Romans had been butchered. Hannibal's army lost fewer than 10,000 men.

WEDGE FORMATION

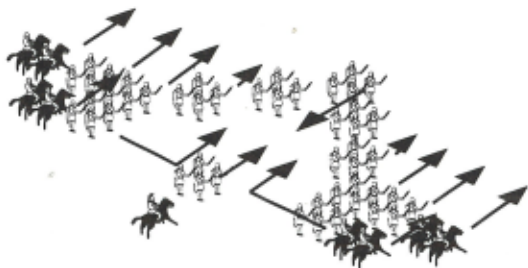
Cannae Tactic



Drive a Wedge



Form a Line



SCIPIO AND THE BATTLE OF ZAMA

Following their disastrous defeat at Cannae, the Romans avoided engaging Hannibal in battle on equal terms, instead trying to destroy his base and sources of supply. But it was 14 years before Hannibal met his match in Publius Cornelius Scipio, known to history as Scipio Africanus.

The Roman Senate named the 25-year-old Scipio to succeed his father and take command of the legions fighting Carthaginian forces in Spain. Scipio moved quickly, marching to the capital of the province and capturing it with a surprise attack. During the next three years, Scipio routed the Carthaginians from Spain, won election as consul and began preparing a bold invasion of Africa.

Surprise was Scipio's secret weapon. In Africa, he agreed to an armistice only to fall on the enemy camp at night, destroying the Carthaginian army with another sneak attack. Desperate, the Carthaginian Senate recalled Hannibal from Italy to face the invaders.

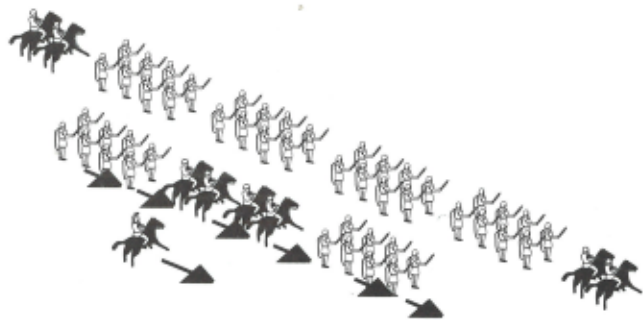
The two armies met at Zama. Hannibal's army of 45,000 infantry and 3,000 cavalry outnumbered the Roman forces, but more than half of his infantry were raw recruits. Scipio took the field with 34,000 infantry and 9,000 cavalry. The Roman advantage in cavalry prevented Hannibal from employing his favorite maneuvers, and Scipio drew up his infantry in a bold new formation designed to blunt the effect of the Carthaginian elephants. He aligned his cohorts in columns through which the elephants could be herded.

Scipio's defensive stratagem worked perfectly. The elephants were allowed to pass through the line where they could be attacked from the rear. Meanwhile, Scipio's cavalry swept the outnumbered Carthaginian cavalry from the field. Now the infantry clashed, and the Romans cut through Hannibal's recruits until only the last line of veterans remained, standing their ground before Hannibal's commanding presence. But Scipio chose this moment to release his veterans, and a Roman cavalry charge on the Carthaginian rear won the day.

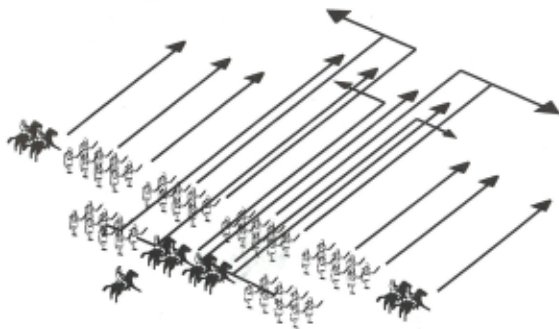
It was Hannibal's last battle, and his greatest defeat. For Scipio, it was a great victory, the one for which he earned the honorary title of *Africanus*.

BALANCED FORMATION

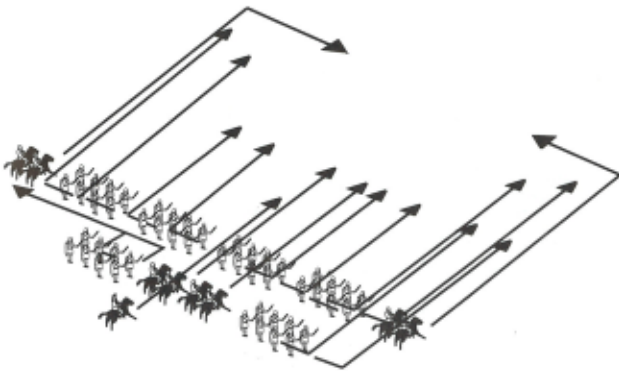
Scipio's Defense



Drive a Wedge

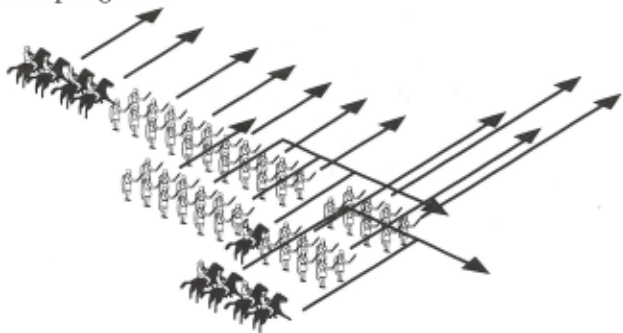


Outflank

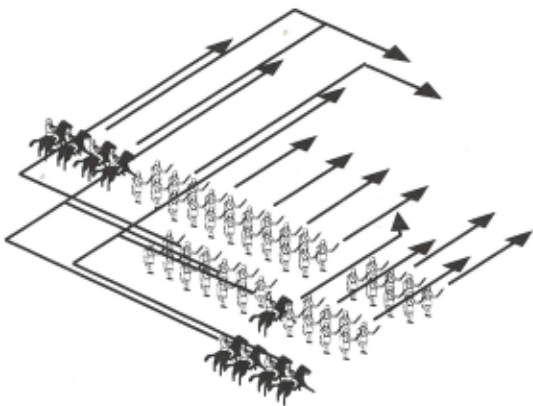


STRONG RIGHT FORMATION

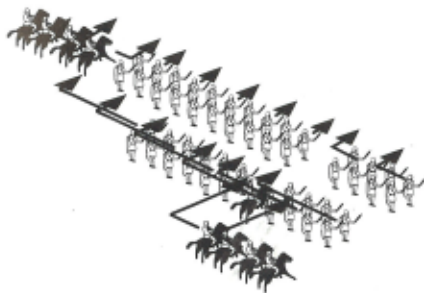
Sweep Right



Sweep Left

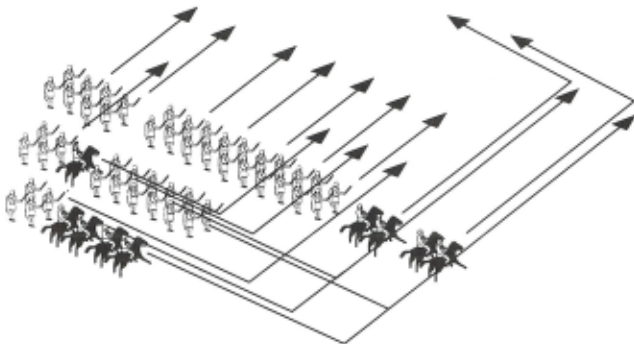


Mass Troops

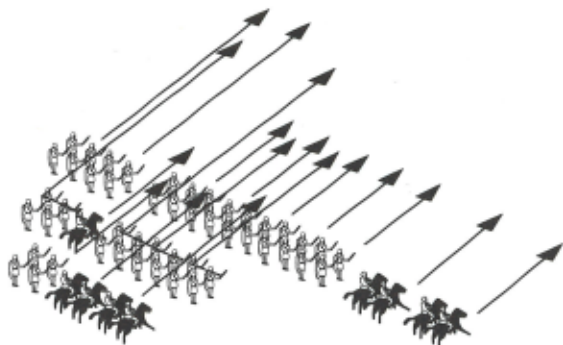


STRONG LEFT FORMATION

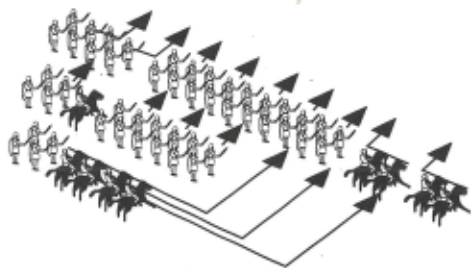
Sweep Right



Sweep Left



Mass Troops



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UNENDING EXCITEMENT!



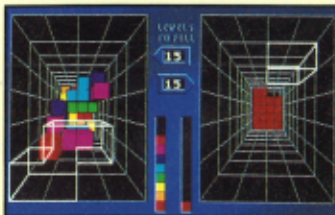
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