William the Conqueror

By Simon H Ford, converted to the BBC Micro by D S Peckett.

On booting the disk, you get this lovely picture and a very nice tune, then it initialises the game.

William the Conqueror is a simulation of the reign of William the Conqueror, Duke of Normandy and King of England. Starting in 1047, you must maintain control of your duchy, defeating rebels and rival noblemen. Forge alliances and bide your time… your first cousin, Edward, is King of England and has no children. When the time is right you can invade and stake your claim to the throne!

Will you succeed and be written in the Annals of History as the Conqueror… or you will you be remembered in a footnote as William the Bastard? You only have until 1087 to do so!
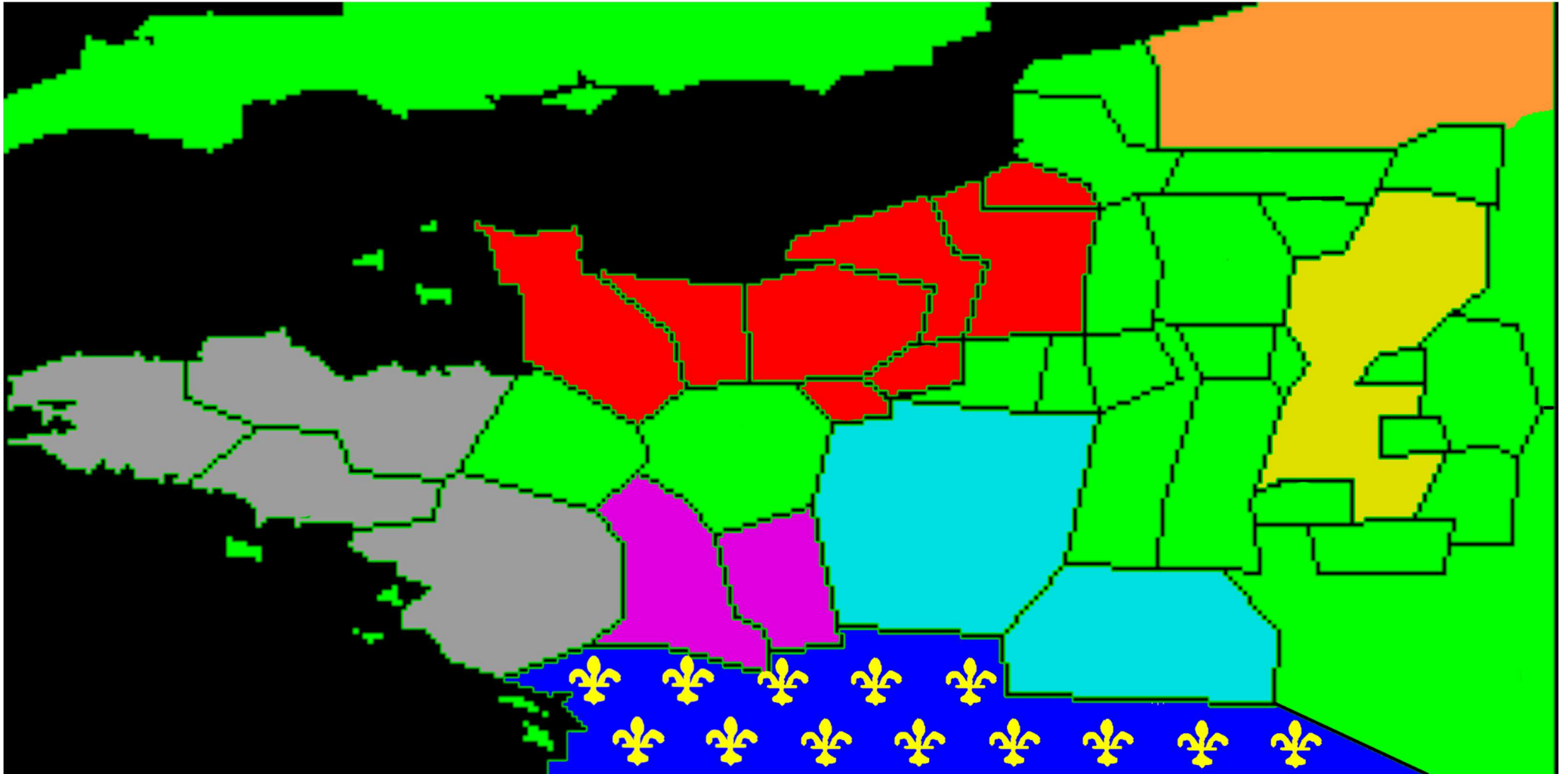
Territories controlled by the player are in RED. The Count of Flanders controls the orange provinces, yellow is controlled by the Count of Champagne, light blue by the count of Blois, purple by the Count of Anjou, and the fleur-de-lis is the territory controlled by the King of France. Grey is controlled by Brittany who does not count as a player.

Other territories are either neutral or may not be entered.
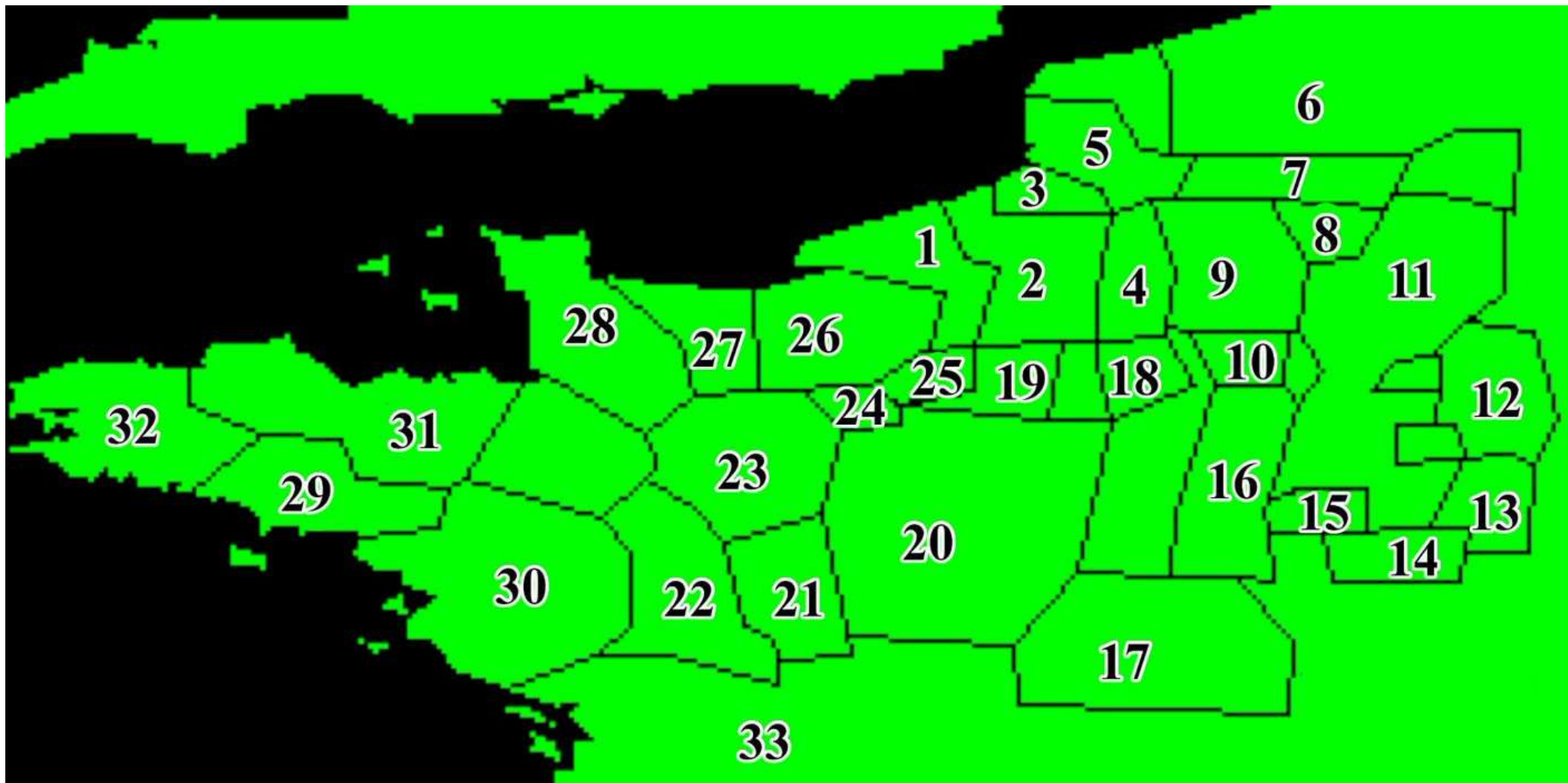
For convenience, this map gives a list of all the territories. You can only move troops to adjacent territories, but may move between friendly territories without limit.

Number	Province	Castles	Owner
1	U.Normandy	2	You
2	Evreux	1	You
3	Eu	1	You
4	Vexin	1	Neutral
5	Ponthieu	1	Neutral
6	Flanders	8	Flanders
7	Vermandois	2	Neutral
8	Valois	3	Neutral
9	Beauvais	1	Neutral
10	Corbeil	1	Neutral
11	Champagne	4	Champagne
12	Porcien	1	Neutral
13	Vitry	4	Neutral
14	Tonnero	1	Neutral
15	Sens	1	Neutral
16	Gatinais	1	Neutral
17	Bourges	3	Blois
18	Montfort	1	Neutral
19	Thimer	1	Neutral
20	Blois	3	Blois
21	Touraine	3	Anjou
22	Anjou	3	Anjou
23	Maine	2	Neutral
24	Belleme	1	You
25	Mortagne	1	You
26	L.Normandy	5	You
27	Mourtain	1	You
28	Cotentin	3	You
29	Rennes	2	Brittany
30	Nantes	1	Brittany
31	Brittany	6	Brittany
32	Cornouaille	2	Brittany
33	Crown Lands	14	King of France
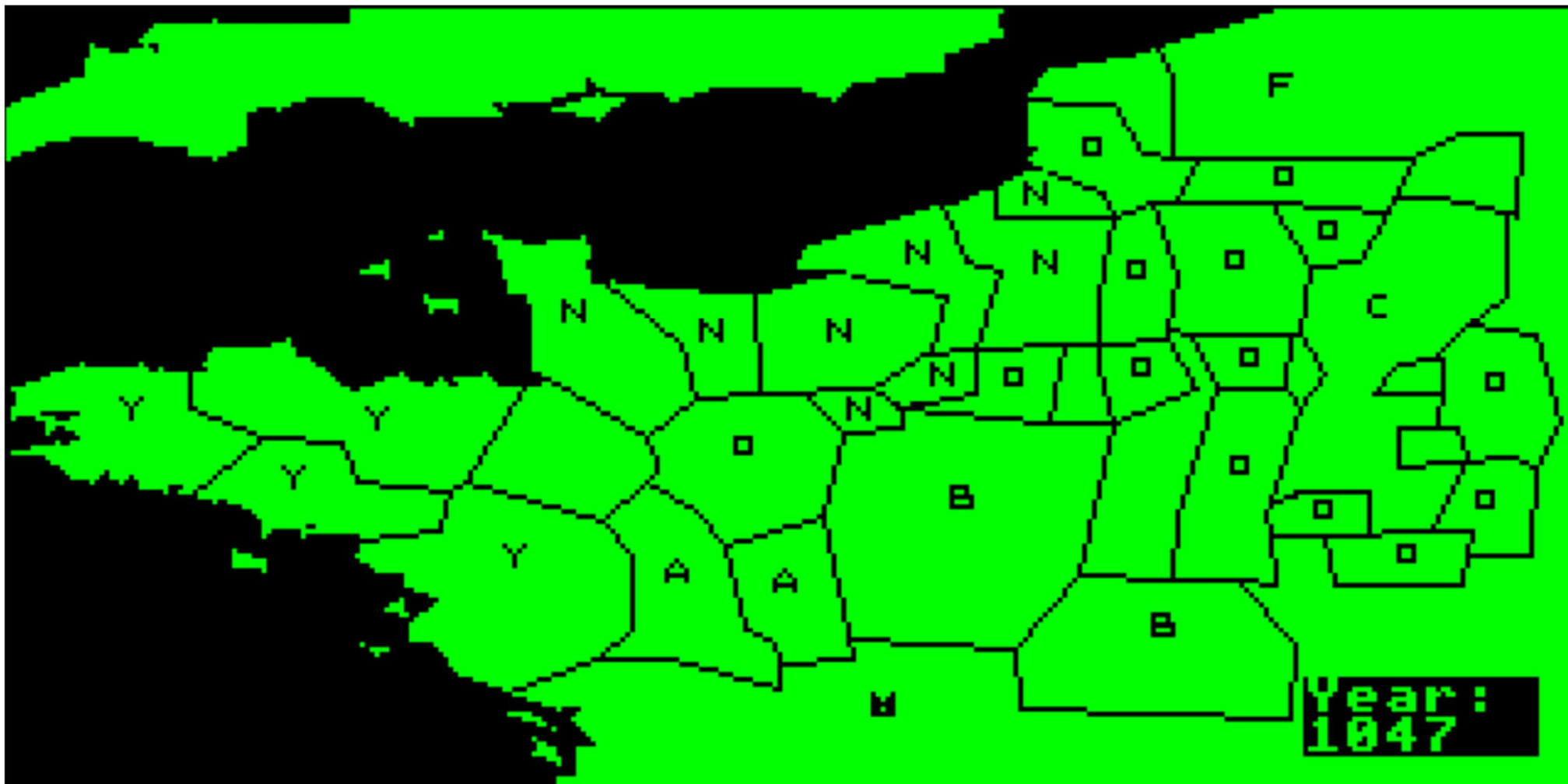
Territories are marked with the letter of who controls them (N for Normandy, B for Blois, A for Anjou, C for Champagne, F for Flanders, a crown for the King and Y for Brittany). Neutral territories are marked with a SQUARE. If the characters is printed inverted then there is an enemy army (or rebels) besieiging that territory.

Playing the Game

```
              OPTIONS
        Look at an area
        Raise Troops
        Move Troops
        Alliances
        Display all areas
        Buy ships
        Invade England
        Finish this turn
        Quit
     Select your choice: _
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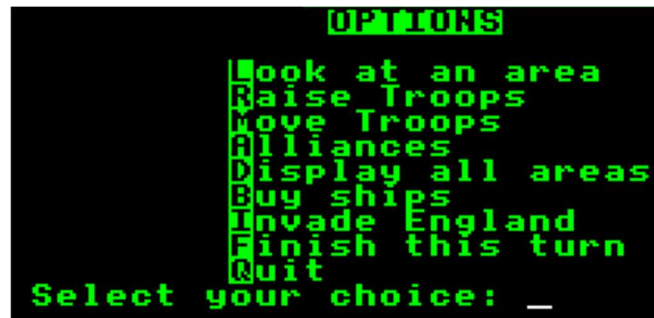
Look at an area. You are prompted to enter the name of the area, or enough so the game knows which one you mean. Q to quit. It tells you the name, how many castles there are, who owns it, the size of the home army, if there are rebels there, if there is an enemy army there, how strong it is and who the enemy is. There can only be one enemy army per territory.

Raise Troops. If you have at least 3,000 gold pieces you are told how much gold pieces you have, and how many troops you can raise. Troops cost 3,000 gold pieces per 1,000 men. You must enter all the digits. You are then asked which territory you want to raise them in. You must control that territory, but it may be under siege by rebels or an enemy army.

Move Troops. You are asked which territory to move troops from, and if you have troops there, which territory you want to move them too. You must move to a neighbouring territory. If an enemy army is in that territory, they will block your movement. If there are enemies or rebels in the originating territory, you will be told "There is a siege". You can NEVER invade the Crown Lands at the bottom of the map.

Alliances. The game will tell you who the most powerful man in France is, and who you are currently allied to. You can try to improve relations with the Counts of Flanders, Champagne, Anjou or Blois, or the King of France. This involves giving them a sum of money.

Display all areas. The game will go through all 33 territories in order, highlighting them briefly on the map and telling you the number of castles, troops (friendly and enemy) and who controls it.

Buy ships. You need ships to move troops to invade England. 50 ships can carry 1,000 men. 50 ships cost 2,000 gold pieces to build, and have no upkeep costs. You can build as many ships in one turn as you need to.

Invade England. Once King Edward the Confessor has died, you can stake your claim to the English Throne. You must be in control of Lower Normandy. You must have ships. You must have troops in Lower Normandy to load on to the ships. Finally, you must control Upper Normandy, Eu and Ponthieu in order to have safe passage across the Channel.

Finish this turn. Combat is resolved and a new turn begins.

Quit. Quit the game.

At the start of each turn, the game goes through each territory. There is a chance that 1,000 rebels will rise in revolt, if not, the owner will gain 1,000 gold pieces per castle in that territory.

Armies must be paid for. Each 1,000 soldiers costs 1,000 gold pieces per turn. If you overspend you are given the chance to disband soldiers, and you receive back 1,000 gold pieces for each 1,000 you disband.

Computer players may send you a gift of gold pieces to gain your alliance.

Characters can die. Watch out for the death of Edward the Confessor!

Enemy players can choose to invade one of your territories. They do NOT need to be adjacent to do so.

End Game
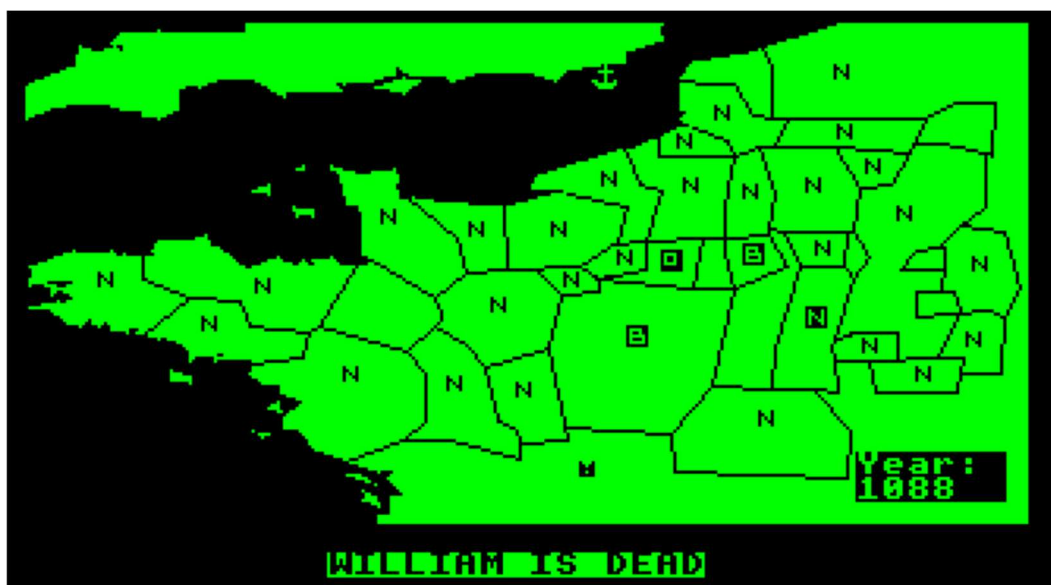
William dies after the 1087 turn. At the end of the game, it calculates a score and then tells you how well you did. Controlling Normandy and invading England successfully are key to success.

Tips and Spoilers after this point!

Alliances

You'd think that having an ally would be useful? You'd be wrong. If an ally controls Ponthieu, Eu or Upper Normandy then he will refuse you passage. Allies can stab you in the back at any time, even if you just gave them lots of money. This is arguably realistic, to be fair. King Henry of France was an ally of Duke William and then wasn't.

What they are useful for is giving the other player money so that they can finish a siege, so that YOU can stab them in the back first. Also, if your ally is the "enemy" army and you move troops into that province, you give those troops to your ally.

I then found out that enough soldiers to recreate D-Day on both sides. Thanks, Count of Flanders!

How combat works

The defending player the Home Army.

The attacking player has the Enemy Army (plus any rebels).

If the defending player's strength is 2 more than the attacker, then the "Home Army" wins, and the attackers are eliminated.

If the attacking player's strength is 2 more than the "Home Army" PLUS the castles, then the invaders win. If rebels are involved then the territory becomes Neutral, otherwise it becomes the property of the attacker.

3,000 men is enough to defeat most rebels. If another ruler invades, check to see how big they are before invading. Once you have committed troops to a region, they cannot leave until they win, lose, or you are forced to disband them.

Invading England

You lose 2/3 of your army crossing the Channel. Harold has around 10,000 men. If you lose you can try again, but you lose all the army AND the fleet as well. This also applies if you invade while Edward the Confessor is still alive.

How scoring works

1 point for each controlled territory.

9 points bonus for Cotentin, Mourtain, Lower Normandy, Upper Normandy, Belleme, Mortagne, Evreux, Eu and Ponthieu.

100 points bonus for successfully invading England.

Ratings

Score	Rating
>200	That was a tremendous performance… … you did even better than William!
>190	Very Good performance You are at least equal to William the Conqueror
>150	Good performance, But not quite as good as William the Conqueror
>100	A mediocre attempt - you could do better Why not try again?
>50	That was a dismal performance... I don't think you could run a laundry, let alone a Duchy!
50 or less	That was truly atrocious... Don't you dare to try this game until you have sobered up.

Line 1600 is broken

Line 1600 checks to see if the player controls Lower Normandy. There is a missing colon after '' but before PROCInvert.