

CENTURION: DEFENDER OF ROME™

Command Summary Card for the Amiga

To play Centurion, you need an Amiga with at least one floppy drive and at least 512K of memory. You can install the game on a hard disk, play from two floppy disks, or run the game from RAM.

Amiga Users With Only 512K Memory: If you have 512K of memory, please unplug any external peripherals such as Printers and Disk Drives, as Centurion requires all available memory to run. You must also boot with the Centurion1 disk as you will not have enough memory to load Workbench and Centurion, even if you have a hard disk or favourite system setup.

Floppy Disk Users

Before you begin play, MAKE COPIES OF YOUR CENTURION DISKS. You'll need two blank, initialized floppy disks. You can save up to 9 games on your copy of the Centurion2 disk. If you want to save more than 9 games, you'll need another blank, initialized disk.

Copying Your Disks

To copy your Centurion disks:

1. Turn on your computer.
Amiga 1000 owners, insert Kickstart.
2. Insert Workbench into DF0:
3. If you have a single drive system, remove Workbench and insert Centurion1. If you have two drives, simply insert Centurion1 into the other drive.
4. Place the mouse pointer on the Centurion1 disk icon and click to highlight it.
5. Pull down the Workbench menu from the menu bar. Drag the highlighted bar down to Duplicate and release.

6. Follow the onscreen instructions.
You'll need to swap disks from time to time. Once the disk is copied, you must rename it.
7. Pull down the File menu from the menu bar. Drag the highlighted bar down to Rename and release.
8. At the prompt, type **Centurion1** and click OK.
9. Repeat the instructions above, substituting Centurion2 for Centurion1.

Copying With the CLI or Shell

If you are familiar with the CLI or Shell, you can use them to copy your disks.

Two Disk Drive Users

Double-click on the CLI or Shell icon, type **DISKCOPY DF0: TO DF1:** and press **Return**. This assumes that your second drive is designated DF1:

One Drive Users

Double-click on the CLI or Shell icon, type **DISKCOPY DF0: TO DF0:** and press **Return**. You'll need to swap disks from time to time. Follow the onscreen instructions.

Starting the Game

To play Centurion:

1. Remove any floppy disks from your disk drives.
2. If your computer is on, turn it off. If you have a joystick, plug it in.
3. Turn on your computer.
Amiga 1000 owners, insert Kickstart.
4. At the Workbench prompt, insert your *copy* of Centurion1 into any disk drive.
5. Double-click on the Centurion1 disk icon.
A disk window appears on the desktop.
6. Double click on the Centurion game icon to begin the game.

Hard Drive Users

Installing the Game

The install program will install two fonts in your FONTS: drawer. Do not delete these fonts. Centurion must have these fonts in order to run.

To install Centurion on your hard disk:

1. Boot your computer as you normally would.
2. From the Workbench, insert Centurion1 into any disk drive.
3. Double-click on the Centurion1 disk icon to open it.
A disk window appears on the desktop.
4. Double-click on the HDInstall icon.
You're asked whether you want to install the game at this time.
5. Press **Y** to install the game.
You're asked which hard disk partition and drawer you want to install the game in.
6. Type the names of the hard disk partition and drawers you want to keep the game in.
For example, say you had a drawer called GAMES in a hard drive partition called FAST. If you wanted to create a drawer called CENTURION in Games, you'd type **Fast:Games/Centurion**.
Once the install program has copied the files from Centurion1 onto your hard drive, you'll be prompted to insert Centurion2.
7. Insert Centurion2 any disk drive and click **OK**.

Starting the Game

To play Centurion:

1. Double-click on the drawer you installed Centurion in.
2. Double-click on the Centurion game icon to begin the game.

Switching to Workbench

If you have enough memory, you can switch to Workbench any time while playing the game. Press **Left-Amiga-N** while viewing the map. To return to the game, press **Left-Amiga-M**.

Warning! Be careful using memory while Centurion is running. Centurion *must* have 512K of memory. If Centurion doesn't have enough memory, it may not be able to load some graphic files.

History Lesson

Once the game loads, you'll be asked to name the historical capital, city, town, or battle in a particular province.

To answer the history lesson:

1. Find the province on the special map included in the package, then locate the item called for on the screen.
2. Type the name of the capital, city, town, or battle and press **Return**. The game will load and the title screen will appear. Click a mouse button or press any key to continue.

Saving Games

To save a game:

1. Press **Esc** or select the Year icon in the upper right corner to bring up the Game Options menu.
2. Select Save Game.
The Save Game requester appears.
3. Select the disk you want to save the game on.
One Drive Users: Remove the Centurion1 disk, insert the Centurion2 disk, and click on the DF0: box.
4. Select a number (1-9) for the game you're currently saving. Type a name for the saved game and press **Return**.

Selecting Items

You control the game by selecting items such as Menu Options, Provinces, or Units on the battlefield. Use the mouse to point at an item and press the mouse button to select the item.

Note: On the Map screen, the right mouse button selects legions and the left mouse button selects fleets.

Key Commands for Menu Options

Almost every menu option in Centurion has a key assigned to it - pressing that key automatically selects that option. To select a menu option with the keyboard, press the first letter of the option. For example, press **L** to select Legion from the Main Menu. If two or more options share the same initial letter, select the option as you normally would using the arrow cursor.

Special Key Commands on the Map

The following key commands are available while viewing the map:

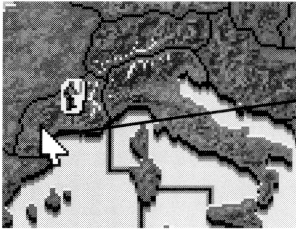
E	End Turn
F	Complete fleet list
L	Complete legion list
P	Complete province list
Q	Quit
Esc	Game Control menu

Music On/Off

Press **M** to turn the music on and off. You can also control the music from the Game Control menu (press **Esc** while viewing the map).

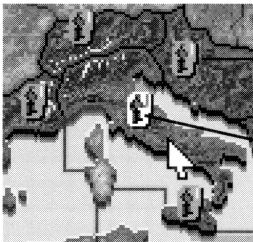
Entering Roman Provinces

You can enter provinces only from the Map. Provinces belonging to your empire are outlined in blue.



Move the cursor to a Roman province and press the left mouse button.

Moving Legions From the Map (Land & Sea)



Ghost legions

Legion

Move the cursor to a legion and press the right mouse button. The “ghost” legion icons indicate the provinces you can move into and the fleets you can board. Point to the province you want to move into or the fleet you want to board and press a mouse button.

Note: Disembarking a legion from a fleet is no different than moving it on land. Point the cursor at the legion icon on the fleet and press the right mouse button. Point to the province you want to move into and press a mouse button.

Moving Fleets

Move the cursor to a fleet and press the left mouse button. The “ghost” fleet icons indicate the bodies of water you can move into. Point to the body of water you want to move into and press a mouse button.

Land Battle

Once you’ve selected a formation and a tactic, the battle begins.

Directing Individual Units

To give orders to individual units on the battlefield, you must first pause the battle. Click a mouse button or press any key to pause the battle. Now you can direct any troops within your general’s sphere of influence. To select a unit, place the cursor on the unit and click a mouse button. A small dot appears on the lower corner of the unit icon and the Unit Status Box appears.



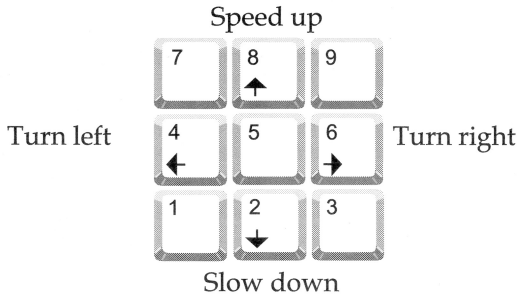
Move the cursor to the small dot, hold down a mouse button, and drag the movement line in the direction you want the unit to travel.

Once you’ve determined the direction and distance you want the unit to travel, release the mouse button.

Naval Battle

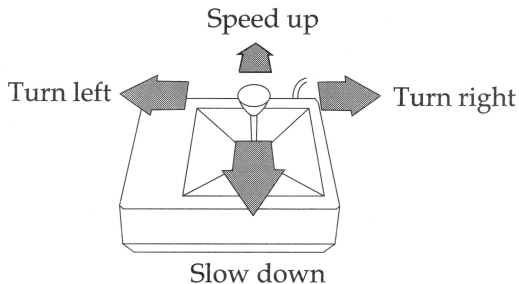
Once you've selected a flagship, the splash screen appears. Click a mouse button or press any key to begin the battle between your flagships. You can fight naval battles using the keyboard or a joystick.

Keyboard Users



To fire your catapult, press the **spacebar**. To lower the boarding ramp, press **Enter**.

Joystick Users



The joystick button both fires your catapult (at long range) and lowers the boarding ramp (at close range).

Retreating

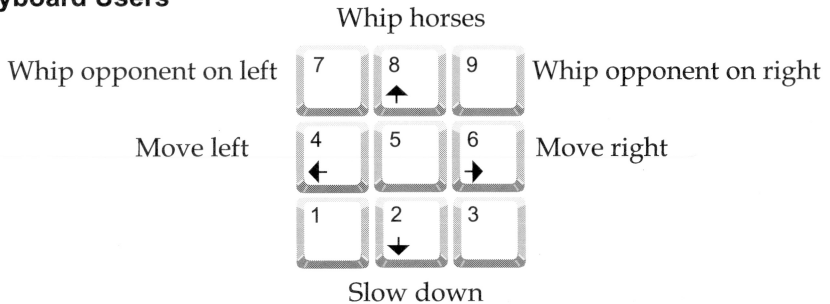
To flee from a naval battle, move your flagship toward any edge of the screen. A message will appear asking you if you want to re-engage the battle. Select **Yes** to continue the battle or **No** to retreat. If you escape the

enemy, a message will appear telling you which sea you retreated to. Your fleet automatically retreats with your flagship. If you definitely want to retreat and don't need the prompts, simply press **R**.

Racing Chariots

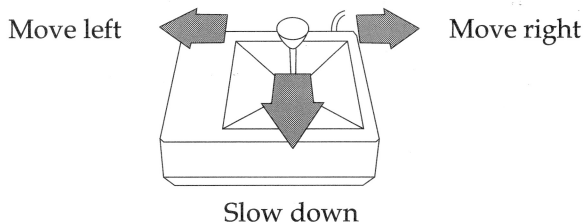
Once you've selected Race Now, the charioteers line up at the starting line. Click a mouse button or press any key to begin the race. You can race chariots using the keyboard or a joystick.

Keyboard Users



Amiga 1000 owners: Press the up cursor key to whip your horses and the down cursor key to slow down. Press the left cursor to move toward the inside of the track; press the right cursor key to move toward the outside of the track.

Joystick Users

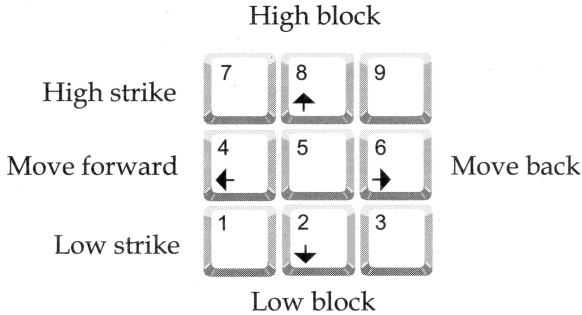


To whip your horses, hold down the joystick button and push the joystick forward. To whip an opponent, hold down the joystick button and move the joystick left or right.

Gladiator Show

Once you've chosen your gladiator and his opponent, you see the Colosseum. Click a mouse button or press any key to begin combat. You can control your gladiator using the keyboard or joystick.

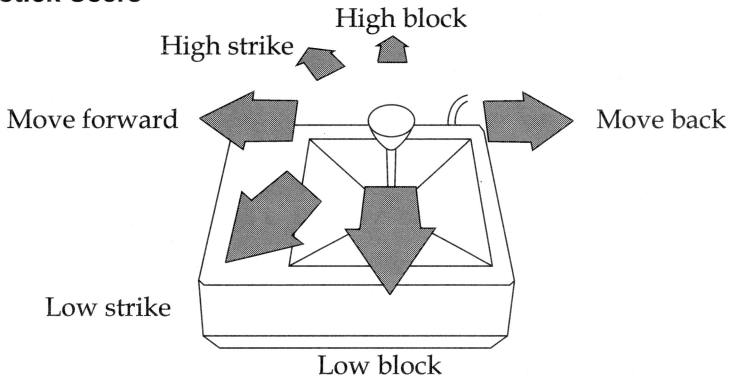
Keyboard Users



Amiga 1000 owners: Use the cursor keys to control your gladiator. To strike your opponent, you'll have to press two keys at the same time.

- Up ↑ High block Up + Left ↑ ← High strike
- Right → Move back
- Left ← Move forward
- Down ↓ Low block Down + Left ↓ ← Low strike

Joystick Users



Customer Service

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- Type of computer you own
- Any additional system information (like type and make of monitor, printer, hard disk, etc.)
- Type of operating system
- Description of the problem you are having

If you live outside of Europe, you can contact one of our other offices.

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Credits

Game Design	Kellyn Beck, Evan & Nicky Robinson
Programming	Evan & Nicky Robinson, Ken Zarifis
Project Director	Kellyn Beck
Graphics	Jim Sachs, Scott Wallin, Dennis Clevenger, Michael Kosaka
Music	Jon Newton, Michael Bard
Producers	Chris Wilson & Dave Albert
Associate Producer	Roland Kippenham
Assistant Producer	James Bailey
Artist Photo	Bill Fiesterman
Technical Director	Jesse Taylor
Product Manager	Chris Thompson
Package Design	Lance Anderson
Illustration	Robert Hunt
Documentation	David Luoto
Map Design	Kid Blast Graphics, Jennie Maruyama
Testing	Karyn Taylor, Mike Meischeid, Jack Falk

The Artists

Kellyn Beck is the award winning designer and project director of Defender of the Crown™, S.D.I.™ and Rocket Ranger™. In his work as a computer game designer, Kellyn uses his extensive experience in television film and theatre to better realise the potential of interactive entertainment. He begins each project with a year of research and design work, in which he



sketches elaborate storyboards of each scene that will appear in the game. His preparation for Centurion included a research trip to Rome, and a few necessary side trips to Roman Colonies like Germania (Germany), Gaul (France) and Alpes (Switzerland). The inspiration for the game came from too many hours spent watching the movies Ben Hur and Spartacus.

Bits of Magic was formed by six Little Green Men From Mars and two midgets in a doberman costume. They quickly ran out of money and sold the company to Evan and Nicky Robinson. Nicky and Evan did some games with Paul Reiche III, before joining Kellyn Beck to bring you this thunderous epic of a wagon train crossing Alaska....no that's not right star destroyers battling D-Beams off the Rump of Orion .. no! no! no!., well it's thunderous and epic, whatever it is.

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