

PENINSULA

Game manual English version

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Start the game

1. Turn on/reset your Commodore 64
2. Insert the Peninsula floppy disk in the disk drive. If you have more drives, use drive with id 8, which normally is the first drive in the serial chain.
3. Digit **LOAD "PENINSULA",8** and press **RETURN**
4. After loading is completed (return of the prompt **READY.**) digit **RUN** and press **RETURN**: the game will automatically continue loading and then will start.

Game Basics

Peninsula is a turn-based strategic/managerial game.

You can choose one of seven of the most historically important Italian cities, each with different characteristics, strengths or weaknesses, which will affect your game tactic differently.

The core of the game is to be able to manage the different involved resources in an efficient and balanced way, first of all avoiding having a negative budget for any of them: in this case indeed you will have only one more turn available to restore the situation, otherwise you will immediately lose the game.

The ways to provide resources are various: through internal production, trade, collaboration by specialists, diplomatic relations, military conquests...

Secondly, you will be periodically assigned specific goals, depending on which you may have to change your strategic orientation: you don't have to achieve them all but the amount of achieved goals will determine whether you win or lose as a good administrator.

Resources

It is important to understand the different resources provided in the game and how they are represented.

Population

Population is not truly a resource, but it is the lifeblood of your city: it is the workforce that you can employ to produce the various types of resources: each point of the population score can produce in one turn one point of score for another resource, depending on where it is located in the city.

Keep in mind that in the game the pink little man symbol indicates the total amount of your population, while the green little man symbol indicates the free population, that is not currently productive and available to be employed (and is therefore a part of the total population count).

In order to boost your production capacity and so keep up with the game you will have to make sure that your population can grow (as described in paragraph *The City Center*) and this will consume the resource named *food*.

Food

Food is basically used to grow your city's population: each periodic growth spurt will consume a certain amount of food (as described in paragraph *The City Center*). Food shortages (here referred to as famine) prevent your population from growing and therefore the availability of new workforce.

Industry

This resource is represented by a gray hammer symbol and is used for construction or improvement of city buildings, which are needed together with the workforce to produce all types of resources. The abundant availability of industry points makes a city more autarkic, that means capable of producing a greater quantity of resources by itself.

Gold

Gold is represented by a yellow coin and has no other use in the game than just money, that is a currency to exchange and trade other resources: you can accumulate gold score by producing it or by selling resources you have in excess on the market, and use it to buy resources you are in shortage and need.

Science

It is represented by a blue ampoule symbol. Science points can be spent to achieve technological improvements that bring various kinds of benefits to the game.

Culture

Represented by a purple music note symbol, culture is used to attract famous personalities: indeed it bears the costs of hosting characters in your city, who excel in various fields and therefore bring you benefits of various kinds.

Army

This score, represented by two cyan swords, is none other than your military strength: it is consumed with wars and, compared with the corresponding score of your enemy, it determines the outcome of a battle, whether you are the attacker or the defender (see more details in chapter *About War*).

Diplomacy

Similarly to *army* score, it quantifies your diplomatic reputation, so compared to your interlocutor's score, it establishes whether the agreements you propose are accepted or not. This resource is represented by a light green flag.

Agents

Agents are specialized operators who are periodically trained and made available to you and are necessary to perform specific actions in the game: performing one of those actions leads to "spend" one of the corresponding agents.

There are various ways in the game to make the availability of the 3 different types of agents more frequent, through improvements, or the contribution of specialized characters, or by the inherent characteristics of the city you have chosen to govern.

Diplomats

Symbolized by an envelope, every time you want to offer a pact with another town or city, a diplomat has to be used. The diplomat is always used regardless of the outcome of your proposal.

Merchants

Symbolized by a jar, every time you want to establish a new trade route with another town or city, a merchant has to be used. On the contrary a merchant is not necessary to cancel an existent trade.

Generals

Symbolized by a helmet, a general has to be used every time you want to start a battle against another town or city. This only applies if you are the attacker: no general is used instead when you are attacked.

The game interface

This game is designed for joystick use, except some sporadic use of the function keys. In each panel of the game interface, at the top of the screen it is always explained how to use the joystick: typically you move the joystick lever to scroll through the available actions or items and press the button to choose or interact with them.

City panel

That is the main game interface.

On the right side of the screen there are indicators of population and stored resources: the pink human icon shows your total population amount (in thousands) and the green human icon shows how many of them are still unemployed and available to be assigned as workforce.

Then the stored resources indicators follow. Warning: if those number turns red it means that the respective resource has suffered a decrease and if this condition is chronic it means that you have a negative trend for that resource output, so in that case check your activities carefully to restore a steady or positive budget.

At the bottom of the screen you can find the indicators of available agents and the turn counter.

In the middle a map of your city is shown and different information is displayed based on which area is framed by the pointer that can be moved with the joystick. The focused area glows white.

The City Center

This is the main hub of your city life. When focused, two very important details are displayed:

CITY CENTER PRODUCTION

Your city center gives its own basic output of resources: those amounts will always be produced every turn regardless of your population employment.

This production rate can be increased by specific improvements that can be achieved paying *science* points.

Note that there will always be one type of resource produced more and one that will never be produced by your city center: this depends on the characteristics of the city you have selected.

POPULATION GROWTH

A progress bar shows growth forecast for your population and the consumption of *food* that will be needed to make it possible: at each turn the bar will fill by one point; once full the bar will reset, your population will grow by one point and the written amount of resource *food* will be subtracted from your stock.

The length of the bar and the needed amount of food can be reduced by some improvements or per feature of the selected city, in order to make population growth faster and easier.

If there is not enough food available when the bar fills up, population will not be able to grow but any food supply will be totally consumed.

Pressing the joystick button while the city center is focused gives access to all the other game options and interfaces, which are described in the specific sections.

Other Buildings / Areas

Buildings are structures specialized in the production of a specific resource: by assigning them free population, citizens become workforce that makes buildings productive, based on how many people are employed: each assigned population unit produces one point of that resource per turn.

When focusing on other areas of your city, what follows may be displayed:

- if the area is free, you can see information of which resource type the area is suitable for production and the construction cost in *industry* points of the respective basic building; by pressing the button the structure will be built.
- if there is already a building, its details are shown and by pressing the button you will access a menu of concerning actions:

ASSIGN WORKER

Each time you press the button for this action 1 free population unit (if you have any) is employed in the building, generating 1 point per turn of the specific resource

RELEASE WORKER

Each time you press the button for this action 1 population unit is returned from the building to free population, while the respective resource production decreases by 1 point per turn

UPGRADE BUILDING

Each building has a limited population capacity and therefore a productivity limit. However, it could be upgraded to a more advanced and productive facility, by paying the indicated cost in *industry* points at the push of the button

DONE

Exits the building menu and lets you shift focus to other areas or buildings.

Improvements

This sections shows a list of available technological and cultural improvements which can be achieved by paying the specified price in *science* points.

At the upper right corner of the screen you can see your remaining *science* points.

Those improvements are divided by color into different topics. Once one improvement is achieved, a more advanced and expensive one of the same topic becomes available.

Depending on your aims, some improvements may be of strategic importance, so don't neglect the progress of your city.

Special Guests

Some famous Italian people, who actually lived in the historical period the game is set in, may come to visit your city.

If you can afford it, you can offer to host them by paying an initial (one-off) and a periodic (per turn) cost in *culture* points. Each host grants a particular benefit in the game.

This section shows the list of your hosted guests: if you no longer need the granted benefit or can not afford anymore all the resulting *culture* costs, you can dismiss a guest by simply pressing the button when he is selected.

Note: the maximum number of guests that can be hosted is 7; once this limit is reached, no new characters will show up, so if you want to grant a turnover, always keep at least one place available.

Disk Options

In this section, using the mentioned function keys, you can save your game progress to disk, or restore a previously saved checkpoint, or start a new game.

Remember: this game allows only one “slot” to save your progress, so any new save will overwrite the previous one.

(You can bypass this limit by using a different disk)

Region Map

A map of you region is displayed: there your flag indicates your city position and all the nearby towns are shown too.

Using the joystick lever moves a lens among your city and the towns showing their details. If you press the button focusing your city, you exits the map, otherwise you will interact with the focused town.

See available actions in the chapter *Interaction with Towns and Cities*.

Details of towns are explained below.

Supply

The amount of a resource the town is offering on the market. Each unit (i.e. each icon) of resource costs one unit of gold. These amounts are meant by turn.

Note: if the town is conquered by you, Supply entry is replaced by **Gift**, as that amount of resource per turn will not be paid but given you for free.

Demand

The amount of a resource the town is asking on the market. Each unit (i.e. each icon) of resource is paid one unit of gold. These amounts are meant by turn.

Note: if the town is conquered by you, no more demand is generated, but it will be restored if you return free sovereignty by a diplomatic pact.

Alignment

This information specifies the diplomatic orientation of the town toward your city and determines which interactions you can have with it. For an accurate description of alignments effects see the table in section *Alignments*.

Diplomacy & Army

Current *diplomacy* and *army* scores of the town are shown next to their respective symbols. These values may change over the course of the game, always pay attention to them as:

- diplomatic agreements you propose are accepted only if your *diplomacy* score is higher
- your attacks succeed only if your *army* score is higher

Quarantine status

If the town is temporarily in quarantine due to the Plague, it will be specified here. You cannot interact with a town in any way while it is in this condition, but any trade already in progress will continue.

Foreign Affairs

By this interface you can manage relationships with other great cities of the Italian peninsula. Cities are more powerful than towns of your region and dealing with them is more critical, their inclination is more susceptible to your behaviors, which is potentially more profitable as riskier.

By moving the joystick lever you can change the city you are dealing with, see its name, its *diplomacy* and *army* scores and read the most recent message received by its leader.

Another piece of information shown for a city is the so-called **Excellence**: it's the resources of which that city is particularly prosperous.

Finally, as for towns, the alignment is shown.

Only when the alignment of a city is FRIENDLY or ALLIED, you can know the resource that the city is available to trade, which from time to time may be offering its excellence or demanding another resource.

Pressing the button while examining a city makes it possible to interact with it, otherwise pressing the button when the Italian peninsula is depicted takes you back to your city.

See available actions in the chapter *Interaction with Towns and Cities*.

Budget and Goals

By this section you can verify your overall situation, that is useful to check your progress towards goals to be achieved.

In the upper side the turn counter and total population are reported and on the right you can see the rating bar of your past goals: green means achieved and red means failed.

Then a detailed resource budget is display, broken down into the various items for a better analysis:

City

The income from your city center.

Work

The income from workforce (population) assigned to the specialized buildings.

Trade

The input and out output derived from all your trade routes: positive values means bought resources (or earned *gold* by selling) and negative values means sold resources (or spent *gold* by buying).

Gift

Here are reported absolute gifted or lost (if negative) amounts. Input can come from conquered towns, hosted guests or special temporary situations (random events). Especially for resource *culture*, the overall per turn costs for special guests are reported here as a loss.

Bonus

It is the bonus or penalty (if negative) total percentages by which the total input of that resource is multiplied: a positive contribution can be given by improvements, alliances or conquests of other cities, special guests or temporary situations; a negative contribution can be given by temporary situations but above all by the occupation by an foreign city.

The calculated amounts are always rounded down.

Trend

After all due calculations, this is the trend of growth or decrease per turn of the resource.

STOCK

Your stored amounts, the same reported in the City Panel.

Then you can see a summary of your diplomatic and trade relations with town and cities, and how many actors or guests you have.

Finally your current goals are reported.

Interaction with Towns and Cities

Selecting a town or city in the specific game panel (*Region Map* for towns or *Foreign Affairs* for cities) gives you access to the list of possible actions that follow.

OFFER PACT

You have to use a *diplomat* in order to perform this action and it succeeds only if your *diplomacy* score is higher than the one of town or city.

Every time a pact is accepted, the town/city alignment towards you improves by one step according to the following ranking:

OCCUPYING --> HOSTILE --> NEUTRAL --> FRIENDLY --> ALLIED

TRADE

This action is available only if the town/city alignment is FRIENDLY or ALLIED and you have to use a *merchant* in order to perform it. Doing that you can establish a trade agreement. In this game trade routes are one-way, that is you can only buy or sell (never both) from/to a commercial partner. With towns you always can choose direction, you may indeed:

- buy each turn the type and amount of resource specified in the *Supply* entry spending the equal amount of *gold*

OR

- sell each turn the type and amount of resource specified in the *Demand* entry earning the equal amount of *gold*.

With cities you cannot choose instead: they only offer or demand one resource and trading with them means accepting that transaction. Trading with cities is more challenging since exchanged amounts are greater: carefully make sure you can afford this business without upsetting your budget, withdrawing from commercial agreements with cities is not without diplomatic consequences.

CANCEL TRADE

You can withdraw from a commercial relationship whenever you want, without using a *merchant*. This action has no consequence as far as towns are concerned, instead with cities this decision will worsen diplomatic relations scaling down their alignment towards you.

ATTACK

You have to use a general in order to perform this action and it succeeds only if your *army* score is higher than the one of town or city.

Any trade route with an attacked town or city is suddenly cancelled.

If you win the battle, the town or city assumes the alignment CONQUERED, otherwise it becomes HOSTILE.

Alignment

The alignment of towns and cities is the factor that determines their behavior and your possibilities of interaction with them.

The following table lists all the alignments: think of them as a ranking, from the lowest (worst) OCCUPYING to the highest (best) ALLIED or CONQUERED (these two are actually not better than each other, but rather two alternatives, which one is best depends on your goals).

The table describes the effects of alignments, which are different for town and cities. Besides the respective columns explain how to make a different alignment scale up to it (from a “worse” one) or scale down to it (from a “better” one): for example, concerning both towns and cities, you can scale their alignment down to HOSTILE if you attack them and fail, but this alignment might be assumed by chance anyway if they are previously NEUTRAL, that is indeed an unstable alignment.

	TOWNS			CITIES		
ALIGNMENT	EFFECT	SCALE UP	SCALE DOWN	EFFECT	SCALE UP	SCALE DOWN
Conquered	Supply resources given for free, but no demand	Successful attack	<i>n/a</i>	50% output bonus for its excellence resource, but 25% output penalty for <i>diplomacy</i>	Successful attack	<i>n/a</i>
Allied	Can trade with you. Double profit from selling	Successful pact	<i>n/a</i>	Can trade with you; 25% output bonus for its excellence resource	Successful pact	<i>n/a</i>
Friendly	Can trade with you	Successful pact	Successful pact	Can trade with you	Successful pact	Trade cancellation
Neutral	None	Successful pact	<i>n/a</i>	None	Successful pact	Trade cancellation
Hostile	May attack you	<i>n/a</i>	By chance or failed attack	My attack and occupy you	Successful attack	By chance or failed attack
Occupying	<i>n/a</i>	<i>n/a</i>	<i>n/a</i>	40% output penalty for every resource	<i>n/a</i>	Failed defense

About War

As already mentioned, you can attack towns and cities using *generals*. Towns and cities of HOSTILE alignment may also decide to attack you in the same way.

Army scores determine the outcome of a battle: whoever has the highest wins and the winner's score is however deducted by the amount of the loser's score, which is totally or almost zeroed.

(Whether you are attacker or attacked, there are improvements that allow you to reduce *army* losses).

When you are the attacker, if your attack succeeds the town or city alignment becomes CONQUERED, otherwise HOSTILE (if not previously so).

When you are attacked and your *army* score is higher than the enemy, you manage to resist the attack.

Towns can never occupy your city, so the worst thing it can happen if you cannot stand their attacks is having your *army* score zeroed.

Differently, if you fail to repel an attack by another city, yours is occupied ! (The other city alignment becomes OCCUPYING). This condition penalizes you a lot in the game and you should try to get out of it as soon as possible, negotiating your independence or freeing yourself by attacking in turn.

Release notes

Peninsula was made by Roberto Sandri and released exclusively by Digital Monastery.

Comments and bug reports are welcome to rs2809@yahoo.it.

Enjoy !