

JOAN OF ARC™

Throughout its long history, France has seen many disasters and spectacular changes. During the XVth century, this world was close to extinction. All human resources were not enough save a miracle. The miracle was... Joan of Arc.

Relive the prodigious destiny of the Maid of Orleans who was without equal in this historic period. Take part in the tremendous revival which took place through its battles and sieges which were to transfigure France at the dawn of European renaissance.



LOADING

Amiga

Insert disk and follow the instructions.

Atari ST

Insert disk A. Double-click the icon for disk A. When the window appears, double-click on "Jeanne.PRG".

PC

Turn on the computer. Insert your MS-DOS system disk. When the A> cursor appears, enter JEANNE. Then RETURN or ENTER. To obtain further information, type A> LISEZ.MOI

COMMANDS

Atari ST

You can use the mouse or joystick.

Amiga

You can use:—
The joystick (to select press FIRE button).
The mouse (select by pressing FIRE button).
The keyboard (select by pressing any key).

PC

The keyboard: use the 4 arrows to move the cursor, the SPACE BAR to validate, the left hand SHIFT key to accelerate the movement and the S key to start or stop the sound.

PLAYING THE GAME

YOUR CHARACTER: You are Charles, the Dauphin of France. Your legitimacy as successor to the throne is questioned; the English are sieging Orleans, the key to your entire defence system. You are waiting for a miracle...

YOUR AIM: Firstly, you must be crowned King in Rheims with the help of God and Joan of Arc, and then save France by chasing the English out of the Kingdom and by freeing all the French provinces one by one.

YOUR MEANS: A map that allows the player to determine his/her policies, and to chart conquests and losses. The various political powers (to be selected via the fleur-de-lys on the map), which can be used by a king and which can only be accessed once you have been proclaimed king.

You can also count on the presence of Joan of Arc at your side. Isn't that a sign from God, that a country girl guides the actions of your armies?

Will the kingdom of France finally be led to peace?

But watch out! As she herself said during a private meeting, her position amongst the nobles of the kingdom is very precarious; she has too many enemies. So, use her to your best advantage and for the greater glory of your kingdom.

THE BEGINNING OF THE GAME

The adventure begins on 1st May 1429. You have an army for which you had to scrape the bottom of your coffers. You have put Joan of Arc at the head of this army with the aim of freeing Orleans and then leading you to the Champagne province and Rheims for your coronation.

You will then be granted the political powers of a legitimate King of France which are:

1. Diplomacy
2. Espionage
3. Helping Hand
4. The Royal Treasury
5. Royal Justice
6. Raising of the royal army
7. Starting a campaign



1. DIPLOMACY:

Procedure used to establish relations with your enemies in order to reach an agreement.

Select the opponent, the subject and the town for the negotiations by positioning the cursor on the name chosen. To select the two ambassadors, the English hostages in FRANCE or the French prisoners in ENGLAND, consult the CHARACTERS table.

To exchange a French town occupied by the English for a certain sum of money, select the province of the town chosen on the map and then select the town.

Use your royal SEAL to validate the message, but be careful, it will then no longer be possible to rectify the said message. You can, however, delete it and start again.

Wait for the results of the negotiations. If an agreement is reached, use your SEAL to ratify it.

If money must be paid in either direction, it is automatically paid into or taken from the Royal Treasury.

The various types of negotiations possible are:

CEASEFIRE temporary suspension of any hostile act.
PEACE ending of a conflict between two states.

ALLIANCE union contracted between two states.
FREEING of a French character or a town occupied by the English against payment of a sum of money.
LIBERATION of an English character against payment of a sum of money.

Warnings

Choose your ambassadors carefully from the characters at your disposal. Too many failures may lead to very bad results, such as the uncontrollable reaction of your people and vassals. Or worse still: your ambassadors may be taken captive by your wiley opponent.

Do not underestimate diplomacy despite its apparent complexity; it can help to make a gradual progress in your policy.

2. ESPIONAGE:

Intelligence mission in enemy provinces.

3. HELPING HAND:

An action, the aim of which is to make your policy advance in a subtle and often decisive way.

FOR THESE TWO OPTIONS:

Select the spy or right hand man, the premium and the mission by placing the cursor on the name or the sum chosen. The spy profession is one of high risk and it is strongly recommended that you preserve the life of your agents as far as possible by paying them handsomely, within the limits of your finances, of course. Otherwise, you will see the numbers of candidates diminish.

Use your royal SEAL to validate the mission, but be careful—it will then no longer be possible to rectify the said mission.

The various missions possible:

ESPIONAGE: Information on...

- ~ The garrison in the town, for example before starting a military campaign (to be selected on the map).
- ~ The situation of an enemy army to be selected on the map.

Helping Hand

Poisoning or murdering, with the aim of removing an awkward character in a dramatic way.

Kidnapping in order to take a character out of circulation without hurting him, in order to judge him or even to exchange him against a ransom.

Warnings

The spies or right hand men that you can employ have each one or more specialities, but you cannot always rely on them. Use your instinct to grant them missions, in the hope that you will choose the right one at the right time.

Consult the list of characters and study the "professional" profile of your future employees.

4. ROYAL TREASURY:

To finance your ambitions, to guarantee your power. At all times during the game, the map shows your financial status. At the start of your adventure, your coffers are empty. Once crowned, you must fill them up; for this you have several possibilities.

Two Types of Tax

THE TITHE — is payable in September only and is automatically levied by your collectors throughout the loyal provinces or where there is no shadow of an enemy.

Do not forget to collect the Tithe in September. We will see who is attentive and who is not!

The Tithe varies each year as its value is based on the quality of the harvest, itself depending on the weather conditions during the months before this agricultural event. If the weather is bad, your people are faced with a famine.

The Tithe rarely exposes the king to strong reactions from the people as it represents a feudal tradition which states that the weak must give part of the fruits of their labour to the one who, if required, will defend them against the enemy.

THE HEARTH TAX: this is a supplementary tax which can be levied at any time in the French province of your choice. Its advantage: A readily available income, the size of which increases with the wealth of the province chosen. One major disadvantage: it is the most feared tax for the people and it is often the cause of bloody uprisings.

It is strongly recommended that you do not levy hearth taxes twice in the same province in the same year.

The ransom of an English prisoner in France whom we will call a hostage and which is not negotiable. See the Diplomacy option for how to use this possibility.

Sacking of a town taken from the English: It is of course a French town and is, therefore, a dangerous option for a king who is striving for the unity of his Kingdom. See the "Starting a Campaign" option for instructions on the use of this option.

NOTE: For your culture, you should know that the monetary unit used in this game is the Tournais pound which is the equivalent of 300 1988 Francs: worthwhile, isn't it?

5. THE ROYAL JUSTICE

The King's justice inspires absolute respect of the rights of all subjects in the kingdom, both weak and powerful.

Three procedures are available:

ARREST: consists of capturing the guilty and other suspects and placing them in the royal prison. This operation can only be performed amongst French characters. For the English, who are hostages and who are in the royal prison, the start of their captivity corresponds either to a kidnapping or to a defeat during a siege or battle. The royal prisons can contain all the characters in the adventure if required, but is this really the best solution to reach your goal?

The reasons for condemning a prisoner must either be based on the events or more "politically" on the interests of the game, as follows:

High treason, flight before the enemy and witchcraft. It is for you to decide the consequence.

Then use your royal SEAL to validate the arrest. Then comes the trial and the punishment.

GRACE: granted only to French characters, the English cannot be pardoned as they are the enemies of the kingdom. Use your royal SEAL to validate this GRACE.

EXECUTION: this is the final stage of the judgement with its various punishments. First of all, you must have imprisoned the individuals concerned as leaders of a province in revolt (to be selected on the map) or as a French or English prisoner.

Be careful. You cannot undo the irreparable consequences after having chosen the execution process. You then simply choose the method to be used: hanging for a group or the block for individual nobles.
Use your royal SEAL to validate this execution.

Warning

You should be reasonable with the French characters otherwise, you will expose yourself to risks of defeat at the hands of the English. The French characters are the cards of the game and without cards, there is no game.

6. RAISING OF THE ROYAL ARMY

This is the creation of the royal army, one of the guarantees of your success as long as you have luck and money. Three important phases are required to raise the army.

First of all, the location of this raising or the regrouping site. It is useless to pay soldiers to cross friendly provinces; an army is very expensive and it is better to assemble it in a province close to your next objective; you can then use it more rationally.

Then, you must appoint a leader; a great strategist, if possible.

Then all you have to do is recruit the soldiers; knights, archers, troops and mortar operators for a given length of time and a payment corresponding to the number of men and the time. Follow the instructions given to recruit your men.

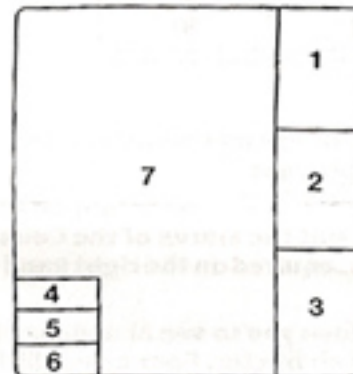
7. START A CAMPAIGN

This is the active and concrete phase of the reconquest of the national territory. You must first select the province and then one of the towns or fortresses to be freed. A province is entirely freed when all the strongholds have been liberated. An enemy army can at any time attack and then you are faced with a battle in open country. In order to take a town, you must win all the archway games. Otherwise, you will have to start a siege. You must then choose whether to lay-off your troops or to attack a new objective. You may find yourself blocked in the town that you have just taken. You must then defend yourself to the end behind your barricades or provoke a battle in open country.

The liberation of a town enables you to tax the citizens as you feel fit. When freeing a province, you can build a fortress in order to reinforce that province.



READING THE MAP OF FRANCE



1. The **DATE**, showing the months and years, enables you to situate yourself within the time frame. The adventure begins on 1st May 1429.
2. The icon provides access to the **POLITICAL OPTIONS** which will help you to handle the events which occur throughout your reign. But be careful, only your crowning in Rheims enables you to call on these political powers.
3. A double icon giving access to the **WEATHER FORECAST**. (Consult the list of weather symbols to recognise them). These indications enable you to prepare your military campaign better (in this case, watch out for waterlogged ground or cold), or not to levy hearth taxes in a province afflicted by poor weather conditions.
Here you will also obtain the map of the French loyalist provinces with a **CONFIDENCE** indicator for the provinces with respect to the king. Five degrees of confidence exist. The entry of a province into the two most critical levels exposes it to an armed revolt (revolt status when the province flashes) and to invasion by enemy armies.
4. The **VALUE OF THE ROYAL TREASURY** of which you can make use.
5. The **BACKUP** icon to save your game, provided that it is saved on a pre-initialized floppy disk. Be careful: only one game can be backed up on the same floppy.
6. The **LOADING** icon for your saved game.
7. The map of France, itself, with the provinces divided between the English (in red) and the French (in blue). There are also "Autonomist" French provinces allied with the English, such as Brittany or Bourgogne (extra enemies for the poor old King of France). If two enemies meet in the same province, a state of war is declared and the province changes colour in clear contrast to its neighbours.
The symbol representing the English and "Autonomist" armies is a Flame (Red). The French and Military Lords are represented in blue.

WEATHER SYMOLS



Sun

Cloud



Shower

Sleet



Rain

Hail



Storm

Snow



Frost

Fog



ALPHABETICAL LIST OF TOWNS

TOWNS	PROVINCE
Amiens	Picardy
Angers	Anjou
Arras	Artois
Auch	Armagnac
Auxerre	Bourgogne
Bayonne	Guyenne
Beauvais	Ile-de-France
Bordeaux	Guyenne
Bourges	Berry
Bruges	Flanders
Caen	Normandy
Calais	Picardy
Carcassonne	Languedoc
Chartres	Orleanais
Chateau de Chinon Fortress	Touraine
Chateaux de Foiz Fortress	Foix
Chateau Gaillard Fortress	Normandy
Clermont	Auvergne
Compiege	Ile-de-France
Dijon	Bourgogne
Evreux	Normandy
Foix	Foix
Gand	Flanders
La Reole Fortress	Guyenne
La Rochelle	Poitou
Le Mans	Maine
Lyons	Lyonnais
Melun	Ile-de-France
Montpellier	Languedoc
Nantes	Brittany
Nevers	Nivernais
Orleans	Orleanais
Pau	Beam
Paris	Ile-de-France
Peronne Fortress	Picardy
Poitiers	Poitou
Provins	Champagne
Rheims	Champagne
Rennes	Brittany
Rouen	Normandy
Toulouse	Languedoc
Tours	Touraine
Troyes	Champagne
Vannes	Brittany
Vienne	Dauphine



READING OF THE CHARACTER TABLE

1		3	4
		5	
2		6	
		7	
		8	
		9	
11		10	

- 1 . List of the French or enemy characters depending on the operation in process.
- 2 . To select a character, place the cursor on the name. You can then consult the status of the Commander in Chief or the Duke required on the right hand side of the parchment.
- 3 . A coat of arms allows you to see at a glance the nationality of the character. Four possibilities: English, Bourgogne, Brittany, French.
- 4 . The portrait of the character.
- 5 . The situation of the character with the various residencies possible, such as the Royal Court, the Court of Bourgogne or of England, the royal prisons, the Prison of London, on a military campaign with the army, etc.
- 6 . The name of the character.
- 7 . The status of the character – that is his title: Duke, Chancellor, Commander in Chief, Great Chamberlain, High Constable, Bailiff, Bishop, etc.
- 8 . The three most important qualities at that time for a historic character: to be a politician, a strategist or a master at arms, with the respective level for each: very good, average, weak, non existent.
- 9 . Indication of the number of characters to be chosen, depending on the operation in progress.
10. The top right hand side of the parchment is the validation field, once a character has been chosen. Of course, certain situations are incompatible with the operation in progress, such as residence in the royal prison for a future Ambassador.
11. The top left hand side of the parchment is the character reject field, which gives access to the list of characters again, for consultation purposes.

Warning

For the "right hand man" character table, the villain is selected by placing the cursor on its face and then CLICKING.

LIST OF CHARACTERS

CHARLES VII – The Victorious – (Paris 1403 – Melun-sur-Yevre 1461) King of France (1422 – 1461) son of Charles VI and Isabeau of Bavaria, he is recognised by part of France only and is called "the little king of Bourges"; feeling abandoned he thinks about seeking refuge in Scotland, when Joan of Arc appears and rises to fame in 1429, reviving his feeling of legitimacy: This is the starting point of a long "Reconquest" of the Kingdom of France from the English.

HENRY VI of Lancaster – (Windsor 1421 – London 1471) King of England (1422 – 1461). Having succeeded his father in August 1422, he was proclaimed King of France in October when his grandfather, Charles VI, King of France, died. Henry is incapable of coping with the military disaster and imposing his authority. On returning to England, a civil war is declared, the "War of the Roses", which is an ill omen of his tragic end. He is assassinated in prison in 1471.

PHILIPPE III the Good – (Dijon 1396 – Bruges 1467) Duke of Bourgogne (1419 – 1467) son of John the Fearless assassinated by the "Armagnac" party in favour of Charles VII. He provides his successive allies, first the English and then the French, with mediocre support only. In fact, he is more concerned with providing powerful institutions for his immense conquests.

JOHN VI – Duke of Brittany. Not knowing who to turn to, he is more concerned with fortifying his province by removing them from the influence of the crown.

YOLANDE OF ARAGON – Queen of Anjou, Naples and Sicily, mother in law of the Dauphin Charles, true powerhouse behind the French victory.

JOAN OF ARC (Saint) – (Domremy 1412 – Rouen 1431). After her trial for sorcery and her death at the stake in Rouen in May 1431, Joan is rehabilitated by Charles VII on 7th July 1456. She will become a national heroine in the XIXth century and will be canonized by the church in 1920.

JOHN DUKE OF ALENCON – Companion of Joan of Arc: She calls him "The Handsome Duke".

GILLE DE RAISE or de **RETZ** – Companion of Joan of Arc, becomes Marshall of France. Never recovered from the death of Joan. Executed in Nantes in August 1440 for cannibalism and the practise of alchemy. Inspired the Blue Beard legend.

LA HIRE – Etienne de Vignoles – Companion of Joan of Arc.

POTON DE XAINTRAILLE – Companion of Joan of Arc.

REGNAULT OF CHARTRES – Chancellor – Archbishop of Rheims.

DUNOIS – Batard of Orleans – Companion of Joan of Arc, will become the Great Chamberlain of the King in 1433.

GEORGES DE TREMOILLE – Great Chamberlain of the King, worried about the influence of Joan, maybe one of those responsible for the dramatic events in Rouen. Great friendship with the house of Bourgogne.

ARTHUR DE RICHEMONT – High Constable of France, disfigured and scarred at Agincourt, a great war leader.

PIERRE DE BREZE – Became Count of Evreux in 1445 after having become Chancellor in 1436. Inheritor of the political intelligence of Yolande of Aragon.

JACQUES COEUR – Chancellor of the Exchequer of France – thanks to him, the economic life of France regained strength and turned the Court of the King of France into the foremost Western court.

WILLIAM OF VIENNA – General bailiff of Bourgogne – knight of the order of the Toison d'Or – prime minster for Philip the Good.

JEAN OF LUXEMBOURG – Vassal of Philip the Good – it is he who made Joan prisoner in Compiegne and sold her to the English.

PIERRE CAUCHON – Bishop of Beauvais. He headed the inquisition court which sent Joan to the stake.

FALSTAFF – English Commander in Chief. He tried to help the English in Orleans – in vain.

DUKE OF WARWICK – One of the great English chiefs of staff – helped the King of England to the end in France.

DUKE OF BEDFORD – Regent of France until Henry VII of England reached his majority. Uncle of the King.

COUNT OF SUFFOLK – Maybe the greatest English strategist at that time, but was assassinated in September 1450.

SIR JOHN TALBOT – The oldest Commander in Chief on the continent; died during the battle of Castillon aged 80.

CARDINAL OF WINCHESTER – Chancellor of the Exchequer to the King of England, is said to have dreamed of taking the place of his sovereign.

DUKE OF GLOUCESTER – Regent in England until the young Henry VII of England reached his majority; uncle of the king and brother of the Duke of Bedford.

DUKE OF SOMERSET – Last regent of France before the final reconquest by Charles VII.

SIR THOMAS KYRIEL – Last great English Commander in Chief, also beaten and overcome by the French army led by Charles VII.

LIST OF RIGHT HAND MEN

GUNTHER OF COLOGNE – Also called the heretic, brutal and sly.

HANS THE MERCIFUL – Nicknamed the Madman by those who could approach him.

JUAN the ANDALUSIAN – Condemned by the church, subtle and refined.

ROBERT THE DEVIL – Called the Alchemist, cruel and intelligent.

MATTHEW CLAYMORE – To see the glint of his sword meant certain death.

VIVIANNE THE MAD – specialist in poison, called the witch.

ARCHWAY GAMES

Several archway games take place during this adventure. You can use the joystick, the mouse or the keyboard. The various handling combinations are often the same from one game to another, even if the resulting actions are not identical. See the list of these combinations to be used for each action.

For the JOYSTICK : JOY

- A – Push handle away from you.
- B – Push the handle to the right.
- C – Push the handle to the left.
- D – Pull the handle towards you.
- E – Press the FIRE button.

For the MOUSE : MOU

- F – Slide the mouse away from you.
- G – Slide the mouse to the right.
- H – Slide the mouse to the left.
- I – Slide the mouse towards you.
- J – Press the right hand button.
- K – Press the left hand button.

For the KEYBOARD : KEY

- L – Press the right ARROW key.
- M – Press the left ARROW key.
- N – Press the upward ARROW key.
- O – Press the downward ARROW key.
- P – Press the SPACE bar.

ARCHWAY GAME "ENTRY INTO THE TOWN"

Its aim is to enter the town by the door having eliminated all opposition. It is impossible to enter whilst armed men are opposing you. Beware of arrows, if you are hit too often, you will become dangerously weak.

TECHNICAL FACTSHEET	JOY	MOU	KEY
Move forward	B	G	L
Move back	C	H	M
To bring up your guard or to stop	E	J	P
Side attack	B + E	G + J	L + P
Attack to the head	A + E	F + J	N + P
Attack from top to bottom	D + E	I + J	O + P

ARCHWAY GAME – "TAKING OF THE WALL"

Its aim is to take the wall defended by your enemy. To do so, you have three ladders to gain access to the rampart walk. The defenders can throw rocks or boiling oil on to you whilst arrows pour down. Beware: at the end of each of the two ladders, do not jump into thin air. You will fall to your death.

TECHNICAL FACTSHEET	JOY	MOU	KEY
To change ladders	B or C	G or H	L or M
To hide behind a shield	E	J	P
Beware, the shield does not protect you from boiling oil.			

ARCHWAY GAME "DEFENCE OF THE WALL"

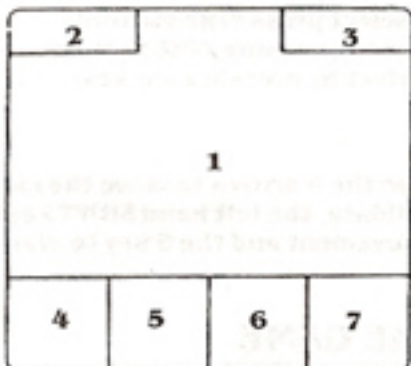
Its aim is to defend the wall of the town and you operate in the same way as the defenders in the archway game "TAKING OF THE WALL". The number of assailants depends on the size of the enemy army. You have an unlimited supply of rocks but no boiling oil.

TECHNICAL FACTSHEET	JOY	MOU	KEY
Move right	B	G	L
Move left	C	H	M
To throw rocks	A + E	F + J	N + P
To throw boiling oil	D + E	I + J	O + P
To stop throwing boiling oil	release E	J	P

ARCHWAY GAME "BATTLE IN OPEN COUNTRY"

Its aim is to beat the other army. To direct your troops, you use command icons.

1. This is the battle field, it is rarely identical, near to hills, plains or towns. The French royal army is always on the left of the screen.
2. and 3. These are gauges which indicate the morale and the state of the two armies. The French gauge is on the left.
4. The command icon for your troops. Place the cursor on one of the arrows chosen and validate to move the troops in the direction indicated. To stop them, validate the opposite arrow to the one chosen. The gauge indicates the state of the troops.
5. The command icon for the archers. Same directions as for the troops. To fire, use the square.
6. The command icon for the brilliant French knights. One disadvantage : one single charge. One advantage : it is lethal and often determines the outcome of the battle.
7. The command icon for the mortar, the arrows enable the fire height to be adjusted. To fire, use the square. The large icon at the bottom enables you to withdraw immediately.



ARCHWAY GAME "MAN TO MAN COMBAT"

During the battle, in the mass of troops, an enemy knight may suddenly appear and a fight to the death ensues. You are the French knight, dressed all in blue, appearing always on the left. The gauge on the left indicates your state of health.

TECHNICAL FACTSHEET	JOY	MOU	KEY
Turn your horse to the right	B	G	L
Turn your horse to the left	C	H	M
To stop the horse	E	J	P
Attack from top to bottom	A + E	F + J	N + P
Sword slash to the side	B + E	G + J	L + P
Charge with sword pointed	E	J	P
	maintained	maintained	maintained

Created by Chip
© 1988 SOFTGOLD. All rights reserved.
Manufactured and distributed under license from SOFTGOLD by GOI Media Holdings Ltd., a division of U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel 021 356 3388.

Copyright subsists on this program. Unauthorised broadcasting, diffusion, public performance, copying or re-recording, hiring, leasing, renting and selling under any exchange or repurchase scheme in any manner is prohibited.