

The Fall of Rome – Contemporary Reviews

Home Computer World,
29 May 1983

Sunderland Echo,
4 June 1983

Fall of Rome **Spectrum £6.99**

Argus Press Software, No. 1
Golden Square, London W1R 3AB

Can you imagine yourself as the saviour of the ancient Roman Empire, circa 395 AD?

In this game of strategy and tactics you get ample opportunity to steer the ancient Romans to victory — or defeat. By ample opportunity I mean that the game takes place over 60 years, sectioned into five-year periods of three phases.

One phase gives you a chance to deploy your forces throughout the provinces, and during this phase a map of ancient Europe is frequently displayed and constantly updated.

Your forces consist of mobile and static legions, cavalry and auxilium, which cost money to raise and maintain. Another phase is concerned with the movement of your wealth and the third phase is the combat. The inlay card contains a wealth of information, and you just follow the prompts on the screen.

I am not a fan of strategy games, but I must admit that this game made a refreshing change from shooting aliens.

Si vis pacem, para bellum, sic transit gloria mundi! B.B.

Instructions	100%
Playability	95%
Graphics	95%
value for money	85%
★ ★ ★ ★ ★	

QUESTION: *How do you get five million barbarians, an army or two of Persians, several thousand upset Armenians, fifty legions of itinerant Italians, and you, inside your micro.*

Answer: You buy a copy of ASP's "The Fall of Rome" and let your imagination and an imaginative game take you back to the year 395 AD.

Then, the Roman Empire, while no longer at its greatest, was still an immense power, but 60 years later Rome had been sacked, Western Europe and North Africa lost, and a much reduced Empire battled for survival in the East.

"The Fall of Rome" is a war strategy game in which the action takes place over a well represented map of The Roman Empire in 395 AD, and the distribution of armies and strengths differs with each game. The object is to refight history as you take command of Rome in its struggle for survival.

Once the instructions are entered the game is quick to respond and lasts for 12 turns, each representing a five-year period. It is just long enough to play and enjoy, and play again, which gives it an unusually addictive quality.

The instructions are detailed, but not too difficult to follow and there is a free map in the snap-fit cassette wallet which adds to the overall interest of the game.

The only drawback in what is the best strategy game I have seen for the 48k Spectrum is a lack of sound and limited colour use, but this does not spoil the enjoyment of a good and exciting game. — D.A.Q.