



SANTA PARAVIA EN FIUMACCIO

The Manual · version 2.1.0 · solo edition

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1. ABOUT THE GAME

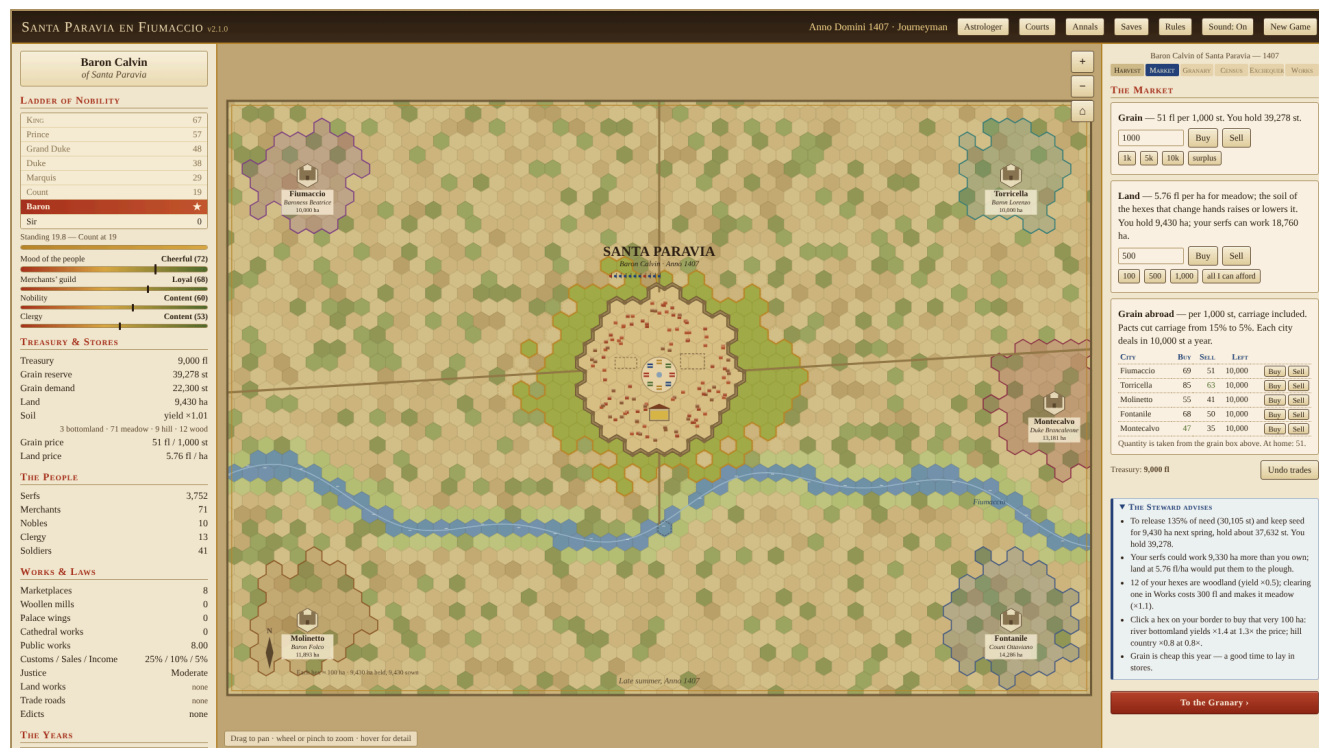
Santa Paravia en Fiumaccio is a solo game of city governance in Renaissance Italy, after the 1978 BASIC classic by George Blank. You inherit a small city-state on the Fiumaccio river in 1400 and govern it year by year: harvest and rats, the grain and land market, the granary ration that decides births, deaths and migration, the census, taxes and justice in the Exchequer, and the public works that raise your standing. Climb the ladder of nobility from Sir to King or Queen before death takes you, while up to five computer rulers with their own tempers race you to the crown. A hex map of soils, claims, improvements and trade roads, the favour of merchants, nobles and clergy, the mood of the people, edicts, pacts, ultimatums, scenarios, an Astrologer that forecasts your policies and a chronicle of every reign make it a study of population, food supply and taxation.

This is the **solo edition**: exactly one human ruler. Computer rulers and barons are your opponents; none of them takes a human seat, and the game needs no network and no multiplayer room.

2. STARTING A REIGN

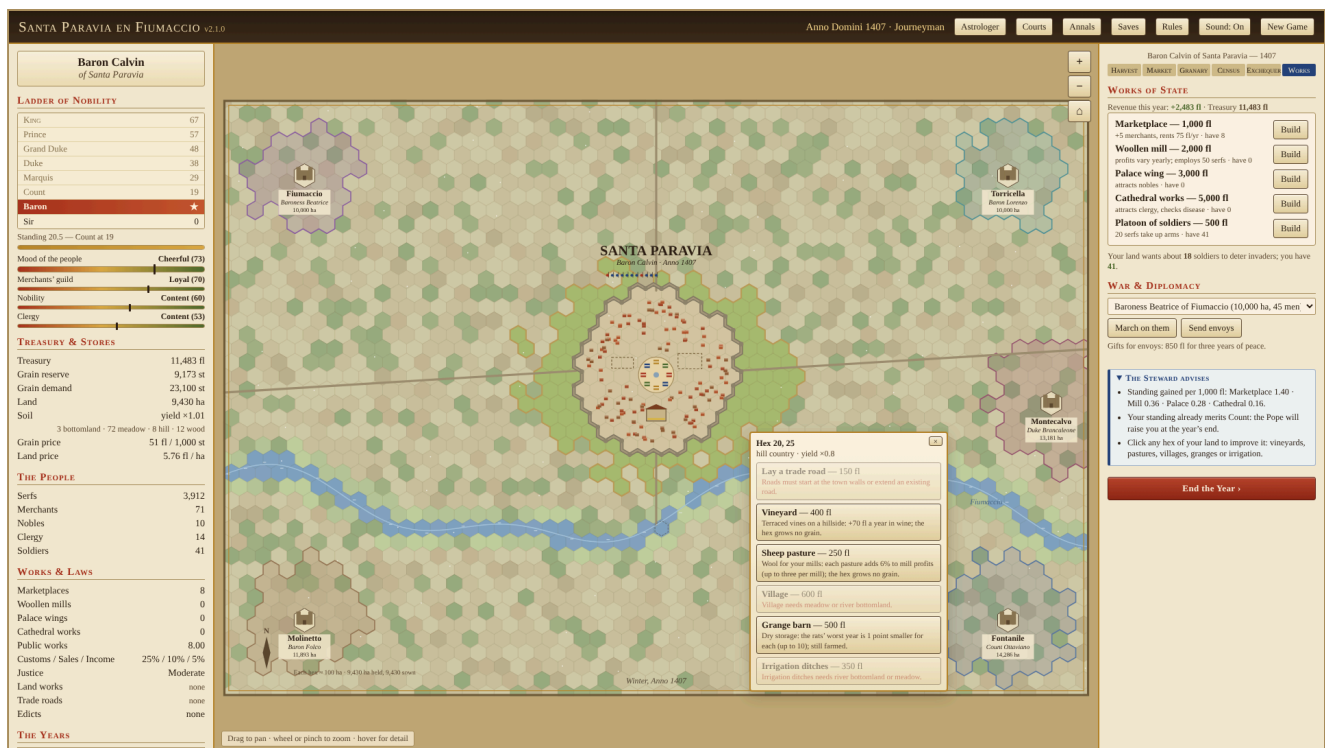
Setting	Choices
Your name and title	Any name; Lord or Lady
Rulers	You alone, or you plus 1 to 5 computer rivals (default 2); each rival is Prudent, Ambitious or Iron-fisted. Cities without a ruler are held by barons.
Difficulty	Apprentice, Journeyman, Master, Grand Master (default Apprentice). Harder levels need more standing for each title and draw invaders sooner.
Scenario	The classic inheritance, The Hungry Years, A Debt-Laden Throne, The Border March, The Merchant Republic
Dynasties	An heir succeeds a ruler who dies, one title lower; the chronicle closes in 1550
Guided first years	The Steward points at what to do in each phase of 1400 and 1401

3. THE SCREEN AND CONTROLS



The Market of 1407: your realm on the left, the hex map in the middle, the phase and its actions on the right.

Action	Mouse / touch	Keyboard
Continue to the next phase	The red button on the right	Enter
Pan the map	Drag	—
Zoom	Wheel, pinch, + and – buttons	+ / –; 0 fits the map
Claim / improve / road	Click a hex (Market / Works)	—
Annals, Astrologer, Courts, Saves, Rules	Header buttons	A, F, C, S, R
Close a window	×, or click outside	Esc



Works: clicking a hex of your land offers the improvements its soil allows, with their costs.

4. VICTORY AND DEFEAT

Victory: you are crowned King or Queen. **Defeat:** a computer ruler is crowned first; or your reign ends by age or sickness, an assassin, a starving mob or rebels with no heir; or a Dynasties game reaches 1550 with no one crowned. The end of a reign shows the verdict, the final standings, the chronicle of your city and the Hall of Fame, and A New Reign starts again.

5. THE COMPUTER RULERS

Each computer ruler follows a temper. **Prudent** rulers keep moderate taxes and fair courts and build steadily; **Ambitious** rulers buy land, build the palace early and raid now and then; **Iron-fisted** rulers tax heavily, judge harshly and keep a large army with a taste for war. They obey the same rules, prices and dice as you. After your year each of them governs in turn, and you see a summary of what they did. They race you to the crown, may march on your city, may demand tribute, and answer your envoys by temper. Barons hold the remaining cities; they may invade a weakly defended realm and usually accept envoys.

6. THE RULES OF GOVERNANCE

THE GOAL

Each year your deeds are weighed and you may rise one title: Sir → Baron → Count → Marquis → Duke → Grand Duke → Prince → **King** (Lady → ... → **Queen**). The first ruler crowned wins. A title once won is never lost — though with **Dynasties** on, an heir begins one title below the ruler who died — but death comes for everyone — some sooner than others.

Victory and defeat. You win when you are crowned King or Queen. You lose if a computer ruler is crowned first, if your reign ends — by age or sickness, an assassin, a starving mob or rebels — with no heir to follow (turn on **Dynasties** to let an heir take up the line), or if a Dynasties game reaches 1550 with no one crowned. Either way the Chronicle tells your reign and **A New Reign** starts again.

THE YEAR

1. **Harvest.** Weather decides the yield of your planted land. Rats eat part of the old store. Each serf can work 5 hectares and each hectare needs half a stere of seed grain on hand. Mills take 50 serfs each off the fields.
2. **Market.** Buy or sell grain (priced per 1,000 steres) and land (per hectare). Prices rise in lean years and fall in fat ones.
3. **Granary.** Release between 20% and 80% of your store. The people need a fixed amount (shown as *demand*). Starve them and they die, merchants leave and soldiers desert. Feed them generously (over 130% of demand) and serfs flock in from the countryside.
4. **Census.** Births, deaths, migrants and plague. If your army is too small for the land you hold, a neighbour will invade and carve off a slice.
5. **Exchequer.** Set customs duty (0–100%), sales tax (0–50%), income tax (0–25%) and your justice. High taxes yield more now but every point of total tax shrinks the whole economy, drives away merchants, nobles and clergy, and discourages immigrants. Harsh justice earns fines but serfs flee, the clergy grumble and it counts against your title.
6. **Works.** Spend the treasury: Marketplace 1,000 fl (+5 merchants, steady rents); Woollen Mill 2,000 fl (variable profits); Palace wing 3,000 fl (draws nobles); Cathedral works 5,000 fl (draws clergy, checks disease); Platoon 500 fl (20 serfs become soldiers, paid 3 fl a year each). Once a year you may march on a neighbour to seize land.

TIDINGS

Most years bring news: trade fairs, floods, locusts, pilgrims, bandits, a papal legate. Some ask a decision — a Bishop's tithe, a condottiere's company, a noble wedding, a Florentine loan (3,000 fl now, 1,150 a year for three years), famine refugees at the gate. Decide before you go to market.

THE STEWARD

Each phase carries the Steward's counsel: how much grain to hold to feed generously and still sow next spring, how much land your serfs can work, what your taxes are doing to the economy, and which works buy the most standing per florin. Fold it away once you know the realm.

RIVALS

This is the solo edition: you are the only human ruler. Every other seat is a computer ruler with a temper: **Prudent** (moderate taxes, fair courts, steady building), **Ambitious** (buys land, builds the palace early, raids now and then) or **Iron-fisted** (heavy taxes, harsh courts, a large army and a taste for war). Computer rulers race you to the crown and may march on your city.

THE ASTROLOGER

Before you commit to a policy, ask the Astrologer (header, or **F**). Set taxes, justice, the yearly ration and how many years ahead; it plays those years sixty times with fresh dice and shows the lean, middle and fat outcomes for your serfs, treasury, standing and mood, the chances of rising in title, of riots, of death and of a rival's crown, and a fan chart of your standing against the title thresholds. *Use these taxes* carries the rates to the Exchequer.

SAVES & DISPLAY

Saves (or **S**) offers three slots beside the autosave, export of the game to a file and import from one, and display options: larger text, high contrast, a still map, quiet music and separate volume sliders for sound effects and music. A new game can be **guided**: through 1400 and 1401 the Steward points at what to do in each phase.

THE MOOD OF THE PEOPLE

Your people's mood (0–100, shown on the left) moves each census: a full ration lifts it and hunger crushes it; total tax above 35% and harsh courts sour it; low taxes, fair courts, Poor Relief, the Annual Fair and cathedral works sweeten it; plague and invasion shake it. A happy city draws more immigrants and at 80 or more its sales tax yields 10% more. Below 25 the mob may riot — looting the treasury, killing soldiers, burning a marketplace — and a ruler whose people fall below 10 may not survive the year.

GRAIN ABROAD

At the market each neighbouring city quotes its own grain price. Buy where it is cheap and sell where it is dear; carriage costs 15% each way, only 5% with cities you hold a pact with, and each city deals in at most 10,000 steres a year. Undo trades restores these too.

DEEDS & THE CHRONICLE

Sixteen deeds (from *Ennobled* to *The Just Crown*) are kept in your browser across games and listed in the Annals. The Annals and the end of the game also tell your reign as a chronicle.

In Works you can also build straight from the map: click the palace, cathedral, market square, a mill site on the river or your army.

EDICTS

In the Exchequer you may proclaim standing laws, each with a proclamation fee and a yearly upkeep paid with your revenues: the **Granary Ordinance** (rats take at most 10%), **Poor Relief** (starvation halved, and no starving mob will tear you down; costs grow with your serfs), the **Guild Charter** (merchants settle under 45% customs + sales, but the guilds keep 15% of sales tax), **Watch and Ward** (20% fewer soldiers needed, each costs a florin more) and the **Annual Fair** (immigrants' appeal $\times 1.25$, more merchants). Repealing is free. Your tax settings are kept while you proclaim or repeal.

SCENARIOS

Begin from the classic inheritance or from four others: **The Hungry Years** (thin stores, three lean harvests), **A Debt-Laden Throne** (a palace wing and six years of Florentine payments), **The Border March** (wide land, stronger barons) and **The Merchant Republic** (markets and merchants but few fields).

At the market, **Undo trades** restores the treasury, grain and land to how they stood when you arrived. The **Annals** add a chart of every ruler's standing in multi-ruler games and a **Download CSV** of your year-by-year record.

DIPLOMACY

Once a year, in Works, you may send envoys with gifts to a neighbour. Barons usually accept; computer rulers accept by temper. A pact means three years of peace: neither side may march on the other, and pacted barons will not invade you. If every baron is bound to you, only wandering condottieri remain and invasions come half as often.

FORECASTS

The Granary shows what a ration is likely to do before you commit — the range of births, deaths, starvation, immigration and flight, and the chance of invasion. The ranges are the dice's own bounds; plague comes on top.

DEBT

You may run into debt; it grows 10% a year. Sink too far and your creditors seize your works and most of your land.

YOUR STANDING

Your title is weighed from your marketplaces, mills, palace, cathedral, treasury, land, merchants, nobles, soldiers, clergy, serfs and public works — each counts up to a limit, so a balanced realm rises fastest. Justice is weighed too: every step above Very Fair costs 3 standing (Moderate −3, Harsh −6, Outrageous −9), and a hostile Church costs 2 more. The ladder on the left shows how close you are to the next title.

THE PLAN

The **Annals** (header) chart every ruler's people, estates, treasury, grain and standing year by year, break the standing down part by part, and list each year's harvest, ration, taxes and revenue.

LAND AND SOIL

Every hex has a soil: **river bottomland** beside the Fiumaccio yields $\times 1.4$ (and costs $1.3\times$ the land price), **meadow** $\times 1.1$, **hill country** $\times 0.8$ ($0.8\times$ the price), **woodland** $\times 0.5$ ($0.7\times$ the price). Your farmers always sow the best hexes first, so the soil of what you hold sets the yield of every harvest (shown on the left and in the

harvest report). At the market you may buy land by quantity, which takes the nearest hexes, or **click any hex that borders your land to claim that very hex** (claimable hexes are outlined in gold during the Market). In Works, click a woodland hex of your own to **clear it** for 300 florins and make it meadow.

TRADE ROADS

In Works, click a hex next to your walls — your own land, open country, or the river for a bridge — to lay a road (150 fl on your land, 250 fl in the wilds, 600 fl for a bridge), and extend it hex by hex. When an unbroken road runs from your walls to the border of a neighbour's domain, a **trade route** opens: 200 fl a year plus a share of their size, half again with a pact; carriage on grain bought or sold there drops from 15% to 8% (3% with a pact); and the merchants' guild is pleased. But a road to an unpacted baron is also a road for his army: each one raises the risk of invasion by a tenth. Prudent and Ambitious rulers build roads too.

ULTIMATUMS

A computer ruler or baron with twice your soldiers (and at least sixty) may demand tribute. Pay, and they swear peace for two years at the cost of some pride; defy them, and they march — you may throw them back, or lose land.

THE COURTS OF ITALY

Courts (or **C**) lays every ruler and baron side by side: standing, serfs, land, treasury, army, mood, the estates' favour, works, and your pacts and roads with each. **Saves** now also offers quiet music.

THE ESTATES

Besides the mood of the people, three estates hold an opinion of you (0–100, on the left). The **merchants' guild** likes feeding, light customs and sales tax (under the merchant threshold), marketplaces and the Guild Charter. The **nobility** likes feeding, income tax under 12%, palace wings and the Annual Fair, and hates outrageous courts. The **clergy** like fair courts, cathedral works and Poor Relief, and resent hunger and harsh justice. Every opinion also drifts back toward the middle each year.

At 80 or more an estate sends you more of its members. Below 30 its members leave, and aggrieved merchants hide a fifth of their trade and aggrieved nobles a quarter of their income from your tax collectors. The Church's displeasure (below 25) costs 2 standing; its devotion (85+) adds half a point. Paying the Bishop's tithe or hosting a noble wedding wins favour; refusing loses it.

In years without other tidings, the most aggrieved estate — or the serfs themselves — may **petition** you: paving a street, a charter of free passage, a tournament, a year's exemption from income tax, a hospice, mercy in your courts, remission of rents, a feast day. Granting costs florins but wins favour; refusing loses it.

THE YEAR'S REVIEW

At each year's end the Steward sums up what happened and why: where your serfs came from and went, where the money came from and went, what moved your standing, how the estates feel, and one thing to do better. The map shows the season as the year turns from harvest to winter.

IMPROVING THE LAND

In Works, click any hex of your land to improve it (one work to a hex; works on land you lose are lost with it, and each adds a quarter-point of public works):

- **Vineyard** (hills, 400 fl) — +70 fl a year in wine; grows no grain.
- **Sheep pasture** (meadow, hills or woodland, 250 fl) — each adds 6% to mill profits, up to three per mill; grows no grain.
- **Village** (meadow or bottomland, 600 fl) — immigrants 3% more willing each (to 30%), mood +1 a year each (to +4); still farmed.
- **Grange barn** (500 fl, meadow, hills or bottomland) — the rats' worst year shrinks by a point each (to 10); still farmed.
- **Irrigation ditches** (meadow or bottomland touching the river or bottomland, 350 fl) — +0.3 yield, +0.8 in Poor and Drought years.

The plan is a **hex map**: each hex is about 100 hectares. Your fields grow outward from the walls hex by hex as you buy land (gold when sown, brown when fallow, scorched when an invader takes them), bounded by a gold border; the river runs through blue hexes where your mills stand; unclaimed meadow, woodland and hill country lie between you and your neighbours, whose domains are tinted in their colours. Hover any hex for its use and coordinates.

The centre shows your city-state: walls that swell with your people, fields (gold when sown, brown when fallow), mills on the river, the market piazza, the palace and cathedral growing wing by wing, the granary and your soldiers. Drag to pan; use the wheel, pinch or the buttons to zoom.

Keys: **Enter** continue · **A** Annals · **F** Astrologer · **C** Courts · **S** Saves · **R** Rules · + / - zoom · **0** fit the map · **Esc** close.

After the 1978 BASIC game by George Blank. This is an original browser implementation; the formulas and text are new.



The Granary: the forecast shows the likely births, deaths and migrants of a ration before you release it.



The Astrologer plays the coming years sixty times under the laws you choose.

7. SAVING, OPTIONS AND ACCESSIBILITY

The game saves itself in your browser after every action (key `tronsoft_santa_paravia_save`). Saves offers three slots, export to a JSON file and import. Display options: larger text, high contrast, a still map (also honoured automatically when your system asks for reduced motion), music, and separate volume sliders for

sound effects and music. Every control can be reached with the keyboard, windows hold focus while open, and controls carry labels for screen readers. Saves from versions 1.0.0–2.0.2 load; any extra human seat from an old shared-screen game is handed to a Prudent computer ruler.

8. STRATEGY NOTES

- Feed about 135% of need: immigrants come, mood rises, and the Steward tells you how much to keep for next spring's seed.
- Total tax above 35% sours the mood and shrinks the economy; ask the Astrologer before raising it.
- Marketplaces give the most standing per florin early; palace and cathedral matter later, when the cheap limits are full.
- Keep the soldiers the Works panel asks for, and bind barons with pacts so fewer invaders come.
- Bottomland and irrigation pay; woodland is cheap to buy and worth clearing.
- Roads to neighbours bring trade and favour, but a road to an unpacted baron is also a road for his army.

9. CREDITS

Original game: George Blank (1978). This edition: Calvin Robert Glomb for Tronsoft Games, developed with AI assistance (Claude, by Anthropic). No third-party libraries. Full credits are in docs/credits.txt.