**Confirmed, working parts of the game**

RED text – to be decided/implemented later

|  |  |  |
| --- | --- | --- |
| Stages | | |
| Pre-Siege | Takes place from 3 January 1453,  [14 weeks/turns] – Monday dates to be shown | Prep events, no main menu actions are limited: (which actions are allowed to be confirmed – others should be deactivated) |
| Siege | Starts 6 April (Day 1) | Main game |

|  |  |  |  |
| --- | --- | --- | --- |
| Victory outcomes (days) | Sultan’s Offers: | Ending Achievement (if accepted) | Major Events Timeline (after offer of surrender) |
| 1 day | Convert to Islam and become Sultan’s personal slave | Slave Ending | Nothing |
| 45 days | Stop the suffering of your people, surrender the city, keep Peloponnesus | Honourable Ending | Major Assault |
| 60 days | Surrender immediately and go into exile or everyone will be slaughtered | Exile Ending | Reinforcements |
| 90 days | Surrender, or I will execute 10,000 of your subjects in front of the city walls | Merciful Ending | Major Assault |
| 120 days | You impressed me, keep your city, but kiss Sultan’s boots and become his servant | Pragmatic Ending | Reinforcements |
| 150 days | Give me your head and I will leave the City alone | Martyr Ending | Major Assault |
| 180 days | Let us settle this in a duel | Warrior’s Ending | Reinforcements |
| 210 days | Let us agree on a truce – allow me into the city for a symbolic victory | Heroic Ending | Super Assault |
| 240 days | Please, allow me to retreat | Ultimate Ending | Ottomans collapse |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | | **General/Emperor’s Menu** | | | | |  |
|  | Menu items | | Info Items | Day Actions | Action cost | Effects | Other/notes |
| 1. | Siege Overview | | Date/Day of Siege |  |  |  | How many spies do you need to get access to this info? |
|  |  | | Enemy soldiers |  |  |  | 1 |
|  |  | | Cannons ready to bombard |  |  |  | 2 |
|  |  | | Food |  |  |  | 3 |
|  |  | | Food consumption |  |  |  | 4 |
|  |  | | Sultan’s Fury |  |  |  | 5 |
|  |  | | Spies in the City |  |  |  | 6 |
|  |  | | Ottoman Morale |  |  |  | 7 |
|  |  | | Next enemy action (based on decision Matrix) |  |  |  | 8 |
|  |  | |  |  |  |  | siege map to be included |
| 2. | Defence of the Walls | |  |  | Cost materials | Cost money | Effect |
|  |  | | Theodosian Walls | Repair 1st wall | 30 | 500g | +7+1d4 |
|  |  | | Constantinian Wall | Repair 2nd wall | 20 | 500g | +7+1d4 |
|  |  | | Severan Wall | Repair 3rd wall | 10 | 500g | +7+1d4 |
|  |  | | Defensive Moat | Empty the Moat |  |  |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
| 3. | Politics & Leadership | | Army Morale (%) | Visit the Troops on the Walls and hand out awards for bravery | 300 gold | +3 troop\_rep / |  |
|  |  | | City Morale (%) | Hand-out gold to the Crowds | 300 gold | +3 people\_rep |  |
|  |  | | Noble Support (%) | Hold a Feast for the Aristocracy | 300 gold | +3 noble\_rep |  |
|  |  | | Church Support (%) | Commission beautiful icons for the Hagia Sophia | 300 gold | +3 priest\_rep |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
| 4. | ??? Diplomacy??? | |  | Send out diplomatic mission (-1 ship). |  |  |  |
|  |  | |  | Offer your surrender |  |  |  |
|  |  | |  |  |  |  |  |
| 5. | Military & Fleet | | Infantry (number) | Raise additional troops |  |  | Opens troop hiring sub-menu |
|  |  | | Archers (number) | Buy better weapons and armour |  |  | Opens troop quality sub-menu |
|  |  | | Cavalry (number) |  |  |  |  |
|  |  | | Ships (number) | Change Orders to Fleet |  |  |  |
|  |  | | Fleet’s Current Mission (words) |  |  |  | See fleet mission table below. |
|  |  | | Quality: Infantry |  |  |  |  |
|  |  | | Quality: Archers |  |  |  |  |
|  |  | | Quality: Cavalry |  |  |  |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
| 6. | Treasury & Market | | Money | Collect taxes | -15 people\_rep | +100 gold per 1 Population |  |
|  |  | | Provisions | Deconstruct ancient buildings |  | +50 materials |  |
|  |  | | Population (and food consumption) |  |  |  |  |
|  |  | | Days until Provisions end |  |  |  |  |
|  |  | | Materials |  |  |  |  |
|  |  | | Ammunition |  |  |  |  |
|  |  | |  |  |  |  |  |
| 7. | Siege Planning | | Sentries(number) | Reorganise sentries | (transfer between sentries and infantry) | X infantry becomes Y sentries or vice versa |  |
|  |  | | Spies (number) | Spy Mission | 1000 gold or 1 secret |  | Spy sub-menu:  - Recruit a new spy (+1) - Try to kill Mehmet (X%, where X=secrets) - Destroy cannons (d3) - Burn enemy food stores (-d10)  - Hunt enemy spies (50% chance)  - gain secrets (0,1,2,2=25%) |
|  |  | | Healers (number) | Train additional Healers | 200g per healer (up to 5) |  |  |
|  |  | | Engineers (number) | Train additional Engineers | 300g per engineer (up to 5) |  |  |
|  |  | | Current Siege focus | Engineer Orders (toggle between options, passive effect) |  |  | - Repair Walls  - Make ammunition  - Deconstruct old buildings to get building materials |
|  |  | |  |  |  |  |  |
| 8. | The Emperor | | Health | Rest |  | +1d10% |  |
|  |  | | Dynamic - Wise Quote (Marcus Aurelius, etc) | Pray |  | +1d5% |  |
|  |  | | Calm Music | Fight on the walls | -1d75% | +5 reputation to all groups |  |
|  |  | | Minigames, creative space | Scheme |  | +1 Secret |  |
|  |  | |  | Plan |  | Reduce enemy AV by -10. |  |
|  |  | |  |  |  |  |  |
| 9. | Technologies | | Greek Fire (y/n) |  | 3 secrets | Increases Blood Tax by 5%. Gives event options. |  |
|  |  | | Counter Cannons (y/n) |  | 3 secrets | Unlocks ‘Counter-bombardment’ action |  |
|  |  | | Roman Concrete (y/n) |  | 3 secrets | Decreases cost of rebuilding walls |  |
|  |  | | Roman Training (y/n) |  | 3 secrets | Increases infantry quality by +1 |  |
|  |  | | Artillery Ships (y/n) |  | 2 secrets | Increases fleet bonus by (x2) |  |
|  |  | | Grenades (y/n) |  | 2 secrets | Increases infantry lethality by +0.25 |  |
|  |  | | Handcannons (y/n) |  | 2 secrets | Increases archer lethality by +0.5 |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |
|  |  | |  |  |  |  |  |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  |  | Name | Effect |  |
| Fleet Orders | 0 | Raid the Ottomans | Brings gold |  |
|  | 1 | Smuggle Food | Brings food | NB: Rumeli castle needs to be destroyed/captured |
|  | 2 | Defend the City | Adds bonus during assaults |  |
|  | 3 | Bring Volunteers | Brings troops |  |
|  | 4 | Seek Battle | Leads to battle event which either destroys your or Turkish fleet |  |
|  | 5 | Fleet is Destroyed |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Focus | 0 | Fortifications and artillery | Reconstruction action discount |
|  | 1 | Mobilisation & leadership | Recruitment discount |
|  | 2 | Taxation & economy | + taxation money |
|  | 3 | Faith | Gain support |
|  | 4 | Diplomacy & Spycraft | Bonus to spy ops |

|  |  |  |
| --- | --- | --- |
| Religion | 0 | Orthodox |
|  | 1 | Catholix |
|  | 2 | Symbolic |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Emperor’s stats** | | | | |  |
| **Stat** | **Value Type** | **Starting Value** | **Randomisation range (optional)** | **Purpose** | **Cost per unit** |
| Health | 1-100% | 80% | 70-90% | Dead at 0%. |  |
| **Hard Defence stats** | | | | |  |
| Defensive Moat | 1-100% |  |  | Slows the assault |  |
| Theodosian Wall (Ist) | 1-100% | 80% | 70-90% | Has to be breached for besieger to assault | 1% = 3 mat+50g |
| Constantinian Wall (IInd) | 1-100% | 20% | 70-90% | Has to be breached for besieger to assault | 1% = 2 mat+50g |
| Severan Wall (IIIrd) | 1-100% | 20% | 40-60% | Has to be breached for besieger to assault and win | 1% = 1 mat+50g |
| The Chain | Exists/Destroyed | Exists | Exists | Event Trigger |  |
| Galata’s Loyalty | 1-100% | 90% | 80-100% | Event Trigger |  |
| **Soft Defence stats** | | | | |  |
| Morale (Population) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Morale (Troops) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Support (Nobility) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Support (Church) | 1-100% | 50% | 40-60% | Negative events from 50% down, at 0% - game over | 1% = 100g |
| Provisions | X units | 3000 | 1500 - 6000 | Negative events when 0. | 1 = 2g pre-siege/10g post |
| Materials | X units | 1000 | 500 – 1500 |  | 1 = 10g |
| Money | X | 100 000 | 50k – 150k |  | 1 = 1 |
| Ammunition | X units | 20 | 10 – 30 |  | 1 = 50g |
| **Army stats** | | | | |  |
| Infantry | X soldiers | 3000 | 2000 – 4000 | Pushes back enemy assaults | 1 = 10g |
| Archers | X archers | 2000 | 1500 - 2500 | Inflicts damage on the enemy troops | 1 = 20g |
| Cavalry | X knights | 200 | 100 - 300 | Can be used outside the walls | 1 = 100g |
| Infantry Quality | Very Poor [x0.1] Poor [x0.25] Medium [x0.5] Good [x0.75] Excellent [x1] | Medium | Medium | Increases attacker casualties | 1 = 5000g |
| Archers Quality | Very Poor [x0.25] Poor [x0.5] Medium [x1] Good [x1.5] Excellent [x3] | Medium | Medium | Increases attacker casualties | 1 = 5000g |
| Cavalry Quality | Very Poor [x0.25] Poor [x0.5] Medium [x1] Good [x1.5] Excellent [x3] | Medium | Medium | Increases enemy casualties | 1 = 5000g |
| Varangian Guard | X Guards | 250 | 200 - 300 | Deal high damage, irreplaceable. Deployment requires separate decision. | 1 = 500g |
| Fleet | X ships | 26 | 13 - 39 | Important before the siege | 1 = 2000g |
| **Special personnel stats** | | | | |  |
| Engineers | X engineers | 30 | 20 – 40 | Used for construction and repairs | 300g |
| Spies | X spies | 10 | 5 – 15 | Enemy information screen detail; Events | 1000g |
| Healers | X healers | 50 | 30 – 70 | Reduce casualties by X1 | 200g |
| Sentries | X sentries | 100 | 50 - 150 | Reduce enemy stealth action chance up to 90%.  ///  10 sentries = 1% reduction to enemy stealth actions | Converted from infantry / 10g |
| Secrets |  |  |  |  | 1000g |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |
| **Other stats** | | | | |  |
| City Population | X thousand | 100 thousand | 50 -200 thousand | X1 Consumes 1 unit of Food Supplies per day during the siege. |  |
| Focus | (priorities) |  |  |  |  |
| Religion | (decision re orthodox or catholic direction) |  |  |  |  |
| Fleet | (mission of the fleet) |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Ottoman Decision matrix | | | |
| Condition | Value | Action |  |
| If [current] walls = | 75-100% | 40% Bombard the walls | Reduce wall by X%; X=cannons |
|  |  | 5% Assault the Walls | Assault vs. Infantry |
|  |  | 5% Attempt infiltration |  |
|  |  | 40% Bring additional cannons | +1 Cannon |
|  |  | 5% Terrorize the troops | Attack on morale |
|  |  | 5% Terrorize the population | Attack on morale |
|  |  |  |  |
|  | 50%-75% | 40% Bombard the walls |  |
|  |  | 10% Assault the Walls |  |
|  |  | 10% Attempt infiltration |  |
|  |  | 30% Bring additional cannons |  |
|  |  | 5% Terrorize the troops |  |
|  |  | 5% Terrorize the population |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  | 25%-50% | 40% Bombard the walls |  |
|  |  | 30% Assault the Walls |  |
|  |  | 10% Attempt infiltration |  |
|  |  | 10% Bring additional cannons |  |
|  |  | 5% Terrorize the troops |  |
|  |  | 5% Terrorize the population |  |
|  |  |  |  |
|  | 0%-25% | 25% Bombard the walls |  |
|  |  | 60% Assault the Walls |  |
|  |  | 5% Attempt infiltration |  |
|  |  | 0% Bring additional cannons |  |
|  |  | 5% Terrorize the troops |  |
|  |  | 5% Terrorize the population |  |
|  |  |  |  |
|  | 0%- | 100% Assault the Walls |  |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Assault (this will require balancing and testing) | | | | |  |
| 1 | Generate assault value [AV] | Example | Example |  |  |
| 1.1 | AV1 = (AV(X)-(remaining walls %)-(troop morale)-(wall bonus)) |  |  |  |  |
|  |  |  |  |  |  |
| AV75 | Probing Assault – 1000 infantry // 100 blood tax |  |  |  |  |
| AV100 | Small Assault – 5000 infantry // 500 bt |  |  |  |  |
| AV125 | Major Assault – 10 000 infantry // 2000 bt |  |  |  |  |
| AV150 | General Assault – 20 000 infantry // 4000 bt |  |  |  |  |
|  |  |  |  |  |  |
| 1.2 | AV2 = Sultan’s Fury (X) |  |  |  |  |
| 1.3 | AV1+AV2 = AV |  |  |  |  |
| 1.4 | If AV>100, choice to deploy Varangians |  |  |  |  |
|  | Varangians cover the difference (X), but they lose (X) as well |  |  |  |  |
| 1.5 | If If AV>100, lose the wall |  |  |  |  |
|  |  | Theo wall bonus = 20 |  |  |  |
|  |  | Const wall bonus = 10 |  |  |  |
|  |  | Sever wall bonus = 0 |  |  |  |
|  |  |  |  |  |  |
| 2 | Generate attacker casualties |  | 2000 | 2000 |  |
| 2.1 | Archers (number) X Quality Ratio = AC1 |  |  |  | Very Poor [x0.25] Poor [x0.5] Medium [x1] Good [x1.5] Excellent [x3] |
| 2.2 | Infantry (number) X Quality Ratio = AC 2 |  | 5500 |  | Very Poor [x0.1] Poor [x0.25] Medium [x0.5] Good [x0.75] Excellent [x1] |
| 2.3 | Blood Tax 10% = AC3 |  |  |  |  |
| 2.4 | If Varangian Guard was deployed, generate AC4 = (Varangian guard x 5) |  |  |  |  |
| 2.5 | Randomiser (1d100) = AC5 |  |  |  |  |
| 2.6 | Total = AC1+AC2+AC3+AC4+AC5 |  |  |  |  |
|  |  |  |  |  |  |
|  | How are AC casualties allocated? TBD |  |  |  |  |
|  |  |  |  |  |  |
| 3 | Generate defender casualties(DC) |  | 20 000 | 5000 |  |
| 3.1 | Jannisaries X 0.3 = DC1 |  | 3500 |  |  |
|  | Infantry x 0.1 = DC2 |  |  |  |  |
|  | Randomiser (1d100) = DC3 |  |  |  |  |
|  | DC4 = DC1+DC2+DC3 |  |  |  |  |
| 3.2 | DC4 x remaining walls% = final DC |  |  |  |  |
| 3.3 | If the wall is abandoned, full DC is inflicted. If it is held, your healers can come to rescue the wounded and reduce DC by (Healers x 1d5) |  |  |  |  |
|  |  |  |  |  |  |
|  | How are DC casualties allocated? TBD |  |  |  |  |
|  |  |  |  |  |  |
|  |  |  |  |  |  |

|  |  |  |  |
| --- | --- | --- | --- |
| Ottoman information screen | | | |
|  | Starting Value |  |  |
| Infantry | 80 0000 |  |  |
| Jannisaries | 7500 |  |  |
| Cannons | 5 |  |  |
|  |  |  |  |
|  |  |  |  |
| Spies in the City | 5 |  |  |
| Morale |  |  |  |
| Food |  |  |  |
| Sultan’s Fury (max 50?) | +1 per failure / day | When max – kills his commander, morale falls. |  |
|  |  |  |  |

**Not implemented notes and ideas**

|  |  |  |  |
| --- | --- | --- | --- |
| **Possible enemy actions (ENEMY EVENTS)** | **Subtypes** | **Effects** | **Notes** |
| Fill the Moat |  |  |  |
| Bombard the walls |  |  |  |
| Assault the Walls | Probing Assault Minor Assault Full Assault Major Assault |  |  |
| Attempt infiltration | The Gate opened!  Fire inside the Walls! Sabotage! Poisoned troops Spread rumours Poison the Emperor |  |  |
| Bring additional cannons |  | +1 |  |
| Terrorize the troops | Execute prisoners  Desecrate relics  Impale priests  Night raids |  |  |
| Foraging |  | +Food | Must happen if food is low |
| Engineering attack | Tunnelling  Siege Tower |  |  |
| Naval Attack | Amphibious Landing  Naval bombardment |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

Welcome, Imperator.   
  
Today is not a good day to be in charge of the Roman Empire and the holy city of Constantinople. Beyond the walls of our home clouds of war are gathering. Heathen Turks under command of Mehmed II are threatening your throne and your people.   
  
Unfortunately, these are not the best days of our Empire. While we still control the finest city in the world, our soldiers are outnumbered, our coffers are almost empty and our friends are few and far between. Nonetheless, we must prepare for the coming siege and withstand the armies of the Ottomans as best as we can  
  
Your task is immense, but with help of our Lord and Theotokos, we will prevail!

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Potential Allies** | | | |  |
| **Name** | Chance of help | Main motivation | Help provided | Importance |
| Kingdom of Hungary | 70% | Self-interest (+25%) | 5000 infantry, 500 knights | High |
| Republic of Genoa | 70% | Self-interest (+25%) | 5 ships, 500 infantry, 500 archers | Medium |
| Republic of Venice | 70% | Self-interest (+25%) | 30k money, 750 archers | Medium |
| The Pope | 70% | Faith (+25%) | 2 ships, 200 food, 20k money, 200 archers | Low |
| Duchy of Albania | 70% | Self-interest (+25%) |  | Low |
| Kingdom of Naples | 35% | Glory (+25%) |  | Medium |
| Knights Hospitaller | 35% | Faith (+25%) |  |  |
| Teutonic Knights | 10% |  |  |  |
| Kingdom of Castille | 10% |  |  |  |
| Kingdom of France | 10% |  |  |  |
| Kingdom of England | 10% |  |  |  |
| Holy Roman Empire | 10% |  |  |  |
| Poland-Lithuania | 10% |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |

|  |
| --- |
| Issue bounties on enemy soldiers |
| Kill enemy officers |
| Counter-bombardment |

Sally Out

Black Market:  
- Tolerated  
- Persecuted

|  |
| --- |
| Smuggle in supplies Food/Materials/Ammo from Galata |
| Crack Down on Black Market (once) |

fishing

Assassinate Pasha (y/n) - Ottomans cease attacking for 5 days

DITCH

Decision - Mobilise citizens for the wall reconstruction  
Fleet moving over the golden horn (secretly over the night)

Parade the Icon  
Defection – Greeks, Serbians, Bulgarians  
Map  
Crisis within the ottoman state  
Rebellions

The portable *cheirosiphōn* ("hand-*siphōn*"), the earliest analogue to a modern [flamethrower](https://en.wikipedia.org/wiki/Flamethrower), is extensively attested in the military documents of the 10th century, and recommended for use in both sea and land

* Actions/ Unlockable ?
* Spy actions with Spies

|  |  |  |  |
| --- | --- | --- | --- |
| Personalities | | | |
| Giovanni Giustiniani |  |  |  |
| Alviso Diedo |  |  |  |
| Loukas Notaras |  |  |  |
| Prince Orhan |  |  |  |
| <https://en.wikipedia.org/wiki/George_Sphrantzes> |  |  |  |
| Urban |  |  |  |
| German Johann Grant |  |  |  |
| Hasan the Jannisary |  |  |  |

Events:   
- Food  
- orders for the fleet  
- Giustiniani  
- Strategos  
- Galata decision

Random events:

- Refugees arrive  
- Trade ship arrives  
- Turk scouting party sighted  
- help from your people

Cool presiege events:  
- Galata  
- Greek Fire  
- Golden Chain  
- Siege commander

Cool siege events:  
- Turkish ships transferred over land to the golden horn  
- Lights in the sky on 21st May  
- Supply ships 20 April  
- Pontoon bridge  
- Supercannon is deployed

Economic problems just before the fateful siege of AD 1453 were partly to blame for the well-known story (recounted originally by the chronicler Dukas) that tells how a Hungarian artillery expert named Urban approached the Byzantine emperor with an offer to cast guns for the defence of the city. This was the opportunity for which the defenders of Constantinople had been waiting, but because the price he demanded was too high he was sent away. Urban immediately turned to Sultan Mehmet II, who hired him for four times the fee he had asked. Urban’s creations were the two giant bombards. He had boasted that these cannon could reduce ‘even the walls of Babylon’. They took three months to make and were test fired at Adrianople (Edirne), where:

*public announcements were made … to advise everyone of the loud and thunderous noise which it would make so that no one would be struck dumb by hearing the noise unexpectedly or any pregnant women miscarry. 40*

The enormous cannon were each transported to Constantinople by 70 oxen and 10,000 men. Following the advice of his artillerymen, Mehmet II positioned his siege guns against the weakest and most vulnerable parts of the wall

////

There was some initial success as the Byzantines settled down to the effects of the Turkish bombardment. Soon they could repel whatever siege engine they could see, reports Leonard of Chios, but the Turks responded by hiding their war machines from view. The Byzantine artillery faced several other problems, one of the most serious being that the flat roofs of the towers in the medieval walls were not sufficiently strong to act as gun emplacements. As Leonard of Chios put it, ‘the largest cannon had to remain silent for fear of damage to our own walls by vibration’. Chalkondylas even wrote that the act of firing cannon did more harm to the towers than the Turkish bombardment. Even the largest of the Byzantine cannon was smaller than the Turkish equivalents, and when it burst a great fury rose against the artilleryman. He was suspected of having been bribed by the Sultan and would have been executed, but was finally released for lack of evidence.

///

reek fire could also be used against troops on land or to set fire to siege weapons. There are not many references to this, but it is interesting to note the employment of Greek fire during the final siege of Constantinople in AD 1453. © Osprey Publishing • www.ospreypublishing.com It was used on one occasion then as a defensive weapon for a ship arriving with grain. Turkish attempts to intercept it were beaten off using Greek fire. It was also very useful against siege towers. We are told that a German, reportedly named Johann Grant, directed the fire. He sprayed Greek fire on to an enormous siege machine, presumably a belfry lined inside and outside with three layers of ox hide. The machine had already helped bring down the tower of St Romanus during the night, but the defenders repaired it very quickly, astounding the Sultan by their endeavours. Greek fire was also used when the Ottoman soldiers stormed the walls. Fire was poured down on to the unfortunate souls climbing up, and we are given a nightmare picture of the soldiers falling into the moat screaming with pain. The maces and whips of guards beat more of these forlorn hope troops forward, while the Janissaries in the background cut down any who fled. But by AD 1453 gunpowder was the decisive weapon, and attempts to use Greek fire from ships against the Turkish troops were cut short by cannon fire. It was the end of an era in more ways than one.

///

The most touching images of the Virgin as the protectress of Constantinople concern her miraculous appearance on the city’s mighty walls. Icons bearing her image were paraded round the walls in time of siege, and in times of direst need she was seen standing on the walls and inspiring the defenders. Such an incident allowed the chronicler to place an excuse for failure into the mouth of the besieging Avars in the Chronicon Pascale account of the siege of AD 626: ‘And this is what the godless Chagan said at the moment of the battle:

“I see a woman in a stately dress rushing about on the wall all alone.”’

In accounts of other sieges there was usually a focal point of one of the relics of the Virgin, such as in AD 860 when the Virgin’s robe was dipped into the sea. Gratitude to the Virgin Mary is described by John Kananos in his account of the 1422 siege. On that occasion she had appeared on the walls during an attack, and greatly inspired the defenders:

The Romans, though exhausted from fatigue, leapt and were glad. They clapped their hands and rendered special thanks to God. They shouted hymns to the Most Holy Virgin, glorifying her from the depths of their hearts, saying, ‘This is in truth a rich, celebrated, memorable, extraordinary and remarkable miracle worthy of admiration.’

The miracle was even confirmed by the enemy:

The army of the Turks confirmed by an oath sworn to Mersaites, spoken of by all at the hour of battle, that on arriving at the walls of the city with an irresistible force to scale them and pursue the Romans and conquer the city, they saw a woman dressed in purple robes walking on the ramparts of the outer fortifications, and having seen her shudders and fright immediately entered everybody’s soul. So because of the woman fear overtook them and the city was liberated

///

The sieges by the Ottomans – AD 1396, 1422 and 1453

///

On the Asiatic shore of the Bosphorus lay a Turkish fortress called Anadolu Hisar. Mehmet now built another castle opposite it on the European side of the straits. Named first ‘the cutter of the straits’ or ‘the cutter of the throat’, and later simply as Rumeli Hisar (the European castle), the new fortress was completed in August 1452. It allowed the Ottoman artillery to control all shipping in and out of the Black Sea in a way never before possible.

///

Rumeli castle

A battalion of 400 [Janissaries](https://en.wikipedia.org/wiki/Janissary) was stationed in the fortress, and large cannons were placed in the Halil Pasha Tower, the main tower on the waterfront. Having completed his fortresses, Mehmed proceeded to levy a toll on ships passing within reach of their cannon. A [Venetian](https://en.wikipedia.org/wiki/Republic_of_Venice) vessel ignoring signals to stop was sunk with a single shot and all the surviving sailors beheaded,[[3]](https://en.wikipedia.org/wiki/Rumelihisar%C4%B1#cite_note-Silburn1912-3) except for the captain, who was impaled and mounted as a human scarecrow as a warning to further sailors on the strait.

///

. On 20 April there occurred one of the few pieces of good fortune that the defenders experienced during the entire siege when three supply ships braved the Turkish blockade and entered the Golden Horn.

///

22 april Turkish ships:

But two days later the defenders’ elation turned to despair when Mehmet II put into motion an extraordinary feat of military engineering. A wooden roadway was constructed from the Bosphorus to a stream called the Springs that entered the Golden Horn, and with much muscular effort some 80 Turkish ships were dragged overland and relaunched far beyond the boom. Seaborne attacks could now be launched from much closer quarters.

//

Rumours concerning the approach of a relieving army from Hungary prompted Mehmet II to launch a simultaneous assault against the land and sea walls on Tuesday 29 May,

//

A giant Janissary named Hasan, who fought his way up onto one of the towers of the outer wall, led the final charge.

//

Achievements:  
- finish with all focuses  
- finish with focus X  
- pass X days

Name suggestions:

- Final Siege: End of an Empire  
- Final Siege: Fall of Constantinople  
- Besieged: The Last Emperor  
- ask Mikolaj for other ideas

Historical accuracy/outreach:

Check with historians, cover both Turkish and Greek perspectives (nb: might be controversial)

Museums:

<https://www.byzantinemuseum.gr/en/museum/>

<https://muze.gen.tr/muze-detay/arkeoloji>

<https://www.panoramikmuze.com/en/about-us>

<https://www.culture.gov.gr/en/SitePages/default.aspx>

// request funding from Greek/Turkish ministry of culture?

promotion:  
- Send for reviews (?)  
- Get art/music/website/other promo materials..?  
- post in reddit/other forums for comments/visibility:  
- ask Mikolaj for other ideas

<https://www.reddit.com/r/IndieGaming/>

<https://www.reddit.com/r/byzantium/>

<https://www.reddit.com/r/history/>

<https://www.reddit.com/r/HistoryNetwork/wiki/listofhistorysubreddits/>

Publishing:  
- Steam/GOG?

<https://docs.gog.com/release-flow/>

<https://partner.steamgames.com/steamdirect>