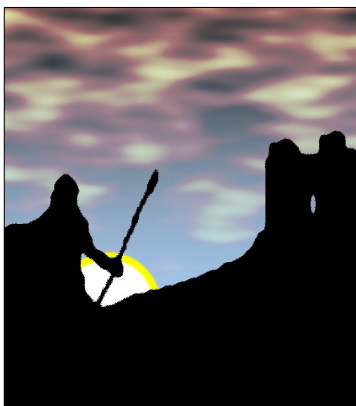# INSTRUCTION SHEET

Civilisation in the ancient world was always under threat from outsiders who, though primitive, coveted the riches that their more advanced neighbours amassed. Disorganised tribesmen were usually no match for the heavily-defended cities and their shrewd generals, but, on rare occasions, a gifted individual would unite the warriors and rouse them to a common purpose. Then, the kings, the patriarchs, the farmers and the merchants would have cause to tremble before the approach of the *Barbarians!*

Barbarians is a game of strategy for one player, running on any Sinclair ZX Spectrum. You take the lead of a civilised league of twelve cities at the very time the barbarians are entering the land. Your task is to raise armies and send them against the advancing hordes, and you will not rest until every last one is wiped out. While this Is going on, you have to manage your empire's economy.

Every game is different. A map is generated at random, and your empire might be inland, on the coast, an isthmus or a peninsula, or it might instead be on an island. You may rule over flat, featureless plains, or mountainous or heavily wooded areas. The terrain of your country will dictate the availability of resources and the economics of your campaign. You'll need to trade for resources that your empire lacks.

Running the Game

Barbarians will run on any ZX Spectrum, including the 16K model. It runs on 128K models up to and including the 128K +3, though games may be saved to cassette only.

The game is incompatible with some peripherals that reserve areas of your Spectrum's memory for themselves. You will need to unplug these before playing *Barbarians*. If you have an Interface 1, you will need to reset your machine before leading the game.

Finally, the game can be played with the keyboard or with a Kempston compatible joystick.

To load the game from cassette, type the command

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LOAD ""
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(by pressing J, then SYMBOL-SHIFT P twice), and press ENTER, and then press PLAY on your cassette deck. On a 128K machine with a start-up menu you can select "Loader" instead. Barbarians takes about a minute and a half to load.

Once the game is loaded, you are asked to press K to use the keys, or J to use a Kempston compatible joystick. If you opt to use the keys, they are:

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A – FIRE
S – UP
X – DOWN
N – LEFT
M – RIGHT
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How to Play

When you have selected your controls, the screen will be changed. The display is divided up into three areas: the central area will hold the map, and the panels will contain information about your empire as a whole, and about the part of the map you are looking at.

Before you see the map, it has to be generated. This may take a few moments, especially if the map is mountainous or heavily forested. Once the map is ready, you will be shown part of your empire and asked what difficulty level you want to play. The harder the level, the more quickly the barbarians spread around the map. Choose your difficulty using the LEFT, RIGHT and FIRE controls.

Now you can move and scroll around the map using the directional controls. You will see cities on the plain. You might see forests and mountains. Water may bound some edges of the map. And if you look carefully, you'll see a little warrior icon somewhere around the edge of your domain. This is the spearhead of the coming invasion.

The game's options are available from a menu, accessed by pressing *and holding* the fire control. The information bar beneath the map shows the current option; to change it, use the left and right controls while still holding the fire control. Releasing the fire control will select the option currently shown. The options are:

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CANCEL MENU
MOVE TROOPS
RECRUIT TROOPS
BUY RESOURCES
SELL RESOURCES
SAVE THIS GAME
LOAD IN GAME
START NEW GAME
END CURRENT TURN
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This menu is circular; moving left when at CANCEL MENU takes you to END CURRENT TURN.

Information About Your Empire

Before making informed choices about what to do, you will want to know the state of your empire. You can get information about what is in a particular map square, and information about your empire as a whole.

To get information about a map square, navigate to the square using the directional controls. The information bar will show a description of what is in the square, and the panel on the right hand side of the screen will contain statistics. These statistics vary depending on what you're looking at. For a city, the information shows the amount of food, wood, iron and gold it generates each turn, the current population and the number of troops. For an army, its troop numbers are shown, and for barbarians their numbers likewise. When viewing empty terrain, all the panel details are blank.

On the left hand side is information about your empire as a whole. This includes total amounts of food, wood, iron and gold in your stores, your total troop numbers and the number of barbarians in your domain.

A Little About Resources

Resources are what keep your population growing and your armies fighting. Resources are gathered from the squares adjacent to cities, and each resource has a specific purpose in the game.

Food is farmed on plains, and is used to feed the population. Each population unit needs one unit of food each turn, as does each troop unit in a city. Troops out in the field find their own food. When a surplus of food is stored, the population can grow. When the food is gone, the population starts to decline again.

Wood is cut from the forests. It is used to build the baggage carts, furnish arrows, and generally equip an army that is moving out of the city

into the field. You need 1 wood for each troop unit that sets out from a city.

Iron is mined in the mountains. It is used to make the weapons which arm citizens ready for military duty. One unit of iron is used for each citizen armed.

Gold is made in trade across the sea, and comes into the empire through its coastal cities. It is also gathered in taxes from all cities, the more populous cities paying more tax. It is used to pay the troops, both in the garrisons and out on the march. Extra gold can be made by selling surplus resources, and can be used to buy commodities your empire lacks. When the money runs out, the troops begin to desert, and your armies and garrisons shrink.

To see how your income is calculated, look at the squares adjacent to your cities (diagonals do not count). Each square generates 3 resources of the appropriate type. Each city adds 1 gold, plus another gold per 5 population. Your initial riches are calculated in inverse proportion to your income, to make sure you get a fair start.

Arming Citizens

Citizens are armed using the *Recruit Troops* option on the menu. To do this you must navigate to one of your cities, and that city must have at least 2 population. On holding FIRE to bring up the menu, RECRUIT TROOPS should be the default option. Release FIRE to select it.

You are asked how many troops you want to recruit. The maximum number will be indicated, though there are sometimes reasons you won't want to arm this many. You can change the number using the LEFT and RIGHT controls; selecting none cancels the operation.

The number of citizens you can arm is limited by a number of factors: the amount of iron available to make their weapons, and the population of your city. Once you have selected the number of troops, press FIRE to recruit them. The requested number

of population will be armed as troops, ready to guard the city or march out on campaign. If lack of population prevents recruitment, a brief message will be shown on the information bar instead.

Sending Troops on the March

Once you have troops in a city, you can send them out into the field using the MOVE TROOPS option from the menu. To do this, you need to navigate to the city that has the troops in it and hold FIRE. If there are troops that can be moved, MOVE TROOPS should be the default option that appears. Release FIRE and you will be asked to choose a direction in which to send the troops. Use one of the directional controls to indicate which way the army should move. All troops in the city will then be assigned to a general, and will move out. You have twelve competent generals in your empire.

Once armies are in the field, they can be moved in the same way, by navigating to them and selecting the MOVE TROOPS option from the menu. An army may move only once per turn (including its initial move out of a city). One army can join another, but in doing so both armies use up their movement for that turn. And troops may enter a city, but on welcoming its heroes a city may not send them out again that turn.

Terrain affects movement. Armies may move freely over plains. On entering a forest an army has a 50% chance of being delayed by undergrowth, in which case it will not move that turn. Mountains are even more difficult to negotiate, with only a 25% chance of managing the climb in a given turn. When setting out from a city, however, troops can always move into any land square. Troops cannot enter the sea.

Attacking the Barbarians

Giving battle to the barbarians also uses the MOVE TROOPS option. This is done by selecting an army or city that is adjacent to a barbarian unit, and using the MOVE OPTION in that direction as if moving into an empty square. The army or garrison then attacks the barbarians, who will fight back. Each side will kill a number of the other between 1 and its own numbers, e.g. a city with 5 troop units will kill between 1 and 5 barbarian units, at random.

One of four outcomes is possible. Both sides remain, depleted in number, after the battle; the attacking army or garrison is entirely victorious and the barbarian unit is wiped from the map; the attacking army fails and is completely destroyed; or the battle is so fierce that neither side survives in significant numbers. Not that a victorious army will return to its camp or city, rather than occupying the square which it attacked.

Trading Commodities

Unless your empire is unusually blessed with an abundance of all commodities, there will be occasions when you need to trade with outside powers for resources that you lack. And if your empire is enjoying an era of plenty, you might want to sell off excess production to finance more armies. These things are done using the BUY RESOURCES and SELL RESOURCES options from the menu.

To sell resources, select the SELL RESOURCES option from the menu. You will be asked to specify how much of each resource you would like to sell. Do this with the LEFT and RIGHT controls, pressing FIRE when you are happy with the quantity. Every two resources sold, of any type, fetch 1 gold. Your treasure can hold 239 gold; the game will not allow you to sell quantities that would take your treasury over this limit. Note that the merchants round their payments down; when selling an odd quantity of resources you are giving one unit away! Always, therefore, sell in even numbers.

To buy resources, use the BUY RESOURCES option. You will then be asked how much of each resource to buy. Each resource costs 2 gold.

Note that the maximum amount of any commodity that can be stored is 239 units. Buying and selling that would take any commodity (including gold) over this value is not possible.

Trading in commodities, as you may have noticed, is not a lucrative business in this game. Sellers overcharge and buyers are miserly. It is advisable to make the best use of the resources your empire produces, before resorting to buying from outside.

The Barbarians Advance

After doing all the arming, moving and trading that you can do in your turn, it is time to give the barbarians their chance by selecting the END CURRENT TURN option from the menu.

During the barbarians' turn, their numbers will swell, and each square they occupy will become more crowded with warriors. In addition to this, the barbarians will start to spread. Sometimes they will spread to unoccupied land, while at other times they will turn and attack your cities and your armies.

Barbarian attacks work just like army attacks and garrison sorties: the barbarians inflict losses on your troops and your troops inflict losses on them. One or other side might be completely destroyed. If the barbarians attack one of your cities and destroy its garrison—or if there was no garrison to defend it—then the city will fall into ruin. A ruined city will no longer contribute its resources to your empire. It cannot be entered by either side, nor can it be rebuilt during the course of the game. So you need to look after your cities.

You would do well to watch the information bar while the barbarians are taking their turn. There you will see any news about the barbarians' attacks on your cities and armies; who defends against barbarian attacks this turn, which generals'

armies have been routed, and which cities have been reduced to ruins.

Before you get to play your next turn, the game will calculate production and consumption of resources. Cities will contribute their produce to the empire, population and garrisons will eat the food, and troops in and out of cities will take their pay. If there is not enough food, population will wither. If there is not enough gold, troops will desert from the garrisons and the armies.

Keep an eye on your food store and the populations of your cities. If a city's population dwindles away due to lack of food, then the city falls into ruin—and stays that way for the rest of the game.

Victory and Defeat

You win the game when every last barbarian unit is wiped off the map. You will lose the game if all your cities have fallen and you have no armies left in the field. You will also lose if the barbarian numbers reach 240, at which point you have no chance of saving your people from their terrible advance.

In all these eventualities a message will pop up in front of the map to inform you of the end of the game. The information bar will ask you to press FIRE to continue. At this point you are free to continue exploring the map and examine your cities and armies, though you cannot move, recruit, buy or sell as the game is over.

Some games may be over quickly and you may want to play more than one at a sitting. Some may last much longer, and may not be completed in a single session. The **Barbarians** menu has options to manage these eventualities.

The START NEW GAME option allows you to begin a new game. You need not wait for the end of the current game in order to use it. If you don't like the look of the empire you have been given, or if you consider your position as lost, or you want to restart for any other reason, you can start the game afresh at any time. You will be asked to confirm your choice by pressing FIRE – using any of the direction controls at this point will cancel and return you to your game.

If you are enjoying a game but you haven't time to finish it now, there is the SAVE THIS GAME option. This works with cassette only. On selecting the option you will be asked to "Press FIRE". This gives you a chance to ready your cassette and press RECORD on your cassette deck. Using any other direction control cancels the save.

To load back a previously saved game, use the LOAD IN GAME option. Again, you will be asked to press FIRE when ready to start loading, in order to give you time to ready your game cassette, and as before, you can tap a directional control to cancel.

Acknowledgements