



 CYNINGSTAN

BARBARIANS

Contents

1	Introduction	3
2	How to Play	9
3	Information About Your Empire	13
4	A Little About Resources	15
5	Arming Citizens	17
6	Sending Troops Out on the March	19
7	Attacking the Barbarians	21
8	Trading Commodities	23
9	The Barbarians Advance	25
10	Victory and Defeat	29

Chapter 1

Introduction

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. 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.

1.1 Installing the Game

The game runs on an IBM PC or compatible computer. It requires an 8088 processor or better, so it should run on anything from the original IBM PC. It supports CGA graphics and looks best when connected to an RGB colour or composite monochrome monitor. It requires 512k of memory.

Before playing the game you must install it either to another floppy disk or to a hard disk. This is because the game saves your progress, and the original disk is write-protected so your game could not be saved there.

To create a floppy disk to play the game from, have a formatted disk ready. Put the original game disk in your floppy disk drive (it is assumed your drive is drive **a:**) and type the following command:

```
A> diskcopy a: a:
```

DOS will copy all the files from the original disk to your destination disk, prompting you to swap disks as and when necessary. If you want to copy the game to your hard disk drive, you should insert the original game disk into your floppy disk drive as before, but issue the following commands instead:

```
C> mkdir \barbcga  
C> copy a:\*.* \barbcga
```

Once installed, you can put the original disk away in a safe place and run the game.

1.2 Starting the Game

If you installed your game to a floppy disk, insert the disk into your disk drive (assumed in this example to be **a:**), and type the following command:

```
A> barbcga
```

If you installed the game to your hard disk, then you need to use the following commands instead (this example assumes that you installed to **c:\barbcga** as above):

```
C> cd \barbcga
C> barbcga
```

You will then see the *Cyningstan* logo and the game will start.

Barbarians chooses what is hoped to be an attractive colour palette for the graphics. Some monitors might not display this palette as well as intended. If this is the case with your monitor, or you simply dislike the palette, then you have two options. Firstly, you can play with the standard CGA palette of black, cyan, magenta and white by running the game with the **-p** option as follows:

```
A> barbcga -p
```

Alternatively, you can run the game in monochrome mode. This is obviously a good idea if you have a monochrome display, and can be done with the **-m** option as follows:

```
A> barbcga -m
```

The game plays music when it starts, and plays sound effects throughout the game. If these offend you, or you are playing in an environment where sound would be unwelcome, then you can use the **-q** option as follows:

```
A> barbcga -q
```

This option can be combined with **-p** or **-m** as described above. To get the maximum enjoyment out of the game, though, it is recommended to run it without any of these options and experience the game as it was intended.



Figure 1.1: The title screen is shown upon loading the game.

1.3 Basic Controls

The game can be played with just five keys. The cursor movement keys ($\leftarrow \rightarrow \uparrow \downarrow$) are used to move cursors, menu bars, or your armies. The other key is referred to as “Fire”, and is your choice of *Ctrl*, *Space* or *Enter*.

All of the game's options are selected from menus. A menu is called by pressing and holding *Fire*. While *Fire* is pressed, the $\leftarrow$ and $\rightarrow$ keys move the menu bar left and right. Releasing *Fire* will then select the highlighted menu option.

There are also a number of shortcut keys that can be used to perform actions without calling up the menu. The shortcut keys are indicated using capitals in the menu. For instance, the “Quit” option can be invoked by selecting it from the menu, or pressing the shortcut key “Q”.

Sometimes you are asked to confirm an action, such as buying an

item or ending the game. You can use the $\leftarrow$ and $\rightarrow$ keys to change your answer between *No* and *Yes* before tapping *Fire* to confirm, or you can press the *N* or *Y* keys. Similarly if you are asked to enter a number, as when buying quantities of food, you can use the $\leftarrow$ and $\rightarrow$ keys to alter the amount, or you can type the number, before tapping *Fire* to confirm.

Chapter 2

How to Play

When you have pressed FIRE to bypass the title screen, 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 $\leftarrow$, $\rightarrow$ 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. A highlight bar beneath the map shows the current option; to change it, use the $\leftarrow$ and $\rightarrow$ controls

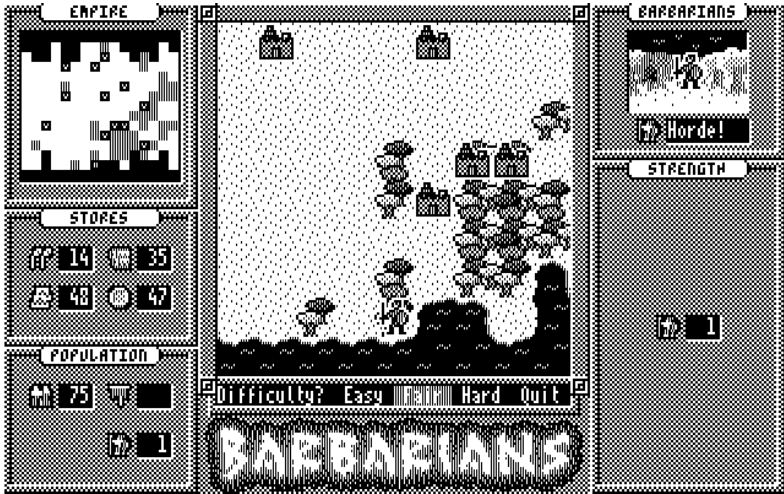


Figure 2.1: Choosing the difficulty level upon starting a new game.

while still holding the *fire* control. Releasing the *fire* control will select the option currently shown. The options are:

- **Info:** get information on the currently highlighted map square.
- **Arm:** arm citizens at the currently highlighted city.
- **Move:** move troops from the currently highlighted city, or move the currently highlighted army.
- **Buy:** spend gold to buy other resources.
- **Sell:** sell resources for gold.
- **Turn:** end your turn and let the Barbarians take theirs.
- **Quit:** quit this game.

Most of these options, with the exception of *Info*, will ask you for more details.

Quit in particular warrants further attention. You are asked two questions when you quit this game: Do you want to start another game, and if not, are you sure you wish to quit (to DOS). If you quit to DOS, your current game is saved. If you answer *No* to both questions, you are returned to your game.

Chapter 3

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 and select the *Info* menu option. The status 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 expenditure of food and gold, the current population and the number of troops.
- For an army, its troop numbers and cost of upkeep are shown.
- For barbarians their numbers are shown.

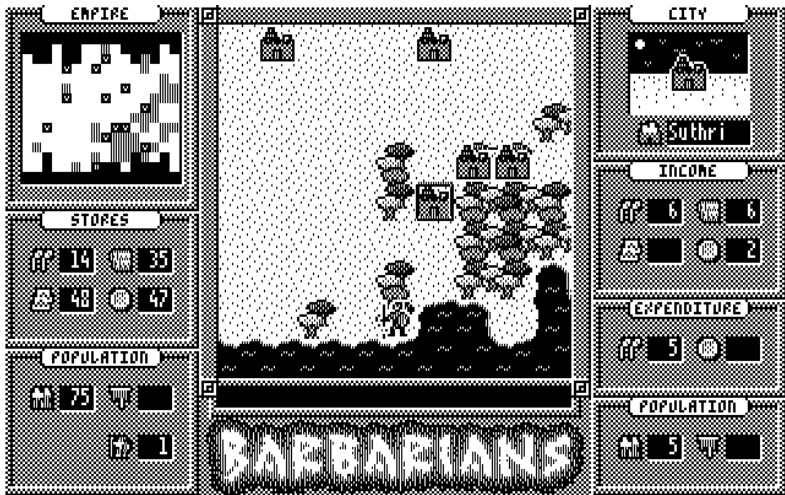


Figure 3.1: In the left panel is information about your empire, its population and resource stockpiles. On the right is information about the highlighted square, the city of Suthri.

- When viewing empty terrain, the panel will show the resources generated for adjacent cities.

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

Chapter 4

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 forage for 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.

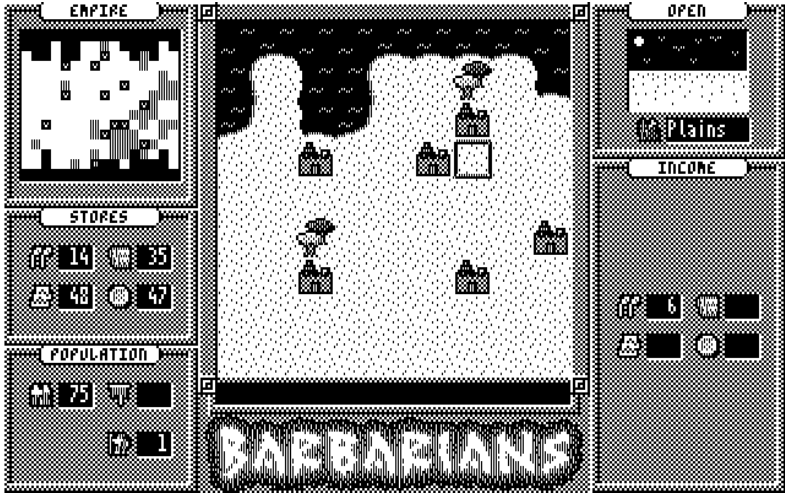


Figure 4.1: These plains are serving two cities, one to the north and one to the west. Each city gains 3 food per turn from farming here.

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. The city information panel shows these totals. Your initial riches are calculated in inverse proportion to your income, to make sure you get a fair start.

Chapter 5

Arming Citizens

Citizens are armed using the *Arm* 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, *Info* should be the default option; release *fire* to select it. On pressing *fire* for the menu again *Arm* should be the default option. Release *fire* to select it. If you already know your city has enough citizens to convert into troops, you can select the *Arm* option without bothering with *Info*.

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 $\leftarrow$ and $\rightarrow$ controls, or by deleting the indicated number and typing the number of troops you want to recruit. Selecting 0 troops 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 status bar instead.

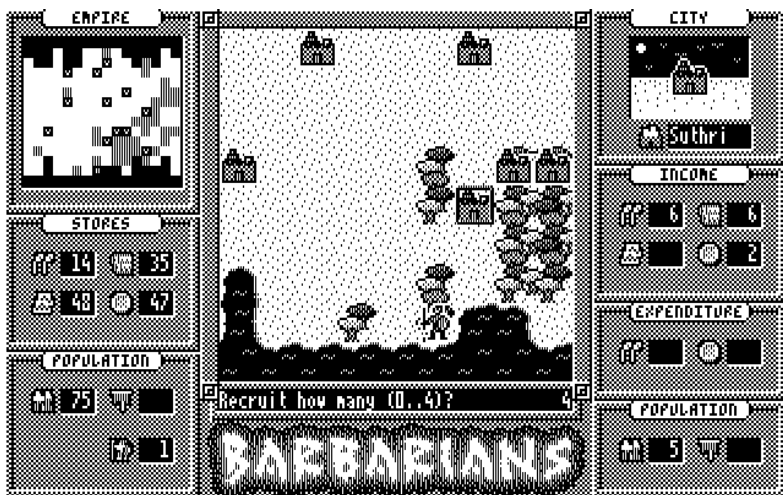


Figure 5.1: Arming four citizen units in Suthri. When this is done, there will be one citizen unit left, and four troop units garrisoning the city.

Chapter 6

Sending Troops Out on the March

Once you have troops in a city, you can send them out into the field using the *Move* option from the menu. To do this, you need to navigate to the city that has the troops in it and hold *fire*. If the city information is already shown, there are no citizens to arm, and troops that can be moved, *Move* should be the default option that appears. Otherwise move the cursor bar over to *Move* while holding *fire*. 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* 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

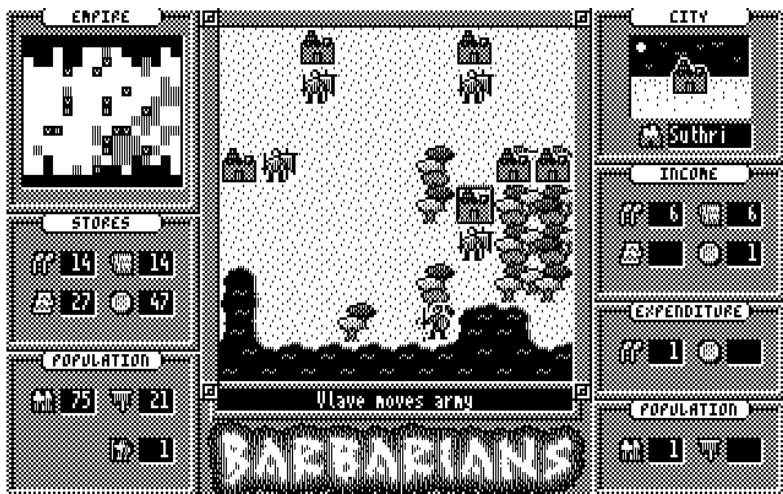


Figure 6.1: General Vlave has taken the lead of our army of four troop units, and marched them out of Suthri towards the barbarians. Other generals have done the same with troops recruited in other cities; you can see them in the field.

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.

Chapter 7

Attacking the Barbarians

Giving battle to the barbarians also uses the *Move* 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. Note that a victorious army will return to its camp or city, rather than occupying the square which it attacked.

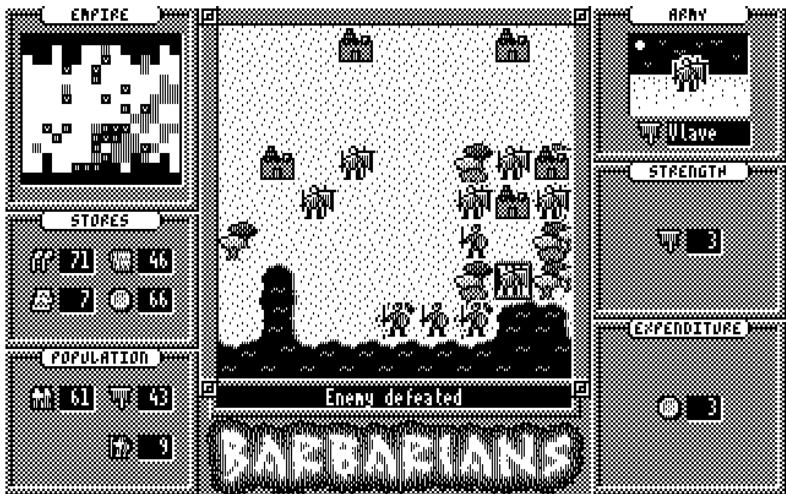


Figure 7.1: General Vlave's army has attacked the barbarians to their west and annihilated them, creating a gap in the enemy force.

Chapter 8

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* and *Sell* options from the menu.

To sell resources, select the *Sell* option from the menu. You will be asked to specify how much of each resource you would like to sell. Do this with the $\leftarrow$ and $\rightarrow$ controls, pressing *fire* when you are happy with the quantity. Alternatively you can type the number and press *fire*. Every two resources sold, of any type, fetch 1 gold. Your treasury 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* option. You will then be asked how much of each resource to buy, the method of entry being similar to the *Sell* option. Each resource costs 2 gold.

Note that the maximum amount of any commodity that can be

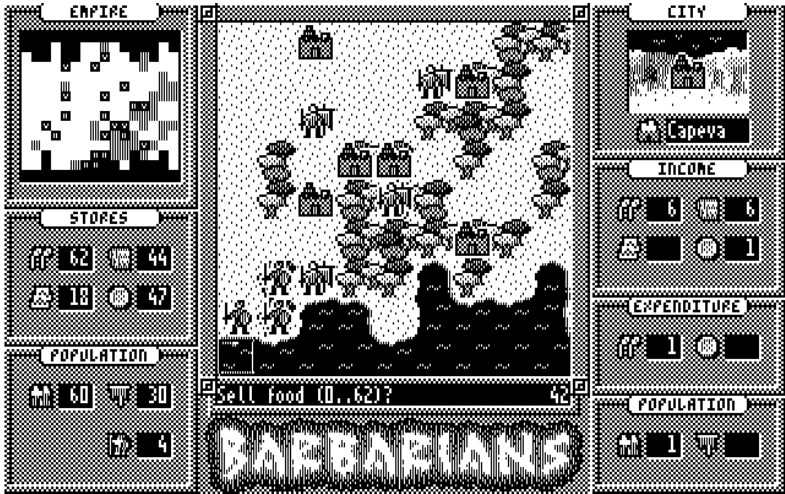


Figure 8.1: Here we sell off some food from the empire's stores, to fund future armies. Since our empire produces no iron, we'll have to buy that from the merchants.

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.

Chapter 9

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 *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.

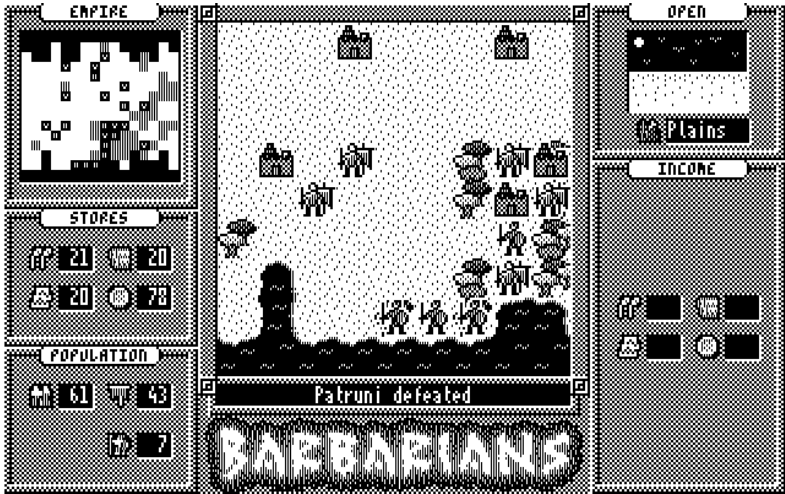


Figure 9.1: During the barbarians' advance they destroy one of our armies under General Petruni, and advance to the walls of Suthri! Petruni will return to lead fresh armies, but we must stop those barbarians from attacking Suthri.

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.

Chapter 10

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 present the reason for your victory or defeat. Holding *fire* at this point brings up an end game menu, which has two options:

- **New:** Start a new game.
- **Quit:** Quit to DOS.

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 *New* 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

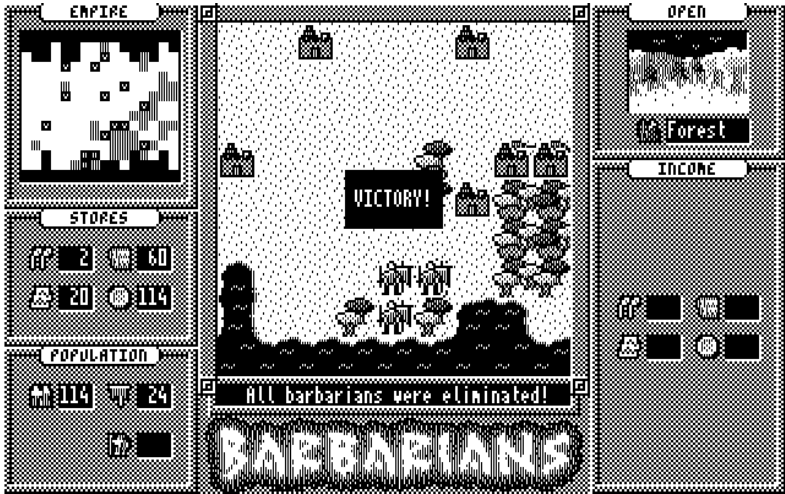


Figure 10.1: We have driven the barbarians out of our land! The game is won.

your position as lost, or you want to restart for any other reason, you can start the game afresh at any time by choosing *Quit* from the menu during your turn. You will be asked if you want to start a new game.

If you are enjoying a game but you haven't time to finish it now, the game will be saved on selecting the *Quit* menu option during your turn, answering *No* to "Start new game?", and answering *Yes* to "Really quit?". When you restart *Barbarians*, you will return to the point at which you left off.

