

BARBARIAN PRINCE

Game Manual · Version 1.0.0

The Saga

You are the last heir of a fallen house, shipwrecked on a foreign shore. Somewhere across this land lies the Ivory Throne — your birthright. You have 100 days to reach it before another claims it in your place.

The Map

The land is divided into hexes, each with a terrain type shown by its icon: Open Countryside, Farmland, Forest, Hills/Badlands, Mountains, Desert, Swamp, Coast, and Sea (which requires a boat). Towns, Ancient Ruins, and the Ivory Throne itself are special hexes. Temples and Oases appear as extra icons layered on certain hexes. Rivers and roads are drawn once you've explored near them.

Movement & Time

Click a highlighted neighboring hex, or use the compass buttons, to travel. Each hex costs at least one day and consumes food and endurance; rough terrain (mountains, swamp) costs more. Farmland automatically yields a little extra food as you pass through.

Encounters & Paragraphs

Arriving somewhere new may trigger an event — a bandit, a stroke of luck, a hazard of the land. Every event is shown as a numbered paragraph in the spirit of classic solitaire adventure gamebooks. A pop-up shows what happened each turn; the sidebar log keeps the full running chronicle.

Combat

Combat is resolved automatically in rounds: both sides roll dice plus their bonuses (your Fighting Ability, weapon, and armor; the foe's own power). Whoever rolls higher lands a blow. Combat continues until one side falls. Victory usually yields a little gold.

Rest & Forage

Resting spends a day and food to recover health and endurance. Foraging spends a day searching the local terrain for food, with better odds in fertile lands than in desert or mountains.

Towns

Standing on a Town hex lets you Enter Town, opening a small map of the town square. Visit the Healer's House to mend wounds, the Armory for protective gear, the Training Yard to permanently improve your Fighting Ability or Strength, the Weaponsmith for better arms, and the Supply Store for

food, a boat, or a horse. Towns may be revisited freely.

Ancient Ruins & Dungeons

Ruins hexes offer Enter the Dungeon — a multi-level complex of rooms connected by corridors. Each level has one entrance chamber and (except the deepest level) one stairway down. Rooms may hold monsters, treasure, traps, or a restorative altar; danger and reward both increase with depth. The final level holds the guaranteed Main Treasure Room. Stairways work both ways, but there is only one way out: you must return to the entrance chamber on Level 1 to leave.

Fast Travel

Roads connect your landing shore, every town, and the castle. Standing on a road hex you've reached before offers Fast Travel to any other road location you've already visited — a quick, safe trip that skips random encounters, at the cost of a few days and some food.

Winning & Losing

Reach the Ivory Throne hex to win. You lose if your health reaches zero, or if Day 100 passes before you arrive. Choose wisely between speed, safety, and plunder.