

Barbarian Prince

Player Manual — Version 1.2.1

Objective

Cross the procedural kingdom and reach the Ivory Throne before Day 100. Manage health, endurance, food, gold, equipment, encounters, quests, towns, and dungeon expeditions along the way.

Map & Travel

Click highlighted neighboring hexes to travel. Drag the map to pan and use zoom controls to inspect the kingdom. Pan and zoom now persist across actions. Use Center on Prince whenever you want to recenter the map on your current position. Revealed and visited hexes remain visible as exploration breadcrumbs.

Saving

Save Game stores the current adventure in local browser storage. Continue restores the saga. Adventure saves and the editable game database use separate storage namespaces.

Encounters & Combat

Hostile encounters open an in-game panel. Before battle you may Fight, attempt Talk / Bribe, or Sneak Away. Once battle begins, choose an action each round: Attack, Power Attack, Defend, Use Item, or Retreat.

Combat Actions

Action	Effect
Attack	Balanced attack and defense.
Power Attack	Higher offense and damage, but reduced defense.
Defend	Reduced offense with improved defense.
Use Item	Use a healing item; this consumes the round and the enemy may attack.
Retreat	Attempt to escape; failure leaves you exposed.

Quests

Towns may provide rumor quests. Terrain exploration quests require reaching a previously unvisited matching terrain hex. Completed quests award gold and reputation.

Inventory

The satchel can contain usable items such as Healing Potions. Equipment and travel assets such as weapons, armor, horses, boats, and companions are displayed separately.

Towns

Towns provide services such as healing, supplies, training, weapons, armor, and rumors. Fast Travel is available from known road locations when permitted.

Dungeons

Ancient ruins may lead to multi-level dungeons with rooms, traps, treasure, monsters, stairs, and a final treasure chamber. Dungeon battles use the same interactive combat panel as overworld encounters.

Final Chronicle

At the end of a saga, the Final Chronicle reports days used, hexes visited, journeys, encounters, actual battles, foes defeated, gold won, towns visited, and dungeons cleared.

Controls

Mouse: click hexes and buttons; drag map to pan; Ctrl/Cmd + wheel may zoom. Dungeon keyboard controls: Arrow keys or WASD. Use Center on Prince to recenter the overworld map.