Horde

You play Chauncey, one of King Winthrop the Good's humble servants. During a meal at which you are serving food, the king begins choking on a bit of turkey.

The other people at the table are so engrossed in one of "the Evil High Chancellor" Kronus Maelor's stories, that they don't notice the king's predicament. But you, realizing the magnitude of the situation, perform a royal Heimlich maneuver on his highness, saving his life.

Although Maelor wishes you imprisoned for attacking the king, King Winthrop has a better grasp on the situation and rewards your valor by knighting you "Sir Chauncey" and giving you a small tract of land known as the Shimto Plains.

While vast tracts of land are nice, these particular tracts of land are infested with "The Horde". Luckily, as part of your reward for saving his life, the good king has given you his mighty hordling-crushing sword, Grimthwacker with which to thwart the advance of the foul beasts.

CONTROLS

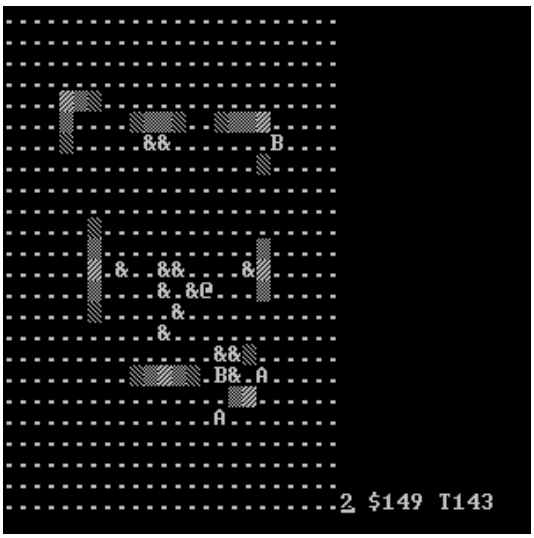
1-9 Move
5 - Place/improve fence ($1), more expensive fence can kill monsters.
c - Place cow ($20)
t - Wait for next season/ horde to come

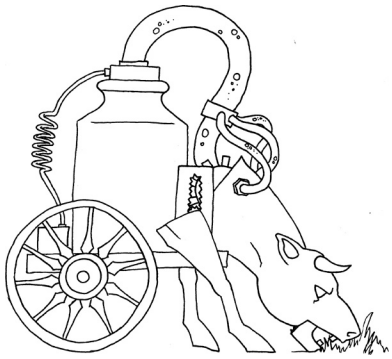
GOAL

Your goal is to reach 2000$ to pay tax to the Evil High

// horde.cpp listing begins:

```
#include <curses.h>
#include <string>
#include <time.h>
#define R rand()%22
#define L M[x][y]
#define H(a,b)for(a=0;a<b;++a)
#define F H(x,24)H(y,24)

int a,b,k,l,m,n,x,y,turn,gold,v,dist,M[24][24];char*t="789456123";

int main(){
  initscr();raw();srand(time(0));
#ifdef PDCURSES
  PDC_set_title("Horde by Jakub Debski");
#endif
  // Generate new level
  F L='.';
  H(m,9)M[a=8+R/4][b=8+R/4]='&';
  for (;;)
  {
    v=0;
    // Next season
    if (turn++%150==0)
    {
      // add gold for each cow
      F L^'&'?0:gold+=10;
      H(m,turn/600+1)
      {
        M[R%2*22][R]='a'+R%(turn/600+1);
        M[R][R%2*22]='a'+R%(turn/600+1);
      }
      v=1;
    }
    for(;;)
    {
      k=m=-1;
      F if(L>64&&L<91){m=x,n=y;};
      if (m<0) // no monsters to move this turn
        break;
      // find closest cow
      dist=99;
      k=a,l=b;
      F {
        if (L=='&'||L=='@')
        {
          if(abs(x-m)+abs(y-n)<dist)
          {
            dist=abs(x-m)+abs(y-n);
            k=x,l=y;
          }
        }
      };

      // closest cow is (k,l)
      // move monster into direction of closest cow
      v=x=m+(k-m?k<m?-1:1:0);
      y=n+(l-n?l<n?-1:1:0);

      // Check cell
      M[m][n]+=32;
      if (L>=176)
```





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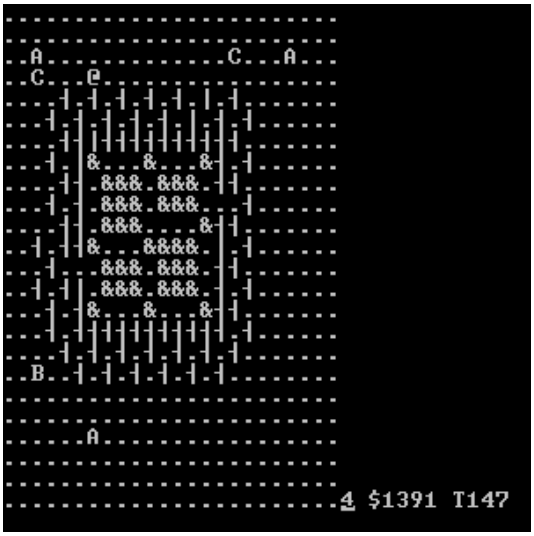
```
      {
        if (--L<176)
          L='.';
        if (L>177&&--M[m][n]==96)
        {
          M[m][n]='.';
          continue;
        }
      }
      else if (L=='@'||(x==a&&y==b))
        gold--;
      else if (L<'@')
      {
        L=M[m][n];
        M[m][n]='.';
      }
    }

    // Find moved monsters and convert to unmoved
    F if(L>96&&L<123)L-=32;

    F mvaddch(y,x,y^b|x^a?L:64);
    printf(" $%d T%d %s",gold,150-turn%150,gold<0?"DIE":gold>2000?"WIN":"");
    if (gold<0||gold>2000) {
      getch ();
      return 0; // end game.
    }
    n=getch();
    if (n=='t'&&!v)
    {
      turn+=150-turn%150;
      continue;
    }
    k=l=1;
    H(m,9)n^t[m]||(l=m/3,k=m%3);x=a+k-1;y=b+l-1;
    if (x*y&&x^23&&y^23)
    {
      if (gold)
      {
        if (L>=176&&L<180)
          L++,gold--;
        if (gold>19&&n=='c'&&L!='&')
          L='&',gold-=20;
        else if(L=='@' && n!='c')
          L=176,gold--;

      }
      if (L>64&&L<91) // monsters
      {
        if(--L<65)
          L='.';
      }
      if (L=='.')
      {
        if (M[a][b]=='@')
          M[a][b]='.';
        a=x,b=y;
        if (L=='.')
          L='@';
      }
    }
  } // for(;;)
}
```



Chancellor. At the beginning of each season you get $10 per cow. You lose when you are out of money.

The game is quite fun and the goal is reachable :)

Horde, by Jakub Debski, is a minimalistic program with code approaching 2K in size and is based on the 1994 video game “The Horde” by Toys for Bob.