

Hammurabi

Game Rules:

- 1.) The game lasts 10 years, with a year being one turn.
- 2.) Each year, enter how many bushels of grain to allocate to buying (or selling) acres of land, feeding your population, and planting crops for the next year.
- 3.) Each person needs 20 bushels of grain each year to live and can till at most 10 acres of land.
- 4.) Each acre of land requires one bushel of grain to plant seeds.
- 5.) The price of each acre of land fluctuates from 17 bushels per acre to 26 bushels.
- 6.) If the conditions in your country ever become bad enough, the people will overthrow you and you won't finish your 10-year term.
- 7.) If you make it to the 11th year, your rule will be evaluated and you'll be ranked against great figures in history.

Based on the original 1968 text based game Hammurabi.

Game Objectives: The objective of the is to rule your land as the Babylonian king Hammurabi. Leave your land in a better condition than when you started at the end of the 10-year term the game lasts. Feed all of your people and attempt to purchase excess land to increase your holdings under your rule. Plant all your crops when to increase your yield to have the most favorable conditions and beware of the rats.