Apocalypse Farmer: Game Manual

Everything You Want To Ignore As You Play The Game

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Contents

Welcome to Apocalypse Farmer

Welcome to Apocalypse Farmer (from here on referred to as *the game*), within the bounds of the game you will find your very own post-apocalyptic world. You are charged with protecting your people and growing your fledgling community to rival the civilizations of old.

The objective of the game is to destroy the enemy's home village. This goal can be accomplished countless ways which provides for hours of enjoyable and never repetitive game-play.

Game Setup

The game-play is set on a grid; this grid is all that is left of inhabitable Earth. However, you are not alone; there are others that want the limited resources that you need to sustain your citizens.

Along the right side and bottom of your screen you will see the in-game control menus. These will contain all of the commands that you will need to lead your people to victory.

You have at your command the communities you found and the armies that you produce. Each hex grid represents one district, has a specified terrain type (Table 1 - Terrains), and is able to support one community. Each community produces Resource Units (RUs) and Population (people).

Each community produces RUs (which the community has control of) and people at varying rates (Table 2 - Communities). The maximum number of people a community can hold is given by the population limit. It is impossible for the town to exceed that population but there is no cap on the amount of resource units the community can produce. In addition, a community can choose to form an army for a certain cost, reinforce an army located within its territory, or focus on resource production each cycle (Table 3 - Actions and Costs). Choosing to create an army makes a new army located within the community's district.

Armies have the ability to move between districts and found new communities. Movement will be covered later in the "Movement Phase" section. Once an army is on an unoccupied district it can then found a community; the community size depends on the strength (Table 3 - Actions and Costs). While armies can found new communities they may also be used to fulfill their primary duty and attack the enemy. Remember, the fate of your people rests in your hands.

Game-Play

Starting Conditions

Each player (computer or otherwise) begins the game with a single community placed randomly on the board as well as an army consisting of 30 people and 30 RUs.

Game-play is turn-based; divided into two phases: movement and management.

Controls

To select a district simply click on it.

The menu along the bottom of your screen shows you the armies and community of the district you currently have selected. To select a specific army, click on it's icon in the bottom menu.

The menu along the right side contains controls for the community. Here you will find the options for all of the tasks that a community may be tasked to do.

To move an army, select the district the army is in, select the army you wish to move, then click on the adjacent district you wish to move the army to.

To attack an opposing community or army, select an army you control and move it into the enemy's district. Combat will be automatically resolved.

Movement Phase

The initial phase of your turn is the Movement Phase. During this time you may move a single army to an adjacent district or choose to pass and move on to the Management Phase. Armies are not able to move more than one district per turn. Should an army be directed to move into a territory occupied by an opposing player a battle will commence. On the completion of a battle you will enter the Management Phase.

Battling

An army's strength is determined by the number of soldiers in the army. During combat, a random number is applied so that strength alone does not confer victory. The fortunes of war change rapidly. The defense value of an army is based off of the strength of the army and the ease of defense of the terrain the army is situated in.

The defensive value of a district is determined by the community's defense value plus the district's defense modifier (see Table 1) plus a random number plus the strength of any armies currently located on the hex.

The winner is determined by greatest value.

During the battle a brief cinematic will take place. The clip shown will be based off of the projected outcome of the battle. If you grow bored of the cinematic, they may be skipped.

After the battle is over, the armies' strengths will be adjusted based off of the fortunes of war. In the event of a stalemate, victory goes to the defender because it is easier to defend than it is to attack. Lives from both sides will be lost, but do not shrink from your duty.

At the close of the battle scenario the management phase will begin.

Management Phase

During the management phase you will have the opportunity to assign a goal for any number of un-tasked communities (those not already producing something or that have just finished), found communities, or to pass. In the event that there are no un-tasked communities, armies capable of founding communities, or the player chooses to pass the next turn will begin.

Any community not assigned to a specific task shall produce RUs and people (if the population limit has not been reached) as your citizen's continue to farm, build, and reproduce.

A community may be assigned to upgrade itself. RUs will be put to the purpose of improving the community. The cost and length of time it takes for a community to be upgraded may be found in Tables 2 and 3.

A community may be assigned to reinforce an army currently stationed within its walls. In this case, RUs and population will be set to the task of training, re-supplying, and otherwise preparing the army. The cost and length of time it takes for a community to reinforce an army may be found in Tables 2 and 3.

A community may be assigned to train a new army of a strength specified by you. The only limitation is population and RUs. When your new army has finished training it will be placed on the board in the community where it was trained. Should the district be attacked during the training of the army and the defending community is destroyed the future army will also be destroyed. The cost and length of time it takes for a community to found an army may be found in Tables 2 and 3.

To establish a community you must have an army on an unoccupied hex. The army will then be reduced as determined by Table 3 and be unmovable until after the community has been founded. Should the army be attacked and the defeated the new community will be lost. Should the army be attacked and win the cycle will continue unabated.

Once you are satisfied with the setup push the continue button and the next turn will begin.

Appendix A

Table 1 - Terrains

Terrain Type	Productivity Bonus	Defense Bonus
Plains	+5	+0
Swamps	-5	+5
Forests	+5	+10

Table 2 - Communities

Community Type	Upgrade Cost (RUs)	Population Limit (people)	Resource Production Rate (RUs / cycle)	People Production Rate (people / cycle)	Defense Value
Village	-	20	10	5	Population + 10
Town	20	50	20	10	Population + 20
City	40	80	30	15	Population + 30

Table 3 - Actions and Costs

Action	Cycle Time (turns)	Resource Cost (RUs)	People Cost (people)
Form Army	2	$10 + n$	$10 + n$
Reinforce Army	1	n	n
Upgrade Community	3	See Table 2	0
Produce	1	-	-
Army Specific Actions			
Found Village	1	10	10
Found Town	2	20	25
Found City	3	40	40

Appendix B: Glossary

Action: Tasks assigned to a community or army.

Apocalypse: Great or total devastation; doom

Army: Moveable unit, played on game grid. Can found a community, attack, and defend

Battle: Phase in game when two opposing armies, or an army and an opposed town, share the same district. Will result in changes to the board based on the outcome.

Community: The generic name for a district that has a settlement of some kind. There are three types of communities: Village, Town, and City. Each provides a certain amount of production and defense.

Cycle: A single turn.

District: The base unit of measurement on the game grid. Each hex represents one district.

Farmer: a person who farms; person who operates a farm or cultivates land.

Form Army: Community action that sets the community to create a new army.

Found Community: Army action that creates a new community on an unclaimed district.

Management Phase: Phase of the player's turn in which the player sets actions for un-tasked communities and armies.

Movement Phase: Phase of the player's turn in which the player moves up to a single army. May result in a battle.

Population: Number of citizens in a community. Used for certain community actions.

Population Limit: Maximum number of citizens a community can support.

Produce: Community action that increases the population (if less than the population limit) and the Resource Units for a specific community.

Reinforce Army: Community Action that uses population and resource units to increase the strength of an army.

Resource Unit: Base unit of production. Used for Actions.

Terrain Type: The type of terrain that dominates each district. Each terrain type has a specific productivity and defense bonus.

<u>Upgrade Community</u>: Community action that changes the community type.