Hamurabi

Welcome to **Hamurabi**, a strategic management game where you take on the role of a ruler governing an ancient civilization. Your goal is to wisely manage resources, ensure your people's survival, and expand your kingdom over a 10-year reign.

Game Overview

You must make crucial decisions regarding land purchases, food distribution, and crop planting. Each year, new events will affect your city, including harvest yields, plagues, and rat infestations. Your leadership will be judged based on your ability to maintain a prosperous and stable kingdom.

How to Play

Each year, you must decide:

1. **How many acres of land to buy or sell** (Land price fluctuates each year).

2. **How much grain to feed your people** (Each citizen must consume a certain number of bushels per year).

3. **How many acres to plant with grain** (Each acre needs a number of bushels to be sown and farmers to look after them).

At the end of each year, the game calculates:

- Population changes (births, starvation, or plagues).

- Harvest yields (Yields change from year to year).

- Rat infestations (potential loss of stored grain).

- Land value fluctuations.

Game Controls

Use the **ColecoVision controller keypad**:

- **0-9**: Input numbers for decisions.

- **# (Hash key)**: Confirm your choice.

- **∗ (Asterisk key)**: Delete the last entered digit.

Events & Disasters

- **Plague**: This disaster can decimate half the population. Fortunately, it is fairly rare.

- **Rats**: The proliferation of rats can destroy a large quantity of seed stock.

- **Starvation**: If you fail to feed the population adequately, people will die.

Screen description

Starvation
Warns that people are dying due to insufficient food supply.

Incoming Population
Births and moving people.

Population
Shows the total number of citizens in your civilization. The population changes based on births, starvation, and plagues.

Land
Represents the total amount of land owned by your civilization. Land is used for farming and can be bought or sold each year.

Harvest Yield
Indicates the amount of grain harvested per acre. This value varies each year based on random factors.

Grain Storage
Displays the total amount of grain stored. This grain is used for feeding the population and planting crops.

Winning and Losing

At the end of **10 years**, your performance is evaluated based on:

- The percentage of people who starved.

- The amount of land per citizen.

- Overall population growth.

Failing to manage food and land effectively may lead to impeachment and removal from office!

Can you lead your kingdom to greatness?

Tips for Winning Hamurabi

Land Management

- Land prices vary each year, typically between **17 and 26 bushels per acre**.

- Each citizen requires **20 bushels of grain per year** to survive.

- Each acre of land requires **0.5 bushels of grain** to be cultivated.

- Each citizen can farm up to **10 acres** in a year.

- The harvest yield varies between **1 and 6 bushels per acre** each year.

- **Plague:** There is a **15% chance per year** that a plague will occur, reducing your population by **50%**.

- **Rats:** There is a **50% chance per year** of a rat infestation. If it happens, rats will eat either **1/3 or 1/5 of your stored grain**, chosen randomly.

- **Starvation:** If more than **45% of your population** starves in a single year, you will be removed from power.

Mastering these mechanics will help you rule wisely and lead your civilization to prosperity!

History

Hamurabi is a text-based strategy video game of land and resource management.

It was first developed under the name **King of Sumeria** or **The Sumer Game** by **Doug Dyment** in 1968 at Digital Equipment Corporation as a computer game for fellow employee Richard Merrill's newly invented FOCAL programming language.

Multiple versions of the game were created for the FOCAL language, but around 1971 **David H. Ahl** ported it to DEC BASIC and in 1973 published it in **101 BASIC Computer Games**. This

was later republished in Microsoft BASIC form in 1978's BASIC Computer Games. Hamurabi influenced many later strategy and simulation games and is also an antecedent to the city-building genre.

This is the version of the code used to port it to Colecovision.

Enjoy playing **Hamurabi** on ColecoVision!