



Player's Guide

Objective

The Hittites are coming!

In *Attack of the Hittites*, you control a hunting and gathering society through the agricultural revolution. Your mission is to build a wall to defend a mountain pass against invading Hittites before time runs out.

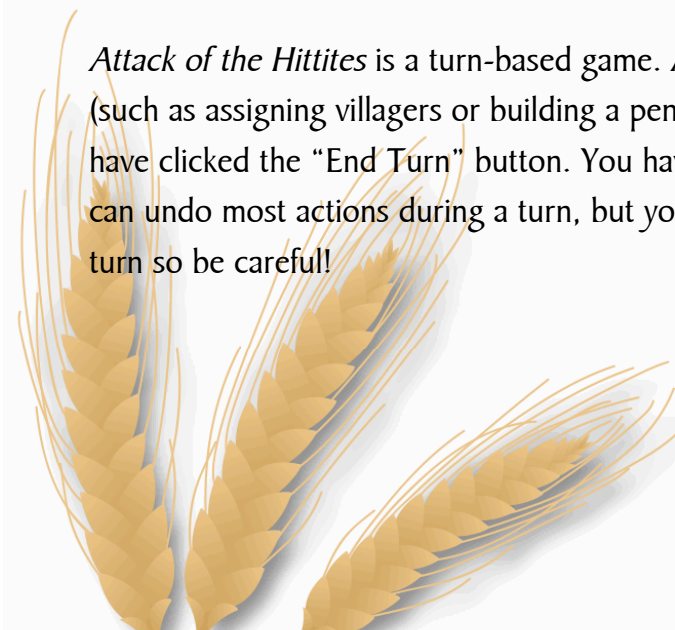


How to Play

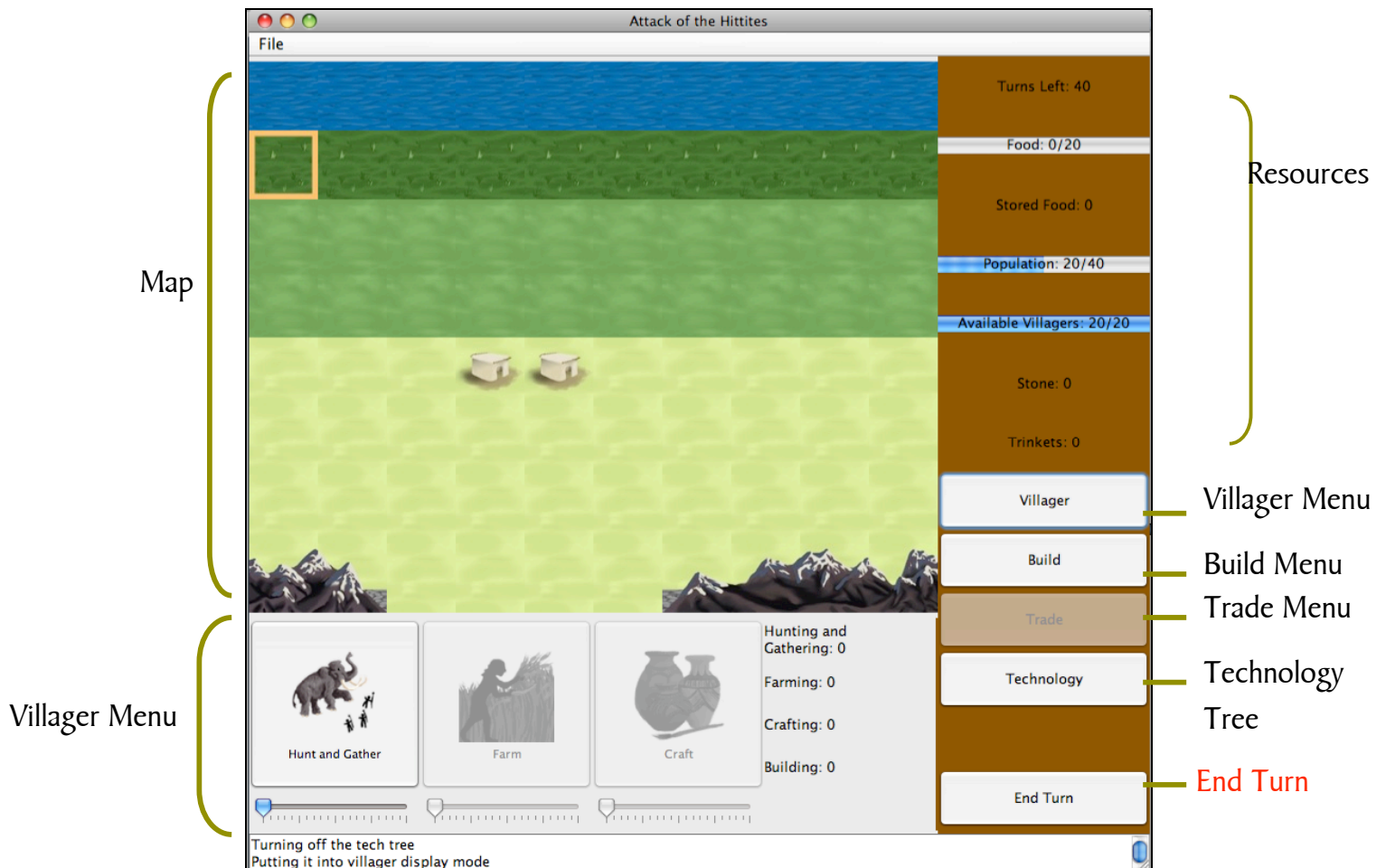
You will have to gather resources in order to build your wall. You can gather resources by assigning villagers to different tasks, or through trade. There are three types of resources:

- **Food** - can be obtained through hunting and gathering, by building farms, or by building animal pens.
- **Trinkets** - are produced through crafting.
- **Stone** - can only be obtained through trade.

Attack of the Hittites is a turn-based game. Any actions you take during a turn (such as assigning villagers or building a pen) will not take effect until *after* you have clicked the “End Turn” button. You have **40 turns** to build the wall. You can undo most actions during a turn, but you cannot undo the ending of a turn so be careful!



Game Window



Messages

**Your game window may look slightly different than this depending on your computer. This screen shot was taken on a Mac.*

Map

You will place all your buildings on the map. Darker green land has higher fertility. Farms built on these squares will yield more food than farms built on less fertile land. To get information about a square or a building on it, simply click on it.

Messages

Helpful messages appear at the bottom of the window. To see older messages, scroll up. They will tell you what buttons and menus are currently active and display alerts and warnings regarding villagers and tech points.

End Turn

Within a turn you can assign and un-assign villagers, build and destroy villagers, and trade. These changes do not take effect until after you have ended your turn. **Ending a turn cannot be undone!** Villagers will die if you end a turn and they do not have enough food or shelter. The population will try to increase when you end a turn, but will not be able to if there is not enough of these things. If you do not have enough food to feed all your villagers, you will be asked to confirm your decision to end your turn.

Resources

The numbers and progress bars on the upper right-hand corner of the game window display your resources.

Turns Left – This number is the number of turns remaining before the Hittites try to invade.

Food – This progress bar displays the number of food you can expect to collect when you end your turn out of the amount of food you need to support your current population.

Each villager will need one food per turn to survive. For example, if this display reads “Food: 15/20,” then your villagers will produce 15 food this turn, but since you have 20 villagers to support 5 of them will starve to death!

Stored Food – This displays the amount of surplus food that will be stored. Surplus food (food that is not consumed by villagers) will spoil. To store food, you must build granaries or trade for salt. Salt will automatically be used.

Population – This progress bar shows you how many villagers you have out of the total population that your society could support based on the number of huts you have. For example, “Population: 20/40” means you currently have 20 villagers, but you have enough huts to shelter 40. Villagers who don’t have huts to live in will die of exposure!

Note that your population will increase if you have the surplus food to feed extra villagers, but there is a limit on how fast it will increase.

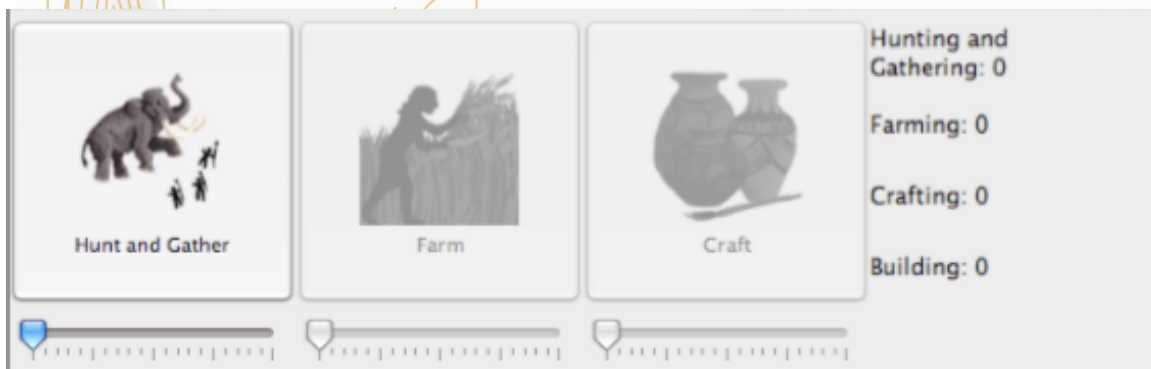
Available Villagers – This progress bar shows you how many of your villagers have been assigned to gathering resources or building something out of the total population.

Stone – This displays the amount of stone you have. You need stone to build walls. You can only get stone through trade.

Trinkets – This displays the amount of trinkets you have. Trinkets are a special resource that can be used to trade for food, salt, or stone. Villagers can produce trinkets if they are assigned to craft.

Villager Menu

Open the Villager Menu by clicking on the “Villager” button to the right of the map. Farming and crafting are locked at the beginning of the game.



Use the villager menu to assign villagers to different tasks. Click on the button to assign one villager to that task or use the sliders to assign villagers more quickly. Villagers can be unassigned by using the sliders. The number of villagers assigned to each task is displayed on the right.

Build Menu

Open the Build Menu by clicking on the “Build” button to the right of the map. All buildings except huts are locked at the beginning of the game.

Build a building by clicking on that building in the Build Menu and then clicking on the map where you would like to place it. Buildings cannot be placed in the river or on the mountains, and cannot be placed on top of other buildings. Remember, you will eventually want to place walls in the spaces between the mountains.

Buildings take one turn to build, and will appear ghostly until they have been built – for example, you cannot both build a farm and assign villagers to farm on it in the same turn. Except for irrigation, buildings can be destroyed both before and after they have been built.

Hut – Build huts to support more villagers.



Hut

Granary – One granary can store 20 food. Use granaries to build a surplus



Granary



Pen – Pens contain domesticated animals. Pens produce food without your needing to assign villagers to them.

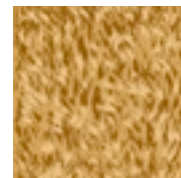


Goat Pen

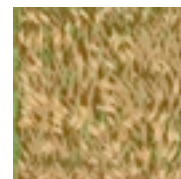


Camel Pen

Farm – Villagers assigned to farming can collect more food than villagers assigned to hunting and gathering, but you need farms first! Three villagers can be assigned to a high fertility farm, two villagers to a medium fertility farm, and only one villager to a low fertility farm.



High Fertility Farm

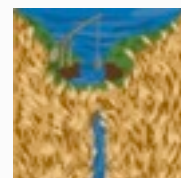


Medium Fertility Farm



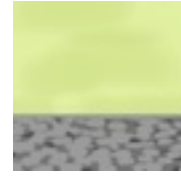
Low Fertility Farm

Irrigation – Irrigation can be built on farms or empty land. It increases the fertility of land (except for land that is already high fertility). Irrigation must be connected to the river either directly or via other irrigation. **Irrigation can never be removed once it is placed!**



Irrigated Field by the River

Wall – Walls are necessary to beat the game.



Wall

Trade Menu

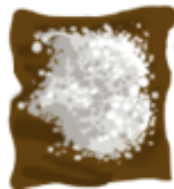
Open the Trade Menu by clicking on the “Build” button to the right of the map. Trading is locked at the beginning of the game.

You can trade trinkets for food, salt, and stone using the trade menu. Each resource has price in trinkets. Click on the resource you want, enter the amount you want and then click trade.

Resources you can trade for:



Food



Salt



Stone

Technology Menu

Open the Technology Menu by clicking “Technology to the right of the map, just above “End Turn.”

Crafting, farming, trading, and most buildings are technologies that require research before they are unlocked. **Every four turns you will be able to research a technology.** A message box will pop up alerting you of this.





Farming – Required to build farms and assign villagers to farm.



Irrigation – Unlocks irrigation that turns low fertility crops/land into medium fertility crops/land and medium fertility crops/land into high fertility crops/land.

Requires: Farming.



Animal Domestication – Unlocks goat pens.

Requires: Farming.



Food Storage – Unlocks granaries that can store 20 food.

Requires: Farming.



Artisans – Unlocks crafting, which will generate trinkets.

Requires: Farming.



Fortified Walls – Unlocks walls.

Requires: Irrigation.



Improved Animal Domestication – Unlocks camel pens, which generate more food than goat pens.

Requires: Animal Domestication.



Improved Food Storage – Increases storage capacity of granaries.

Requires: Food Storage.





Trade – Unlocks trade.
Requires: Artisans.



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