# Tutorial Screen 1.

*It was relatively peaceful times in the kingdom. But peace never stays forever. Battle experience is necessary to protect the kingdom’s future, and so we join a senior general and his young student.*

*With no wars to fight, farmers are still troubled with bandits from time to time, and so the general seizes these opportunities to pass on his knowledge.*

*While nothing in life is guaranteed, by knowing the odds these two can leave as little to chance as possible.*

Student: Are we even sure there are bandits out here?

Mentor: The odds are good young one, but you lack patience. They’re around here somewhere, and while it may not seem like much to our armies, they, and you, both need to keep your skills sharp.

Mentor: Ah, there they are now.

Student: Alright! Let’s get ‘em!

Mentor: Not so fast, young one. It may not seem like much, but no battle is guaranteed. Do you remember how to weight the odds?

Student: Gah! Of course I do! It’s… what?

Mentor: Don’t look so flustered! Everyone was green once, even I!

Mentor: Now then, see those swordsmen, and see ours. You can tell the number of swordsmen in that group by the number next to them. Click on your swordsmen and move them to the tile next to them.

Mentor: Once there, click on the opponent to attack!

Student: Easy!

Mentor: But not so fast, your soldiers will fight harder if they know you know what you are doing. When your soldiers go to strike, they will want to know you understand the odds, and if they have trust in you, they will be so confident in your choice they’ll get an extra attack first!

Mentor: How many soldiers do you have in a unit there.

Student: Looks like 5.

Mentor: And how many do they have there?

Student: Also five.

Mentor: Excellent! So the odds of your guys attacking first is your units’ strength divided by your units’ strength plus the enemy units’ strength.

Student: So in this case, that’s 5/10… so it’s 50%! That’s even odds, not ideal.

Mentor: But that’s ok, if your soldiers know you know that, they’ll fight even harder! Victory is never assured, but you can improve the odds greatly if you know them and plan accordingly.

Mentor: You don’t have to tell your soldiers anything and can just hit submit if you think they don’t need the help, but it’s always best to take any advantage you can in battle.

Mentor: It’s also important to keep in mind that each soldier only has a 50% chance of killing an enemy soldier when they attack, so it’s like you flip a coin for each soldier attacking. This also means that a group of soldiers cannot wipeout a larger group with a single attack.

Mentor: Now take care of these bandits!

# Tutorial Screen 2.

Mentor: Excellent work, young one. But you still have much to learn! And looks like you’ll have that chance.

Mentor: Now you need to account for type advantages. See those three units you have now? Each of those units is strong against one other unit type, and weak against one other.

Mentor: What weapon do you see the enemy using?

Student: Those look like some wicked axes.

Mentor: But there is nothing to worry about, so long as you go in with a plan! Axes are weak against swords, but strong against spears. Now tell me what that means.

Student: Swordsmen attacking axe wielders get a 50% bonus to their strength, and so if there were 10 they’d fight like 15! But axes are strong against spears, and so 10 axes would fight like 15 against spears as well.

Mentor: Very good! Also keep in mind your terrain, a unit standing in a forest gets an additional 50% strength bonus as well. If a unit has a type advantage and is in a forest that means they are twice as strong!

Student: Scary!

Mentor: Very, so make sure your soldiers are the scary ones, got it?

Student: Y-yes sir!

# Battle 1.

Mentor: What have we here? We seem to have found the bandit’s hideout.

Student: That’s a lot more bandits.

Mentor: That’s fine, you still have your soldiers at your command. You know everything you need to win this. Remember the weapon’s triangle, Sword beats Axe, Axe beats Spear, and Spear beats Sword.

Mentor: You can also float your mouse to the edges of the screen to move the map and take a look at your surroundings.

Mentor: Hit ‘esc’ during your turn to view the game instructions and math calculations again.

Mentor: Now let’s take out the trash!

Student: SIR YES SIR!

# Battle 2.

Student: Did you see that! I sent those bandits running like it was nothing!

Mentor: That’s excellent my student, it really is, but I received bleak news while you were protecting the villagers.

Mentor: It sounds like our neighbors to the north have decided the peace wasn’t good enough for them and are sieging the castle as we speak.

Student: Are you serious?

Mentor: I’m afraid so, we are going to have to fight our way back to help protect the royal family.

Student: This is… I know you will be able to command our troops to success!

Mentor: Heh, me? This is the best training opportunity you’ll ever see!

Student: Wha-wha-what!

Mentor: Don’t worry my lad, I’ll be here to take over if things go south, but your troops count on you all the same! It’s time to open up the rest of our army to you. It’s early, but today you learn about archers and cavalry!

Mentor: Archers can attack from two tiles away, and if they do so, they only get to attack once. No math problems, but they don’t get attacked back.

Student: Sweet! I like easy!

Mentor: But not so fast! If they are attacking other archers, then they fight like normal. Also it’s important to keep space between them and other units. If they attack or are attacked by a unit in an adjacent tile, that unit always has a strength advantage.

Student: That’ll get sticky fast.

Mentor: But you have a unit that can come to their aid much more quickly. Cavalry don’t have type advantage against any units but archers. They also don’t have a disadvantage against any units though. Which makes them nice, balanced units.

Mentor: What they do well is move quickly! You may have noticed your other units move up to 3 tiles. Cavalry can move up to 5! They make excellent backup for this reason!

Student: Got it!

Mentor: Good. We are coming up on the opposing army now, let’s cut our way through!

# Battle 3.

Mentor: You know everything you need going forward!

Student: So I’m as good as you?

Mentor: Guahahaha HA. That’s yet to be seen, but you have quite the opportunity to prove yourself coming up. They are trying to cut us off in the field. The enemy is coming here.

Student: ***gulp***

Mentor: Now now, where was all that confidence! Your troops need that confidence. It sounds like we know who is coming from where. You can use this.

Mentor: It’s mostly axe men coming from the north, spearmen from the west, and swordsmen from the east. Look at the terrain, you know exactly who the enemy is and where they are coming from.

Mentor: Take defensive positioning, we can outlast them here, now stand strong!