SEA SIEGE – DEFENSE

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DESCRIPTION

This map shows the great sea siege. The pirates attacked southern borders of our kingdom. The king ordered you to stop the invasion. You should defeat 25 enemy attacks. You are not alone on the southern shore, the allied village will support you. But their army is not so strong, so you should not only defend the fortress: ally will need help too!

Your initial resources and armies are small. But don't worry: there is a bonus system, which will help you!

BONUS SYSTEM

There are bonuses which are available under certain conditions.

First of all, for every killed enemy soldier you get, and for every lost soldier lose x2 points:

- **Militia** - 1 point;
- **Axe Fighter** - 3 points;
- **Sword Fighter** - 5 points;
- **Bowman** - 2 points;
- **Crossbowman** - 2 points;
- **Lance Carrier** - 2 points;
- **Pikeman** - 3 points;
- **Scout** - 4 points;
- **Knight** - 7 points;
- **Barbarian** - 5 points;
- **Rebel** - 1 point;
- **Rogue** - 1 point;
- **Warrior** - 5 points;
- **Vagabond** - 2 points.

Certain number of points or kills will give you:

- Every **50** points give 2-6 random weapons, armor or horses;

- ▶ Every **500** points give 5-10 gold;
- ▶ Every **750** points give 1-3 armor;
- ▶ Every **750** kills give 5-7 equipments for sword fighters.

These points are so easy and so hard to get... Just kill enemy soldiers. But each enemy attack is random, so you never know what kind of troops there will be. One time enemy decides to attack you with bowmen, next time sends a lot of knights. It's not so easy to survive, that's why you can receive extra 1-3 gold chests every 2 minutes of the game! Also every 5 minutes of the game the king will send small reinforcements for you. Your ally also receives reinforcement before each enemy attack, but only if there are less than 150 allied soldiers. Every 10 minutes ally hires some barbarians if there are not enough troops.

The game is long and difficult. There are 25 enemy attacks, as mentioned above, absolutely random. For every defeated attack (wave) you will receive small, but useful bonus:

- ▶ **Wave #1** - 1-3 leather;
- ▶ **Wave #2** - 1-5 leather;
- ▶ **Wave #3** - 1-5 gold;
- ▶ **Wave #4** - 1-5 leather armor;
- ▶ **Wave #5** - 1-5 iron armor;
- ▶ **Wave #6** - 1-5 random armor;
- ▶ **Wave #7** - 1-5 horses;
- ▶ **Wave #8** - 1-5 iron shields;
- ▶ **Wave #9** - 1-5 random armor;

- ▶ **Wave #10** - 1-5 axes or swords;
- ▶ **Wave #11** - 5-10 leather;
- ▶ **Wave #12** - 5-10 gold;
- ▶ **Wave #13** - 5-10 iron armor;
- ▶ **Wave #14** - 5-10 leather armor;
- ▶ **Wave #15** - the king sends reinforcement for your ally if ally is too weak;
- ▶ **Wave #16** - the king sends random melee troop for your ally if ally is too weak;
- ▶ **Wave #17** - the king sends random ranged troop for your ally if ally is too weak;
- ▶ **Wave #18** - the king sends random anti-horse troop for your ally if ally is too weak;
- ▶ **Wave #19** - the king sends random mounted troop for your ally if ally is too weak;
- ▶ **Wave #20** - ally hires a group of barbarians if there are not enough soldiers;
- ▶ **Wave #21** - ally hires a group of warriors if there are not enough soldiers;
- ▶ **Waves #22-24** - the king sends reinforcement for you if your army is too weak.

First 18 times enemy attacks every 3 minutes; next 7 attacks are stronger and interval between them is 3,5 minutes. And we remind you once again that attacks are random, so good luck ;)

CREDITS

- **Map**: woloszek

- **Script**: Luki, andreus

- **Dynamic script**: andreus

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