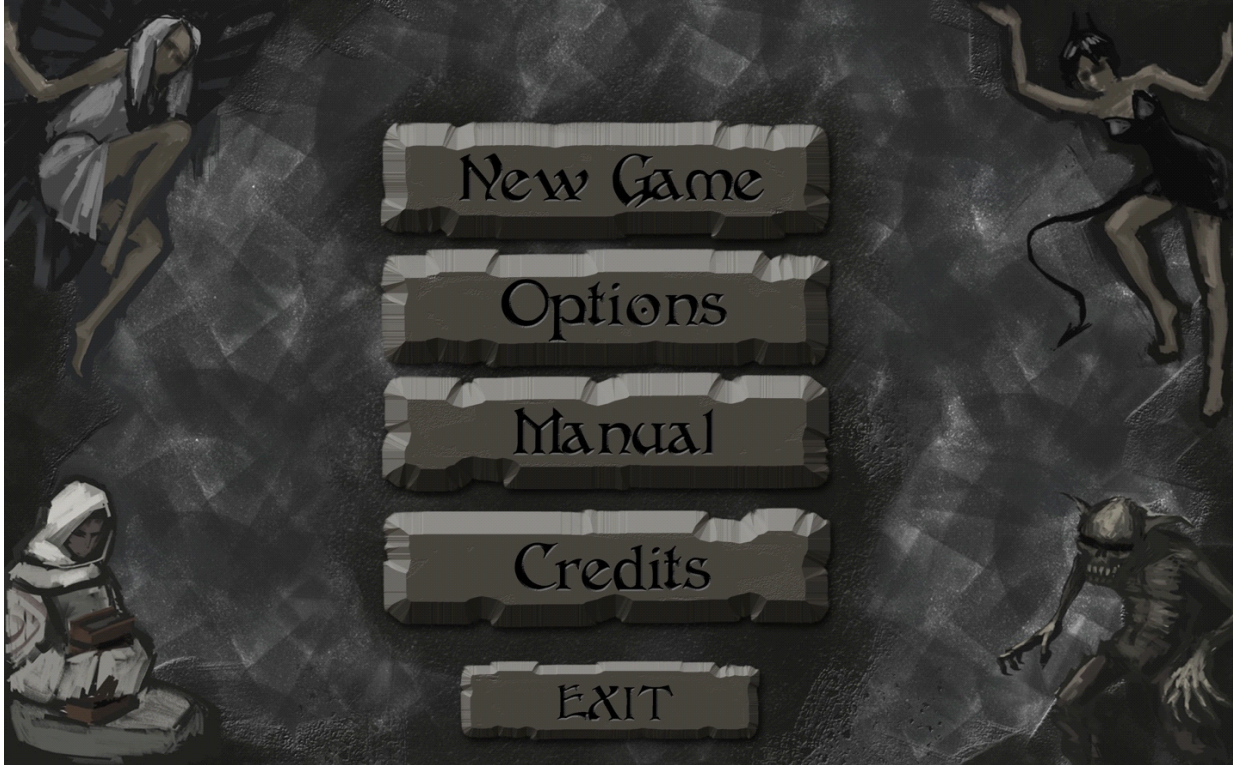# The Great Fantasy Struggle

Quick Guide: How to play The Great Fantasy Struggle

- **Main Menu: Game Start**

- Launch the game.
- Enter the game lobby:

- To start a new game press the **NEW GAME** button – you will then be redirected to the **NEW GAME** menu:

- Choose your character (side): the Wizard (light) or the Demon (darkness).
- Choose a difficulty level and corresponding task:
  - Build a city – complete this **EASY** level task: build all of the structures in your main city from the building screen to unlock the **MEDIUM** difficulty level with its corresponding task;
  - 50 population – complete this **MEDIUM** difficulty task to unlock the **HARD** difficulty level and its corresponding task;
  - Destroy Enemy – complete this **HARD** difficulty task to finish the campaign for the chosen character (wizard or demon).

Please Note: To complete the task you have to achieve the task missions victory rules and complete the actual game as the winner.
- Press **START** and wait for the game to begin.

• **Overview: Game Screen**

- After the countdown the game's main interface window will open with the game map centered on your country, either the the *Wizard's Realm* or the *Demon's Land*, depending on which character you chose.

- To move the map click on it while holding down your right mouse button, and move your mouse up, down, left or right.

- To select a location, simply click on it on the global map with the left mouse button and the *Astrolabe Pointer* will appear on it:

Wizard:	*Demon:*
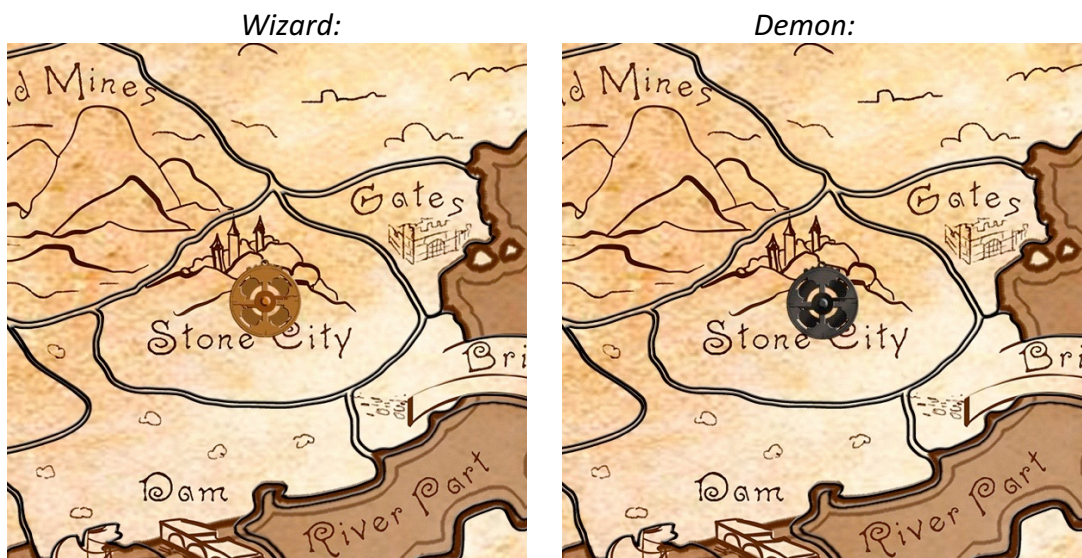
- When you select a location – you will see detailed information about the chosen location in the location interface window:

Depending on the character you play you can do the following actions from the location's interface window:

Wizard: Demon:

1 – increase your influence in the chosen location
2 – increase the morale of the location's inhabitants
3 – decrease morale of location's inhabitants
4 – capture the chosen location peacefully

- Number of characters above the scroll with the location's name, represents the population of the chosen location: it can be from 1 to 5.

Population = 1:   Population = 2:   Population = 3:   Population = 4:   Population = 5:

- Appearance of the scroll with the location name, represents locations belonging (light/darkness):

 – scroll illuminated with the white light represents that certain location belongs to the Wizard (light side).

 – scroll absorbed with dark shadow represents that certain location belongs to the Demon (darkness side).

 – common scroll represents that certain location is neutral and belongs to neither the Wizard or to the Demon.

- Belonging to either the light, darkness or neutral side, also shown on the global map: white locations belong to light; dark locations belong to darkness; regular (not colored) locations are neutral.
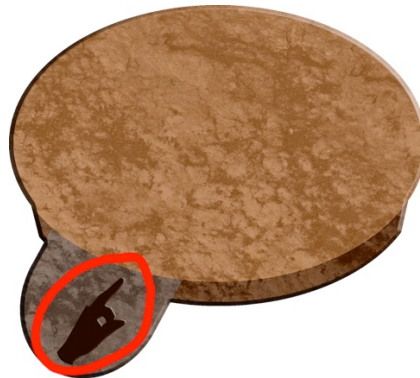
Wizard: Demon: Neutral:

- On the left and right corners of the screen, units platforms are located. By clicking the icon of the pointed hand – you can increase the number of your units in a chosen location:

We'll talk about unit types later.

- In the top left (Wizard) and top right (Demon) corners of the screen you can see the number of your total population and gold coins as well as your opponent's total population and gold coins.

Wizard (top left):   *Demon (top right):*

- Clock is located at the top of the screen:

1 - Outer circle consists of 12 icons and represents months

2 - Middle circle consist of 10 arabic digits and represents years

3 - Inner circle consist of 5 roman digits and represents decades

4 - The game ends after 5 decades 10-th year and 12-th month – so the game lasts 50 years in total.

- All of the games actions will cost coins, so you must have gold coins in your treasury in order to make these actions. Also, some game actions can only be made a limited number of times within a certain game timeframe. The table below explains the cost and time limitations of the game actions:

Game action	Cost (gold coins)	Number of actions allowed per in-game month
Sent Warrior	3 gold coins	No limitation
Increase Influence	2 gold coins	1
Sent Missioner	1 gold coin	1
Set Prayer/Set Feast	1 gold coin	Once in 3 months
Set Preach/Sow Doubt	1 gold coin	Once in 3 months

There are also statistic screens and building screen buttons – we'll talk about their functions later.

- **Game Process: War or Peace**

To win the game your total population must be higher than your opponents. To raise your total population you must capture neutral location or your opponents locations. You can capture any neutral location or your opponents location by 2 methods: War or Peace.
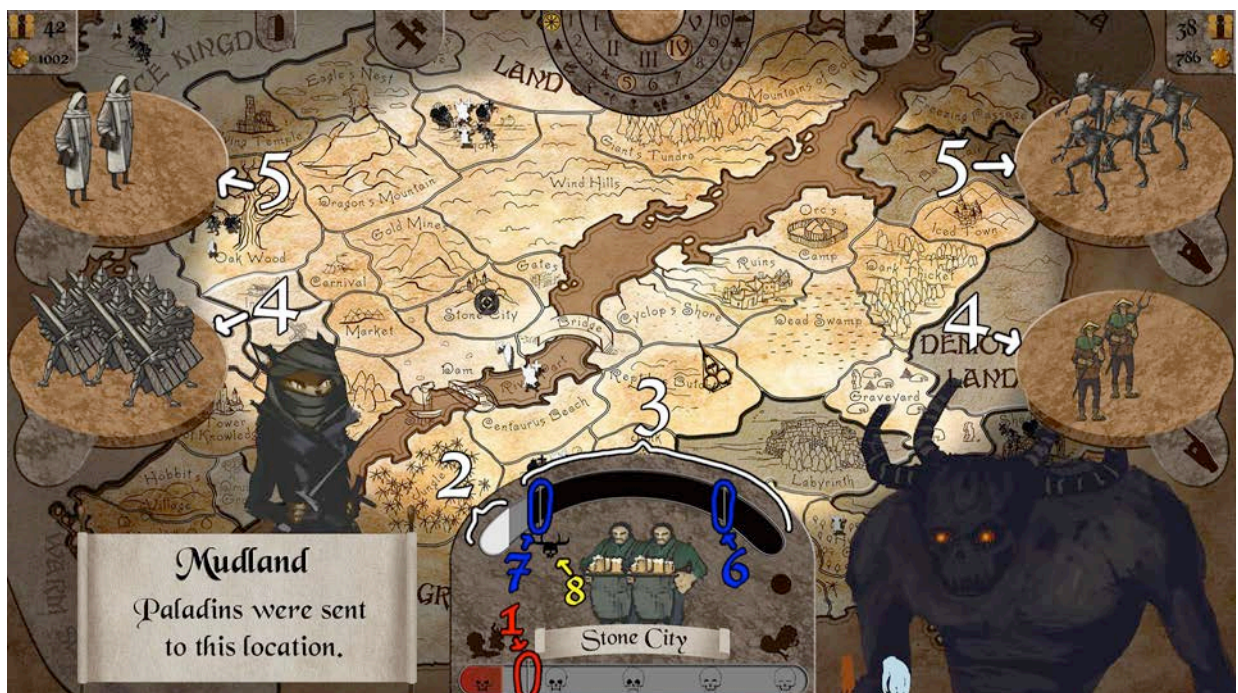
War:

You can start a war in the selected location only if the morale level of inhabitants is lower than the stone marker line in the left corner of **Morale Scale** (marked as **1** on the picture above).

You can initiate war in neutral locations only if your influence is lower than your opponents. For example, in the image above, the Wizard can support rebels in a neutral location "Stone City" because the morale of its inhabitants is lower than the stone marker line, and the influence of light (white scale filling from left side of the **Influence Scale** – marked as **2**) is much less than the influence of darkness (dark scale filling from right side of the **Influence Scale** – marked as **3**).

*Warriors (lower round unit platforms on the left and right sides of the screen – marked as **4**):*

– **fat demons** – warriors of darkness

– **paladins** – warriors of light

– **peasants** - neutral warriors

If the neutral location is more influenced by, for example, darkness, then the Demon can replenish the militia by sending more warriors at any time (for example, Demon can send peasants to Stone City location at any time).

You won't be able to see your opponents rebels in the chosen location if you have no missioners there.

*Missioners (upper round unit platforms in the left and right sides of the screen – marked as **5**):*

– **priestess** – missioner of light

– **goblin** – missioner of darkness

Peace:

To capture location peacefully, you must have a high enough influence in the selected location (white or dark filling of the **Influence Scale** must be beyond one of two stone marker lines: beyond right stone marker line, if you play as the Wizard (marked as **6**), and, beyond left stone marker line, if you play as the Demon (marked as **7**)). Also, to capture location peacefully, the morale of local inhabitants must be low enough (beyond the stone marker line on the morale scale – marked as **1**).

For example, on the picture above, the Demon can capture the "Stone City" location peacefully by clicking the active button of the demon head (also you have to fight with the remains of rebels) (marked as **8** on the picture above).

Once you have captured the location, its population will be added to your total population.

If location was captured by the Wizard or the Demon and the influence of those who captured the location is greater than half of the scale, then the morale of local inhabitants will rise monthly in this location.
If a location is neutral or belongs to the Wizard or the Demon and the influence of the other force is greater than half of the scale, then the morale will fall monthly.
This is something to take into consideration if your goal is to overthrow your opponents control by war in any location where your opponent has a high influence.

- **Statistics Screen: Treasury**

Statistics Screen

By pressing the book button located at the top right corner of game screen – you will open the statistics screen:

- **Overview:**
Statistics screen is represented in a form of a book.
Left page shows all location parameters in respect to influence of light and belonging to the light side (Wizard) and right page shows all location parameters in respect to influence of darkness and belonging to the darkness side (Demon).

- **Buttons:**

 – by pressing on the *sun button* you can arrange all locations in order of influence of light;

 – by pressing the *moon button* you can arrange all locations in order of influence of darkness;

 – by pressing the *skull button* you can arrange all locations in order of morale level of inhabitants of these locations;
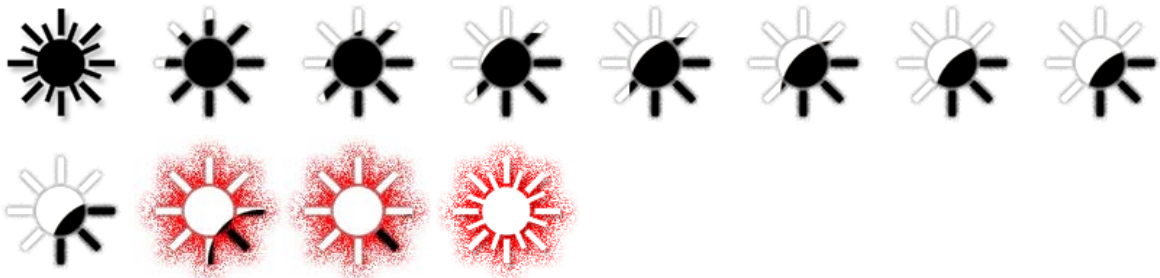
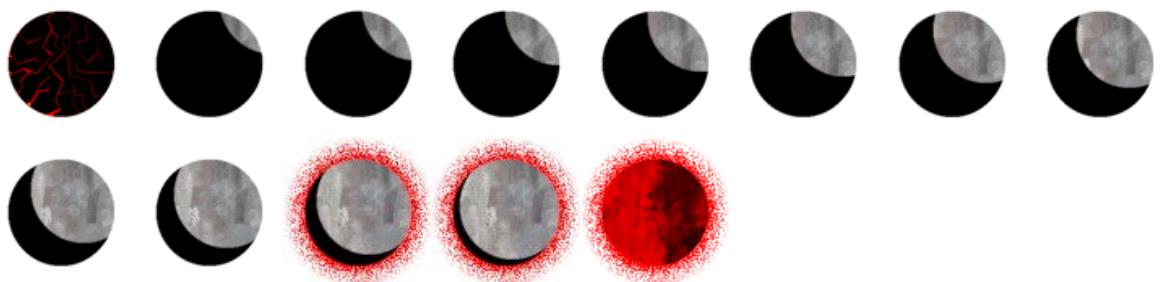 – by pressing on the *silhouette button* you can arrange all locations in order of location's population number;

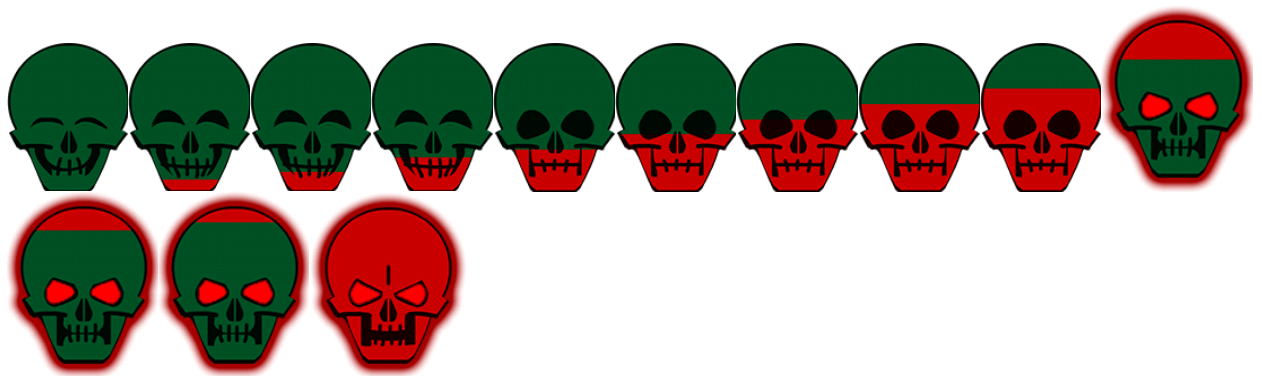 – by pressing on the *arrow buttons* you can scroll through list of locations.

- **Icons:**
- *Influence of light* represented by 13 sun icons (from minimum to maximum value):

- *Influence of darkness* represented by 13 moon icons (from minimum to maximum value):

- *Morale level* of inhabitants represented by 13 skull icons (from maximum to minimum value):

Please Note:

Red glow of the sun, moon and skull icons means that the value of light influence, darkness influence or morale level has reached critical limit.

The Glowing skull means that the morale is critically low and you can send warriors to the location to start war.

The Glowing sun or moon icon (alongside with glowing skull) means that your influence in the location is very high and you can capture that location peacefully.

- **Population number** represented by the silhouette icons (from minimum to maximum value):

- **Belonging:**

Background color of a locations name indicates its belonging:

 – yellow and white background means that the location belongs to the Wizard (light side);

 – red and black means that the location belongs to the Demon (darkness side);

 – no background means the location is neutral.

Treasury

- **Overview:**

Gold coins are the main resource in the game.

Each players total amount of gold coins are officially referred to as their Treasury.

- **Calculations:**

A players Treasury is determined by the following calculation – current amount of players Gold Coins plus players Total Population, multiplied by a random percentage, which is between 5 and 10 %. So:

(Current amount of Gold Coins + Total Population) x Random Growth %

For example:

If current amount of gold coins is 250, total population is 25, and the random percentage growth is 4, the resulting Treasury is 286.

(250 + 25) x 1.04 = 286.

In the game this calculation is illustrated as icons (without random percentage count):

Players Treasury recalculated in the first month of each year (snowflake icon in the outer clock circle with gold background ( )).

- **Arrows:**

Increase or decrease of treasury in this year, in comparison to last year is depicted with green (increase) or red (decrease) arrow icons, above (green) or under (red) the chest icon:

↑ + 5% treasury growth this year in comparison to last year

↑↑ + 10% treasury growth this year in comparison to last year

↑↑↑ + 15% and more treasury growth this year in comparison to last year

↓ - 5% treasury loss this year in comparison to last year

↓↓ - 10% treasury loss this year in comparison to last year

↓↓↓ - 15% and more treasury loss this year in comparison to last year
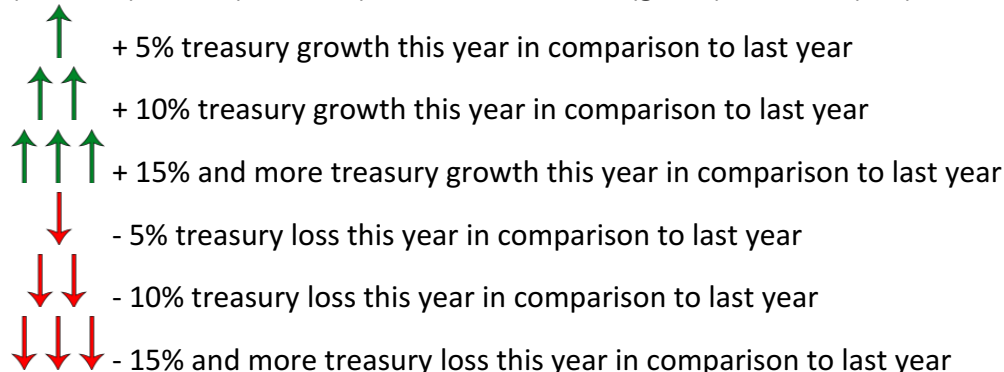
Please Note: Once your Treasury reaches 200 gold coins you can no longer spend gold coins. If your Treasury dips to 700 gold coins you will be penalized via a decrease in the random growth percentage range from 2 to 5% to 5 to 10%.

- **Building Screen: Structures**

By pressing the hammer and saw button at the top left side of the game screen – you will open a building screen.

There are five key points to consider about City Building:

- It's always best to be first!
  Build your structures first – to get ahead of your opponent!

- Structures are expensive.
Planning how you'll spend your Treasury and pacing spending are important strategic aspects in TGFS.
It's easy and fun to spend gold coins on City Building, but you could easily lose the game if you blow your Treasury at the start.

- There are two types of structures: districts (pieces of land) and buildings:

- Districts

Districts of the Wizards Realm (light side):

Districts of the Demons Land (darkness side):

There are a total of five districts (good/evil):
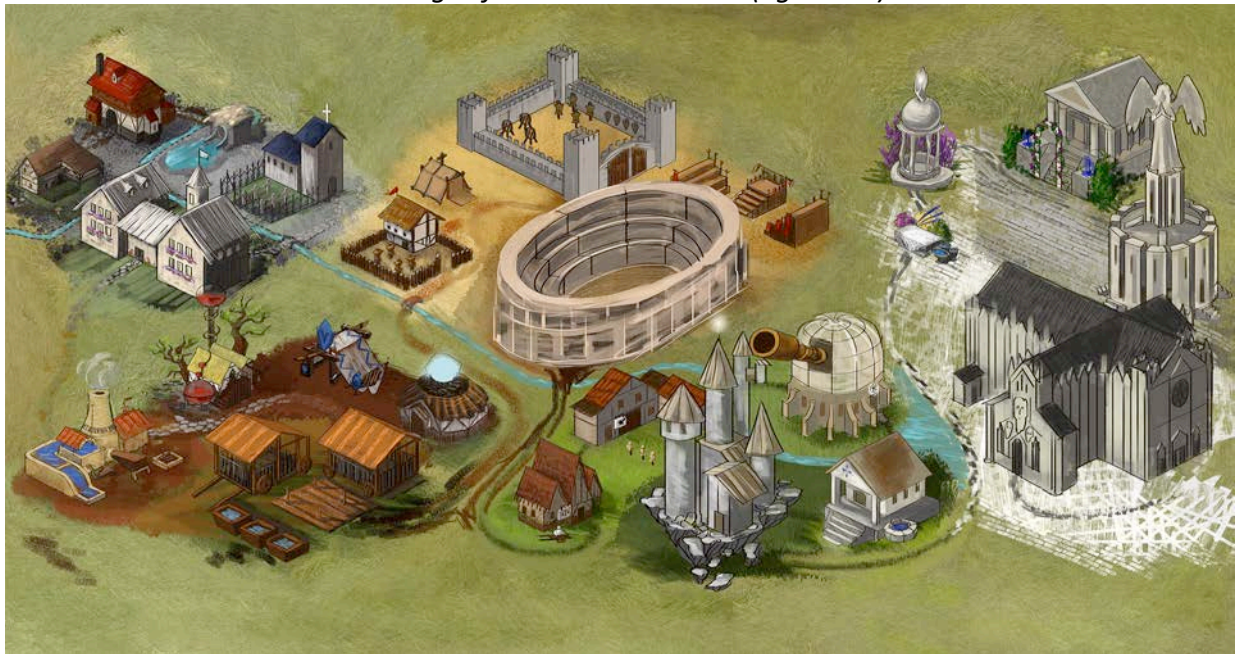- Living Quarters/Slums

- Market/Black Market
- Castle/Arena
- Academy Grounds
- Temple District

Each district consists of three parts: west, east and central part.
Each time you set up one district part you increase your level of influence in captured locations (light or darkness).

- Buildings

Buildings of the Wizards Realm (light side):

Buildings of the Demons Land (darkness side):

After you build all 3 parts of the district, you'll be able to construct buildings: up to 5 buildings per 1 district.

Each time you set up a building you increase your global influence among all locations (evil/good/neutral).

- The first player who sets up a structure gets the biggest influence percentage increase that structure can provide.
  Setting up that structure second will earn fewer influence points.
  For example, if you are the first to build a Coliseum you earn a 4% increase of global influence. If your rival builds this structure first but you still build it, you will gain only 2% increase in Global Influence.
  That's why it's best to be first!

*Please Note: The icon of the wizard head ( ) or the demon head ( ) (depending which character you chose) nearby a structure, means that your opponent has already built this structure.

- **Map Icons**

Peaceful capture:

 – icon means the Wizard can capture this location peacefully.

 – icon means the Demon can capture this location peacefully.

Morale Decrease:

 – icon means that priestesses (missioners of light) preached among local inhabitants, lowering their morale.

 – icon means that goblins (missioners of darkness) spread doubt and confusion among local inhabitants, lowering their morale.

Morale Increase:

 – icon means that priestesses (missioners of light) set up a common prayer among local inhabitants, increasing their morale.

 – icon means that goblins (missioners of darkness) set up a feast among local inhabitants, increasing their morale.

Missioner Dead:

 – icon means that priestess (missioner of light) were killed in this location.

 – icon means that goblin (missioner of darkness) were killed in this location.
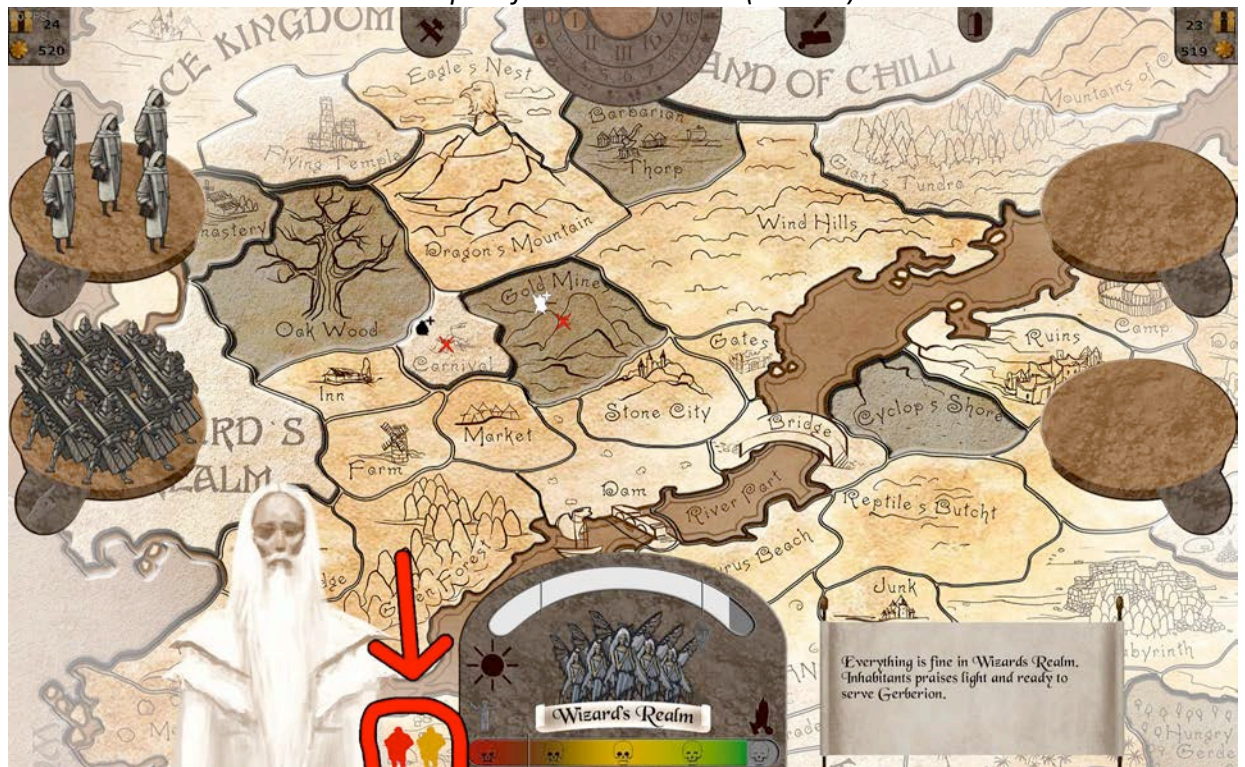
War:

 – War! This icon means that rebels are fighting against the militia.

Please Note: The mono color icon of the inhabitant of the location in war will appear in the bottom left side of the screen, if you play as the Wizard, or in the bottom right side of the screen, if you play as the Demon.

Example of inhabitant icons (Wizard):

Example of inhabitant icons (Demon):

Pause:

Press P for pause. Clock will turn to stone when your game is paused:

- **Random Events**

POPULATION GROWTH	Location's population rises by 1
GOOD HARVEST	Morale rises by 20%
PEST INVASION	Morale falls by 10%
TORNADO	Morale falls by 25%
PLAGUE EPIDEMIC	Morale falls by 50%
REVIVAL OF TRADITIONS	Influence of Light and Darkness falls by 15%
SPREAD OF DARKNESS	Influence of Darkness rises by 30%
SPREAD OF LIGHT	Influence of Light rises by 30%