



# RQ'S [Invasion of Meridell] GUIDE

Follow the Moechogs to victory!

This guide is split into 4 major sections.

3 of them describe the game and how to play:

- Starting Off** (which introduces beginners to the game)
- The Board** (which shows you the basic layout of the game)
- Playing** (which instructs you on the who/what/when/where/why/how to move)

The last is the most important - if you read nothing else, read this!:

- Mission Guide** (which takes you through each Mission separately)

& of course, please feel free to [neomail](#) me with any question, anytime at all. (:

## [STARTING OFF]

Read the preliminary pages!

**MAIN PAGE:** Here you are introduced to the game and see the 4 possible trophies that you can win.

- Everyone receives the medal for completing Mission 5 Battle 3 at any time.
- You can also receive an avatar for completing Mission 7 Battle 3 **within the same month** that you started!
- (Note: If you have played the game before, please be sure to delete your army before trying for the avatar.)
- (The same applies for trying for a 1st-3rd place trophy.)



**INSTRUCTIONS:** Here you can see the rules. Pay particular attention to 'conversions' in the **How you lose** section!

- You **WILL** be using this to your advantage; be patient and I'll explain later. (:

Whenever one of your pieces is defeated, it converts to the evil side and begins to attack you! Likewise, whenever you defeat an invading Neopet, it is restored to its normal Meridell self and fights for you. A piece is 'converted' when its health is zero or less. If a pet gets converted to the evil side, and then you convert it back, none of its items or attributes return.

**STRATEGY GUIDE:** Here there is information to help you in your game. Skim through it for now.

- I will be **REFERING BACK TO** the **Rank and Saves** section!
- Gaining ranks will help you maximize your strength boost, giving you a better chance of hitting your enemy.

Number of Saves	Your fighter is a
less than 3	Villager
3 to 9	Defender
9 to 32	Soldier
32 to 64	Captain
64 to 96	Lieutenant
96 or more	Corporal

### Attack Strength Bonus

<b>9-11</b>	<b>+1</b>
<b>12-14</b>	<b>+2</b>
<b>15-17</b>	<b>+3</b>
<b>18</b>	<b>+4</b>
<b>19</b>	<b>+5</b>

**LOST ITEMS:** Here you are assigned another task, which unlocks a fabulous opportunity!

- Basically, you get better attack/defense statistics for retrieving the lost item without failing the mission.

Lost Items Recovered			
Mission: 1		6	
Mission: 2		7	
Mission: 3		8	
Mission: 4		9	
Mission: 5		10	

**PLAY(ers):** Here you see your army!

---Start by removing your pre-existing army by pressing 'delete' at the bottom of the page.

---Keep doing this until your army's attack and defense statistics are similar to mine below.

---**MAKE SURE THAT YOUR MOEHOG AND TECHO HAVE 8 AND 9 STRENGTH POINTS!**

---Also make sure that everyone has good defense.

---RENAME your troops (as I already have) so that you will be able to distinguish them from converted troops later.

---Continue on to Mission 1 Battle 1

Lost Items Recovered			
Mission: 1		6	
Mission: 2		7	
Mission: 3		8	
Mission: 4		9	
Mission: 5		10	

			
Stablehand Villages Unturned: 6 (Out of 6)			

Pet .:Rank:.	Name	Health	Attack Strength	Attack Item	Defence Strength	Defence Item	Saves
 Moehog .:Villager:.	Moehog	16	8		11		0
 Skeith .:Villager:.	Skeith	18	18 (+4)		10		0
 Techo .:Villager:.	Techo	18	9 (+1)		11		0
 Scorchio .:Villager:.	Scorchio	15	13 (+2)		12		0
 Grundo .:Villager:.	Grundo	18	14 (+2)		14		0

## [THE BOARD]

Start the game; understand it!

**GENERAL SET-UP:** Here you see your starting position including villages and mountains, and items on the board (left) & troops' name, rank, health, strength and defense boosts, weapons, and saves (right).

---There is a total of 10 Missions. Each Mission is composed of 3 Battles (for a total of 30 Battles).



**STARTING POSITION:** Generally, your troops start at the bottom of the map; your enemies at the top.

---Many mountains are strewn randomly about the board - these are obstacles that you and your enemy cannot walk over.

---Your villages are in the bottom half of the board and serve as obstacles to your troops and targets to your enemies.

**ITEMS ON THE BOARD:** Each Battle, you will see two types of one-use items on the board.

---These are the lost item and health potions.

---Click the icons at the bottom of the page if you want to view their information.

---Wait to collect the lost item until you are on Battle 3 of each Mission.

---Use the health potions as needed to heal your troops, but never allow your enemy to pass!

**HEALTH:** This obviously determines whether you live or die!

---During the First Wave (Missions 1-5) your troops can have a maximum of 18 points.

---During the Second Wave (Missions 6-10) your troops can have a maximum of 21 points.

---Watch your enemies health too! It is best to hit the enemy with the least amount of health to kill your enemies quickly.

**STRENGTH AND DEFENSE:** This determines how hard you hit your enemies, and vice versa.

---You can have a maximum of 18 strength and 14 defense points for each troop in the First Wave.

---You can have a maximum of 19 strength and 14 defense points for each troop in the Second Wave.

**WEAPONS:** There are also two types of items that your troops can equip (attack and defense items)!

---Always get the best items that you can for each of your troops!

---Pick up a weapon or defense item by moving your troop onto its square.

---If you already have an item equipped and step on another, you will drop your item to pick up the new one.

---Pay special attention to items that have special species-specific bonuses.

---Follow the **Mission Guide** below to see which items you will need to continue successfully!

**SAVES:** These determine your rank!

---For each enemy that you kill, the troop that killed it will receive one save.

---Accumulating saves to get to a higher rank gives your troop one more strength and defense point.

---**YOU WILL WANT TO GAIN ONE RANK EACH MISSION!**

**RANKS:** Remember that chart? ;)

---**To gain ranks you MUST convert your new troops (enemies that you've just killed) back into enemies to kill them again.**

---To do so: kill all but one enemy, place a new troop on top/north of him and hit **End Turn** until he is converted into an enemy.

---**DO NOT** accidentally kill one of your main five troops.

---Kill one of the enemies and repeat.

---See the **Ranking Up** section below.

## [PLAYING]

Let the fun begin!

**MAIN PAGE:** Move your troops to **THIS ROW** (shown below) so that your enemies cannot reach the villages.

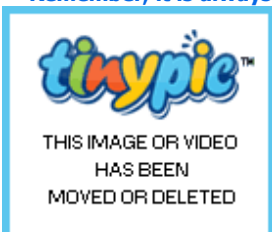
---Move by clicking on your troop and then a neighboring space - you can go up, down, to either side, or diagonally.

---Each troop can only move a limited number of times, shown below the map, and turn red when they can no longer move.

---You can have a gap of up to two blocks between your troops without letting the enemy through except for on the extreme sides.

---From here, start attacking your enemies by clicking on your troop and then the enemy.

---Remember, it is always best to attack the **WEAKEST** enemy first!



**DAMAGE CHART:** This is the mechanism which calculates how much damage you do to your enemies.

---Basically, you roll a random number 1-20, which gets added to your attack strength and item boost to produce a strike.

---The enemy's defense boost blocks some of your strike, leaving you with either:

-----A miss (0 damage).

-----A hit (1+ damage).

---A hit is subtracted from your enemy's health until it goes to or past 0.

---When your enemy reaches that point it will be converted into a new, harmless troop for you to use or... most likely... ignore.

- Grundo attacks and misses Invader Moehog04!

Attack Str. Bonus	Weapon Bonus	Roll (1-20)	Total
2	1	5	8
Draco Moehog04 Defence:			8
Damage:			0
Draco Moehog04 Health:			9

- Grundo has struck Invader Moehog04 for 8 points.

Attack Str. Bonus	Weapon Bonus	Roll (1-20)	Total
2	1	13	16
Draco Moehog04 Defence:			8
Damage:			8
Draco Moehog04 Health:			0

VS

- Grundo has saved an Invader!

**FINISHING THE BATTLE/MISSION:** After you defeat all of your enemies, you have to re-select your troops.

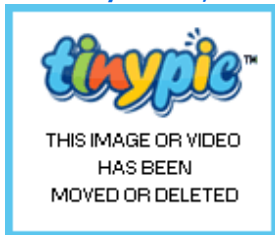
---Remember to rank-up all of your troops before ending the Mission (Battle 3)!

---If you lose any of your original five troops, you must forfeit that Mission by hitting End Turn until you die.

---(Don't worry! You will only have to restart your current Mission, not the entire game.)

---Keep your original five troops by leaving their check-boxes blank (remember, you need their accumulated saves and weapons).

---Delete your new, useless troops by checking them and pressing Remove at the bottom of the page.



**LOST ITEM:** Get this at the end of Battle 3 of each Mission.

---Stop once you kill ALL BUT TWO or three of your enemies.

---(Once you only have one enemy left, the Lost Item disappears for that Battle...

---If that Battle is your last, you will not be able to get the Item for that Mission.)

---Move one troop up to the top of the board to retrieve the Lost Item to earn your troops each +1 strength and defense point.

---You /can/ get the Lost Item before Battle 3, but I would not recommend it... because:

---If you lose the Mission after you get the Item, you will keep the Item but LOSE its strength and defense bonus.

You've moved 4 out of 5



- You found the Goblet! Hooray!



- The returned lost item boosts everyone's attack and defence strength by 1 point!
- It also earns you 50 neopoints!

Click for item info:



Maximum moves total per turn: 5  
Maximum moves total per pet:



A red background means the maximum moves for that piece have been reached.

[Instructions](#) | [Strategy Guide](#) | [Troops](#)

End Turn Now

Minimal stats

	Name Rank	Health max 18	Attack Strength		Defence Strength		Saves
	Moehog Defender	18	10 +2		13 +1		3
	Skeith Villager	12	18 +5		11	-	2
	Techo Defender	11	11 +2		13 +1		3
	Scorchio Villager	18	14 +3		13 +1		2
	Grundo Defender	18	16 +4		14 +3		3
	Soldier 1 Villager	18	9 +1	-	11	-	0
	Soldier 2 Villager	16	8	-	11	-	0
	Soldier 3 Villager	17	8	-	10	-	0
	Name	Health	Attack		Defence		
	Invader Moehog00	12	8		6		
	Invader Moehog01	9	7		8		

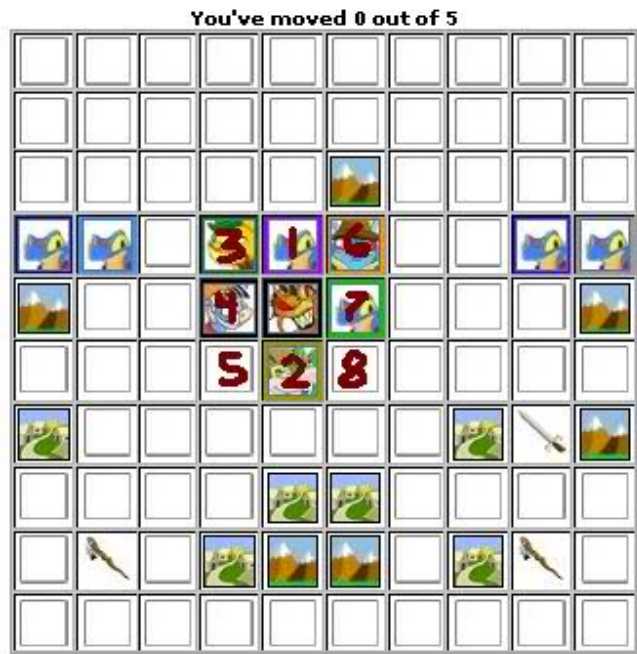
	Mission 1 Battle 3
Lost Item: Found for this mission!	

**RANKING UP:** During Battle 3 of the first 5 Missions you must rank up! To do so:

- Kill all but one enemy, place one of your new troops on top/north of him and hit **End turn** until he is converted into an enemy.
- DO NOT accidentally let one of your main five troops die during the wait
- Kill one of the enemies and repeat.
- Below you see the order in which the enemy will attack its surroundings.
- Cluster your troops around the enemies and new troop so that they can all reach them to get saves.
- If someone in your troop is low on health, make sure you have someone else at a lower number than him so he won't be hit!



---(#1 below is the converted troop that I'm repeatedly killing off.)



**BACKING UP YOUR TROOPS:** Protect your troops when they are low on health!  
---As shown above, your enemy will first attack the troop on top/north of him, then progress through the rest of the numbers.  
---Thus, you can place converted troops on top/north of your enemies to prevent your main troops from dying.  
---Remember that you must still heal your troops using potions or the Scroll!

# [MISSION GUIDE]

Strategy, strategy, strategy!

**Don't worry, the long part of this guide is over. :P**  
Now that you really know the game, you can use this section as a quick reference for each Mission.  
The weapons I TELL you to get, you MUST get. Other than that, the ones shown are just the best you can get by that time.

**BEFORE STARTING: MAKE SURE THAT YOUR MOEHOG AND TECHO HAVE 8 AND 9 STRENGTH POINTS!**

## MISSION ONE

**SET-UP:** Move your troops to the usual row.



**GOALS:** Get everyone items; 3 saves each.

---Let each troop kill one enemy in each Battle so that they each have 3 saves by the end of the Mission.

	Name Rank	Health max 18	Attack Strength		Defence Strength		Saves
	Moehog Defender	18	10 +2		13 +1		3
	Skeith Defender	17	18 +5		12 +1		3
	Techo Defender	16	11 +2		13 +1		3
	Scorchio Defender	18	15 +4		14 +1		3
	Grundo Defender	18	16 +4		14 +3		3

## MISSION TWO

**SET-UP:** You need the Amulet to be within two spaces of your Skeith.

---You can restart the Mission by hitting **End Turn** until your villages are sacked.

---Do this until the Amulet is within reach, use it to teleport your Skeith somewhere to block the 6th enemy.

---Continue to move your other troops up to the usual row to fight.

You've moved 0 out of 5


**GOALS:** Get your Scorchio the Bow; your Moehog, Techo, and Scorchio 9 saves each.

---The Bow will let your Scorchio hit enemies from two spaces away once he's a Soldier.

---Don't know how to rank up? REFER BACK TO THE **RANKING UP** SECTION.

	Name Rank	Health max 18	Attack Strength		Defence Strength		Saves
	Moehog Soldier	16	12 +4		14 +2		9
	Skeith Defender	18	18 +6		13 +4		3
	Techo Soldier	16	13 +5		14 +2		9
	Scorchio Soldier	18	17 +7		14 +2		9
	Grundo Defender	18	17 +5		14 +3		3

## MISSION THREE

**SET-UP:** Teleport your Skeith in the middle of enemies 6 and 7's paths.

---If there are mountains in your way, you must quickly move your Moehog up to help your Skeith's blocking.

---Move everyone else **BUT YOUR GRUNDO**. (see below)



---Example of movement:



**GOALS:** Get your Grundo the Scroll; your Moehog and Techo 32 saves each.

---The Scroll will let your Grundo heal other troops - click on your Grundo and then the hurt troop.

---Keep in mind that your Grundo cannot heal himself! So keep him out of harm's way.

---(Just let him hang out in the back near his starting position.)

	Name	Health	Attack		Defence		Saves
	Rank	max 18	Strength		Strength		
	Moehog Captain	18	14 +5		14 +5		32
	Skeith Defender	18	18 +7		14 +4		3
	Techo Captain	18	15 +6		14 +6		32
	Scorchio Soldier	18	18 +8		14 +4		9
	Grundo Defender	18	18 +9		14 +4		3

**SPECIAL TIP: HEAL OFTEN!** It is not unusual for me to use 2 of my 5 turns healing, often several times in a row.

#### MISSION FOUR

**SET-UP:** Teleport your Skeith up and quickly move your Moehog to block the 3 closest enemies.

---Then move your Techo and Scorchio.





**GOALS:** Get your Techo and Moehog 64 saves each.

	Name Rank	Health max 18	Attack Strength		Defence Strength		Saves
	Moehog Lieutenant	18	16 +6		14 +5		64
	Skeith Defender	18	18 +7		14 +4		3
	Techo Lieutenant	18	17 +6		14 +6		64
	Scorchio Soldier	18	18 +8		14 +5		9
	Grundo Defender	18	18 +9		14 +5		3

## MISSION FIVE

**SET-UP:** Same as before.



**GOALS:** Get your Moehog the Helmet and 96 saves.



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**SET-UP:** Same as before.

---They will also cast spells that immobilize (stop) your Skeith's and Grundo's abilities to teleport and heal.

---You must use your Moehog's Helmet to free the Grundo and your Techo's Sword to free the Skeith.

---Do so by clicking on one troop, then the other.



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**SET-UP: Like 2 Invader Buzzes weren't enough? Take 3.**

---Same as before.



GOALS: Race toward that avatar!



# [CONGRATULATIONS & CREDIT]

Hopefully now you have that lovely new avatar!

Feedback is much appreciated. (:  
---css from encantada!