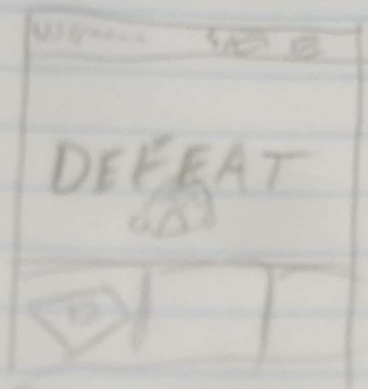
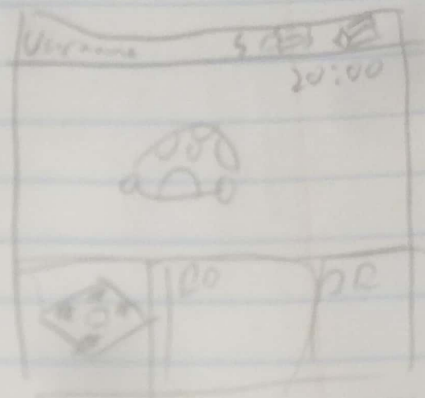


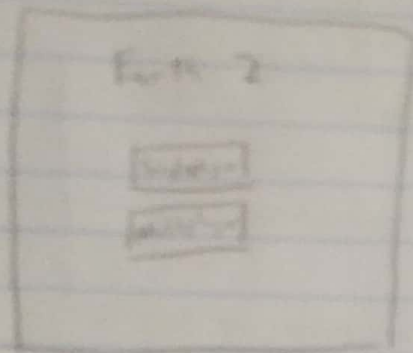
The user can lose by being completely outplayed



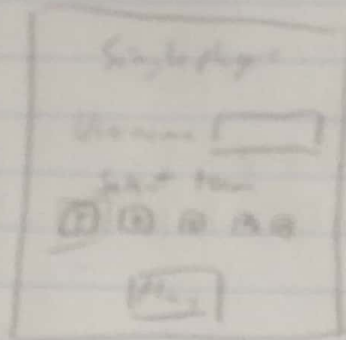
The user can also lose by not achieving the other player's holding a map gets first



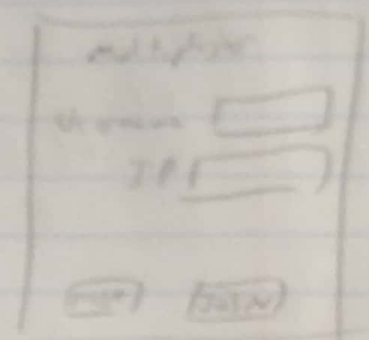
Single player requires the player to destroy all objectives available in the map and win 10 the opponent then is a given time frame



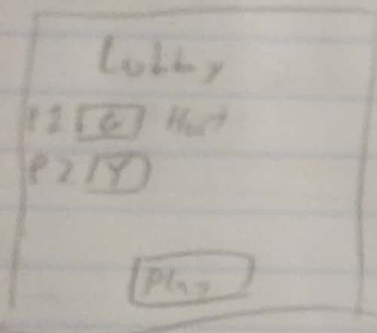
The user is presented with either single player or multiplayer upon entering the game.



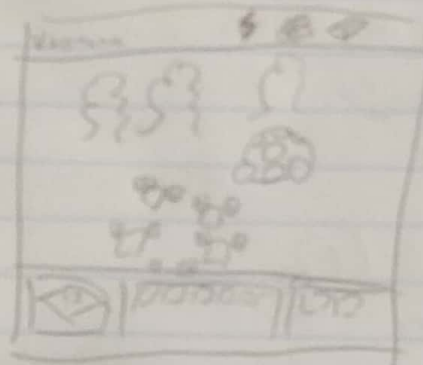
The user plays in a username and can then proceed the user can select a team color.



The user plays in a username and then an IP to either host or join an existing game.



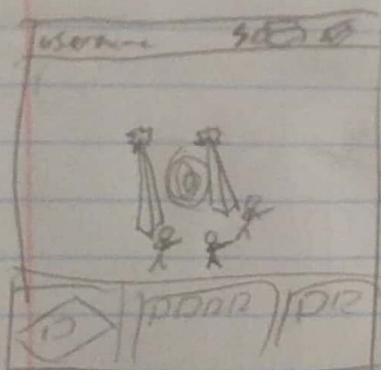
For multiplayer, users will join lobby, where they can select team colors and the host can start the game.



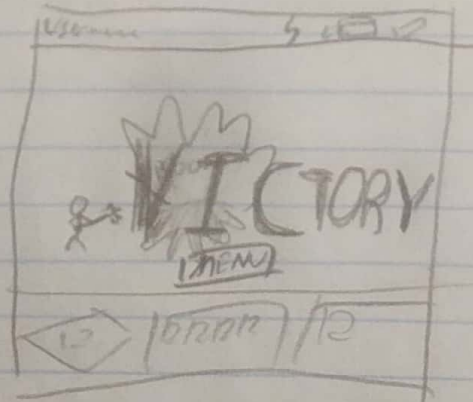
The user starts the game with 5 drones that they can use to build structures and collect resources. The user can control its civilization through the menu below.



The user can then build generators to produce energy and advance society.



The user can also create war gates to play as soldiers to fight the enemy.



The user can win by destroying all other players and can return to menu by pressing the menu button.



Users can also win by being the first to construct a large war gate for all of civilization.