Story and game progression

The game is set in the medieval-like era however magic is also a part of this world. The world is controlled by different clans and they each hold a settlement. Although these cities look unique, they contain similar buildings. These clans have been fighting each-other for hundreds of years and it is up to the player to unite them under one banner. The player character gains experience when they successfully attack a city’s castle. If the character gains enough experience to advance their level, they gain ability points which they can spend. The available abilities are in the form of several ability trees. It is only possible to unlock a later ability if the previous abilities of that tree have been unlocked. Furthermore, with the gold the player earns, the character can upgrade their weapon and buy health potions. When the character has conquered all the cities the game ends.