##### Diplomacraft

User Manual

**Team Royale with Cheese**

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##### Introduction

Welcome to Azeroth, Champion! In a world that has faced numerous great threats, including Old Gods, an undead apocalypse, corrupted dragons, and multiple demonic invasions, it seems that the greatest threat of all was each other. Seven factions have arisen, and are fighting for global supremacy and domination. Alliances will be made and broken, lives will be taken, land will be lost, empires will fall… all this and more will face you in Diplomacraft! Are you up to the challenge?

##### System Requirements

MINIMUM  
OS: Windows 7 64bit / 8.1 64bit / 10 64bit  
Processor: Intel Core i3 2.5 Ghz or AMD Phenom II 2.6 Ghz or greater Memory: 4 GB RAM  
Hard Drive: 13 GB or more  
Video Card: 1 GB DirectX 11 Video Card (AMD 5570 or Nvidia 450)  
RECOMMENDED  
OS: Windows 7 64bit / 8.1 64bit / 10 64bit  
Processor: Fourth generation Intel Core i5 2.5 Ghz or AMD FX8350 4.0 Ghz or greater Memory: 8 GB RAM  
Hard Drive: 13 GB or more  
Video Card: 2 GB DirectX 11 Video Card (AMD 7970 or Nvidia 770 or greater)  
OTHER REQUIREMENTS  
Initial installation requires internet connection; Requires Diplomacraft to play.

##### Installation process

Windows:

Execute Diplomacraft.exe and follow each step.

Linux & MacOS:

Go to your terminal.

Navigate to the game folder using “$> cd” command.

Type the following command

“$> npm install && npm start”

##### Registering an account

Once your game is launched you are almost ready to play! Patience…

You need to create an account by going to the registration page, fill up the form by submitting your username, email and password and you are good to go.

##### Map and Factions Explained

###### Kalimdor and the Horde



So, you wanna join the Horde, Grunt? Well, as long as you can uphold our values of blood and honor, you’re welcome to fight! We control the continent of Kalimdor, to the West. Our Warchief, the Banshee Queen Sylvanas Windrunner, is a controversial, but effective leader. We are ashamed of our past. We have been lead by leaders who submitted our people to rule by the Burning Legion. They forced us into a war with the Alliance. Despite multiple peacemaking attempts, the Alliance scum still hold animosity towards us, and want to see us wiped out. We won’t go down without a fight! We are Horde! We are a ragtag group of Orcs, Trolls, Tauren, Undead, Blood Elves, and Goblins, but we have survived! We have fought off numerous disasters, and we will crush the puny Alliance, and show Azeroth that we are the superior faction! LOK’TAR OGAR! BLOOD AND HONOR! FOR THE HORDE!

HOR - Horde Territory (Supply Center: Orgrimmar)

FAL - Former Alliance Land

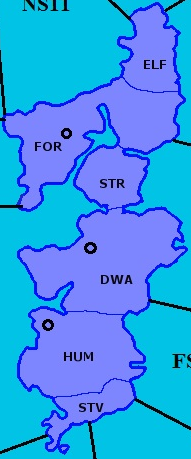
TAU - Tauren Territory (Supply Center: Thunder Bluff)

BAR - The Barrens

OGR - Ogre Territory

GOB - Goblin Territory (Supply Center: Ahn’Qiraj)

###### The Alliance and the Eastern Kingdoms



King’s honor, friend. So, you wish to fight for the Alliance? Welcome aboard, Recruit. We call the continent of Eastern Kingdoms our home. We are a proud, noble people, who have formed proper alliances with the peoples under our banner, unlike the savage Horde, who formed out of conquering and necessity. We have within our ranks Humans, Dwarves, Gnomes, Night Elves, and Worgen. The Horde may have defeated us in the First War, but we fought back, and defeated them in the Second War. While we have been forced to work with the Horde for the greater good of our planet, that time has passed. We no longer face any terrible threats. We will reclaim what is rightfully ours, and defeat the Horde dogs. In the name of King Anduin Wrynn, we will defeat any who oppose us! FOR THE ALLIANCE!

ELF - Elven Territory

FOR - Forsaken Territory (Supply Center: The Undercity)

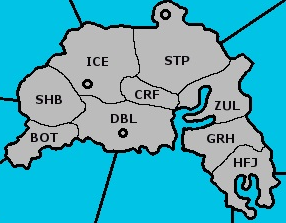
STR - Stromgarde Keep

DWA - Dwarven Territory (Supply Center: Ironforge)

HUM - Human Territory (Supply Center: Stormwind City)

STV - Stranglethorn Vale

***The Scourge and Northrend***



The lands to the North, Northrend, bear their icy wrath upon the living. The Scourge is here. Mindless without a leader, but a mighty hivemind when lead, the Scourge are just that… a Scourge upon Azeroth. We will not stop until we have slaughtered the living, and given them all the gift of undeath. All will submit. All will join our ranks. The Lich King commands. DEATH TO THE LIVING!

BOT - Borean Tundra

SHB - Sholazar Basin

ICE - Icecrown (Supply Center: Icecrown Citadel)

DBL - Dragonblight (Supply Center: Wyrmrest Temple)

CRF - Crystalsong Forest

STP - Storm Peaks (Supply Center: Ulduar)

ZUL - Zul’Drak

GRH - Grizzly Hills

HFJ - Howling Fjord

###### The Pandaren and Pandaria



Jade Serpent guide you. Welcome to Pandaria, friend. A land shrouded in mists for thousands of years, we have recently opened up to the rest of the world. We, the Pandaren, are a peace-loving people, but we are not defenseless. When push comes to shove, our highly trained warriors, the Shado-Pan, will easily defeat all opponents. We defeated our Mogu overlords thousands of years ago, and, with the help of the Horde and the Alliance, defeated them once again when villains attempted to resurrect the Mogu leader, the Thunder King. Now that war has found us once again, Taran Zhu will lead us to victory, then we will return home and celebrate with a feast!

DRW - Dread Wastes (Supply Center: Heart of Fear)

TLS - Townlong Steppes

KLS - Kun’Lai Summit

VEB - Vale of Eternal Blossoms (Supply Center: Shrine of the Two Moons)

VFW - Valley of the Four Winds

KRA - Krasarang Wilds

JDF - Jade Forest (Supply Center: The Jade Temple)

###### The Burning Legion and the Broken Isles



We are infinite. We are the destroyer of thousands of worlds. We are Legion. We have burned thousands of planets across the galaxy. We have subjugated and enslaved thousands of puny mortal races, who now fight and die for us. We have invaded Azeroth multiple times, but the mortals stop us each time. We have brought great shame to Sargeras, the Dark Titan. We will not fail this time. We will crush the mortals, enslave them all, and burn this world to ash.

AZS - Azsuna

VAL - Val’Sharah (Supply Center: The Emerald Nightmare)

HIM - Highmountain

SUR - Suramar (Supply Center: Suramar City)

STH - Stormheim

BRS - Broken Shore (Supply Center: Tomb of Sargeras)

###### The Zandalari Trolls and Zandalar



Zandala’ foreva! We are de mighty Zandalari Empiah! We control de strongest naval force on all o’ Azeroth! Our empiah has existed for over a tousand years. We owe our strength and powa to de Loa, de guardian spirits o’ Zandala’. Many wish to control our navy, but King Rastakhan has kept us independent o’ all outsidahs! LOA GUIDE US!

LOA - Loa Territory

ZDL - Zandalari Territory (Supply Center: Dazar’Alor)

VUL - Vulpera Territory

SET - Sethraliss (Supply Center: Temple of Sethraliss)

BLO - Blood Troll Territory (Supply Center: Uldir)

BWO - Bwonsamdi’s Domain

###### The Kul’Tiran Humans and Kul’Tiras



Tides be wit’ you! We’re da ‘umans of Kul’Tiras! We’re a sea-farin’ people wit’ a powerful navy to back up our words. We used to be wit’ the Alliance, but broke away af’er da Second War, ‘opin to avoid any fur’er destruction caused by da ‘orde. Da Alliance didn’t ‘elp us out none, so we left. We been pret’y isolated since then, ‘oldin’ our own against de elements, relyin’ on no one but ourselves. Recently, we been found again, by the Alliance seekin’ our ‘elp in fightin’ de ‘orde. We was goin’ to ‘elp ‘em, ‘til Lord Admiral Katherine Proudmoore reminded us ‘a why we left the Alliance in da firs’ place. An’ so, we’re gonna stan’ our ground, and fight back against ev’ryone! TIDES TAKE OUR FOES!

ANY - Anyport (Supply Center: Waycrest Manor)

HBC - Heartsbane Coven

BOR - Boralus (Supply Center: Boralus)

TGS - Tiragarde Sound

SSV - Stormsong Valley

OGC - Old God Controlled (Supply Center: Shrine of the Storm)

###### The Ocean

Azeroth is a planet covered in water. The strongest factions have the strongest naval forces. However, there is land that cannot be conquered by navy alone; this is where the trained warriors of the various factions come in. Even still, those warriors will need the navies to bring them to the fight.

VS - Veiled Sea

GS - Great Sea

NS - North Sea

SS - South Sea

FS - Forbidding Sea

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##### Creating a Lobby

After logging in, you may choose to create a lobby by pressing the create lobby button. You will then be redirected to the lobby screen which shows your current lobby and a unique lobby code to distribute to interested parties

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##### Inviting Friends to Lobby and Joining Lobby

After creating a lobby, a code will be displayed on the same page you made the lobby in. Take that code and send it to your friends. You can use any method you like to send this code ( you can email or text this code to your friends, or message them the code).

If you are trying to get into the lobby using the code sent to you, you first go to lobby list page. On the bottom right click on the join lobby button. A small window will pop up with an input field. Type in the code there and press enter to join the lobby.

##### Starting a Game

Once the lobby is made and at least one other player has joined, the lobby leader can start the game. Click on the rectangular button on the bottom of the screen that says “Start Game”.

##### Accessing a Suspended Game

Once logged in, you are displayed with a scroll down menu of all the games you have joined and are currently in progress. To rejoin a game you have left, click on the name of the game you wish to rejoin and you will be put back right where you left off.

##### Movement

Generally during order phase players can move each of their unit up to 1 space. Each unit can only move to a tile adjacent to the tile it’s on (see unit types for more details on its tile specific movement). If a unit moves to an empty tile not own by them, they capture that tile as their own country. If an opposing unit is on that tile, you only capture that tile if your unit’s strength over powers the opposing unit. If not, that unit gets returns back to its original tile. Two or more units cannot occupy the same tile. If two allied units attempt to do so, they will be moved back to its original tiles.

##### Units Types

There are two types of units in *Diplomacraft*: armies and navies. Armies are capable of moving through land tiles and coastal tiles, but cannot move across ocean tiles. Navies can move across ocean tiles and through coastal tiles, but cannot move through land tiles. Navies also have the ability to convoy armies across ocean tiles.

##### Diplomatic Phase

Diplomatic phase is the first step in the game where players converse with each other in secret. This is when players can negotiate deals or make threats with other players in order to further chances in winning. In order to privately chat with a player, right click on another player’s icon. When dialog box appears, type in your message there and send it. Messaging between players is only allowed during this phase of the game.

To contact other powers, right click on their icon in the sidebar and click message. A tab will appear with that country’s name on it and you are free to chat with them without anyone else in the game knowing.

##### Order Writing Phase

The second phase is the Order Writing Phase. During this time in the Spring and Fall, each power will issue movement commands for their troops. Orders may consist of moving, holding, supporting, or convoying a unit.

To issue an order for a unit, click on one of the four movement commands at the bottom of the screen (move, hold, support, convoy). Then, click on the unit you want to give an order to. Depending on what movement command you choose, adjacent tiles will be highlighted green for valid move options and red for invalid. Click on any tile that is green to successfully issue the command.

Repeat for all of your units and press “Submit” in the bottom right corner to finish your turn. If you fail to issue a command for any unit, the order will default to “Hold”.

**Types of Orders**

You may choose four main orders for a unit at a time. They are listed below with their corresponding definitions:

1. Move - This allows a unit to be move from one territory to another over the remaining year.

To issue a move command, click on the “move” button on the bottom of the screen. Click on the unit you want to move and then the territory you want the unit to go to.

1. Hold - This commands the unit to remain in their current territory for the remaining season.

To issue a hold command, click on the “hold” button on the bottom of the screen and then the unit you wish to hold. The unit will not move for the turn.

1. Support - This commands the unit to support another army or navy with their action. Support helps the army/navy being supported to overpower any other possible contention on the targeted territory. Opposing powers may support one another.

To set up a support, the unit doing the supporting must be adjacent to another unit. The user doing the supporting clicks on “support” on the bottom of the screen, then clicks an adjacent unit to support. The unit being supported issues a regular movement command to a different territory. The unit moving will now have increased their power by one.

1. Convoy - This commands the navy to allow armies to move from one land territory to another land territory across bodies of water.

To set up a convoy, a fleet must be in a body of water. The army that wants to move onto the fleet to convoy must be adjacent to it. Click “convoy” at the bottom of the screen, then the army that wants to move onto the fleet, and finally the fleet to complete the order. The army is now being convoyed and can move across water with the fleet.

To move an army off of a fleet, move the fleet to an ocean tile adjacent to land. Click “convoy” at the bottom of the screen, then the fleet with the army on it, and finally the adjacent land to move the army off the fleet.

##### Order Resolution Phase

After all orders for the turn have been submitted by all players, the game will automatically solve all conflicts. Resolutions may consist of successful moves, failed moves, standoffs, retreats, and disbandments.

##### Retreat and Disbanding Phase

If a unit is dislodged from an opponents move, meaning the territory they occupied was overpowered by a stronger army, the player must submit Retreat Phase orders. The user can either disband the units (remove them from play) or they can be moved to an unoccupied territory that isn’t the opponents initial attacking territory.

##### Gaining and Losing Units

After the fall move and subsequent retreat phase, each supply center is counted for every power. A power may gain a unit at a vacant supply center as long as their total number of units does not exceed the total number of occupied supply centers. In the case that a power controls more units than supply centers, the power must choose units to disband until they reach their total number of supply centers.

To disband a unit if a supply center is lost, simply click on one of the units you own when prompted.

To gain a unit if a supply center is gained, click on an unoccupied territory that you own. If the territory is adjacent to a body of water, you may choose between an army or navy when prompted. If the territory is inland, the unit will default to an army.

##### Ending a Game

A game of *Diplomacraft* ends once one of the seven factions controls more than half of the supply centers across the globe. As there are twenty-one supply centers in total, the first faction to control eleven of those supply centers is deemed the winner.