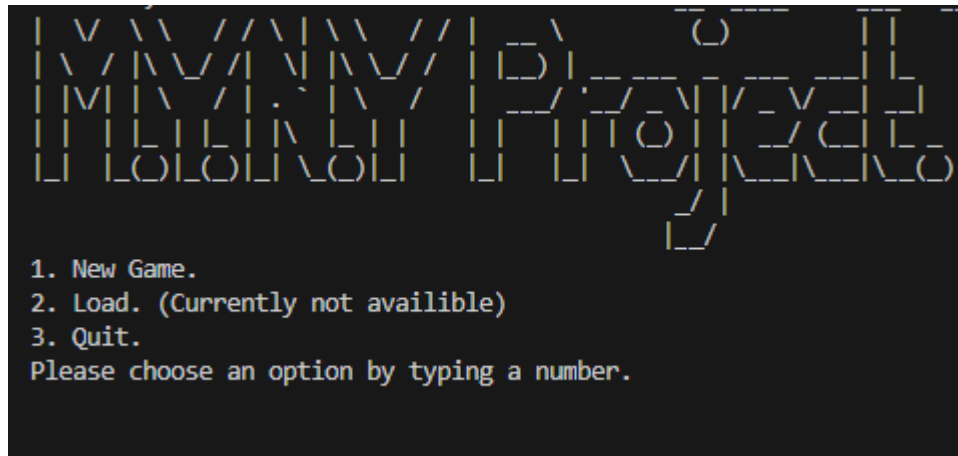


GAME MANUAL: How to play MYNY

If you're reading this, you probably have started a new game of **Project MYNY™**.

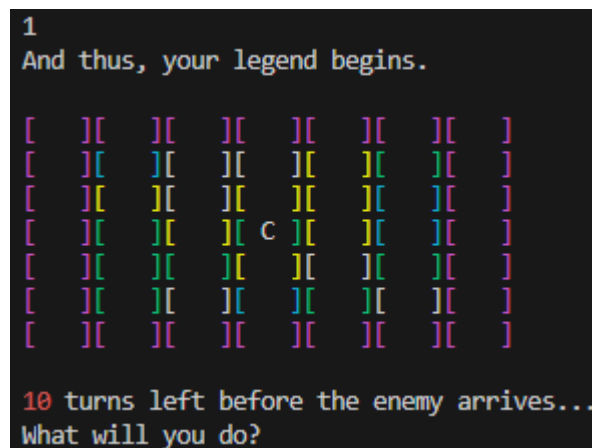
(To start a game, run the Main.java file inside of the main package)

• 1: The Title screen



This is the **title screen**. Type **1** to start a **new game** as requested by the program, and type **3** if you want to **exit the game**. (The load function isn't coded into the game yet.)

• 2: The map



This is the **map** of the game. You start with a command center in the middle (the C) and each color of each tile represents a different terrain type following this color code:

- **Green:** Grass tile
- **Yellow:** Forest tile
- **White:** Mountain tile (this tile could be black if you have light mode on)
- **Blue:** Water tile (doesn't allow buildings nor ground units to be placed/move on it)

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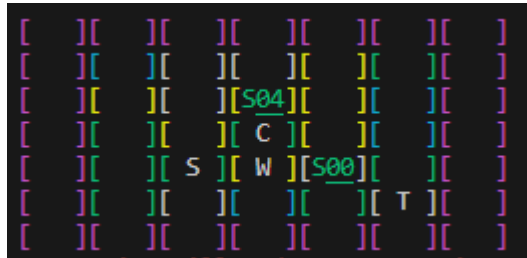
Now that we know how the map works, it's time to **play the game!**

● 3: Play the game

You have **10 turns of preparation** before the enemy attacks your command center, so you need to prepare to defend it.

10 turns left before the enemy arrives...
What will you do?

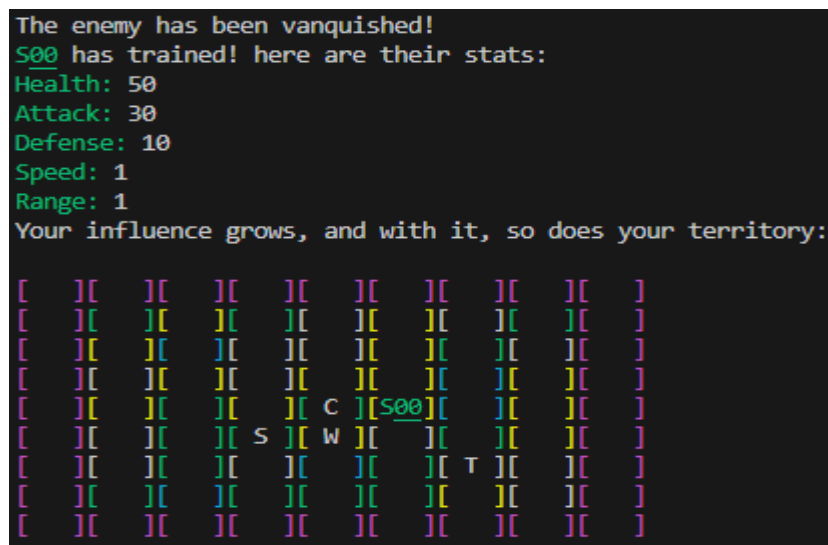
To do so, you need some units and some buildings. The buildings will generate resources for your town (see buildings section), which will then be used in the training of your units. Your troops need to be strategically chosen, as each troop possesses its pros and cons (see units section).



After the 10 turns are over, **one or multiple enemies** (scaling with the level of the game) will spawn on the fog tiles to **attack your town!**



In the **battle phase**, you can do two things: **move** your units around the map, and **attack**. You win the fight by **killing all the enemies**. Your remaining units **level up** and gain stats, and after each victory, **your territory extends** (the map becomes bigger, and you move to the next level)



This cycle repeats until the game ends either **by reaching level 8 and winning**, or **getting your command center destroyed by the enemies and losing**

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● 3.1: Buildings:

To conquer the land, you need buildings to generate resources or train units that will help you fend off the enemy. Each building has a preferred tile type that makes it generate more resources! Here is what you need to know about each building (note that the control center is the principal building that you have to defend):

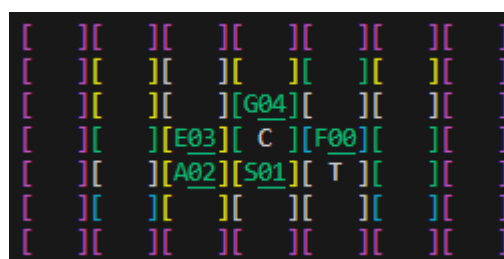
Building	Resource generated	Preferred tile	Cost (in gold)	Build time	HP
Control center	Gold	Always in center	X	X	250
Farm	Food	Grass	40	2	90
Quarry	Stone	Mountain	40	5	90
Training ground	Unit	X	100	2	100
Sawmill	Wood	Forest	90	2	90

● 3.2: Units:

The units are your loyal subjects that will put their lives on the line to defend your town. You need to train them by **building training grounds first**, then you'll be able to place them wherever you want on the map.

Some statistics are obvious like **attack, defense and hp**, but some others need some explaining:

- **Speed:** How many tiles a unit can move in a single turn.
- **Range:** The attacking range in tiles (the range x range square around the unit)
Example: range of 1 means it can attack in 3x3 square around itself, range of 2 means it can attack in a 5x5 square around itself, etc...
- **Aerial:** If a unit can fly over water tiles. Only units with a range greater than 1 can attack aerial units. (Example: Archer).
- **Marine:** If a unit can be placed in water. These units can't move and can't be placed on dry tiles.
- Each unit has their own **ID** which you can use to interact with it, like for moving or attacking.



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Here are the units with their statistics:

Unit	Icon	Attack	Defense	HP	Speed	Range	Aerial	Marine
Soldier	S	30	10	50	1	1	NO	NO
Archer	A	25	7	40	1	3	NO	NO
Eagle	E	20	15	30	2	1	YES	NO
Fish	F	25	10	30	0	4	NO	YES
Giant	G	40	25	120	1	1	NO	NO

These are the costs of each unit:

Unit	Gold	Food	Stone	Wood
Soldier	20	20	10	0
Archer	50	30	0	70
Eagle	100	50	200	50
Fish	50	50	0	10
Giant	40	100	10	250

● 3.3: Game commands

(To use each command, just type their name in the terminal.)

→ **help**

This command shows you most of the commands to play the game directly in the terminal with minimal explanations.

→ **build [x] [y] [type of the building]**

This command is used to place a building on the map. x and y represent the coordinates of the tile it will be on.

GAME MANUAL: How to play MYNY

→ **unit [x] [y] [type of the unit]**

This command lets you place a unit anywhere on the map as long as you have the training grounds building on your map. x and y represent the coordinates of the tile it will be on.

→ **move [ID of unit] [Direction]**

This command lets you move a selected unit (by their ID number) anywhere in the direction of the 4 cardinal directions (up, down, left, right). They can move anywhere from 1 tile to their max speed's amount of tile (Units with 1 speed can only move one tile.).

→ **attack [ID of unit]**

This command makes the selected unit (by their ID number) attack the nearest enemy if they are in range.

→ **stats**

This command shows you how many resources you have and the level of the game you have reached.

→ **stats unit [ID of unit]**

This command displays the stats of a selected unit (by their ID number).