

Production : LAPIN-TURE

Animals 2733

Summary :

- Overview
- Look & Feel
- User interface
- Menu Interface
- Development
- Walkthrough
- Golden Ticket

Overview :

Embark on a new quest for real-time strategic domination in a universe where the heroes of each civilization advance in turn-based combat.

Look & Feel :

With realistic photo style in a fantastic medieval atmosphere.



Plot and Settings :

In the known universe of Ancient Confrontations, swarms of monsters and animals assault relentlessly and wreak havoc across the lands of this strange and mystical world. The fate of the world is at stake and Heroes from different legendary factions must champion their causes and resources to dominate the world. Each Hero has a forum that evolves over time and generates an area of control.

User interface

Menu interface:

Clickable menus, title with different scenarios and game campaign, load game, options, exit.

Strategic view interface :

A mini map at the bottom left.

Control of the different actions at the bottom right the different portraits.

The hero and the workers exclamation mark when building.

Finished troop display available if all workers are busy display all workers are busy.

Combat interface :



The time bar.



Shield to take less damage.



Hourglass to play at the end of the turn.



Double sword for auto combat.



Boot flight from the fight (lose troops but free).



Surrender the fight (lose less troops but have to pay).



Delivers the magic of the hero.



Single shot sword of the hero.



Action symbol faction spell casting.

Development

Camera :

The game is in top down view.

Character :

Workers can build and move only in the control area.

The heroes can move in all the map ,take control of the neutral building, recruit troops in the building and launch the fight.

All the characters in the game are animals or mythical monsters (gorgon naga dragon jellyfish etc.) and of course they speak in our language.

When any hero walks past a recruiting building for their faction, they collect all available troops.

Different civilizations (Egypt, Japan, Middle East, Maya, ...) + evolution in the time (from the Middle Ages to our time).

Each troop bonus is obtained with the troop upgrade.



Civilisation Macédoine :

Passif : enlarges its control area by 2% (cd 420s)

In combat : Stun an opponent for 2 turns.

Heroes :

Alexandre le nain :

- Ville : Peut déplacer un bâtiment (cooldown 360s)
- Combat : Permet aux fourmis de frapper deux fois(unique)

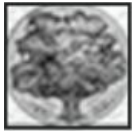
Ants / Red ants : Every 250 ant units gain +10 attack strength

Bee / Queen bee : When a queen bee is killed by an attack, return damage to the target up to 35 per queen bee killed.

Beetle / Golden beetle : Earn bonus armor

Centipede / Scolopendra : Hit several targets with improvement

Male praying mantis / female praying mantis : Multi hit



Civilisation Romain :

Passive: Creation of roads that boost ms troops

In combat: Gain bonuses of 5 tusks for each adjacent turtle.

Heroes:

Jules Splinter:

City: Boost wall defense

Combat: Double civ bonus

Turtle / Mud Turtle: Gain a ranged attack that has a 25% chance to slow enemies

Ratel / Ratel Aggressive: immune to poisons and negative spells

Porcupine / Woodpecker Turtle: reflects melee damage based on its armor

Centennial / Millennial Turtle: Turtles behind this one cannot be the target of ranged attacks.

Komodo Dragon / Komodo Dragon Turtle: Inflicts deadly poison for 2 turns to target hit (deals 120 damage)



Civilisation Sumer :

Active: Home portal

In combat: Always the initiative in the first turn

Heroes:

Gille Lamèche:

City: Field of vision increased

Combat: Increases unit movement distance by 50%

Raven / Silver Raven: Increases the HP of the platoon by 2 in each fight with the same hero (reset if disappeared)

Pic-vert / Pic-or: Breaks armor by 15%

Falcon / Eagle: Dive attack

Phoenix / Blue Phoenix: Once all units are eliminated, reborn with 50% of the units

Unicorn / Pegasus: Lightning Spells x4



Civilisation Mongole :

Passive: Fort and town looting bonus + 10%

In combat: -5 defense when a canine and a feline are side by side but +10 attack

Heroes:

Chienghis Yhan:

Increase the speed of Mongolian heroes outside their territory by 5%

Active: -5 attack when a canine and a feline are side by side but +10 defense (+5 attack +5 defense in the end)

Cat / Angora cat: No melee penalty

leopard / Cheetah: look forward to the first two rounds

Hyena / Spotted Hyena: inflicts morale loss on the enemy

Lion / Lion King: Boosts morale of nearby allies

Cerberus / Cat-headed Cerberus: multi hit and 20% inflicts terror to the target.



Civilisation Egypte :

Passive: Build Speed + 10%

In combat: Can create impassable (Walls / Holes)

Heroes:

Toutoukhamon:

Market transaction fee divided by 2 (360s)

Can resurrect 5% of units after combat

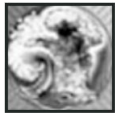
Satyr / Joker satyr: Inflicts 40% more damage if backstab the enemies

Centaur / King centaur: Deals more damage but with a limited number of ranged attacks.

Gorgon / Queen Gorgon: 25% chance to inflict Petrify

Siren / Queen Siren: 25% chance to charm an enemy unit

Minotaur / King Minotaur: Deals 30% additional damage to units below level 4.



Civilisation Japon :

Passive: Wonderland Building Speed + 5%

In combat: increases damage according to the number of monsters defeated by the selected monster during this fight

Heroes:

Sensei Alligato of the Salamander:

+ 5% production bonus by alliance with another civilization
active

Carp / Koi Carp: Dip attack (10% chance to inflict a high Morale Blow)

reINETTE / reINETTE royal: can strike from further away

kappa / ancient kappa: + 10% spell damage on hero

naga / warrior naga: Anti response

Sea Dragon / Leviathan: The whole map and can freeze the target with each attack 25% chance and immune to fire spell, ice stun effect, low morale.



Civilisation Brésil :

Passive: respawns cut trees after 45 seconds

In combat: the longer the fight lasts, the more the monkeys gain in morale

Heroes:

Michel of Brazil: Crown Prince of Brazil:

- can stay 10s and / or crossed from to 4 trees (every 70 seconds)
- in combat michel can put a spell on one of his allies

Marmoset / Pygmy marmoset: perfect precision

Baboon / red ass baboon: response to + 15% high morale

Nazil / Cirianic Nazil: shout to lower the target's morale

Oroutang / Blue Orantang: unlimited response

Kong gorilla / King gorilla: immunity to magic and colossal damage

Controls :

Keyboard mouse

Shortcuts adapted to commands

Walkthrough

Start the game :

Pop in menu :

- Campaign :
 - New campaign
 - Resume campaign
 - Load campaign
 - Back
- Scenario :
- Custom games :
 - New game
 - Resume
 - Choose game
 - Back

- Tutorial*
- Settings
- Quit

- *Tutorial:
 - The tutorial is divided into several phases, learning to move (reach a place), attack (send troops to an area), construction (on the battlefield), creation of combat units and to assign tasks to the villager

Golden Ticket :

Come and conquer the world and become the new king of the beasts across 7 civilizations, thanks to our unique playstyle progress through the 7 campaigns and learn the story of their 7 leaders who rose through the ranks and are now ready to rule the world .

Notes :

-Walkthrough

début fin d'une partie normal de scénario ou campagne

-diapo a avancé

-civilisation avancé et finir si on peut