

LANDS OF BATTLE

INSTRUCTIONS:

Every player has 5 different types of units, each having different characteristics.

Unit Type	Unit movement	Attack strength and range	Defense / damage absorption	Health	Resources required to purchase one unit
Infantry	2 squares	Close attack: 12 Ranged attack: 2 (4 squares)	0	4	0 iron 0 oil 2 food
Cavalry	3 squares	Close attack: 10 Ranged attack: 1 (3 squares)	1	10	0 iron 0 oil 3 food
Artillery	1 square	Close attack: 50 Ranged attack: 5 (6 squares)	2	7	0 iron 4 oil 7 food
Armor / Tanks	2 squares	Close attack: 15 Ranged attack: 11 (4 squares)	3	25	20 iron 4 oil 2 food
Headquarters	Immovable	Close attack: 50 Ranged attack: 4 (4 squares)	2	20	Cannot be purchased

RULES:

Two players are playing alternately on the same phone. One player picks green, and the other player picks red Headquarter (HQ). There are also 4 more resource bases.

Green army starts the game with HQ and two Infantry units. Red army starts with HQ and one Infantry unit but receives resources on his first move.

Every resource base and headquarters have their own resources: wheat, iron and oil which can be used to buy new units. Resources are added automatically at the start of every player's turn, but as long as player has one of his units in one of the resource bases (marked by blue triangles). Player who owns more bases gains more resources which enables him to buy more units.

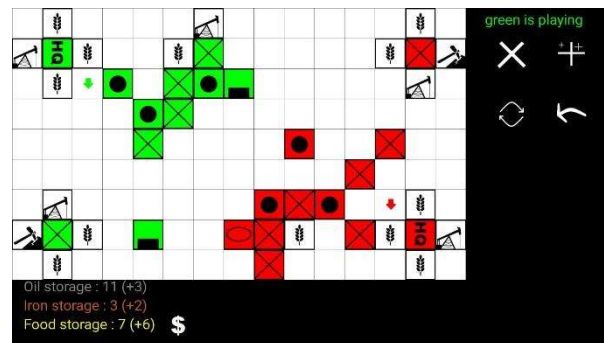
New units can be purchased by tapping the \$ icon and tapping the unit player wants to purchase. New unit will appear at the square designated by downward arrow next to HQ unit. If that square already is occupied, new units cannot be purchased. Unit must be moved from that square to enable new purchase.

Players can move and attack with each of their units in a single turn. Alternatively, units can be healed by tapping +++ button. To select a unit, tap on it, and the yellow dots will appear on the squares where the unit can move. If the opponent unit is in range, a target will appear over the opponent unit. To attack it, tap on the opponent unit while attacking unit is selected (see combat for more details).

To un-select a unit, press the X button. To undo last move or attack, press the backward arrow to undo the move.

Once player moved all of his units, he taps the arrow circle icon to end his turn.

Winner of the game is he player who destroys opponent's HQ unit. Short vibration will confirm that the game is over.



COMBAT:

If opponent unit is in range, it can be attacked by tapping on it while attacking unit is selected.

Attacking unit will deal a certain amount of damage to the opponent unit, which is calculated by attacking unit's attack minus defending unit's defense.

The damage is deduced from defending figure's health, and if defender's remaining health is 0 or smaller, it gets removed from the game. If defender's advantage is larger than attacker's attack, defender will receive no damage.

There are two types of attack: close and ranged attack. Close attack is much more powerful, but requires that the attacking unit is next to opponent's unit. Ranged attack deals less damage, but can be used from the safer distance.

When tapping on enemy unit, the game will check if close attack is in range and can be used, or if ranged attack will be used.