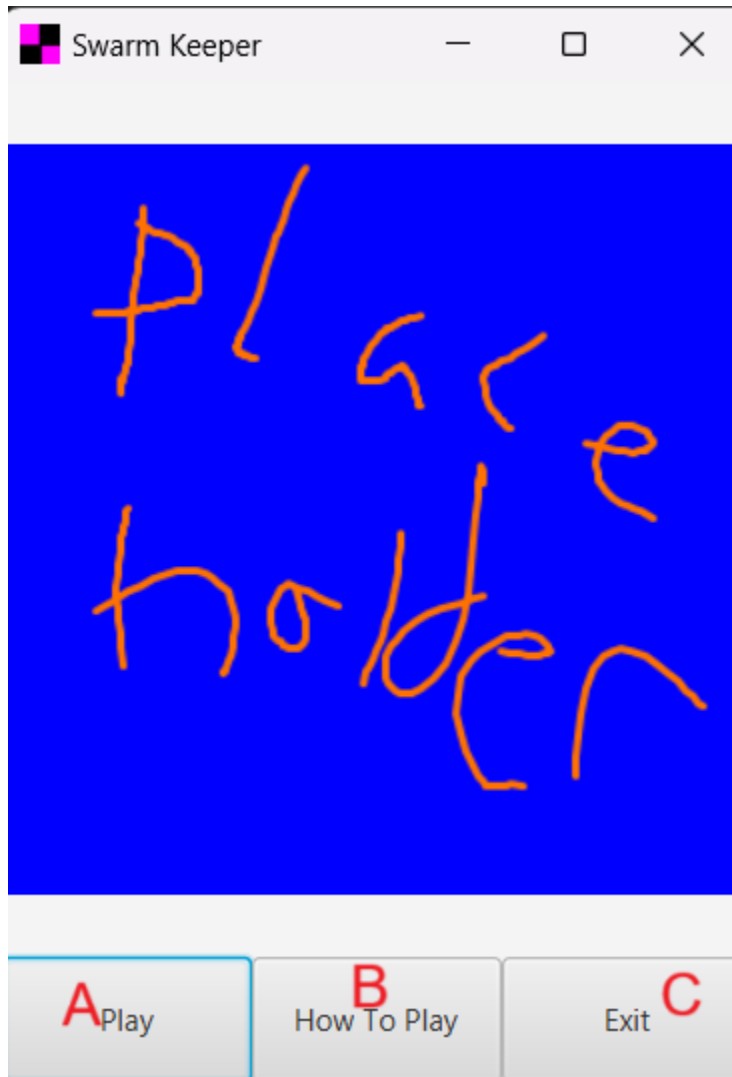


Overview:

This game is a pass-and-play turn-based strategy game where your goal is to find and eliminate your opponent with one of several different groups, below is a guide for each of the main menus of the game

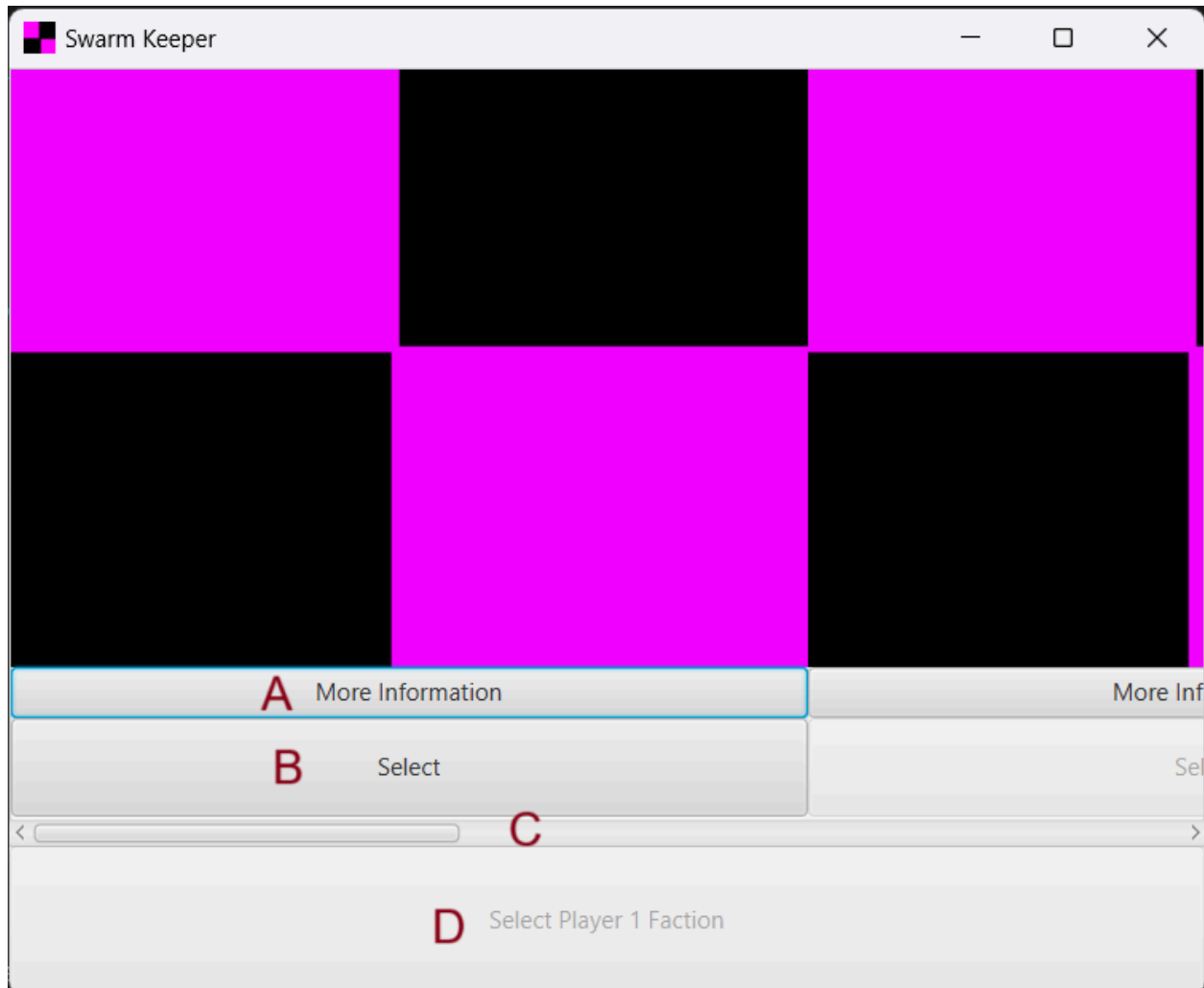


Main Menu:

A: Opens the faction select menu, detailed below

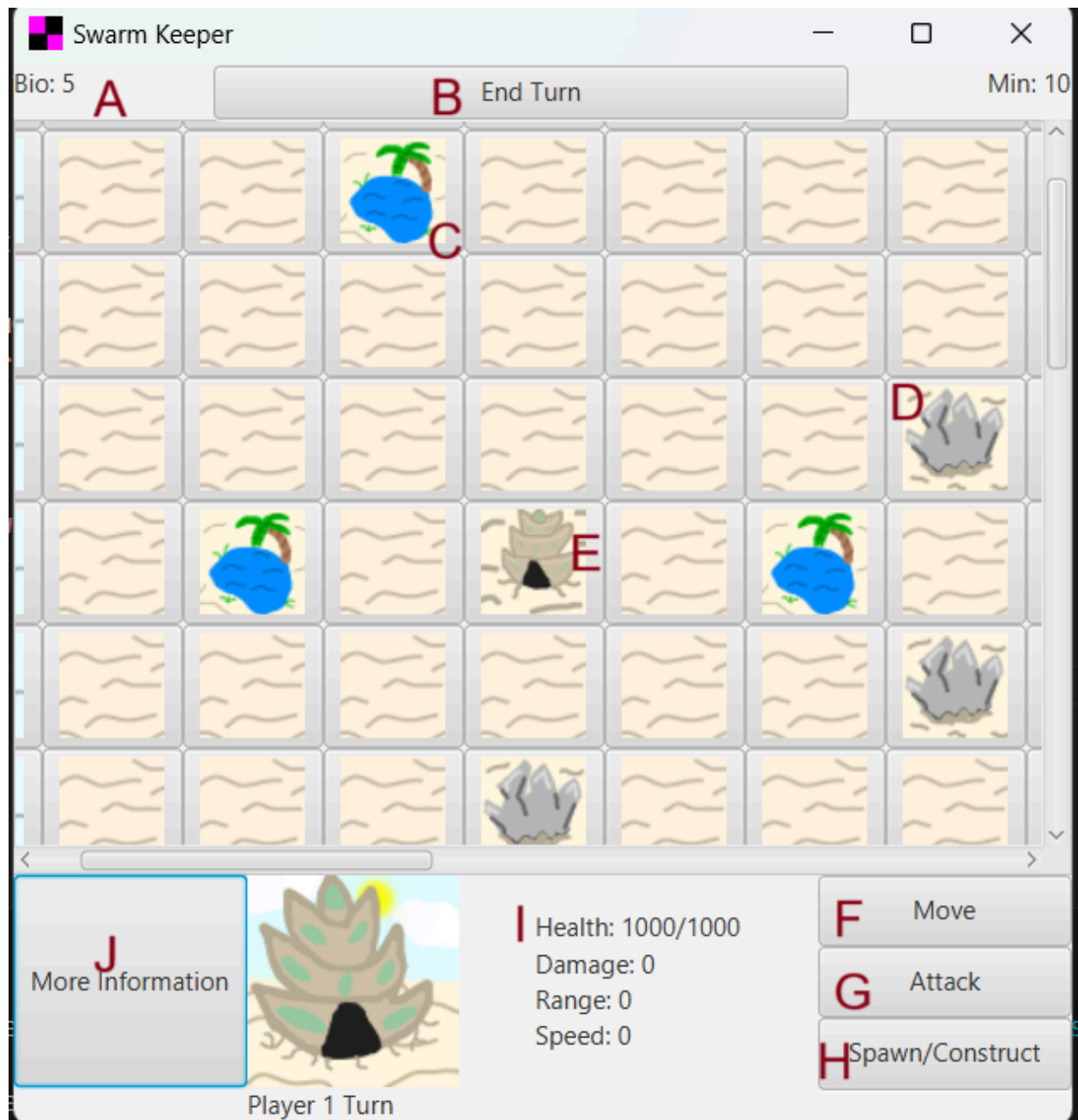
B: Opens a menu that contains basic controls and strategy information (as of now unwritten)

C: Closes the game once pressed



Faction Select Menu:

- A:Opens extended information on the faction it is under (unwritten as of writing guide)
- B:Selects the faction it is under (as of writing only faction 1 [Teraxii] and faction 4 [Crystallid] have complete art assets, so are the only enabled ones)
- C:Scroll bar to view the rest of the factions
- D:Once both players have selected a faction, this button enables and starts the main game once pressed



Gameboard:

A: Shows the current player's resources, biomass on the left, minerals on the right

B: Ends the current turn, or if between turns, starts the next player's turn instead

C: A biomass deposit, a worker must be brought over to create a harvester on it to begin collecting

D: A mineral deposit, same procedure as above

E: The player's main base, in this case, a teraxii one, this should be protected at all costs

F: Click this button, and then click a tile adjacent/diagonal to the selected object to move it, can be used up to the object's speed stat each turn

G:Click this, then an enemy within the selected creature's range stat, deals damage to the target's health equal to your own creature's damage, can be used once per turn per object

H:If the selected thing can spawn something else, clicking this will bring up a menu to choose what to build with it

I:A basic readout of the selected object's stats, the most important ones are always visible here

J:Opens a menu with additional information on the selected object, includes an extended stats list, as well as a short description.