A mini-game in the genre of turn-based strategy, in which the player controls a castle and competes with opponents. 1. When the game starts, a map is created on which, in addition to the user, 3 to 5 bots play. All participants in the game move in turn, the player goes first. The action takes place on a map of at least 15 x 15, maximum 50 x 50 squares. The game ends when only the player's castle remains on the map or when the player's castle is destroyed by bots.

MAP

● Pressing the left button on your castle opens the castle window;

● When you long-press the right mouse button near one of the map borders, the map will automatically scroll in the direction of that border;

● The army's movement range is determined by the minimum speed value on the map of one of the units. For example, if the army has 2 trooper squads and 1 infantryman squad, then the army can move 1 cell on the map for 1 step;

RESOURCES

Generated in the castle on each turn depending on the level of the buildings.

Types of resources:

● coins - money that is spent on developing the castle and replenishing the army;

● people - the population of the castle.

The default amount of resources (at the start of the game): coins: 500, people: 100.

On each turn, resources are generated as follows:

● coins: the value depends on the levels of buildings;

● people: regardless of the levels of buildings, at least 10 are received for each turn

+ bonus from the levels of buildings. If the population limit is reached,

people do not appear in the castle

CASTLE

Main elements

At the beginning of the game, each base has all the obstacles, they are the first level. You can`t build new , you can only increase the level of existence.

● Town Hall

— brings income in the form of a 10% tax on the number of people in the castle;

— for each level (after the first) of tax, a rate of 2% is provided;

— the maximum number of levels is 10, the maximum tax is 28%;

● Residential buildings

— increase the base population limit by 200 people at each level, starting from the first;

— increase the number of people who enter the castle at each level by 10;

— maximum number of levels – 25, maximum population limit – 5000;

— for each fulfillment of the highest value of people coming to the castle — 250;

● Walls

— increase the defense of the army in defense by +1 for two levels;

— maximum number of levels – 10;

— maximum bonus to the defense of the defending troops is 5;

● Temple

— raise the attack of the army on a campaign by +1 for leaders of three levels;

— the maximum attack bonus for an army on a campaign is 3;

— raise the attacking army in defense by +1 for two levels;

— the maximum attack bonus for an army in defense is 5 ;

● Barracks

— allow training troops, the maximum level is 10;

— at the first level, allow hiring in the army of Riflemen;

— at the second and third levels, surprise inflicts Riflemen for 1 turn for each level;

— at the fourth level, allows hiring in the army of Infantry;

— at the fifth and sixth levels, there is a jump in hiring of Infantry for 1 turn at each level;

— at the seventh level Allows you to hire troops in the army - Cavalry;

— at the eighth, ninth and tenth levels, the hiring of Cavalry is accelerated by 1 turn for each level;

BATTLE

Battles and castle captures/defenses occur automatically.

● If a bot or player destroys an enemy army, it stops being displayed on the map. In case of a successful attack on a castle, it is destroyed, the owner of the castle is eliminated from the game, the winner waits for the army to return and receives 50% of the coins from the destroyed castle.

● In case of loss, the player/bot loses all sent armies.