Speedrun Strategy Instructions

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# What is Speedrun Strategy?

Speedrun Strategy is, as it sounds, a strategy game which removes aspects that players of other strategy games may find boring, such as pre-battle preparations and overly long battles. Instead, this game focuses on pure strategy (that’s the intention, anyway).

# How to Play

## Start Menu

When the game starts, the basic map generation options are shown. On this menu, you can choose between pre-set values for the following parameters:

* Map size
* Chance of generating mountains
* Chance of generating forests

You can also switch to the advanced options menu to choose your own values within a range.

On either menu, you can also choose whether you want to play a single player game or a two player versus game.

Once you have chosen a mode and what kind of map you want, click the Generate Map button to start the game!

## Gameplay

The aim of this game is to defeat all the other team’s units before they defeat all your units. Player 1 controls the blue team while the computer (in single player mode) or player 2 (in two player mode) controls the red team.

### Moving Units

Left click a unit on your team to display its movement range, then click on one of the tiles that changed to your team’s colour to move there. After the unit moves, the after-move options are displayed, from which the player can choose to wait on that space or attack an enemy. All blue or red spaces on the map can be returned to normal by right clicking at any point. After moving all your units, your turn will end and the enemy turn will begin.

### Attacking Enemies

After moving and clicking the attack button, the attack range of the current unit is displayed. If you click an enemy within this attack range, you will attack that enemy and it will counterattack your unit.

All attacks have a hit chance that’s proportional to the attacking unit’s speed stat and inversely proportional to its attack stat. If an attack hits, the attacked unit’s hit points (HP) stat is reduced. When this value is equal to or less than 0, the unit is defeated and removed from the map. Do this for all enemy units and you win!

### Displaying Unit Stats

Once a unit is selected and its movement range is shown, its stats can be displayed by pressing the tab key. This screen shows which team the unit is on, its class and its stats:

* Hit Points (HP)
* Movement (Move)
* Attack range (Atk Range)
* Attack (Atk)
* Defence (Def)
* Speed (Spd)

The stats screen can be closed by clicking the Return to game button. Also, the stats of other units can be seen by clicking the Prev or Next buttons, which avoids having to close the screen, select another unit and reopen the screen.

### Pause Menu

The pause menu can be opened at any point during the game by pressing the 1 key. From the pause menu, you can end you turn early, without having to move all of your units. You can also save your progress in the current map or load a previously saved map. When a map is saved, the map’s layout and all units’ positions and stats will be saved and the game will return to this state when the file is loaded.

Caution: Only one map can be saved at a time and when loading a saved map, the file will be deleted, so be careful!

# Controls

Left click – select a unit/tile and select menu options

Right click – hide movement/attack ranges

1 – Open pause menu

Tab – Open unit stats screen

Q, E – Cycle left or right on unit stats screen

X – Attack (when after-move options are displayed)

Z – Wait (when after-move options are displayed)

W, A, S, D – Move camera