TOMASZ EMPIRE by TomaszGames studio

Turn-based strategy (TBS), in which our main task is to kill the opponent's king, until then, conquer new territories and take over castles and villages.

- To end the turn, click on your team's shield in the top right corner of the window.

- To surrender, click on the tombstone symbol at the bottom right of the window;

SYMBOL	NAZWA	OPIS
	Empty slot	
	Player	
	AI_1 *Chaos*	Artificial intelligence AI_1 - Swordsmen head for villages, attacking enemy units along the way; - Knights head for villages and castles, attacking enemy units along the way; - The king does not move, but defends himself; - Total chaos.
	AI_2 *Beginner*	Artificial intelligence AI_2 - Swordsmen head for villages and the king (provided they have more than 60HP), attacking enemy units along the way; - Knights head for villages, castles and the king (as long as they have more than 60HP), attacking enemy units along the way; - The king does not move, but defends himself.
	AI_3 *Easy*	Artificial intelligence AI_3 - Swordsmen head for villages and the king (as long as they have more than 60HP), attacking enemy units along the way; - Knights target villages, castles and the king (as long as they have more than 60HP), attacking enemy units along the way; - The King does not move, but defends himself; - Each unit, once occupied, remains on the property.
	AI_4 *Medium*	Artificial intelligence AI_4 - Swordsmen head for villages and the king (as long as they have more than 60HP), attacking enemy units along the way; - Knights target villages, castles and the king (as long as they have more than 60HP), attacking enemy units along the way; - Archers hunt enemy units; - The King does not move, but defends himself; - Each unit, once occupied, remains on the property.

APPEARANCE	NAME	ATTACK	DEFENCE	MOVT	MISCELLANEOUS
	Knight	55 - 65	20	4	Takes over villages and castles
	Swordsman	50 - 55	5	4	Takes over villages
	Golem	60 - 70	30	4	
	Dragon	70 - 80 +15 for Ent	25	9	Can fly
	Sea serpent	50 - 55	10	8 in water 4 on land	Can swim
	Archer	50 - 55 +15 for Dragon -15 for Undead	5	4	Attack range: 2 squares
	Catapult	50 - 70 +15 for Wall	10	3	Attack range: 4 squares
	Ent	70 - 80	30	3	Heals himself: +10 HP per turn
	Necromancer	40 - 45	5	4	Raises the dead
	Druid	35 - 40	10	4	Heals his team in range 2 squers: +10 HP per turn
	Mag	100 - 120	15	4	Attack range: 2 squares
	Merchant	30 - 35	5	4	Makes 5 coins per turn
	King	55 - 65	20	4	Takes over villages and castles. **His death ends the game!**
	Undead	40 - 50	2	4	
	Ghost	30 - 40	30	6	Sucks the life out of an enemy and heals himself. Can fly.

APPEARANCE	NAME	FIELD DEFENCE	MOVT POINTS	MISCELLANEOUS
	Water	0 +15 for Sea serpent	4 1 for Sea serpent, Dragon and Ghost	
	Open field (Snow)	5	1	
	Forrest	10 +5 for Ent	2 1 for Dragon and Ghost	
	Mountain	15	4 1 for Dragon and Ghost	
	Bridge	0 +15 for Sea serpent	1	
	Path	0	1	
	Castle	15	1	Enables the purchase of units. Heals the unit on it: +20 HP per turn
	Village	15	1	Heals the unit on it: +20 HP per turn
	Tavern	15	1	Heals the unit on it: +20 HP per turn
	Wall	-	-	Defence: 40 When destroyed remains open field (snow)