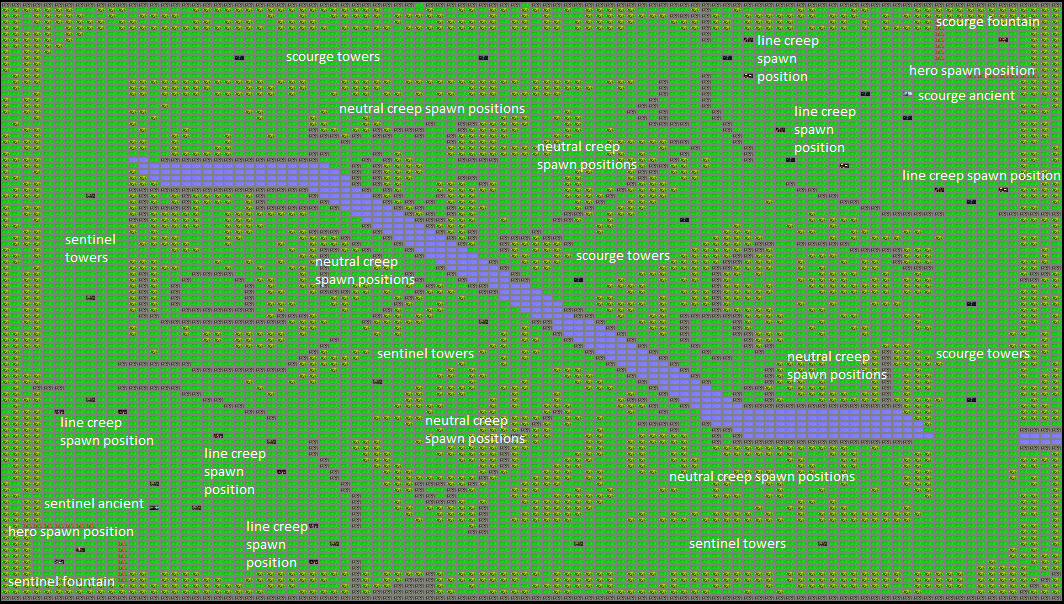
Game Background:

C-DOTA is a RPG (Role Play Game) and SLG (Simulation Game) created based on DOTA’s game logic.

It pits two teams of players against each other: the Sentinel and the Scourge.

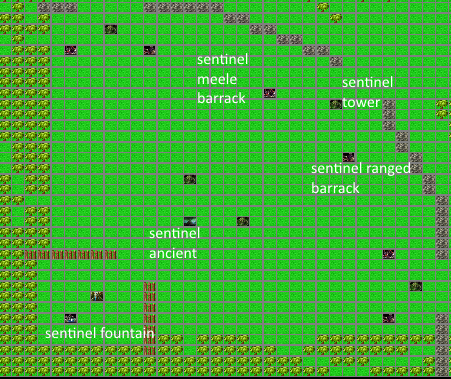
Players on the Sentinel team are based at the southwest corner of the map, and those on the Scourge team are based at the northeast corner.

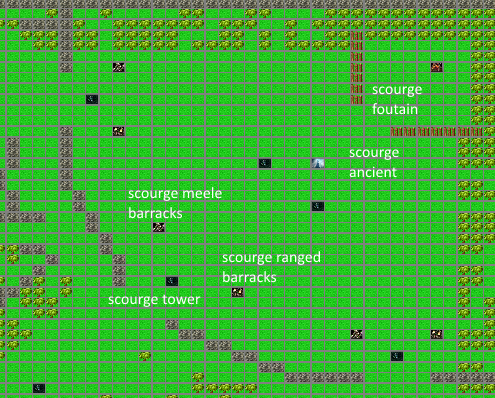
Each base is heavily guarded by towers and waves of line creeps which guard the main paths leading to their base.

Players use powerful units known as heroes, and are assisted by allied heroes and AI-controlled fighters. As in role-playing games, players level up their heroes and use gold to buy equipment during the mission.

Winning / Losing condition:

In the center of each base is the "Ancient", a building that must be destroyed to win the game.





How to play:

A character’s attributes will be displayed at the bottom of the game frame when one clicks on any character in sight (not hidden in the shadow).

Image Icon:

Shows the image of the grid one has selected

Name:

Name of the character on the selected grid

HP:

Current and maximum amount of Health Point the selected character has. A character will die if its HP goes below zero.

MP:

Current and maximum amount of Magic Point the selected character has. MP is needed for character to use skills.

Strength:

Attributes possessed only by heroes. Increase hero’s maximum HP and HP gain per round. If hero is strength type, hero’s physical attack will also increase.

Agility:

Attributes possessed only by heroes. Increase hero’s attack speed and physical defence. If hero is agility type, hero’s physical attack will also increase.

Intelligence:

Attributes possessed only by heroes. Increase hero’s maximum MP and MP gain per round. If hero is intelligence type, hero’s physical attack will also increase.

Attack:

Selected character’s hero physical attack.

Defence:

Selected character’s physical defence.

Level:

Attributes possessed only by heroes. Value is based on amount of experience hero has gained.

When a hero levels up, his strength/agility/intelligence and other corresponding attributes will increase. He will also gain one unused skill point which can be used to upgrade his skills.

Experience:

Attributes possessed only by heroes. Experience can be gained when a nearby non-friendly unit is killed.

Items:

Attributes possessed only by heroes. Can be purchased using money in the item shop.

Skills:

Attributes possessed only by heroes. Hero can use a non-zero level skill by left clicking on the skill icon, and then left-click on any within-cast-range target position on screen.

Kill:

Attributes possessed only by heroes. Notes down the number of enemy heroes a hero has killed.

Death:

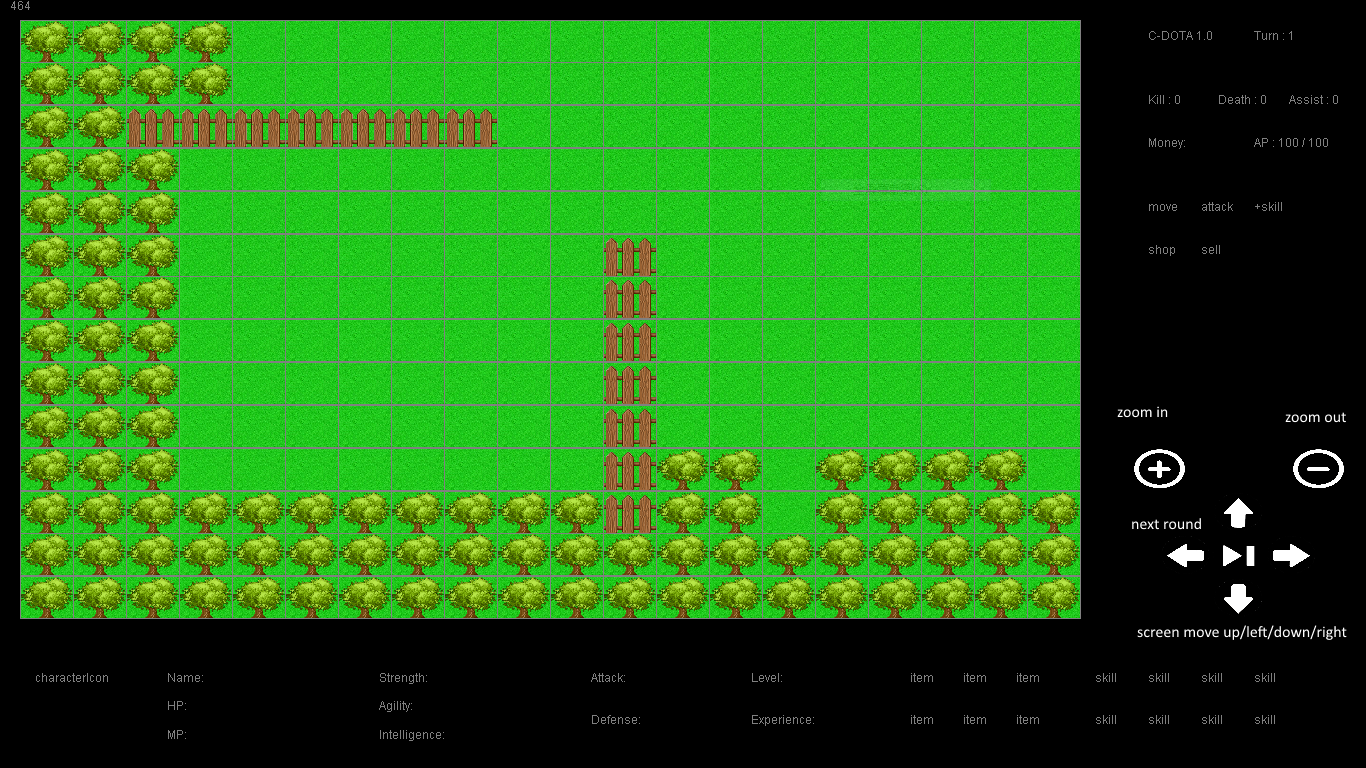
Attributes possessed only by heroes. Notes down the number of times a hero has been killed.

AP:

Stands for Action Point. A character requires AP to perform actions (move/attack/use skill etc.).

Money:

Marks the amount of money PLAYER’S hero has.



There are various buttons on the right side of the game menu. One can play the game through clicking any one of them.

1. Screen move

One can move the screen in up/left/down/right directions by selecting corresponding arrows.

1. Zoom

Zoom in/out enable one to change the maximum number of grid displayed on screen.

1. Move

First, player needs to select a character under his control,

Second, left click on the move icon,

Finally, left click on any of the within-move-range grid to move the selected character

1. Attack

First, player needs to select a character under his control,

Second, left click on the attack icon,

Finally, left click on any of the within-attack-range grid to attack

1. Upgrade player’s hero’s skill

First, player needs to select his own hero, and make sure there are unused skills available for upgrading,

Second, left click on the +Skill icon,

Finally, left click on any of player’s hero’s skill to upgrade

(in addition : player can check a specified skill’s level by right clicking on the skill icon)

1. Shop

If player’s hero is near to any of the hero’s spawn position, one can left click on the shop icon to buy items if one has enough money.



1. Sell

If player’s hero is near to any of the hero’s spawn position, one can sell any unwanted items for half of the original price.



Creeps:

Creeps are a type of unit within C-DOTA that heroes can interact with, but do not have direct control over by default. There are two types of creeps: lane creeps and neutral creeps. Both types of creeps can be killed by players for gold and experience.

Line Creep:

Lane creeps are aligned to either the radiant or the dire and spawn in groups called creep waves near their faction's base, and then constantly push toward their enemy's base. On the way they will attack any enemy creeps, neutral creeps or player-controlled units on sight.



Line Creep Upgrade:

Destroying either of the enemy team's melee or ranged barracks will cause the destroying team's respective lane to begin spawning mega creeps instead of normal creeps.

Mega creeps are stronger versions of regular lane creeps that give about half gold and experience to the enemy when killed.

When all enemy barracks are destroyed, mega creeps with maximum bonuses begin to spawn from all lanes and siege creeps gain an additional 16 damage.

Neutral Creeps:

Neutral Creeps are tougher, more dangerous creeps that appear in the forest. They are aligned to neither of the teams, and offer an alternative source of Gold and Experience.