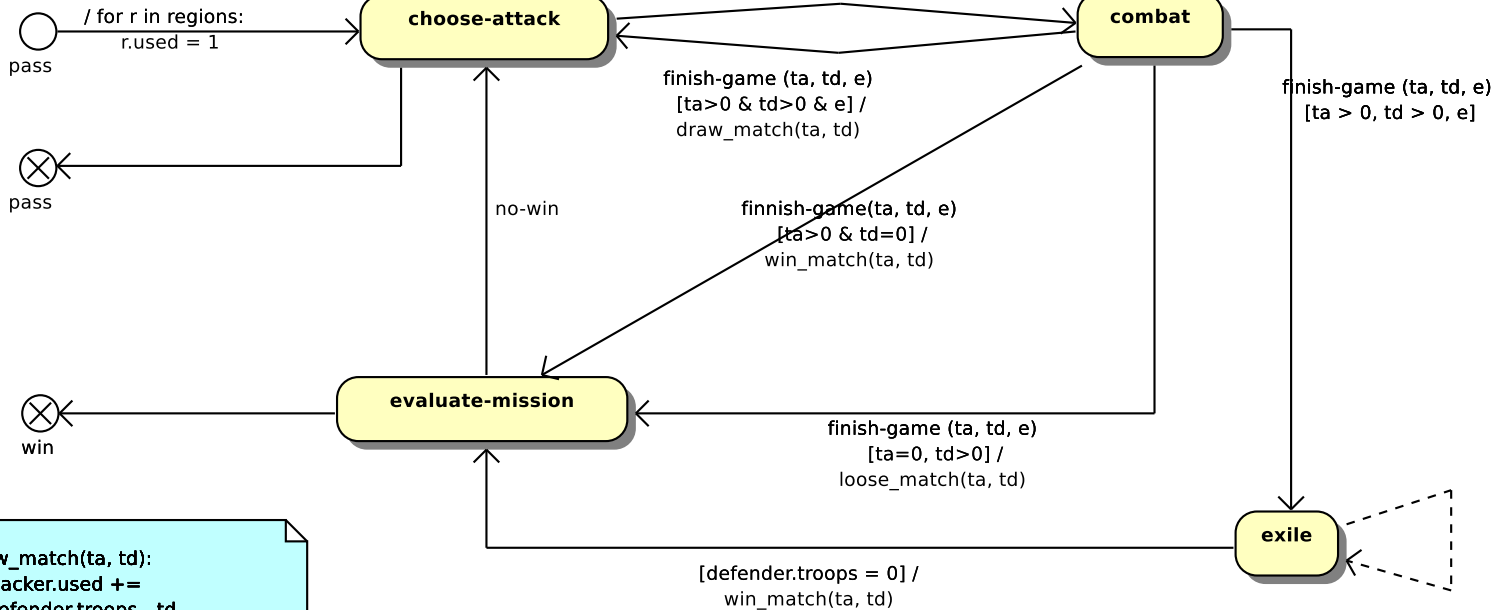


attack-phase

click-region(r)
[r.owner = p &
r.troops - r.used > 1] /
attacker = r

click-region(r)
[attacker != none &
r in attacker.neighbours &
r.owner != p] /
defender = r



draw_match(ta, td):
attacker.used +=
defender.troops - td
attacker.troops = ta
defender.troops = td

win_match(ta, td):
defender.used =
defender.troops
attacker.troops -=
defender.troops
defender.owner = p

loose_match(ta, td):
defender.troops -= attacker.troops
if defender.troops < 0:
attacker.troops += defender.troops + 1
defender.troops = 1
attacker.owner = defender.owner