**User Documentation - Medieval Strategy Game**

**Welcome to this medieval strategy game! This guide explains how to play, use the controls, and navigate the interface to control your units (attackers or defenders) on a hexagonal map. Follow the steps below to learn how to play.**

**Overview**

* **Objective: You play as either the attackers (units 1 to 40) or the defenders (units 41 to 68) in a tactical battle. Your goal is to move your units on a hexagonal map to achieve strategic objectives (such as capturing positions or destroying targets) within a maximum of 15 turns.**
* **Interface: The main screen displays a hexagonal map, units (soldiers, boats, etc.), a message panel on the right, and control buttons in a menu on the right. There is a main menu to start a new game, save, etc.**
* **Controls:**
  + **Left Click: Select a unit or position.**
  + **Double-Click: Select a second unit if it is hidden by another.**
  + **Right Click: Issue a movement order to a selected unit. Select a target or hexagon for combat.**
  + **Mouse Wheel: Zoom in or out on the map and units.**
  + **Drag-and-Drop: Hold the left click while moving your mouse; the map will follow your movements.**
  + **Buttons: Use the "Next", "Menu", or "Back" buttons to navigate through phases or menus.**

**Game Steps**

**Step 1: Launching the Game**

1. **Startup Screen:**
2. **When you launch the game, you see the title screen with a "New Game" button.**
3. **Action: Click the "New Game" button (at the top of the screen) to start a game.**
4. **Result: The game transitions to the army selection screen.**

**Army Selection:**

1. **You are prompted to choose the active player (attacker or defender) via a menu.**
2. **Action: Click "Attacker" or "Defender" to select your side.**
3. **Note: Attackers play first, followed by defenders each turn.**

**Step 2: Initial Unit Placement**

* **Placement Phase:**
  + **You must place your units on valid locations on the map.**
  + **Attackers place units 1 to 40, and defenders place units 41 to 68 by clicking on the desired location. Defenders are placed automatically.**
  + **Valid placements depend on the unit type (e.g., boats can only be placed on sea hexes).**
  + **It is possible to move units one by one.**
* **Controls:**
  + **Left Click on a unit in the list (right panel) to select it.**
  + **Left Click on a hexagon on the map to place the selected unit.**
  + **If the placement is invalid (e.g., forbidden terrain or occupied hexagon), an error message appears in the message panel.**
* **Action: Place all your units one by one on valid hexagons.**
* **"Next" Button:**
  + **Once all units are placed, click the "Next" button (bottom right) to proceed to the next phase.**
* **Result: Once both attackers and defenders are placed, the game moves to the first turn.**

**Step 3: Playing a Turn**

**Each turn (up to a maximum of 15) is divided into several phases for each player (attacker, then defender). Here are the steps for a turn:**

**3.1 Issuing Movement Orders**

* **Objective: Issue movement orders to your units to move them toward target hexagons.**
* **Controls:**
  + **Left Click on a unit (on the map) to select it. The unit is highlighted with a frame if selected.**
  + **Right Click on a hexagon on the map to set the destination (HexagoneCible) for the selected unit.**
  + **The game automatically calculates a path (chemin) between the current position (HexagoneActuel) and the destination.**
  + **If the path is invalid (e.g., forbidden terrain or wall), an error message appears in the message panel.**
  + **Don’t forget to use the mouse wheel or drag-and-drop to move the map.**
* **Rules:**
  + **You can issue an order to multiple units or just one, depending on your strategy.**
  + **Boats can only move on sea hexagons.**
  + **Non-special units (other than Duc, Lieutenant, Comte, Chef Milicien) cannot stack on a hexagon occupied by another non-special unit.**
* **Action:**
  + **Select each unit you want to move with a left click and right-click on its destination.**
  + **Repeat for all units you wish to move.**
* **"Next" Button:**
  + **Once all orders are issued, click "Next" (bottom right) to proceed to the movement execution phase.**
* **Result: The game moves to the movement execution phase.**

**3.3 Executing Movements**

* **Objective: Units with a movement order move toward their destination, advancing by x points per frame (e.g., 6 points for infantry, 4 for an archer).**
* **Behavior:**
  + **All units with an order move simultaneously on the screen, advancing progressively (e.g., unit 41 advances 6 points per frame, unit 50 advances 4 points).**
  + **Units may stop if:**
    - **They reach their destination (HexagoneCible).**
    - **They encounter an obstacle (wall, forbidden terrain, enemy unit in a neighboring hexagon).**
    - **They are blocked by another non-special unit (stacking prohibited).**
    - **Their energy for the turn is insufficient to move to a new hexagon.**
  + **If a unit is temporarily blocked (due to stacking), it may resume movement if the hexagon becomes free.**
* **Controls:**
  + **No action is required during this phase; units move automatically.**
  + **Check the message panel for information like "Movement execution (Defender)".**
* **"Next" Button:**
  + **When all units have finished moving (or are blocked), the "Next" button appears.**
* **Action: Click "Next" to move to the next phase (e.g., combat phase).**

**3.4 Combat Phase:**

* **You will issue combat orders to attack enemy units or objects (such as walls).**
  + **Choose a target (e.g., right-click on an enemy unit or wall).**
  + **Left-click to select attacking units.**
* **Action: Click "Combat" to execute the attacks.**
* **Result: The combats will be resolved, and you will proceed to a new attack.**
* **Rules: It is not possible to attack the same unit or hexagon twice. A unit can only attack once per turn.**
* **Naval Combat: Identical to other combat.**

**3.5 Victory Check**

* **At the end of each player's turn, the game checks if a victory condition is met (e.g., capturing an objective or eliminating enemy units).**
* **Screen: A message in the panel indicates the game state (e.g., "Turn 1 - Victory Check (Attacker)").**
* **Action:**
  + **Click "Next" to move to the next player's turn (e.g., from defender to attacker) or the next turn.**
* **Result:**
  + **If no victory is detected, the game moves to the next turn (up to a maximum of 15 turns).**
  + **If the game ends (victory or 15 turns reached), a game-over screen appears.**
* **Victory Conditions:**
  + **If the Duc or Comte dies.**
  + **If the Duc or Comte dies, the opposing side wins.**
  + **The game ends after 15 turns; the attacker can no longer pay their mercenaries and must retreat.**
  + **If the defender runs out of supplies, their troops will be decimated and quickly annihilated, gradually disappearing from the battlefield.**
  + **If the attacker holds one of the two central fort hexes for a full turn.**

**Step 4: Navigating the Menus**

* **"Menu" Button:**
  + **At any time during the game (except in certain menus), a "Menu" button (top left) is available.**
* **Action: Click "Menu" to open the main menu where you can:**
  + **Return to the game (click "Back" to return to the current state, such as gsDefenderMoveExecute).**
  + **Quit the game (click "Quit" to close the game).**
* **Controls:**
  + **In the main menu, use the "New Game", "Back", or "Quit" buttons to navigate.**

**Tips for Playing**

* **Strategy:**
  + **Plan your movements to avoid blockages (prohibited stacking). Place special units (Duc, Lieutenant, Comte, Chef Milicien) strategically, as they allow stacking.**
  + **Be cautious of enemy units in neighboring hexagons, as they will stop your units.**
  + **Use boats to navigate on sea hexagons, but avoid land hexagons.**
* **Observation:**
  + **Read the messages in the right panel to understand why a unit stops (e.g., "Hexagon occupied" or "Insufficient cost").**
  + **Check the map to identify walls (Hexbrut > 832) or forbidden terrains (sea for non-boat units).**
* **Patience:**
  + **Units move progressively (e.g., 6 points per frame for infantry), which may take several turns to reach a distant destination. Observe their smooth movement on the screen.**

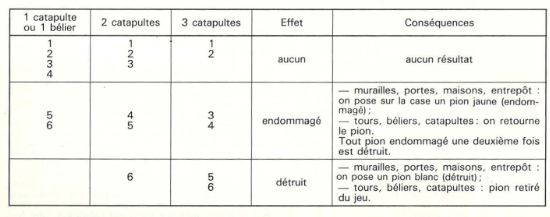
**Control Summary**

* **Left Click: Select or place a unit.**
* **Right Click: Issue a movement order to a selected unit.**
* **"Next" Button: Move to the next phase or confirm an action.**
* **"Menu" Button: Access the main menu.**
* **"Back" Button: Return to the previous state from the menu.**
* **"Quit" Button: Close the game.**

**Naval and Human Combat Outcomes:**



**Machine Combat Outcomes (Excluding Boats):**



**If you encounter issues (e.g., a unit doesn’t move or an order fails), check the messages in the right panel for clues.**

**Enjoy your strategic medieval battle!**