El'snaît - build your kingdom

Game Start: **10 gold**, **5 food**, **1 village** with **5 population**.

**Turn order**

1. village actions
2. unit actions
3. battle
4. distribute resources

**Structure information**

* Farm - **cost 5 gold**, **2 population**.  
  Produces: **+1 food per turn**.
* **Barracks** - **cost 15 gold**.  
  Trains Units: **Soldier**.
* **Monastery** - **cost 10 gold**.  
  Trains units: **Monk**.  
  Produces: **+1 population every turn for every adjacent village tile**.
* **Marketplace** - **cost 10 gold**.  
  Trains units: **Merchant**.Produces: **+1 gold every turn for every adjacent village tile**.

**Unit information**

* **Soldier** - **cost 10 gold**, **6 food**, **5 population**.  
  **2 attack / 2 defense, first strike, gains experience after each battle where they kill another unit**.
* **Monk** - **cost** **6 gold**, **2 food**, **2 population**. **1 attack / 1 defense, gives other units +1 / +1 or -1 / -1 in battle**. **(2 for priest, 3 for bishop)**.  
  Monks can perform a pilgrimage to the monastery of another player that they have not visited yet. When they do, they can perform one action to upgrade (monk -> priest -> bishop).  
  Monks cannot be attacked when they are in a monastery.  
  Monks can also bless another unit, which means they can move twice as far next turn (doesn't stack).
* **Merchant** - **cost 4 gold**, **3 food**, **2 population**.  
  **1 attack / 1 defense, negates other units battle action for 8 gold**.  
  Merchants can move to the marketplace of another player. When they do, they can perform one action to donate any amount of **gold** and/or **food** to that player.  
  Merchants cannot be attacked when they are in a marketplace.  
  Merchants can establish a new village somewhere on the map. This costs as much as expanding by one tile and will cause the merchant to perish.

**Village action**

For every village tile you have, choose one of the following options:

* Build a structure;
* Expand your village with an additional village tile;
* Increase your population;
* Train a unit;
* Upgrade this village;

**Unit action**

For every unit you have, choose one of the following options:

* Move you unit to another tile (see movement information);
* If this is a merchant on an empty tile, remove the merchant from play and build a new village;
* If this is a merchant on another player's marketplace, donate any number of **gold** and/or **food**;
* If this is a monk, bless another unit, it can move twice next turn;
* If this is a monk on another player's monastery, upgrade to the next level.

**Village information**

* Village - **cost 15 gold**, **5 food**.  
  **0 attack / 2 defense**  
  Produces: **1 gold** per **2 population (round down)**.  
  Max-population: 10.  
  Increases population by: 2.
* Town - **cost 25 gold**, **12 food**.  
  **Additional Requirements**: 1 adjacent Village+ tile.  
  **1 attack / 3 defense**  
  Produces: **1 gold** per **2 population (round down)**.   
  First upgrade of village will appoint mayor.  
  Maximum population: 20.  
  Increases population by: 3.
* City - **cost 35 gold**, **20 food**.  
  **Additional Requirements**: 2 adjacent town+ tiles, adjacent **monastery**.  
  **3 attack / 4 defense**  
  Produces: **1 gold** per **population**.  
  First upgrade of town will appoint governor.  
  Maximum population: 30.  
  Increases population by: 5.
* Monarchy - **cost 50 gold**, **30 food**.  
  **Additional Requirements**: 3 adjacent **city** or higher tiles, a **bishop** in an adjacent **monastery**, a **governor** in this city and a total of 50 population in all tiles that make up this city.  
  **4 attack / 6 defense**  
  Produces: **2 gold** per **population**.  
  First upgrade of city will appoint governor.  
  Maximum population: 50.  
  Increases population by: 5.

**Battle information**

When two or more units end up at the same tile, a battle emerges between all involved units. Whenever a battle emerges, all involved players decide what their units' actions will be; all battles resolve simultaneously.

For every unit involved, the player chooses between the following options

* their unit will attack another unit; this unit will deliver its damage to said unit;
* their unit will not attack another unit;
* if this is a priest, it can
  + give another unit a +1 / +1 advantage in battle;
  + give another unit a -1 / -1 disadvantage in battle
* if this is a merchant, its owner can pay 8 gold to bribe another unit, negating their chosen battle action (as though it wasn't performed).

Special rules in battle:

1. In principle, every single unit involved in a battle can die during the battle, when its defense is brought back to 0 or lower.
2. When a battle is decided and only one unit remains alive, that unit can move to the given tile where the battle took place. When more than one unit remains alive after the battle, all involved units bounce back to the positions they were located at before the battle began.
3. Even when a player chooses that a unit will not attack or otherwise be involved in a battle, it can still receive all actions and damages as though they were.
4. Every battle is performed in the following order:
5. merchant's special actions
6. monk's special actions
7. attacks

The following table shows the number of advantages/disadvantages that a monk can give to another player. These can be given to one or more different units.

|  |  |
| --- | --- |
| Name | Advantages/disadvantages |
| Monk | 1 |
| Priest | 2 |
| Bishop | 3 |

When a soldier kills another unit, it will gain experience. The following table shows the stats of a soldier and the number of units it needs to kill to get to that level.

|  |  |  |  |
| --- | --- | --- | --- |
| Level | Attack | Defense | Units to kill |
| 1 | 2 | 2 | - |
| 2 | 2 | 3 | 1 |
| 3 | 3 | 3 | 2 |
| 4 | 4 | 4 | 4 |

**Movement information**

For every unit you have, you can move it to another tile once per turn. This tile needs to be either directly adjacent to the tile that the unit is currently on or, when this unit is on a road tile, it can move to the next crossroads.