

Gameplay Guide



Click the unit.

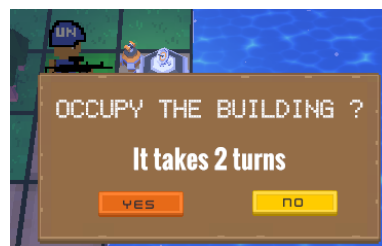
The blue rectangle is the range where the unit can move in one turn.
The arrow is indicating the path and which square it moves to.
The health bar is at the bottom of the unit.



At each turn, the current player's own unit has a blue health bar, while the current player's enemy has a red health bar.



When the player's unit is adjacent to a building, after the player's unit finishes its move phase, click on the building. Then a window will pop up, asking if the player wants to occupy the building.

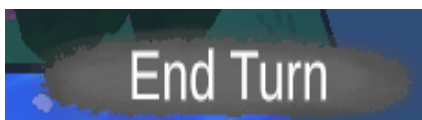




After the building is occupied, the player can click on the building. A window will pop up. The player can then recruit units using its gold. Then the unit will show up in front of the occupied building.



At the bottom left corner, there is information of the current player, indicating player's income each turn, total gold remaining, and current player's name.



At the bottom right corner is a "end turn" button. Player clicks on that button to end its current turn, and the turn switches to the other player.