**Initial page**

Welcome and congratulations on picking up this rule book against our human nature to avoid being told what to do! We highly suggest you glance through this book as there is a lot to learn about the core mechanics of gameplay.

Slay is a strategic game about conquering your enemies to be the last man standing. Grow your land and outnumber your foes to acquire victory!

**pages 0 and 1**

1. there are four levels of units: peasants, spearmen, knights and barons
2. capitals have the same power as a peasant and castles have the same power as a spearman
3. movable units can be upgraded to the next level with money
4. movable units can also be upgraded by combining existing units

You can find several different **units** in Slay in four different strengths. From lowest to highest they are **peasants** and **capitals**, **spearmen** and **castles**, **knights**, and finally **barons**. Movable units can be upgraded either by purchasing the next level or by combining the region’s existing units.

**pages 2 and 3**

1. each unit protects the tile they stand on and every connecting tile of the same color
2. for each level of unit a higher level unit is needed to break the protection or to destroy the unit itself.
3. only exception to this rule is the highest level units which can destroy each other.

Each unit has an **effect range** spanning the tile it stands on as well as all surrounding tiles of the same color. To conquer land protected by an enemy unit a higher power level unit is needed. As an exception, barons can additionally destroy other barons. Trees and graves can be destroyed by every other unit.

**pages 4 and 5**

1. every tile in a region unobstructed by a tree generates money for the capital
2. movable units get paid each round from their own region
3. higher level units are more expensive

Every region has their own **income** and **finances**. A region consists of connected hexagon shaped **tiles** of the same color and its income is generated from each of these tiles unobstructed by a tree. This **money** is used to pay **wages** to movable units in the region in the start of the owner’s turn. Higher level units cost significantly more than the previous level.

**pages 6, 7 and 8**

1. this example region has 5 tiles without trees so it generates 5 coins every turn
2. there are two peasants who each get paid 2 coins every turn
3. with this equation the capital earns 1 extra coin every turn
4. when the enemy team steals tiles from the region the units draw more wage than the land generates exhausting the region’s savings.
5. when the capital runs out of money every movable unit of the region dies and turns into graves.

This is an example of a functional region. It starts with 5 tiles and no trees therefore it **generates** 5 coins each round. After that the region **pays** its 2 peasants 2 coins each. With this equation the region **saves** 1 coin every round.

When the enemy conquers land from this region it exhausts its savings until the capital can no longer afford its units. **When the money runs out all of the movable units within the region die and turn into graves.** Graves will then turn into trees on the owner’s next turn.

**pages 9 and 10**

1. another effective way to tackle enemy units is to split their region
2. splitting a region will create a new capital on the other side with no money. If the new region doesn’t have enough tiles to support its units they will die.
3. the old region keeps its savings unless the capital is directly broken.

**Another effective way to defeat enemy units** is to split the region they inhabit. **Splitting a region creates two separate regions with their own separate money pools.** The old capital keeps its savings unless directly broken whereas the new capital created has no savings to start with resulting in the death of all units in the new region if the amount of tiles lacks.

**pages 11 and 12**

1. trees can quickly become a problem as the tiles they stand on make no profit.
2. spruce trees grow in the middle of the island and have a chance of spreading on tiles with two or more connecting tree tiles.
3. palmtrees only grow on the edge tiles next to water but spread faster. Only one palmtree is required for new ones to grow

**Trees** can quickly become a problem if left untreated. **Spruces** grow inlands and have a chance of spreading on a tile with two or more connecting tree tiles. **Palm trees** are more likely to spread and require only one tree to start with however they only spread on tiles next to water.