

Guide to Slay

Index:

About:	1
Starting a game:	2
Game Interface:	3
The Rules of the game:	4
Protection System:	5
Economy Systems:.....	6

About:

This is a recreation of the game Slay, originally created by Sean O'Connor in 1995, But with over the internet multiplayer.

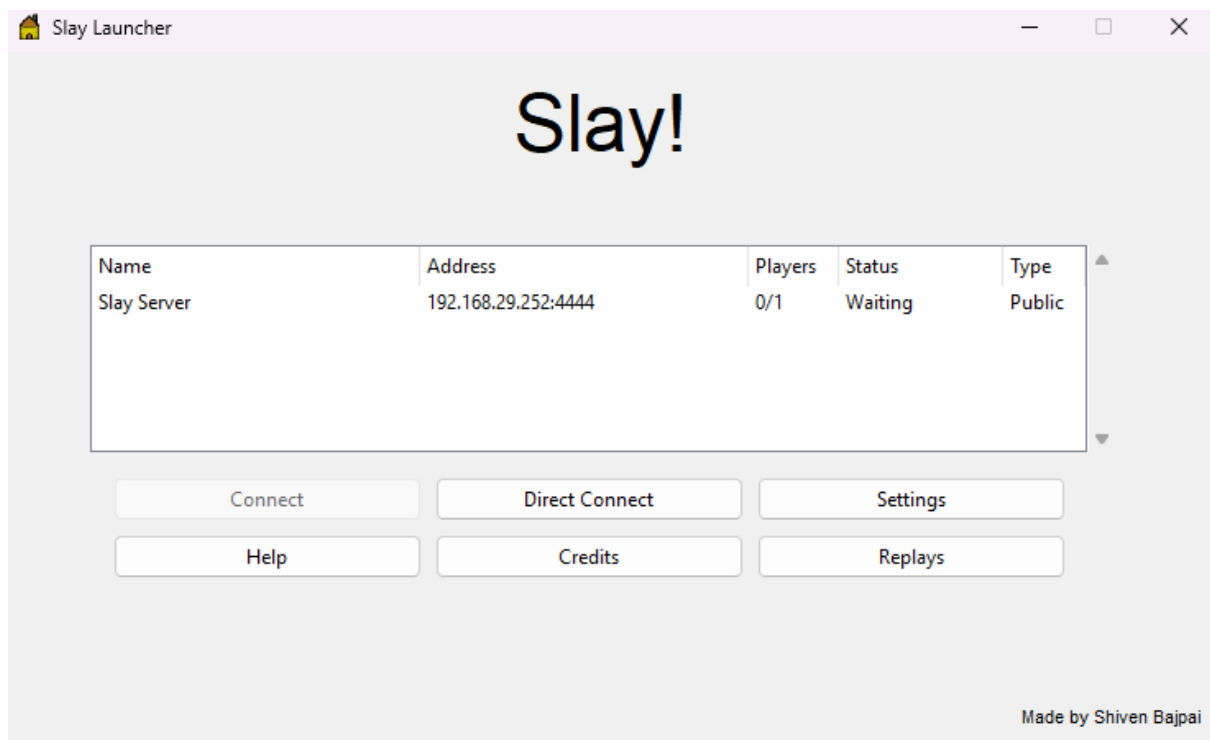
Starting a game:

To start a game of slay you must first connect to a game server, you can do this using the direct connect menu in the launcher.

In the direct connect menu enter the IP and port of the game server and password(if applicable) to connect.

Alternatively if the game server is being hosted on your LAN and has discovery enabled then it will show up in the server list where you can select it and then use the connect button to connect to it.

1: The Launcher main menu



Once you have connected, you will face a waiting screen until sufficient players join the server and the game can begin

Game Interface:

The game interface has 3 simple parts

- 1) The map
- 2) The sidebar
- 3) The end turn button

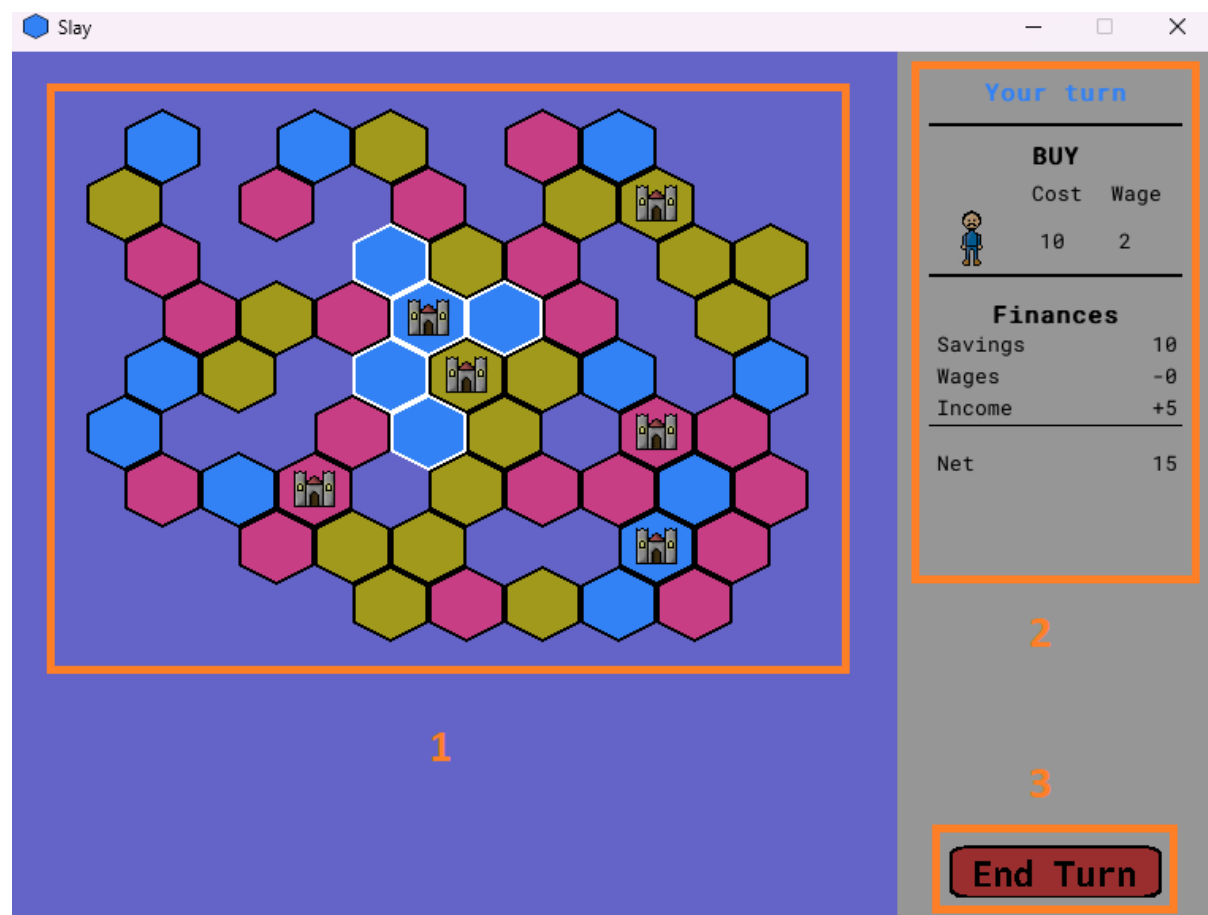
The map displays the current state of the game.

You can play units using drag and drop mechanics.

Similar drag and drop mechanics are used to purchase from the shop

Use the end turn button when you're done making all your moves for the current turn

2: The Game Interface



The active city and its land will be highlighted with white outlines. Simply click on land belonging to a certain city to select it. The information on the side panel always corresponds to the active city and the shop displays options based on the active city.

Anything you purchase from the shop can only be used by the active city that purchased it.

The Rules of the game:

The main objective of slay is simple, To take control of the entire map.

The game ends when only cities of one player are left standing

(In games containing bots, it alternatively also ends when the last human player loses their final city)

To achieve this goal, you must capture more land

Capturing land requires units

There are 5 types of units in slay

3: The units of slay

BUY		
	Cost	Wage
1 	10	2
2 	15	-
3 	20	6
4 	30	18
5 	40	36

- 1) The peasant
- 2) The outpost
- 3) The spearman
- 4) The baron
- 5) The knight

The outpost alone is stationary and cannot be used for capturing, and is a defensive unit instead

All units besides the outpost also come with a per turn cost for upkeep besides their purchase cost.

If the city runs out of money to pay for its units, All the units shall perish in the next round. Leaving behind graves

Protection System:

Every cell on the map that is attached to a city is “protected” by adjacent allied cells.

So For an enemy unit to capture a cell. Its tier must be higher than the tier of the unit on the target cell or on any of the cells neighbouring the target cell.

Cities provide the same level of protection as peasants.

Therefore you need spearmen or higher to take over cities and surrounding land

Outposts provide the same level of protection as spearmen.

Therefore you need barons or higher to take over outposts and surrounding land

Placing your forces around your highest tier units Is a good bet as any enemy force would have to have an even higher tier unit to chip at your forces.

Economy Systems:

The economy is relatively simple

For every piece of land you own. Your city gains 1 gold in income every turn

Your city spends some of this gold in wage costs for your soldiers

Any leftover gold gets stored in the city's balance

You can spend this balance to purchase new units

There are also trees. Any piece of land covered by a tree does not produce income.

Hence it is important to balance removal of trees besides whilst fighting your enemies.

Trees are randomly placed at the start of a game and then spread across the map.

Different trees have different patterns of spreading.

Pine trees spread slowly in all directions

Palm trees are dangerous and spread quickly but only along the coastline.

Graves left behind by units also turn into trees after a turn

If the land on which a city is located is captured, it will relocate if possible.

But any money stored as balance in that city will be lost.

If the land of a city is separated into two parts by an attacking force.

The section no longer connected to its city will become a new city, with no money in its balance

Income and wage cost of both cities will be recalculated depending on the land and units connected to them

Thus cutting off your enemy's forces from their city is an effective tactic. As the new city formed will not have any balance or sufficient income to keep up the forces now in its land and the entire encircled force will likely perish next turn.

Those are all the rules of the game. Even with those basic rules, many a strategy can be formed.

Have fun