

Game Rules-

Castle Rules-

Castles are very essential in winning the game as they are not only the only source of troops but also very powerful defensive and at higher levels offensive tools. All castles will attack targets in their tiles and regen hp when not attacking.

Castles-

castle level 1 "Wood Outpost" - a small undermanned wooden castle the humble beginning for any great castle that is going to struggle in combat.

castle level 2 "Black Stone Fort"- A solid stone fort with an actual garrison great for mustering troops, will have the ability to repel small attacks and tank a good deal of punishment

castle level 3 "Iron Keep"- A true Bastion that will break most armies before breaking itself

castle level 4 "Gold Castle" - The final stage of any castle is an opulent and technological marvel with the ability to hit targets outside of its immediate lands. They will win a game.

Initially Building and Upgrading-

By clicking C on an empty or friendly tile you can build on that tile by paying with troops that are in that tile.

No tile -> castle level 1 "Wood Outpost" cost 3 soldiers

castle level 1 => castle level 2 "Black Stone Fort" cost 4 soldiers

castle level 2 => castle level 3 "Iron Keep" cost 8 soldiers

castle level 3 => castle level 4 "Gold Castle" cost 12 soldiers

Growth over time-

Once built all buildings will also upgrade themselves over time

Paying troops does not reset upgrade wait time.

castle level 1 => castle level 2 "Black Stone Fort" takes 15 seconds

castle level 2 => castle level 3 "Iron Keep" takes 60 seconds

castle level 3 => castle level 4 "Gold Castle" takes 180 seconds

Spawning Troops-

You can spawn troops by spending castle levels if your castle is above level 1, you can spawn units by pressing U on friendly castles tiles of level 2 or higher.

Troop Rules-

Fighting-

Troops will move to and fight any troop in the same tile as them.

Controls -

You must click near the center of a Hex Tile for any control to be counted.

Press U and click on friendly castles of level 2 or higher to spawn a unit.

Press C and click on empty tiles with 3 or more friendly units to build a castle.

Press C and click on tiles with a friendly castle with friendly units to upgrade the castle(assuming you have enough units)

Press S and click to indicate a start location.

Press E and click to indicate an end location.

Pressing S or E and clicking that completes a start and end pair will send one unit from start tile to end tile but does not delete start or end location thus may be repeated by pressing again.

Pressing A and if a start and end pair is complete will send all units from start tile to end tile but does not delete start or end location.

Personalities-

All personalities will use different strategies and talk to the player during the game.

Difficulty 0 ZERG RUSH -

A stupid strategy of attacking with everything very early on that is highly effective in other games less so in this one.

Difficulty 1 FAT BASTARD -

A fairly effective but very predictable strat that will try to consume the map and place castles everywhere. Would be much more effective if his charge was not blunted by the need to eat and build castles on the path to attack.

Difficulty 2 Ranger -

The first AI with a real complex strategy. Their units will spend most of their time outside their castles and will try to fight you out in the open if possible. Will attack and retreat as needed and will switch between an offensive and a defensive mindset.

Difficulty 3 Alliance

Prepare for a siege, this castle building people will build high walls and break you under their feet I suggest stopping them before they do

Difficulty 4 Hoard - My favorite

MEET THE WANDERING ORC HOARD, their wandering units will attack any units caught out in the open they will wander and build camps when they run into each other(this was really hard to make). They will feint, they will attack in force, they will retreat. BE READY.

Difficulty 5 FAT GOD -

A better fat bastard that will consume the world and you quickly unless you stop him.

Comments-

Besides the code in Clash Loyal the whole code base is mine I did not take anything from anywhere else.