Combat Narrative Description

\*The descriptions below are focused purely on the player feelings and the visual and audio sensation during combat and do not cover mechanical aspects of the gameplay. For mechanics: check GDD Chapter: 3\_The\_Tactical\_Map´s\_Gameplay. Important audio and visual elements are highlighted in blue and can be found in detail respectively in the Audio\_Itemslist and particle\_effects\_list the document.

A battle awaits!

You have seen an opponent on the map – a horned lion is standing between your tribesman and a valuable copper resource on the footsteps of a bush forest mountain. The beast has to be defeated! You have 3 tribesmen ready to face this fears wild creature in combat – one of them – Eron - is armed with a long stone spear, the second one – Ghudral - with a bow and bone arrows and the last one – Olaf - with a giant stone club. You feel confident that your man will prevail and order them to attack by clicking the move command for the stack and choosing the map tile occupied by the beast. On the map you can see a pulsing red trail on the tiles between you and the horned lion. You hear an attack shout from your units and hear them marching through towards the enemy. When your forces collide on the tile with the beast, you hear a battle drum sounding and slowly fading away in long echo while the view on your screen changes completely from the world map to the combat map in a blurry zoom like effect.

In the next moment you are viewing the combat map from behind the shoulder of your middle unit, facing the dreaded monster in front of your man and the camera moves above and around and centers at a side perspective towering above the battle field and giving you a view of your man on the one side and the enemy on the other side of your screen. The echo of the battle drum has now faded away, melted in soundtrack in the background very different then the soundtrack you were hearing moments ago while you were still viewing the world map. This music is more intense, faster, and wilder, a strong primeval beat from drums makes your shoulders shrink and your breathing fastens. A savage battle is about to begin.

As the attacker, you have the first move and you want to make the best of this advantage. The first unit you may order is Eron. He is surrounded by a shivering aura signalizing you that it is his turn to take action. Your experience and battle intuition tells you to place him in front of Ghudral, your archer, in order to protect him and stop the charge of the beast with his long stone spear. You move him just by pressing on the tile you have chosen him to be. You know exactly how far he can move, because all tiles within his range are marked with a green outline. By hitting the spacebar you continue to the move of your second unit – Ghudral is now surrounded by the aura of action. He is already protected by Eron, so you do not wish to move him, but maybe you can shoot an arrow towards the lion?