3 minutes of Game play

„Before Legends“  
(Work Title)

Before starting a new game.

When entering the main menu and clicking on “New Game” the player is confronted with the first decision required – choosing the “Settings for the Game”.   
Which parameters can the player adjust?  
- Map Size – the hexagon tile quantity on the X;Y scale of the generated map. This will determine the size of the map;  
- Climate – the player can tweak on parameters such as temperature and humidity to further customize the world in which he/she will set their journey in;  
- Victory conditions – here the player has the chance to choose one or multiple victory conditions for his/her game or ,alternatively, the player can choose no victory conditions – endless game;  
- Tribe appearance – the player can customize the look of his/hers tribe by setting color values from a color table for skin and heir(beard for males), as well as shapes of hair and beard from a table with pre-modeled options; during this appearance customization the player has in front of him a model of a male and female unit in order to observe the changes he/she undertakes during this phase.  
- Name of the tribe – after deciding on the appearance of the tribe, the player can type in a name for his/hers people.

The first round of the new game

When the game starts the first thing the player can see is the current view of the world map. This view is very limited and contains only few tiles in every direction around the tile where the players starting units are spawned. The rest of the map is covered by the fog of war.

The player has 2 units in the tribe in the beginning of the game. Both are on the same map tile and clicking on the unit stack the player can do several things with them:  
- check the unit details – a command which activates a pop up containing the unit stats; in this pop up the player can re-name the unit to his/her liking;  
- move the whole stack – the player can chose to move with all units in the stack; a unit can usually move by 2 tiles per round;  
- move a single unit – the player can split the tribe and send the units in different directions;  
- interact with the map – a unit can collect items available on certain map tiles; such items can be of benefit to the player in few ways: they can help the player “heal” units after combat (food items), or they can be used to upgrade the stats of the unit (resource items); such collectable items can be invested in new units; the maximum unit count the player can have in the game is 7 units;   
- if there is an opponent unit on a tile next to players unit, this unit can attach the opponent

In the very first round the player notices no opponents around him and decides to start exploring the map. He/she moves both units as a stack in one direction, thus placing them on a neighboring map tile and revealing all neighboring tiles (all tiles around the newly entered tile are uncovered from the fog of war). The decision to move both units in a stack pays off, because on one of the newly uncovered map tiles an enemy unit appears. The players learns quickly that moving all units together is safer, but limits the exploration speed and the collection of items from various tiles as such items are limited on one tile.  
In this case however the decision was good, because the spawned opponent is a strong one: a horned lion. This opponent can hardly be challenged by a single unit.

The player is optimistic and thirsty for adventure and decides to engage in battle with the horned lion. The units were moved by one tile only in this round, so the monster can be attack straight away.

The combat

After the attack command is gives (which is simply moving the player units on the tile where the monster is) a second screen opens – this is the combat map. The player doesn’t see the world map anymore and can focus on the battle.

The combat map is similar to the world map in its construction: it is split in hexagon tiles, those are however occupied only by one unit a time (no unit stacking possible) and the background is similar in appearance to the world map tile on which the battle takes place; so if the horned lion was on a savanna like terrain on the world map, the combat map is also savanna like in appearance.

The player moves his/hers units on first, because the player was the attacker in this example. After the moves are depleted, it is the opponents turn to move, then the player and so on. In the combat map a unit can commence two actions – move and attack. How good a unit can attack or defend himself, or deal damage as well as take damage depends on the units stats.

The player emerges victorious from the battle, however on a very high price. The player lost one of his/hers units to the horned lion and the second unit was heavily injured. There is however a great reword for the player for defeating this foe – as loot from the battle the player may collect the horns of the lion - an item, which can later be used to upgrade a unit.

The battle was the last move for the first round, so the player can click the “end turn” button. If there would have been other opponents visible on the map now it would have been their turn to move and depending on their behavior maybe attack the players units. The player is lucky and there is no danger for him/her.

In the second round the player decides to move to a neighboring forest tile (consuming one move) and with the second move to order the unit to collect some food from the forest – this will help the unit recover the health lost in the battle with the lion.

In the following turns the unit is fully recovered and the player managed to collect some more items – enough to invest in a second unit. With doubled unit numbers, the player recovers his/hers confidence and moves the tribe to new unexplored parts of the map.

The adventure continues.