





# ABOUT



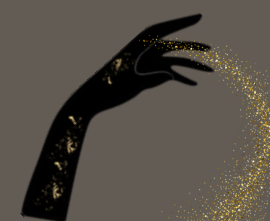
GAME PLAY



TURN BASE  
BATTLE



CHARACTERS



SPELLS



# GAME PLAY



THE PLAYER WILL START AT THEIR FORTRESS (RANDOM POINT IN MAP)  
EVERYDAY, THEY WILL EXPLOIT RESOURCE AROUND THE FORTRESS.  
MUST BE UPGRADE FOR MORE RESOURCE PER DAY.  
THEN, THE PLAYER CAN BUILD AN ARMY TO EXPEDITION OTHER KINGDOM



+15/day



+10/day



+07/day



+10/day



+15/day



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# VIKARYS KINGDOM

## TOWNHALL

AT YOUR FORTRESS, YOU CAN LOOK OF: INVENTORY, ARMY UNITS, ARRANGE, BUILDINGS,... UPGRADE FOR MORE POWER TO DO EXPEDITION OTHER KINGDOM

### TOWNHALL

LEVEL: III

GOLD: 1300

RUBY: 1200

IRON: 2500

STONE: 2800

WOOD: 2800

WHEN TOWNHALL GO TO LV IV, YOU CAN UN LOCK LV IV OF ALL UNIT

**UPGRADE**



LV. 15



20



12



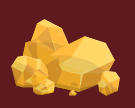
10



10



03



1560



1400



3100



4000



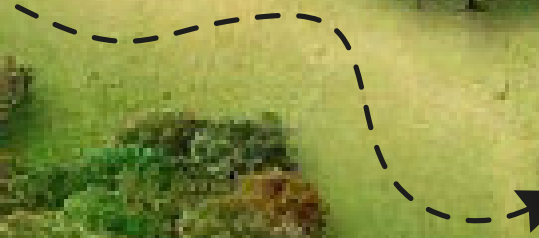
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# TURN BASE BATTLE



YOU



FIGHT

DISMISS

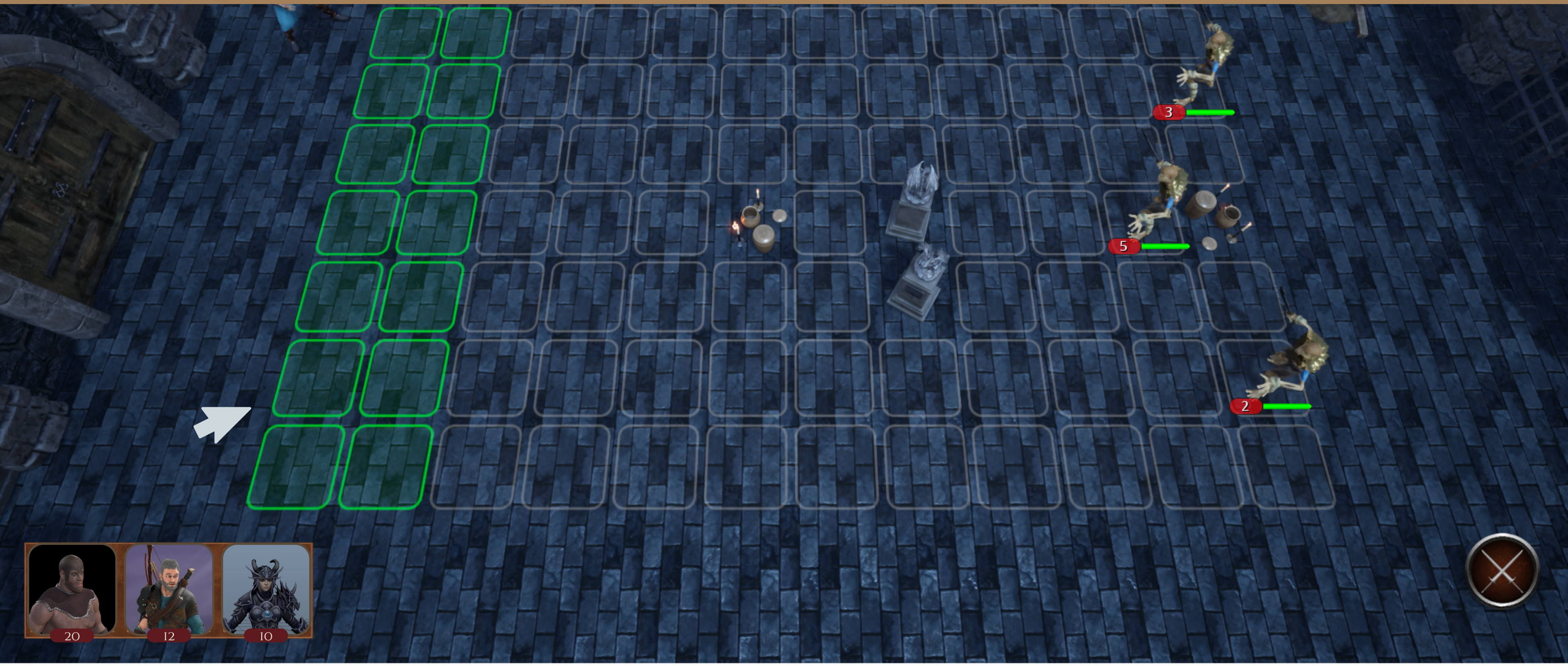
ON YOUR ROAD, YOU'LL MEET SOME ENEMIES.  
IF YOU GO TO BATTLE WITH THEM, THE MATCH BE SET UP.







THE MATCH CARRY ON BY TURN BASE.  
IN YOUR TURN, FIRST, CHOOSE THE UNIT YOU WANT AND SET YOUR TEAM.  
THEN, MOVE ON RANGE AND CHOOSE THE ENEMY UNIT WILL BE ATTACKED  
HEALTH POINT BY: DAMAGED - DEFENDE  
THE ENEMY DEFEATED WHEN THE UNIT BY 0





# CHARACTERS

# VIKARYS KINGDOM



KING DANTE

MANA: 20/20

MAGIC: AIR

EXPERIENCE: 100



60/60

GUARDIAN

ATTACK: 12

DEFEND: 7

UNIT: 30 (MAX)



45/45

ARCHERS

ATTACK: 15

DEFEND: 4

UNIT: 15 (MAX)



80/80

KNIGHT

ATTACK: 25

DEFEND: 18

UNIT: 10 (MAX)



100/100

MORTAL

ATTACK: 40

DEFEND: 18

UNIT: 8 (MAX)



250/250

EMMERALD

ATTACK: 60

DEFEND: 50

UNIT: 3 (MAX)

# IMMORTAL ARMY



FIEKENS

MANA: 20/20

MAGIC: FLAME

EXPERIENCE: 100



60/60

WITCHER

ATTACK: 13

DEFEND: 6

UNIT: 28 (MAX)



45/45

DUTORAND

ATTACK: 19

DEFEND: 8

UNIT: 12 (MAX)



80/80

CLAWS

ATTACK: 30

DEFEND: 12

UNIT: 10 (MAX)



100/100

VOLCAD

ATTACK: 40

DEFEND: 18

UNIT: 8 (MAX)



250/250

SURTUR

ATTACK: 60

DEFEND: 50

UNIT: 3 (MAX)

# IMMORTAL ARMY



GRA'GUIL

MANA: 20/20

MAGIC: LAND

EXPERIENCE: 100



60/60

ORBIR

ATTACK: 10

DEFEND: 8

UNIT: 32 (MAX)



45/45

CHIAKNERA

ATTACK: 20

DEFEND: 14

UNIT: 10 (MAX)



80/80

BORAKAH

ATTACK: 30

DEFEND: 12

UNIT: 10 (MAX)



100/100

TRIDADTY

ATTACK: 40

DEFEND: 19

UNIT: 9 (MAX)



250/250

DROKEH

ATTACK: 60

DEFEND: 50

UNIT: 3 (MAX)



# SPELLS



THE LEADERS CAN USE THE SPELLS FOR COVER TEAM.

CAREFUL WITH MANA POINT TO USE THE SPELLS AT RIGHT MOMENT.

USE IT BEFORE MOVE YOUR UNIT

## FROZEN



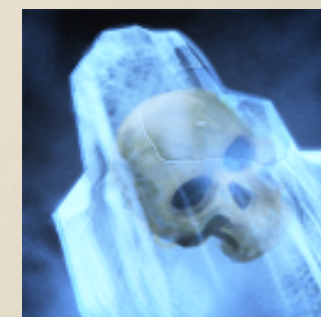
### FROZEN SHIELD

YOUR ARMY WILL BE PROTECT BY SHIELD, DAMAGED COULD DOWN 10%  
MANA: 10



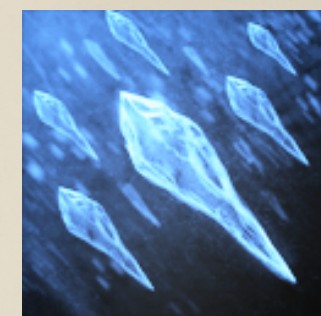
### FROZEN COMET

THE ENEMY WILL BE ATTACK BY COMET, DAMAGE: 20  
MANA: 15



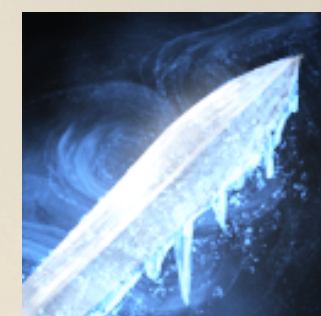
### FROZEN STRINGS

THE ENEMY WILL BE STUCKED IN 01 TURN  
MANA: 20



### FROZEN RAIN

THE ENEMIES ARE UNDER ATTACKED BY FROZEN RAIN.  
DAMAGED: 30  
MANA: 25



### FROZEN RAIN

DAMAGE EXTRA 20% FOR ALL UNITS.  
MANA: 30



THANK YOU!