Skyworld

Game guide

Version 1

Skyworld - Design Document

1 Overview

1.1 Game Goal

Destroy the enemy's castle with your customized deck of cards.
Take over regions, build up an economy, gather resources and improve your deck.

The game is separated in two sections:
- A turn-based Overworld where two players manage their resources. A turn happens simultaneously for both players and ends when both have hit the "end turn" button.
- A real-time battle when the players' generals meet in the Overworld. The table will flip to the Battle Arena.

1.2 Table Controls

- Adjustable in height + forward/backward: Grab the world with either controller and move it up/down or towards/away from you.
- Spin: drag the border of the table to the left of the right.

1.3 Main Menu

The game consists of the following main segments, each with their own page in the Main Menu book:
- **Campaign -** Play the game with a story (including tutorial) and defeat the enemy while your progress through each level.
- **Skirmish -** Play a match against AI.
- **Multiplayer -** Play a match against a human opponent.
- **Options -** (Audio, Language, Graphical settings)

1.3.1: Campaign

Select Campaign from the first page in the book in Main Menu Location.

The game offers a storyline consisting of 8 levels. Each level has a unique layout and story. By completing one level you unlock the next. The first two levels explain the basic functionality of the game. The campaign can be played in various difficulty levels, which can be set if you restart a level from the main menu location.

1.3.2: Skirmish

Select Skirmish from the first page in the book in Main Menu Location.

A Skirmish match is a standalone match against an AI.
You can set the following:
- Your affinity (humans or demons, the difference is cosmetic)
- The Overworld
- The difficulty

1.3.3: Multiplayer

Select Multiplayer from the first page in the book in Main Menu Location.
A Multiplayer match is similar to a Skirmish match, but against a human player.

You can **Create Match** or **Join via IP** (left page), or join an existing match from the match list (right page).

1.3.3.1: Create match

When you create a match you can set it to 'private' and send a password to the other person you want to play with (via mail or otherwise). Press **next** and the password will be mentioned on the page where you setup the rest of the match.

Your match will be added to the list of matches, allowing other players to join that match. The name of the match will be "<your username>'s match. If set to 'private' a lock icon will appear next to the match.

Regardless whether you set it to private or public, you can set the following as host:
- Overworld
- Time per turn

1.3.3.2: Join by IP

If you want to play Multiplayer in an offline environment: Select **Join by IP** to fill in the Host's IP to setup a direct connection with the host.

1.3.3.3: Join Matches

Select a match already set up. If the match is public you can join instantly and you can select your affinity and start. If the match is private you first need to fill in the password on the keypad.

1.3.4: Load game
Go to the load page to continue one of your Skirmish or Campaign sessions.

1.3.5: Credits
A list of the people involved in making the game.

1.3.6: Quit
Quits the game.

1.3.7: Options
- The Option page can be reached through the Menu book in both the Main Menu location and during a match. Opening the book does not pause the game.
- You can open the book during a match or campaign level by pressing **Y/B** with Touch controllers, or the **Menu button** on the Vive and Mixed Reality controller.

The Options pages have the following options:

- **General**:
  - Language (English, French, German, Spanish, Italian, Russian, Korean, Chinese (simplified), Japanese.)
  - Master Volume (0, 80, 100) increment of 5
  - Music Volume (0, 80, 100) increment of 5
  - Voiceover Volume (0, 80, 100) increment of 5

- **Graphics Video:**
  - Graphic Preset: (low, normal, high, very high, custom)
    - Texture quality (medium, high, very high)
    - Terrain quality (low, normal, high)
    - Particle quality (low, normal, high)
    - Shadows (none, low, normal, high)
    - Resolution (0.5-2) increment of 5
    - Anti aliasing (none, low, high)
    - Show clouds (no, yes)

- **Graphics CPU:**
  - Physics quality: (low, normal, high, very high)

Pressing **Y/B** or the **Menu button** closes the book again if you were in a game.

1.3.8: Edit Avatars

In the lower right corner you can access the avatar selection. Choose "**edit avatar**" to select one of the preset avatar sets. The all consist of a torso and two hands.

2. Overworld Gameplay

2.1 Turn-based

- The game is played in 1 Simultaneous turn at a time.
- A turn can be divided in 3 phases.

1. Start Phase

- All resources made from the last turn will be collected.
- Your General's movement points will reset, allowing to move again.
- Your amount of workers is affected depending on the Taxation and Food Rations settings.

2. Main Phase

You manage your resources in your regions in the Overworld:
- Set your Taxes and Food Rations in the Throne room (sub-location)
- Construct buildings and populate them with your workers for more resources
- Move to new regions with your Generals and build watchtowers there.
- Use resources to strengthen your deck by:
    - unlocking new cards in the Lab (sub-location)
    - upgrading cards in the Blacksmith (sub-location)
- Upgrade your defenses by:
    - increasing your castle level (increases base and tower HP in battle. It also unlocks your second general at level 3)
    - fortifying your watchtowers (requiring multiple turns to defeat it)

This phase can have a time limit, depending on the player's preferences.

3. Battle Phase

If your Generals cross paths they can lock into battle. This battle will be activated as soon as both players hit the "End turn" button. After the battle the turn will be over and the next turn begins.

2.3 Regions

An Overworld consists of several Regions.
- Your castle is placed in your home region, lose the castle and you lose the game.
- Each region has a watchtower spot and production hot spots.

○ Some production hot spots give a bonus for a specific type of resource.
● When going through your own region your general can move 6 steps, when you move through neutral terrain your general can move 4 steps, when you move through enemy terrain your general can move 3 steps.

2.4 Watchtowers

● A watchtower dictates who owns that region.
● Watchtowers can only be built on the watchtower spot.
● You can build your own (costs wood, stone and gold) if your general is in that region, but only if there is no enemy general in that same region. Grab the icon above the spot and confirm the scroll.
● You can attack an enemy watchtower with your general if an enemy general is not directly placed next to it.
● You can fortify your watchtower so it will last longer than 1 enemy attack (costs wood, stone and gold) . It can upgraded 2 times. Grab the icon above the spot and confirm the scroll.

2.5 Resource Buildings

● Buildings can be build on designated production hotspots in a region you own.
● Buildings cost wood + gold to build, but generate resources as well.
  ○ Look at the tooltips (point to the building) to see how much it costs and how much it brings in.
● Buildings require worker pawns to become active,
  ○ There is a maximum of 2 workers per building.
  ○ You can add and remove workers by pointing at the building and grabbing (or point and use the trigger) the worker pawn to take them out of the bubble.
● Buildings can be attacked and instantly destroyed by enemy generals. Unless your general stands next to it.
● Position your general next one of your buildings to get a production bonus each turn.
● Own buildings can be destroyed with the hammer tool (found on building panel). You get half the resources in wood back if you destroy one of your own buildings.

2.5.1 List of Resource Buildings

Mill: produces Food (used to feed your workers)
Iron Mine: produces Iron (used to unlock and upgrade units)
Lumberjack Hut: produces Wood (used to construct buildings and watchtowers, watchtower fortification and castle upgrades)
Stone Quarry: produces Stone (used to construct buildings and watchtowers, watchtower fortification and castle upgrades)

Magic tower : produces Magic (used to unlock and upgrade units)

2.6 Worker population

You start with a handful of workers, you can see the amount in the bubble on the Building Panel. Add them to the bubble above buildings to set them to work.

Increase/Decrease

The increase or decrease of your worker population is caused by their state of Happiness. Happiness is directly affected by the Taxes and Food settings (in the Throne Room sublocation). The higher the happiness, the more workers you get. The lower the happiness, the fewer workers you end up with. The population increase or decrease is calculated at the start of a turn.

A worker not assigned to a building still requires food.

2.7 Castle

Your Overworld castle produces a minimal amount of Food, Magic and Wood each turn.
- When this building is taken over by the enemy you lose the game.
- A castle is taken over when an enemy General wins a battle against the castle.
- A castle can be upgraded
  - A castle upgrade has a permanent positive influence on your tower and base HP in the battle arena.
  - You can upgrade your castle to level 5.
  - You unlock your second general at level 3
- An upgrade costs wood, stone and gold.
- Grab the icon in the bubble above the castle to choose the upgrade.

2.8 Notifiers

A set of messages will be shown during the game to inform the player. These messages are:
- error-messages (for example: connection lost)
- gameplay related messages (for example: A general is under attack)

2.9 In-game Menu button

The in-game menu offers the following options:
- **X-button:** Closes the menu

- **Save:** Saves your progress
- **Recenter view:** Recenters your view (doesn't alter table position)
- **Back to menu:** Back to main menu location, this ends the match
- **Exit game:** ends the game
- **Options:** the same set of options accessible in the Main Menu book

3. Menu Panels

Either hand contains the following functionality:
- Panel button (Touchpad center button on the Vive, X/A on the Touch)
  - Building panel
  - Card/General Deck
  - Resource overview
  - Location panel
- In game menu (Menu button on the Vive, Y/B on the touch.)

- If you want to open a panel. Hold down the Panel button. The panel icons will now appear around your hand. Move your hand towards the panel icon you want to open.
- A panel can be closed by shooting the "**x**" button in the top right corner.
- After a panel has been placed it can be repositioned by dragging its border.

3.1 Building panel

This panel lists the available buildings to place in the Overworld and the available workers in your worker pool.

Each building can be picked up and deployed in the Overworld by either grabbing and placing it directly or by pointing and using the trigger to grab, and point and press trigger again to release.

- Tooltips also show each building's construction cost and benefits when active.
- When there are not enough resources to build a building it will be white and semi-transparent. The tooltip shows which construction resources you are missing.

3.2 Deck Panel

The deck panel shows the amount of cards (or units) you have in your overall deck and have assigned to your General decks.

- Each card in your overall deck can be picked up and placed in the general's deck. It will function as an instance of the card, as you can add the same card to all generals.
- Your overall deck will have following categories: all, melee, ranged, air, spells.
- Press the "**+**" button to open the General Deck section of the panel.
  - A general deck consists of 8 cards.
  - Select the tab of your available generals to see their deck.
    - When selecting a general, the world rotates to that general.
  - If your general deck has less than 8 cards it will have a penalty on mana-regeneration and HP per empty slot during the battle.
  - You can re-order the cards in your general deck, this also changes the order of playing them during a battle.
  - Cards cycle during battle and therefore you won't lose the card if the unit gets killed.

The decks shows per card:
- The necessary mana to deploy during battle.
- It's upgrade level (1-4, also visible by its border: wood, bronze, silver, gold)
- A small model of the unit itself.

Point at it for a second and a tooltip appears showing:
- Health (HP)
- Damage per Second (DPS)
- Damage
- Speed
- Range
- Attack type (ground, air, buildings)
- Category type (melee, ranged, air, spell)

Some units have very specific features and their tooltip will show a slightly different list.

3.3 Control panel

The control panel shows two main functions:
- A lever to travel from Sub-location to Sub-location and back to the Overworld
- The button to end your turn.
  - Labels above the button show which player is still busy with the turn.

List of Sub-locations

- **Throne Room:** Adjust your food and taxes settings
- **Lab:** Unlock new units for battle
- **Blacksmith:** Upgrade new units for battle

3.4 Resource panel

The Resource panel offers no interaction, but shows the current state of your resources and also the amount that will increase of decrease at the start of your next turn. It is vital to keep track of your economy.

4. Units

Units are vital to build up a strong enough deck so that you can win battles with your general. As a whole the more mana a card costs the more powerful it is. But since they require more mana you need to balance your deck with cheaper units.

A correctly played cheap card can still take out an unprotected Boss card. It's all about finding the correct counters and powerful combos.

4.1 Unlock units

Go to the Lab to unlock new units in a tech tree for your deck here:

- The tech tree consists of 4 separate branches (Melee, Ranged, Air, Spells) filled with blueprints.
- You need to research earlier units before being able to research a legendary Boss tier card (shown at the bottom of the branch).
- Units require different amounts of magic and gold
- Research is instant
- Multiple units can be researched during 1 turn
- If you don't have enough resources to unlock a unit it will be greyed out.

Interaction
- Grab a blueprint from the tree and place it into the machine. (only possible if you have enough Magic).
- The machine shows the magic and gold cost.
- Pull the lever to confirm the upgrade. The blueprint is now transformed into a unit in your library and moves back into the tree.

4.2 Card Upgrades

Go to the Blacksmith to upgrade your unlocked units.

- Unlocked units can be upgraded 3 levels (bronze, silver, gold).
- Upgrades cost magic, iron and gold.
- Upgrading is instant
- Multiple units can be upgraded during 1 turn
- These upgrades usually give more damage and health, spells have specific upgradable properties.
- If you don't have enough resources to upgrade a unit it will be greyed out.

Interaction
- Grab a unit from your overall deck and place it into the machine. (only possible if you have enough resources).
- The machine shows the costs and upgrade benefits
- Pull the lever to confirm the upgrade. The unit is upgraded and flies back to your deck.

5. Taxes and Food rations

Go to the Throne room, by using the lever on the Control panel.

Interactions
- Taxes can be set in the following steps: none, normal, high,
- Food Rations can be set in the following steps: extra, normal, none
  - If Food Rations can not be set, due to insufficient food, then these will become greyed out.
  - If a ration setting becomes unavailable because there isn't enough food, an audio line will mention this and set the lever to a lower setting.
  - Each setting lists the amount of food/gold that gets added/deducted.
  - On top you see:
    - Your current total
    - The added number because of your setting
    - Your Food production (only on the Food column)

6. Generals

You use a general to take over region to expand your empire so you can build more buildings, earn more resources and get better cards to attack the enemy castle.

- Your castle functions as a stationary general, with its own deck.
- A general is a pawn that can be picked up and moved through the world.
- Each general has several movement points per turn.
  - You can move the most steps through your own region, a fewer steps through a neutral region and the least amount of steps going through enemy terrain.
  - You cannot move through your own generals, or through enemy generals.
  - You can move several times with the same general within a turn, until you reach the maximum amount of steps the general can move during that turn.
- You can look at a General's deck by pointing at the pawn in the Overworld (rearranging units can only be done through the Card panel).
- Position a general next to a building to protect it from another general's attack and give the buildings an additional production bonus.

6.1 Spawn/Revive General

- Buy your first general with gold by grabbing the general icon next to your castle.
- The second castle needs to be unlocked through the Castle Upgrades. This costs gold, wood and stone.
- A general spawns at your Castle spawn hexagon.
  - The 2 spawn points are inaccessible to the enemy.
- When a general dies you can revive him at his spawn spot, this is similar to buying your first general.
  - Reviving costs a turn to take effect.
  - Each time a general dies the gold price for reviving the general becomes higher.

6.2 HP Penalties

- You can move a general to a neutral region that's not next to your borders or an enemy region, but a battle will result in a HP penalty on both towers and base during combat.
  - The same goes for travelling into enemy regions.
- You can battle with less than 8 cards, but each missing card gives you a penalty of 10% on HP on Base and Towers during battle and will give you a slower mana-regeneration.

6.3 Region takeover

A General can take over a region. Target the Watchtower and the General will move next to it and attack it (depending on its fortification it will be instant or multiple attacks over several turns are needed). You can prevent this by standing next to the watchtower.

You take over a neutral region by having a general there and building a Watchtower. There can't be an enemy general in the same region. You don't need to stand next to the building spot to build a watchtower.

When you lose a region your workers will return to your population bubble on your building panel.

6.4 Healing a general

- You can heal a general by grabbing the bottle above him (it appears as soon as he has sustained damage in battle).
- Tip the bottle so the medicine pours out over him.
- Each second of medicine costs gold.
- When the general is fully healed or when the amount of gold has run out the medicine will stop flowing.
- HP Penalties cannot be healed.
- A castle cannot be healed.

7. Battle

Battle is imminent as soon as one general targets another General. Move your general on another general to do so. The general will stand next to it.

If the turn timer runs out you're automatically taken to Battle Arena, regardless of where you were or what you were doing. If both players end the turn the battle also starts.

The battle in the arena starts as soon as a player plays a card.
- A battle consists of **2** players (**1** human player vs **1** human player or AI)
- You win by destroying the opponent's base by deploying cards, both cost mana.
- A mana bar fills up to show how much mana is available, during the battle it refills (mana-regeneration).
- You can play units in your deploy zone, indicated by the coloured line around your towers and base.
  - Spells can be deployed outside your deploy zone too.
- While holding the card you can rotate your hand to indicate the direction you want the units to move.

7.1 Cards

- Units cost Mana to deploy.
- Cards form a hand of 4 cards
- There are **4** types of cards: Melee, Ranged, Air, and Spells.
  - Units can attack ground-units, air-units, or ground and air-units. Some only attack buildings.

  - As soon as you play one card a new card will be added to your hand out of the deck of 8 cards you assigned to that general.

  - When Cards cost too much Mana to deploy they will be greyed out, their indicator will be grey as well, until there is enough mana to do so.

  - Units in battle have

    - a health bar

    - an upgrade number

7.2 Card properties

Cards have several properties like: hit points, damage, attack type, mana cost, movement speed, attack speed, damage per second, unit count, duration. Knowing all about the cards is THE way to a well balanced deck and successful battle.

Swordsman:

They may not be powerful, but there is strength in numbers. Units with a long cooldown are in trouble when these guys approach.

HP: 15

Damage: 3

Attack Speed: 1 per second

Count: 9

Speed: Normal

Targets: Ground units + Buildings

Knight:

A one-man army. He can take a hit and does a lot of damage around him with his swinging sword. He does take a long time to take another swing and is powerless against air units.

HP: 100

Area Damage: 20

Attack Speed: 0.5 per second

Speed: Normal

Targets: Ground units + Buildings

Bomblings:

Fast and deadly. A good bang for your buck. Only ranged units are quick enough to take them out before they get too close. The only drawback, they hit only once.

HP: 3

On Death Damage: 10

Count: 4

Speed: Very fast

Targets: Ground units + Buildings

Battering Ram:

Slow and sturdy. Get this vehicle to a building and it will do a lot of damage. But it is very vulnerable getting there as it ignores everybody.

HP: 125

Building Damage: 15

Attack Speed: 0.33 per second

Speed: Normal

Targets: Buildings

Berserker:

A Boss unit. A fearsome creature that can soak up a lot of damage. He singles out 1 unit to pounce at a time. When low on health he even increases his attack speed. But his range is limited.

HP: 225

Damage: 25

Attack Speed: 1 per second

Speed: Normal

Targets: Ground units + Buildings

Archers:

A cheap unit with a decent range. Good for overall defence and clearing the sky. But they work best with stronger units in front of them.

HP: 7

Damage: 2

Attack Speed: 0.25 per second

Count: 12

Speed: Normal

Range: 5

Targets: All units + Buildings

Fire bowmen:

A more powerful version of the archer, they fire faster but their arrows do area damage and set fire to whatever they hit, resulting in a higher damage over time.

HP: 9

Area Damage: 3

Attack Speed: 0.2 per second

Count: 6

Speed: Normal

Range: 5

Targets: All units + Buildings

Sniper:

The longest range and a powerful shot. Be very alert when a Sniper is played. She can take down units and buildings alike. The long cooldown does make her very vulnerable on the battlefield.

HP: 65

Damage: 60

Attack Speed: 0.17 per second

Count: 6

Range: 9

Speed: Normal

Cooldown: 6

Targets: All units + Buildings

Catapult:

A powerful siege unit as it has a good range and can attack buildings from a distance. But since it only focuses on buildings it needs protection.

HP: 200

Damage: 30

Attack Speed: 0.25 per second

Speed: Slow

Range: 5

Targets: Buildings

Battle Tank:

A Boss unit. It has a lot of health and attacks both buildings and ground units. Your only salvation can come from the sky. With either air units or spells.

HP: 200

Damage: 50

Attack Speed: 1 per second

Speed: Slow

Range: 7

Targets: Ground Units + Buildings

The Operator:

He has a gatling gun. Do I need to say more? He mows squads down like blades of grass. But he doesn't look up and he may look tough, but he's not invincible.

HP: 100

Area Damage: 2

Attack Speed: 6.67 per second

Damage per second: 13.33 per second

Speed: Slow

Range: 7

Targets: Ground Units + Buildings

Battle Balloon:

Your basic air unit. They can take some damage, and dish some out. But mostly they're cheap. They can still save your life if a powerful unit approaches and nothing takes them out.

HP: 20

Damage: 4

Attack Speed: 0.5 per second

Count: 3

Damage per second: 13.33 per second

Speed: Normal

Range: 3

Targets: All Units + Buildings

Battle Blimp:

Strong and slow. The blimp can do a lot of damage to buildings and sails right over the battlefield. But well placed ranged units can take it down easily when left unprotected.

HP: 150

Damage: 20

Attack Speed: 0.25 per second

Speed: Slow

Range: 4

Targets: Buildings

Paratroopers:

These balloons carry a dangerous load. When taken down swordsmen pop out and attack. A nice unit that can bypass danger underneath and take down buildings if left unchecked.

HP: 40

Speed: Normal

Range: 0.3

Spawns units: 5

Targets: Buildings

Flying Fortress:

A Boss unit. Not the most health, and certainly not the fastest, but the Flying Fortress has a very dangerous trick up its sleeve. It drops a bombling every 30 seconds. Look out below!

HP: 100

Damage: 20

Attack Speed: 0.25 per second

Speed: Slow

Range: 6

Spawns units: 1

Cooldown: 30 sec

Targets: All units + Buildings

Dragon:

A Boss Unit. Metal and majestic. This mechanical beast does a lot of damage when you take the continued burn damage into account. And it has a lot of health. It's just very...very slow.

HP: 200

Area Damage: 30

Attack Speed: 0.2 per second

Damage per second: 6

Speed: Slow

Range: 4

Cooldown: 5 sec

Targets: All units + Buildings

Fireball

Cheap and the fastest way to deal damage. Most effective on weak units or units low on health. But every bit helps, even with the big units.

Area Damage: 10

Duration: 4 sec

Burn Damage per second: 0.5

Radius: 3

Freeze

The benefit of stopping an enemy in its tracks and blocking its attacks can be vital. Several seconds without being able to return fire can make all the difference.

Duration: 7 sec

Radius: 5

Charge!

Get a enough of your units together and increase their movement and attack speed. Play it at the right moment and you have a temporarily unstoppable force.

Duration: 7 sec

Radius: 5

Magic Barrier

Throw a protective magic shield over your units. Your units can't get hit by spells and already active spells are snuffed out under the bubble. Handy for both defence and offence.

Duration: 20 sec

Radius: 3

Poison

Poison doesn't work as fast as fire, but is active for a longer period. Added bonus, it leaves a poisonous area for other enemy units to walk through and catch a horrible disease.

Poison Damage per second: 0.06

Duration: 17 sec

Radius: 5

Decoy

A boss unit. It's a fake. A phony! It only looks like another Boss unit. But it can trick your opponent in using important counter units.

HP: 60

Count: 1

Thundercloud

Boss unit. A powerful attack on a single unit. And this cloud stays put for a long while. Even powerful units have a small chance of getting out of this weather alive.

Damage: 30

Attack Speed per Second: 0.91

Damage per Second: 27,27

Duration: 16.5 sec

Range: 3

For all the properties and upgrade values see the Tooltips for each card.

7.3 Base and Towers

Base and Towers and base shoot at the enemy within range.
- Base and Towers have their own health-bar.
- A Castle upgrade level number (A HP increase)
- An HP penalty based on:
  - Shortage of cards in that general's deck (less than 8)
  - Travelling more than 1 region away from your own Overworld borders.

- A damaged base will keep its damage in the next battle with that general, unless healed.
    - A castle general cannot be healed.
- Destroyed or damaged towers will appear anew in the next battle.

7.4 Turrets

- Turrets can be taken over by a player by standing on its spot with units,
    - but without the other player present.
- The turret will fire on towers first and then the base.
- If another player kills the enemy unit(s) on that spot that player can take over the turret. The turret will change color and will now fire on the opposing towers and base.

7.5 After the battle

- The losing general is automatically removed from its tile in the Overworld and goes to their main castle instantly
    - The dead general can be revived for gold and after a turn penalty.
- When the General is out of play it cannot be moved, but a new Deck can be assembled.

8 Player interaction

8.1 Personal space

It is possible for players to rotate the board to watch each other's domain.
To prevent players from moving through each other there is a "personal space bubble".
This bubble fades out the other player (from the player's point of view) when players get too close.

8.2 Seeing each other

Both players can watch the motions of the other player's avatar, but not all results:

Overworld:
- You see placement/movement of Generals,
    - But not their cards
- You can see a building as soon as its placed.
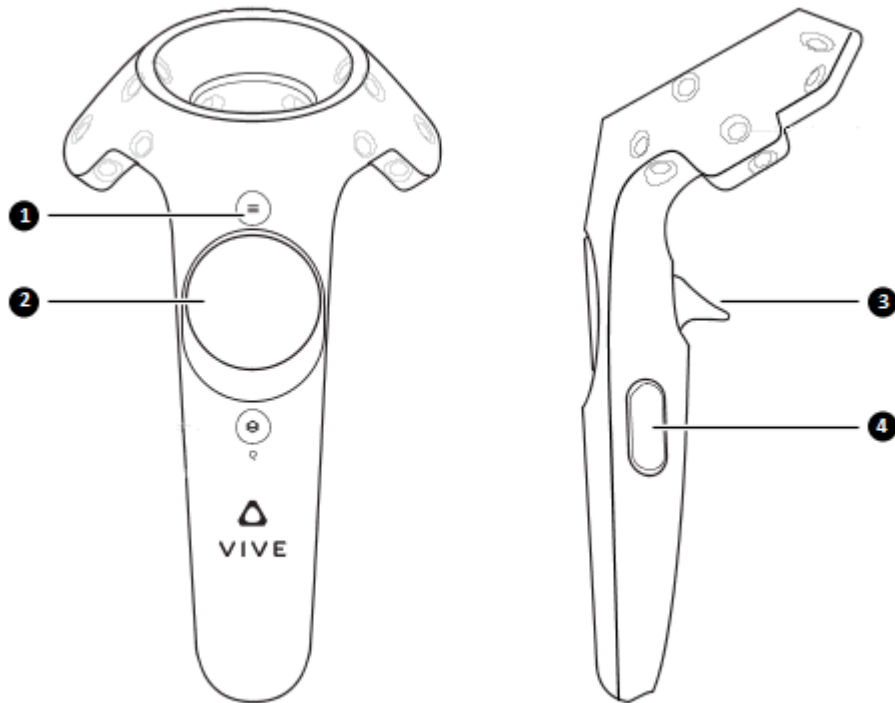   - But not how many workers are in it.

Sub-location:
- When an opponent goes to a Sub-location he or she disappears from the Overworld.
    - Even if you go to the 'same' sub-location you cannot see each others actions.

Battle Arena:
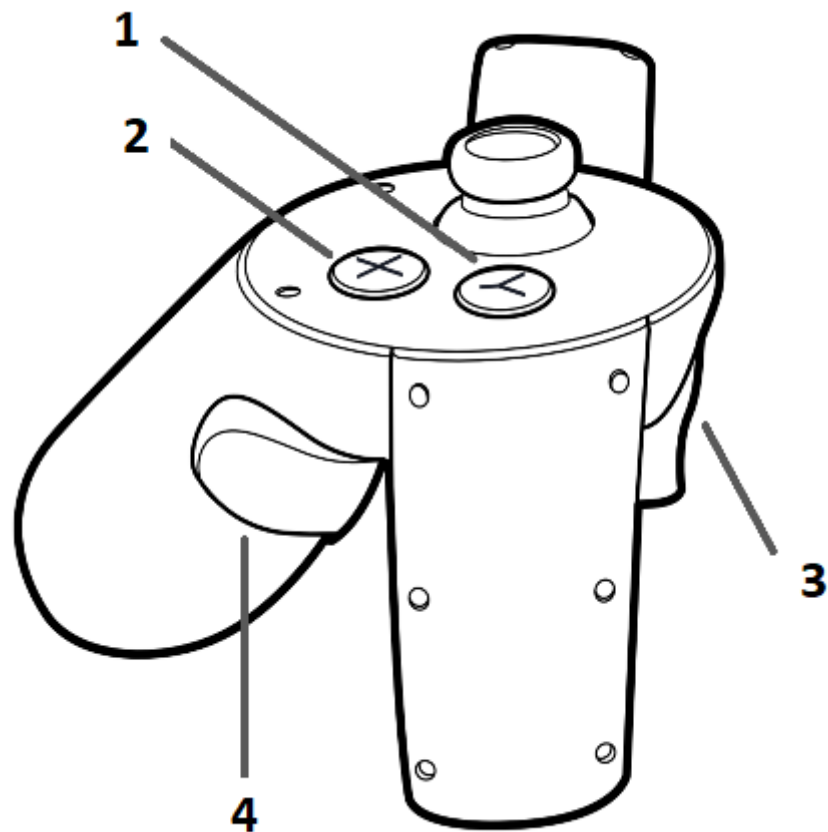- In a Battle Arena you can only see the backside of opponent's cards, not the front.

9. Control schemes

9.1 Vive:

1. Open in-game menu
2. Open all Deck Panel icons
3. Use ranged interaction (buttons, grab from a distance)
4. Grab (pick up items, use levers, position panels, move and rotate table)

9.2 Touch:

1. Open in-game menu (also B)
2. Open all Deck Panel icons (also A)
3. Use ranged interaction (buttons, grab from a distance)
4. Grab (pick up items, use levers, position panels, move and rotate table)

10. Tips & tricks

Keep an eye on the amount of workers. A dwindling amount of workers is the first sign of an economy going down.

Don't forget to unlock your second general. A second general is vital if you want to attack on two fronts, or want to defend two generals coming from two sides.

Expanding your kingdom is very important, but if you still have free building spots in your regions, it may be wiser to fill those up first. Unless you're racing for a specific production spot bonus.

Always try to position a general next to a building. This protects it from enemy attacks and gives it a bonus.

Don't try to unlock every unit, know which units you want to go for. (Of course, experiment against AI to see what works and what doesn't)

A fully upgraded "cheap" card can be more lethal than a powerful unit that has not been upgraded.

If your deck gets beaten during battle, try to change the cards. Perhaps you are lacking a certain type of unit.

Most cards can be countered by other, sometimes way cheaper, units. You win by being more efficient with your mana.

Take over turrets. As they do constant damage they are a good way to take out towers and create a free passage to the base.

Check to see what your opponent is building in the overworld, the types of buildings can give an indication of what he or she is focussing on (cards or defences).

Sometimes moving away from a fight can be a good idea. You can move faster through your own terrain. Losing a general when you know the other has a more powerful deck is pointless, buy yourself a little more time to strengthen or change your own deck.

And lastly, the big one…

Know where the strengths and weaknesses of your cards lie. A well timed, fully upgraded, unit can make the difference between a match lost or won.