

Rules of This Game

Select a building.

V

Build your area (in a red town).

V

Type:Produce

Auto generate units.



Units move and attack
buildings.

V

Type:Defense

Auto defense.



buildings
attack units.

Only infantry (from Barrack) can attack towns.

When you get all town, you win.

About Data

Play Data

This game's play-data is "dat/gmDt.json".

If you delete this data, you can begin again.

You can import/export from "File Menu" or "Dialog" (lower right portion of the screen).

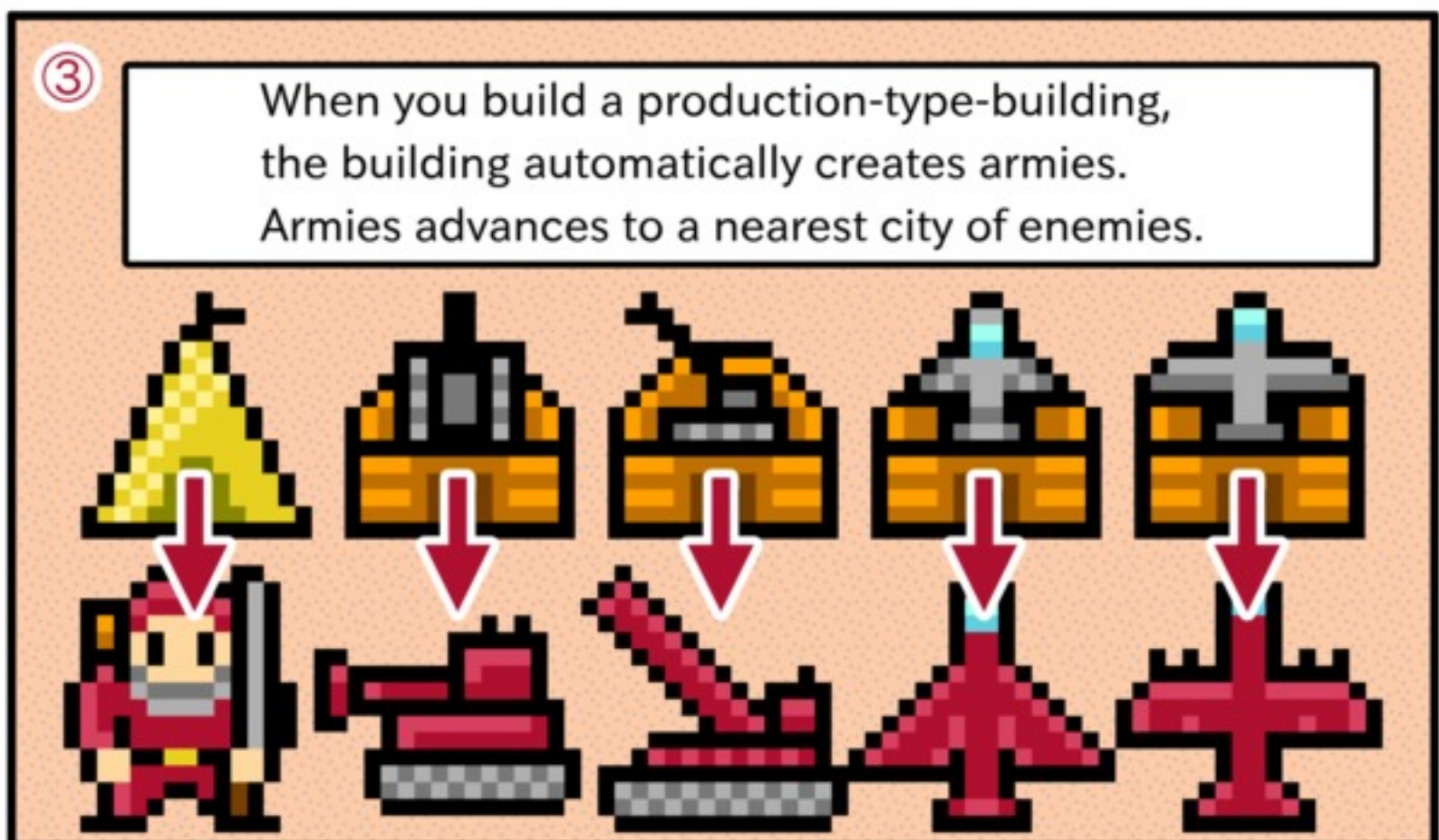
System Data

This game's system-data is "dat/dat.json".

Play Log Data

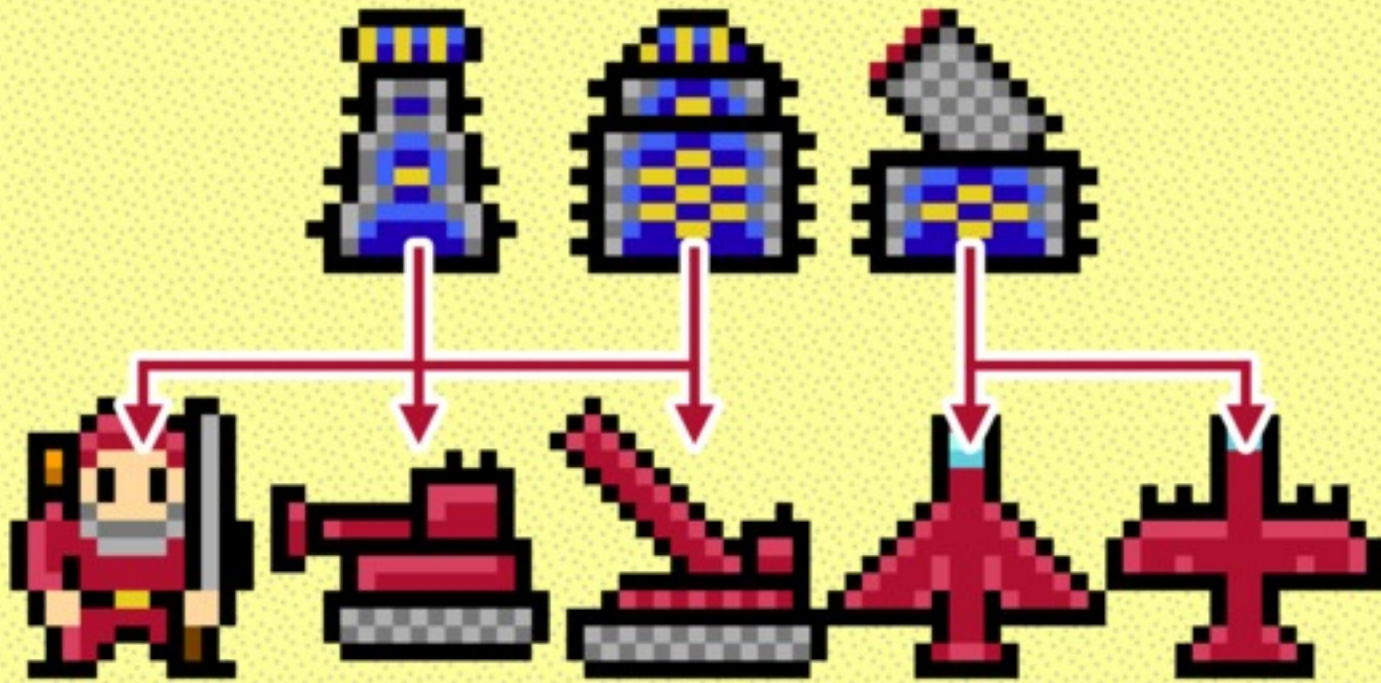
This game's play-log-data is "log/<date&time>-gmDat.json".

How to fight on the battlefield -1-



④

When you build a defensive building, the building automatically attacks enemy's armies.



⑤

Only infantry can occupy cities.

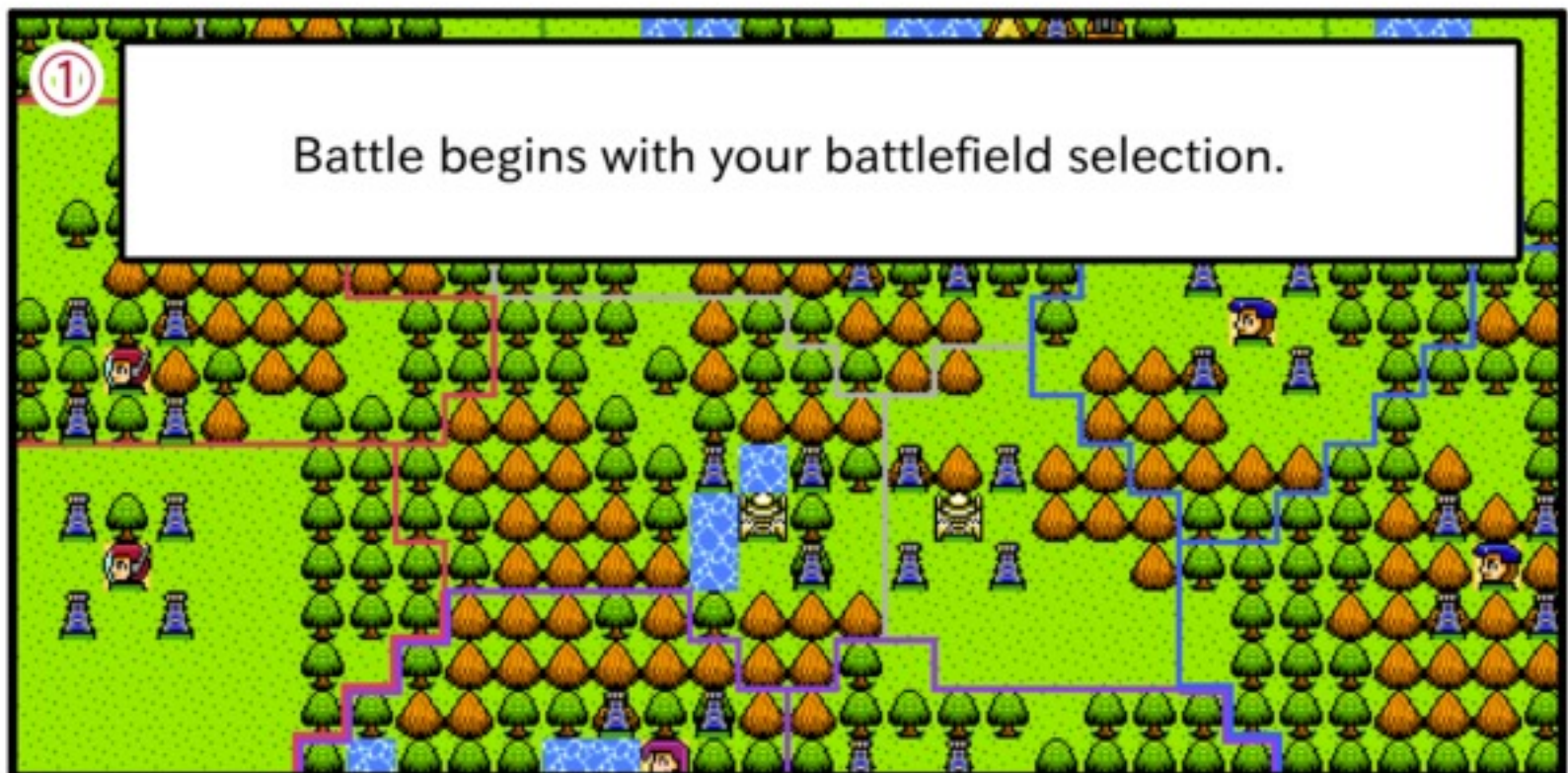


⑥

When you occupy all cities, you end the stage.



Select a map



5

Four maps are displayed at random.
And you can change it any number of times.

Reload button



Please select a map!

Next Stage is 11.
Type: ● Normal



5

As the stage progresses, the game becomes difficult.
The number of towns will increase
and enemy's initial war funds will increase.



Special ability

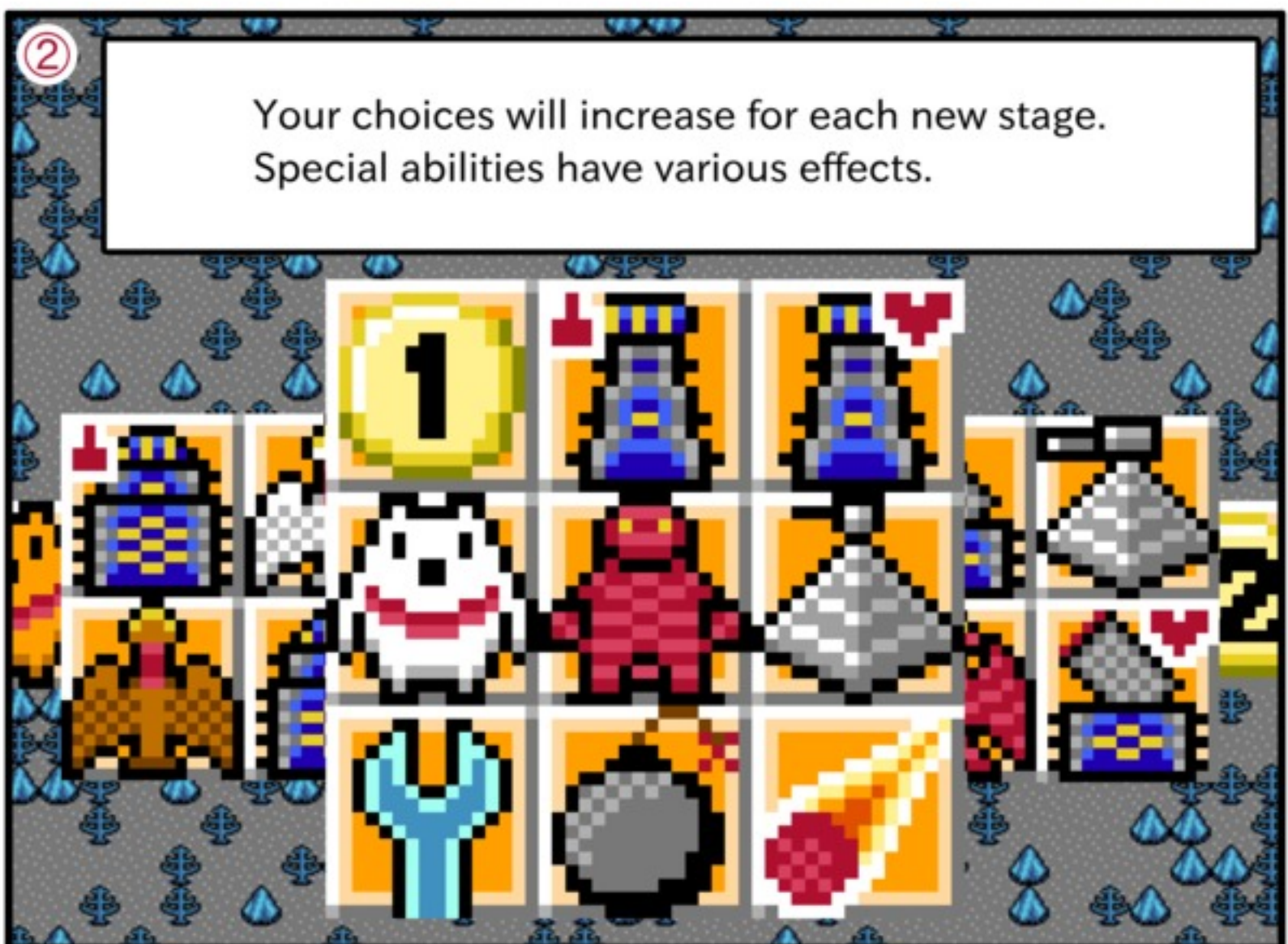
①

When you win, you can choose one building or special ability.



②

Your choices will increase for each new stage.
Special abilities have various effects.



③

Ability to acquire war funds.



④

Ability to increase range and HP for defensive buildings.



⑤

Ability to call bears, monsters and guardians.



⑥

Ability to destroy all enemy units and stop production of enemies for a certain time.



7

Ability to repair
all your buildings
and produce your units
at once.



Repair!

8

Ability to destroy
enemy buildings
at random.



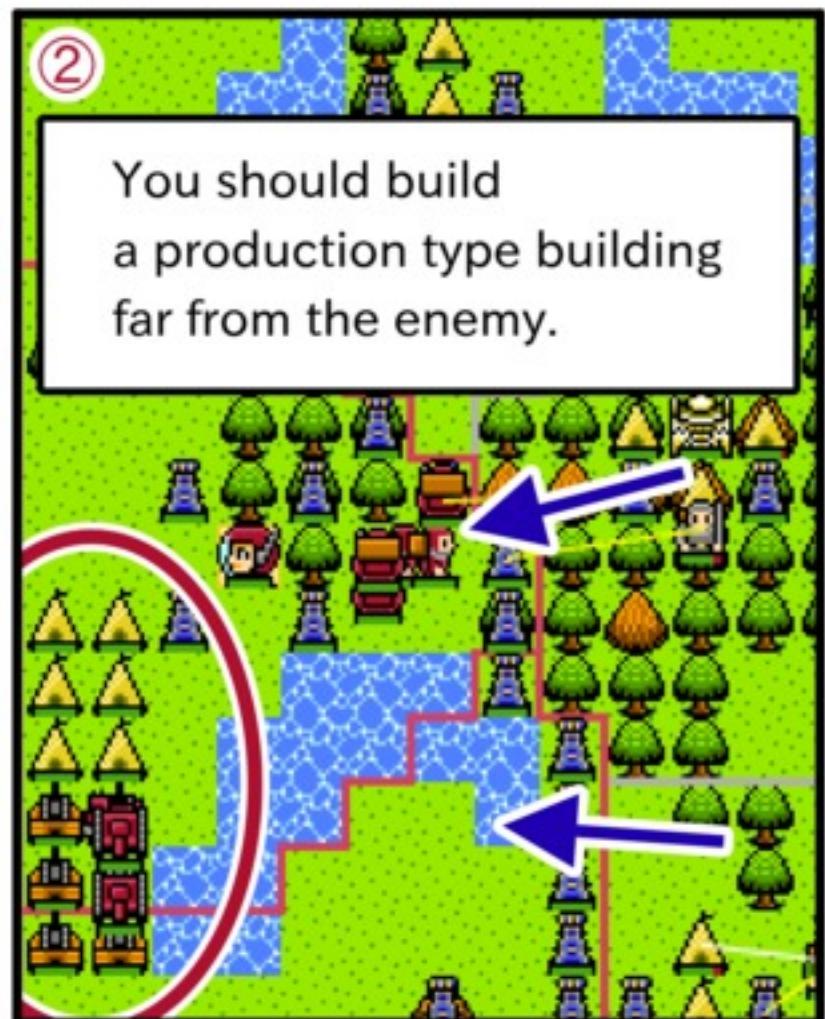
Meteor!

9

In order to acquire special ability,
game strategy changes.

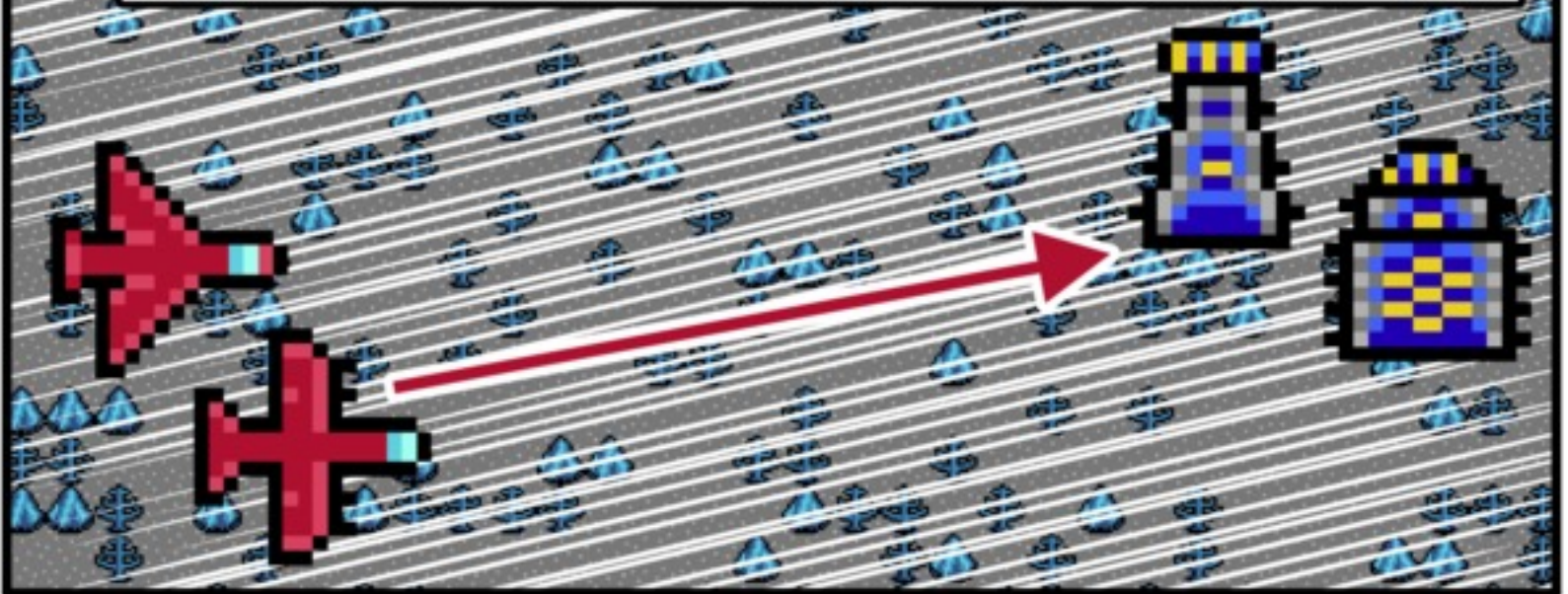


How to fight on the battlefield -2-



⑤

If you have a lot of war funds, you may attack with fighters and bombers.



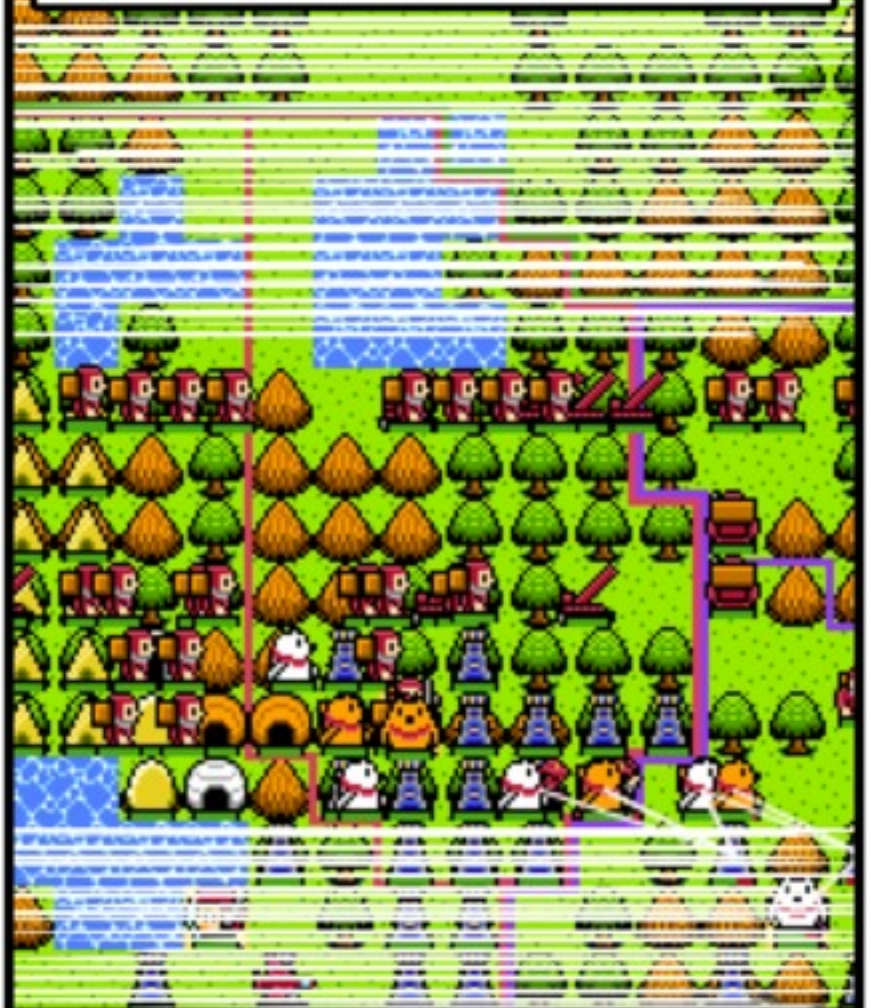
⑥

You should minimize defense and maximize production.

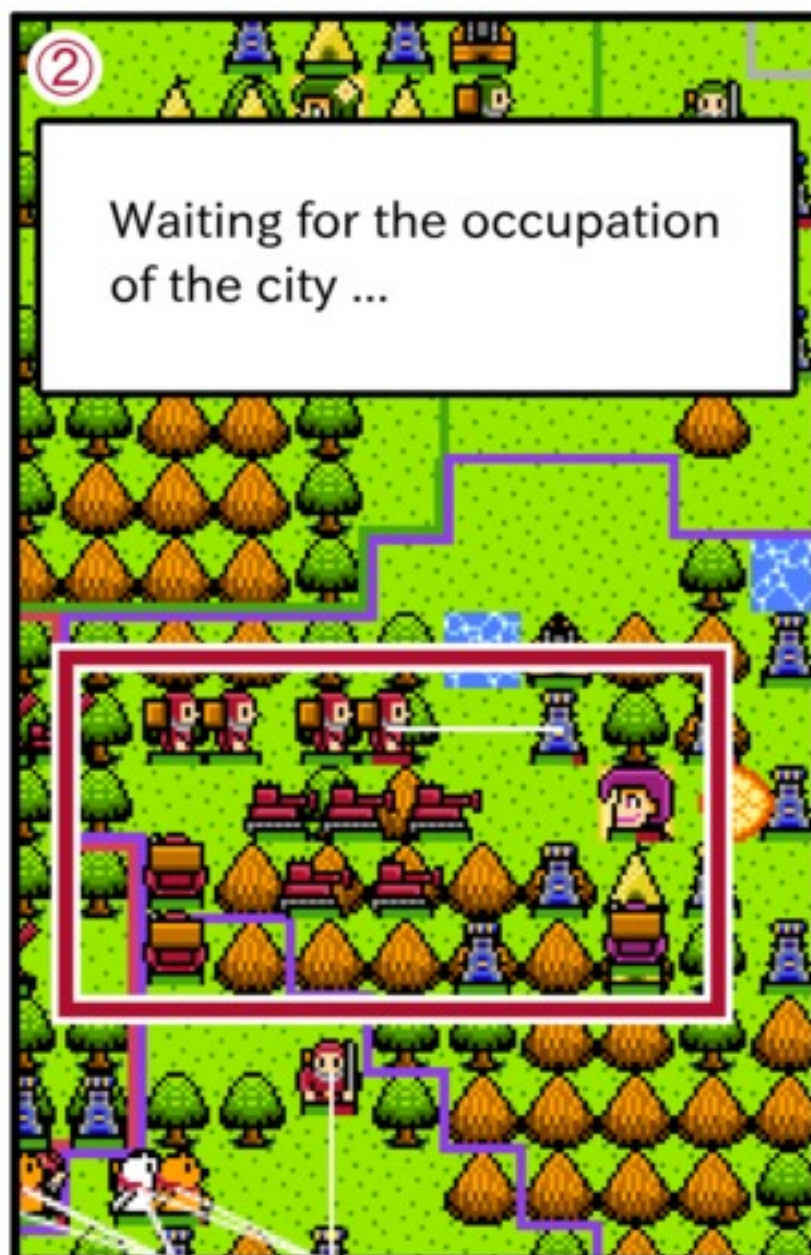


⑦

Let's overrun the enemy with the overwhelming number of units.






Play at high-speed





Parameters

















Building

		Price	HP	Produce Interval (sec)	Attack Interval (sec)	Attack Power	Attack Range	Attack Target
Barrack		50	100	20	0	-	-	-
Tank Factory		150	500	30	0	-	-	-
SPA Factory		450	1000	40	0	-	-	-
Fighter Factory		300	300	40	0	-	-	-
Bomber Factory		1000	600	40	0	-	-	-
Tower		20	1000	0	0.2	5	3	walk,vehicle
Fortress		300	3000	0	0.25	10	4	walk,vehicle
SAM		350	2000	0	0.25	25	5	fly
Den		-	500	20	0	-	-	-
Igloo		-	500	20	0	-	-	-
Egg		-	500	40	0	-	-	-
Guardian		-	1500	0	0.25	10	3	walk,vehicle,fly
Brown Nest		-	500	20	0	-	-	-
White Nest		-	500	20	0	-	-	-
Spotted Egg		-	500	40	0	-	-	-
Big Guardian		-	2500	0	0.25	20	4	walk,vehicle,fly
Barrack 2		150	500	20	0	-	-	-
Tank Factory 2		300	2000	20	0	-	-	-
SPA Factory 2		900	2000	20	0	-	-	-
Fighter Factory 2		600	1000	20	0	-	-	-
Bomber Factory 2		2000	1500	20	0	-	-	-
Floating Fortress		500	6000	0	0.15	50	6	fly
Death Machine		750	6000	0	0.15	15	5	walk,vehicle
Death Orb		1000	6000	0	0.2	20	4	walk,vehicle,fly

Land - Move Cost

		Walk	Vehicle	Fly
plain		2000	2000	2000
town		2000	2000	2000
forest		4000	4000	2000
mountain		6000	6000	2000
water		9000	36000	2000

Unit

		HP	Attack Interval (sec)	Attack Power	Attack Range	Attack Town	Move Type
Infantry		50	0.5	10	2	true	walk
Tank		200	1	30	3	false	vehicle
SPA		500	1.5	100	6	false	vehicle
Fighter		200	1	20	3	false	fly
Bomber		400	0.25	50	3	false	fly
Brown Bear		200	0.5	20	3	false	walk
White Bear		300	0.5	30	3	false	walk
Space Monster		400	1	50	4	false	walk
Brown Roc		200	0.5	20	3	false	fly
White Roc		300	0.5	30	3	false	fly
Flying Monster		400	1	50	4	false	fly
Infantry 2		100	0.4	15	2	true	walk
Tank 2		300	0.6	50	3	false	vehicle
SPA 2		900	1.5	150	6	false	vehicle
Fighter 2		300	0.8	40	4	false	fly
Bomber 2		600	0.2	200	3	false	fly