

# Strazeal Manual





## 1. Intro & Game basics

This manual consists of 10 pages and 3 extra pages.

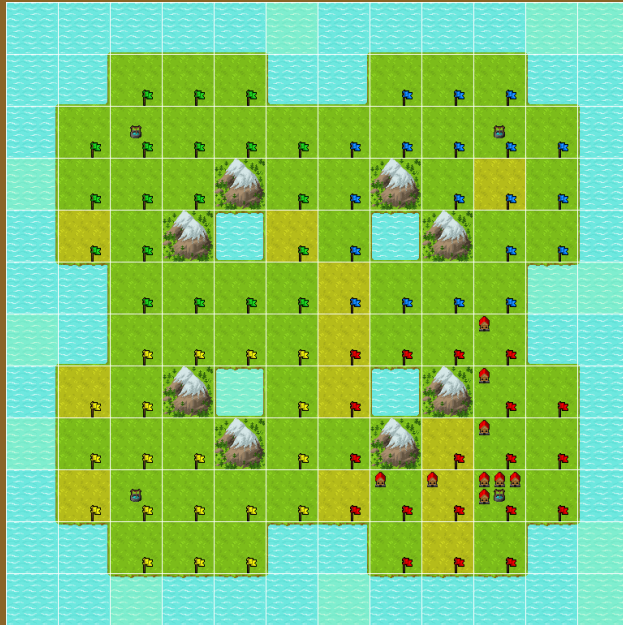
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This is a basic game board. Every player owns tiles indicated by a flag of their own color.

The goal of the game is to capture all board tiles by upgrading tiles (upgrade phase) and attacking opponent tiles (action phase).

Tiles that have a well in their center are base tiles. When base tiles are captured, its owner is conquered and all of their tiles (including structures) will be transferred to the opponent who captured their base tile.

Grass tiles have two different looks, but that is only for decoration.



## 2. Upgrade phase

Players start their turns in the upgrade phase. Every turn they will receive new upgrade points (UP) to upgrade their tiles.

The number of upgrade points a player will receive is equal to the amount of tiles they own divided by 3, with a minimum of 3.

Different tile upgrades have different costs. In this example, Player Red added barracks to their tiles. These can be used to attack other players or to defend tiles.

Tiles can be upgraded by selecting one of your tiles and either clicking an upgrade button on the right of the screen or pressing the key associated to the upgrade. Key associations are displayed in front of the upgrade names. For example: [B] Barracks. One barracks costs 1 upgrade point.

The upgrade phase can be ended early in order to save upgrade points.



### 3. Action phase

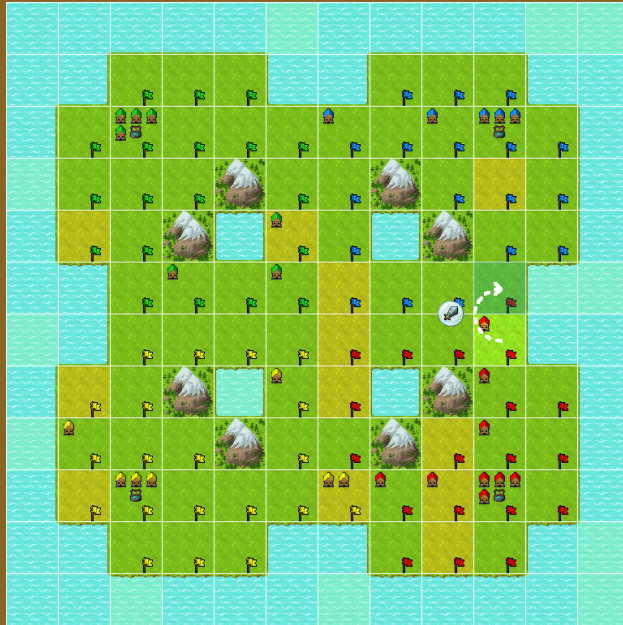
The action phase follows the upgrade phase. Actions will enable players to either move barracks between their tiles (options highlighted in green) or attack other players (options highlighted in red).

These actions can be used by selecting one of your own tiles and clicking with the right mouse button on one of the highlighted target tiles.

Every action costs 1 action point (AP). At the beginning of every turn, a player's action points will be reset to match their number of actions per turn.

Players start with 3 actions per turn. The number of actions per turn can be increased by capturing tiles from other players based on chance.

The action phase can be ended early.



## 4. Attack

Players can attack during their action phase. In this example, Player Red decided to attack a blue tile.

A tile must be populated with at least one barracks in order to attack other tiles. In general, tiles that have more barracks are stronger than tiles that have less barracks.

For example, if one tile has 7 barracks and attacks another tile that has 3 barracks, there is a high chance that all 3 barracks of the other tile will be destroyed without any loss on the attacker's side.



## 5. Walls

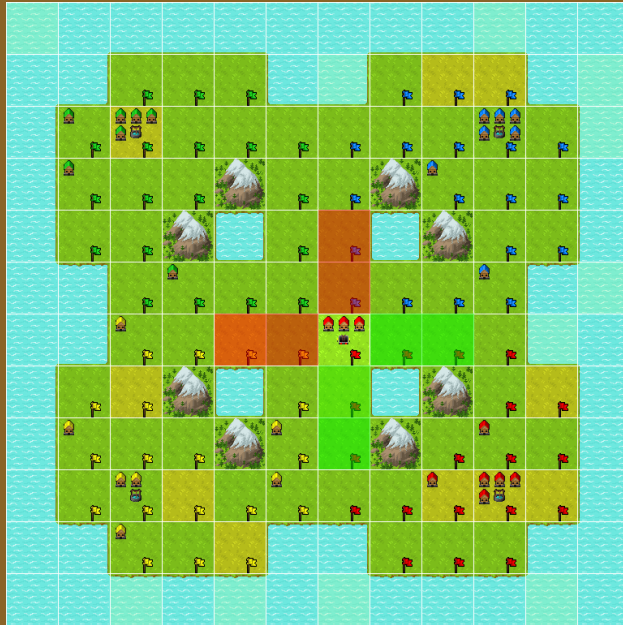
In this example, Player Red upgraded their walls. Walls can be added by selecting one of your tiles and clicking the wall upgrade on the right of the screen.

A wall upgrade costs 1 UP and protects against attacks, but will not retaliate. This can be useful for extra protection.

There are 4 wall levels:

- Level 1: Sticks
- Level 2: Wooden planks
- Level 3: Stone wall
- Level 4: Brick wall





## 6. Undergrounds

Undergrounds will enable the player to use underground attacks to bypass walls or perform long distance actions. Players can move or attack barracks two tiles away at the cost of only 1 action point.

Adding an underground to one of your tiles costs 5 upgrade points. When tiles with undergrounds are captured, their undergrounds will remain and be captured as well.



## 7. Floor strength

In order to defend against underground attacks, players can upgrade their floors with 1 upgrade point.

In this example, Player Red upgraded their floors (as indicated by the floor patterns).

There are 4 floor strength levels:

- **Level 1:** A few wooden planks
- **Level 2:** Wooden planks
- **Level 3:** Wooden planks and some stones
- **Level 4:** Stones and a few wooden planks

When a tile that has an underground attacks from one tile away, the attacking player may use a ground attack (possibly through walls) instead if this is beneficial for the player.

This decision will be calculated automatically when attacking. Leftover defense upgrades will remain when a tile is captured.





## 8. Traps and Towers

A Trap costs 10 UP. When a tile with a trap is hit, it gives 20% chance that the tile will be defended anyway.

Tiles can also be upgraded with towers. A tower costs 15 UP.

A tower attacks through air and will bypass all tile defenses, except for their units. They have a range of 3 tiles to attack.



## 9. Bases

Players will defeat an opponent when capturing one of their bases. The attacking player will capture all the player's tiles including structures on these tiles.

This is quite an achievement during the game, but will also make the attacking player more vulnerable. The player now needs to defend an extra base!

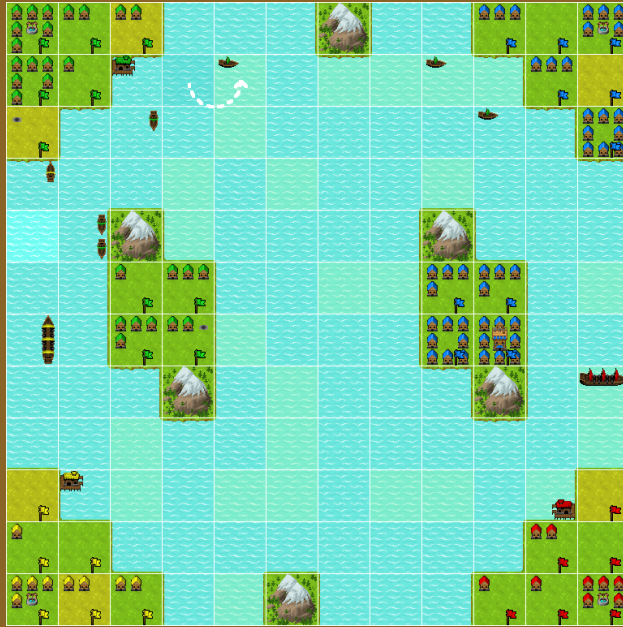
Bases cannot be upgraded with an underground, trap, tower, chimney, storage room, gym or hospital.



## 10. Victory

A player wins the game when all board tiles are captured by that player.

This manual features three extra pages for additional gameplay and special tips!



## 11. Water transport (extra)

In addition to land battles, players can use water to transport and attack. First, a player needs to build a shipyard on a water tile adjacent to a tile owned by that player. Shipyards cost 15 UP and take up the space of 4 boats.

Boats and grand ships can be added to a player's tile containing a shipyard. Boats are as strong as barracks during battles and they can move to land to turn into barracks as well. Eight boats can fit on a regular water tile. They cost 5 UP.

Grand ships cost 25 UP, take up the space of 4 boats and are also as strong as 4 boats. A Grand ship is very strong and has an attack range of 4 tiles, but when a Grand ship is hit successfully once, it sinks directly. Moving a Grand ship costs 2 action points.

Boats and ships can both attack land and be attacked by land. However, only boats can move to land and units on land can never move to water.



## 12. Other upgrades (extra)

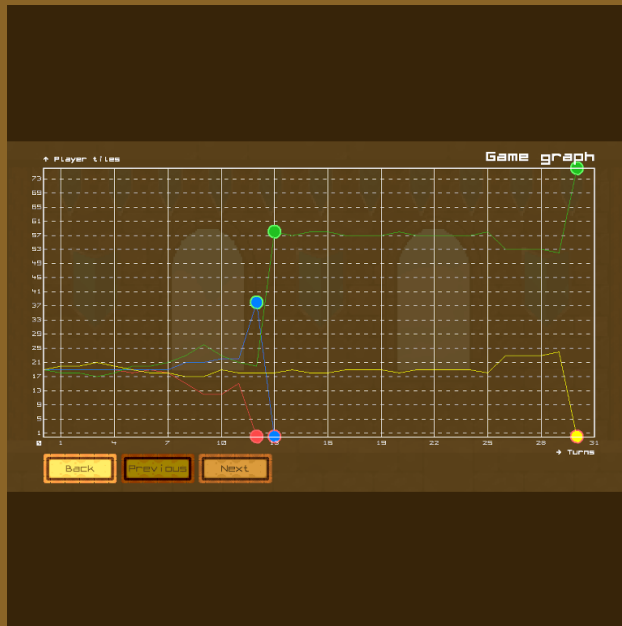
These upgrades are also described as expensive land upgrades.

Chimneys cost 25 UP. They hide a 3 by 3 area with smoke, make the area invisible to other players and make them unable to use long distance attacks. The smoke will be uncovered for an opponent when they own a tile adjacent to the smoke.

Storage Rooms cost 25 UP, take up extra space of 3 barracks, and can be added once per player. When it is built, players are allowed to save 30 UP instead of 25 UP.

Gyms cost 30 UP and take up extra space of 3 barracks. They can be added once per player and will allow the player to have 12 action points per turn instead of 10 AP.

Hospitals cost 30 UP and take up extra space of 3 barracks. When it is built, the tile and its adjacent land tiles (in a plus-sign shape) will be upgraded with one barracks per turn up to a maximum of 2 barracks per tile.



### 13. Graph & variants (extra)

This image shows the graph of the example game. A graph can be shown while playing or when the game ends using the G button. The graph features multiple pages.

As a game variant, tiles can also be captured manually at the start of a new game. Players select one tile to capture per turn. The player who captured the last tile may attack first.

Another option is to disable expensive land upgrades. These include chimneys, storage rooms, gyms and hospitals.

These options can be chosen in the Game Setup page.