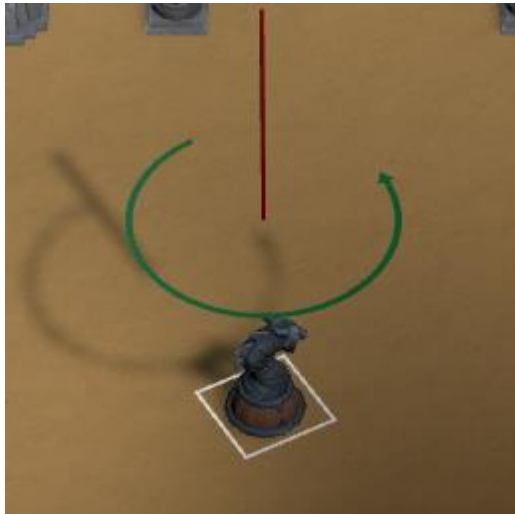


Basic operation

To move the field of view:	1. Use the arrow keys or ASDW 2. Move the mouse to the edge of the screen 3. Hold down the middle mouse button and drag
Select unit:	Left click on the target
Cancel selection:	Left click on the open space or ESC key
Moving unit:	Right-click on the open space
Team up:	hold down the left mouse button and drag to select the target
Rally point:	select the barracks, right-click on the open space
Building a building:	first place it on the open space, then rotate the building
Repair the building:	select the farmer, then right-click on the damaged building



Brief introduction

Guard the holy city, and go deep into the hinterland of the dark legion at an appropriate time, and retrieve the holy objects lost in the last holy temple catastrophe, the book of contract, the holy grail, the holy sword, the holy stone, the magic bottle, the Thor's hammer, etc.

Detailed:

Attack the 12 lairs of the Dark Legion, seize the relics, defend the Dark Legion's offensive, counterattack and barbarian harassment and plunder

Every time they attack, the Dark Legion will counterattack on a large scale.

The holy objects have various attributes, which can strengthen the defense of the holy city

Race introduction:

Undead: Weak attack power, low health, large number, slow movement speed

Orcs: medium attack power, high health, low number, fast movement speed

Barbarians: Strong attack power, medium health, medium quantity, medium movement speed

Undead will not attack stone walls and fences

Orcs will attack fences, not stone walls

Barbarians will attack fences and stone walls

Defensive strategy:

To deal with the undead, build more fences, cheaper and more affordable

To deal with the orcs, build more stone walls

To deal with the barbarians, strengthen the attack of the defensive tower

Before the Dark Legion attacks, there will be a process of gathering forces at a fixed location.

This is a mechanism to control the rhythm of the game and create a variety of gameplay.

Players can choose to actively prepare for defense during the gathering of the Dark Legion, or take the initiative to attack before the Dark Legion completes its forces.

Or wait for the Dark Legion to complete the assembly and come to an epic duel

Portal:

There are a large number of portals on the map. You can use these portals to deploy your army and quickly reach the hinterland of the Dark Legion.



economy:

The resources in the game are wood, stone, iron, gold

Wood comes from the forest, build fences, and upgrade the building materials

Stones come from quarries, build stone walls, and upgrade building materials

Iron comes from iron ore, an essential resource for the production of advanced arms

Gold comes from gold mines. It is necessary to construct any building to produce troops.

In addition, pilgrims will enshrine property under the minaret and generate regular gold taxes

Role

Building introduction:

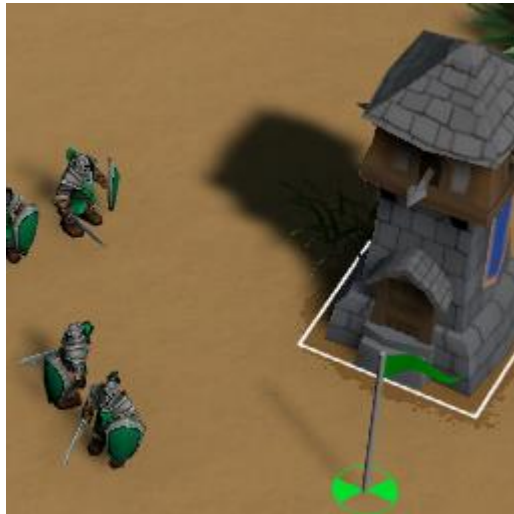
Minaret: Pilgrims who come and go will enshrine money under the minaret, so the minaret automatically generates gold coins, which can be used to hire humans

Defensive tower: a building built by humans



Seminary: A place where anthropologists and warlocks are cultivated in the holy city, where these people can communicate with the Holy Spirit

Barracks: You can gather your troops in the barracks and release them at the right time



Character introduction:

Monster introduction:

Fire Lord: Split into several fire monsters every 120 seconds, and then gather to become a Fire Lord after 120 seconds

Ice Giant: Every time it is broken, it will split into several smaller ice giants

Mountain Giant: When attacked, there is a chance of dropping rocks from the body and turning into a rock monster

Lord of Thunder: Release lightning to kill and paralyze enemies



Skeleton King: When there are undead nearby, it will not be hurt

Death Knight: Every time you die, you become stronger

Two-headed dragon: a terrifying land creature

Werewolves: Bloodthirsty werewolves can recover a certain amount of health from each attack



Shepherd: Summon packs of wolves to fight

Red Dragon: Dragon Fire will destroy what it burns



Defense tower introduction:

Dragon Statue: This is a magic stone statue made of dragon bones, dragon blood and magma with the help of black magic. It's even scarier than a real dragon

Thor's Eye: In order to repay the human warrior for not killing, an orc shaman confessed to make this totem pole that rumbling when killing enemies

Speargun: In fact, the first place in the Artisans Association is controversial. The only thing that is not controversial is the weak trigger of this weapon, which caused the Artisans Association to lose a member on the spot.

Crossbow Gun: A weapon with a light structure, a fast rate of fire, and a cost-effective weapon. This should be regarded as a traditional craft, but the orcs across the river may have objections to this.



Rocket: This was originally a toy made for children, but the commander of the city defense discovered its potential as a weapon

Sand of Time: The sand in the hourglass is legendary from the Ganges River. If you turn it upside down, incredible things will happen. You should try it.

City Defense Cannon: It is amazingly powerful and has a super long range. There is one at the door of the City Defense Command. It must be the favorite of the City Defense Commander.

