World Battlefest: Global Supremacy
GAME MANUAL

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Game Introduction:

World Battlefest: Global Supremacy is a turn-based strategy game in which you wage battle against your opponents, defeating their armies and conquering their territories, on route to complete Global Supremacy.

You Recruit, Exchange, Attack, Fortify, and Battle Plan your way to victory with the strategic placement and use of Artillery, Military Centers and Forts to gain the upper hand.

The Game uses randomly generated Dice rolls to determine much of the outcomes of confrontations, but also includes a number of controllable features, such as special equipment, army experience, and battlecards, that can push those odds into or away from your favor.

Game Modes:

You are greeted with the Game Menu when first launching World Battlefest and serves as the launch point for all games and game modes.

The Game or Main Menu, is available through the application and provides the options for beginning new games, setting the game mode, saving and loading and other settings based functions.

To begin a new Game you only need to choose the Game Mode, and once set, you can click "New Game" to begin the setup process.

World Battlefest currently has 3 different Game Modes, and this setting determines the types of players that can be included in your next match. These modes include:

- Single Player
- Multiplayer (Local)
- Multiplayer (Online)

The Multiplayer (Local) setting allows for more than 1 human player to be included, but the Match will take place on a single shared device (also known as Pass and Play).

The Multiplayer (Online) mode allows for connecting to our online Game Lobbies so you can either create and host your own Match or join an existing one looking for additional players.

Our Multiplayer (Online) mode is currently available on our Windows application and is integrated with Valve's Steam Software Platform and we use their peer to peer networking functionality to facilitate almost all of our multiplayer features.

For our Android applications, direct Multiplayer (Online) functionality is not available as of right now, however there are a number of ways to gain access to these multiplayer features using Steam network tools.

*Please see our **Online Multiplayer Setup Guide** for full details on this Game Mode for both our Windows and Android applications.*

Game Player Setup:

Each game holds between 3 and 6 players (Human or AI) and supports Single-Player, and Local Multiplayer (Play and Pass) on all platforms, and Online Multiplayer mode on Windows devices.

World Battlefest has integrated with Google Play Games on all of its platforms, and Steam on the Windows platform and allows for one or both logins to occur together which can link your Google and/or Steam account with your game and

opens up a number of features from online Leaderboards and Achievements, Player Statistic tracking and numerous cloud storage features.

Note that no login is required to play the game, but many of the advanced Community and User-quality-of-life features outside of the base game will not be available as they are tied to one or both of these platforms.

The first setup step involves determining the players included in the Game. Each Game requires a minimum of 3 players before the Match can be started.

The Game Mode determines how these additional players are added. With Single Player Games, all additional players will be AI, and can be added by using the **Add Player** ⬤Add Player **button.**   Players can be removed using the Remove Player button in the top right-hand corner of each Player's Card in one of the 5 non-host slots.

For Local Multiplayer Games, hosts will have two buttons available in which to add additional players. One for human participants labeled **Add Player** ⬤Add Player and a second for AI participants, labeled **Add AI Player** ⬤Add AI Player .

Both of these modes work very much the same in terms of adding and removing players from the Game Slots on the screen for inclusion in the Game. Once the minimum player amount has been met, and the players have been setup to your satisfaction, click the **Next** ⏺ **button** to move to the next setup step.

The Online Multiplayer Game Mode involves some additional steps, as you are directed to a pre-lobby stage where you can either directly create a new Game Lobby as the host or search for existing Game lobbies to join.

*Please refer to our **Online Multiplayer Setup Guide** for further details on the Game Lobby and Matchmaking features available.*

Game Map:

There are currently two different Game maps to choose from and include either the classic World Map or a United States Map.

You then can choose your preferred Map setup format, which determines how players are assigned territories on the map and where their initial Army units will be placed.

There are two setup options available are for:

- Random Map Generation: all players are randomly assigned their starting territories and have their initial army united placed within those territories by the game. This is a very fast setup option, and you immediately begin the Game in round 1 and are into the action.
- Player Controlled Setup: all players select their starting territories and once all territories have been claimed, their initial army placements, in a pre-game round robin selection process. This a much slower setup process, but affords you direct control over your starting position.

Game Style Goal:

There are 3 different Game styles with different ending goals, and you select which type you want at the start of each game.

The 3 different Game Goals available include:

- Global Supremacy: where the winner has to control all 100% of the territories that exist on the Game map.
- Global Conquest: where the winner has to control 70% of the territories that exist on the Game map.
- Round Limit Match: you set a Round Limit for the game where the winner is determined by whomever has the most territory at the end of the signified round. Round limit games can include either 5, 10, 15, 20 or 25 round games.

Round Limit games can also be won by a player taking 100% control of the entire Game Map. When this occurs, the Game is immediately ended and the winner declared.

Round Limit Tiebreaker: If the number of territories does not provide a clear winner at the end of a Round Limit game and there is more than 1 player tied for the most territories under their control, the first tiebreaker is whomever has the most Battle Wins, the 2nd tiebreaker is whomever has the largest army in regard to Infantry units.

Once the Player, Map and Game Style Goal have been set, the last step prior to the Game starting is to perform the Map Setup, which occurs according to the method chosen in the previous Map selection step.

Game Order: the order in which each player takes their turn during the Game is determined from dice rolls generated by each player prior to Game start. Each player is listed at the top of screen with their player card in this Game order, and each round progresses in this manner from left to right.

Game Phases:

Each Player takes their turn during the round and controls their Armies through the following 4 phases, progressing through them one at a time. For those that have previous experience with turn-based strategy/map games, these steps should look and feel fairly familiar.

Deploy:

Phase 1 of 4

With your 1st step, you receive any new Infantry Units or "troops" for your turn. You receive new troops based on your recruitment totals, with the baseline amount coming from your number of controlled territories.

Video Short: Recruiting and Deployment:

World Battlefest Video Short: Recruiting and Deployment - this 2 minute narrated video walks you through the basics of the Deploy phase, showing how to place new units and providing tips on the recruitment numbers and rules.

Bonuses are then added to generate your total needed for deployment. Bonuses come from trading in Battlecards, controlling whole regions and from improving recruitment infrastructure by placing Military Centers. The number of new troops are displayed within the game piece circle in the menu.

You then decide on which of your territories will receive these additions. Each newly recruited unit is added one at a time and placed by clicking their destination territory on the map. Once all new troops have been placed, you move to the next phase.

Note: the Deploy phase is the one phase during your turn where you may trade-in Battlecards for additional troops, you need to have at least 3 of them to execute any trade. If you plan on trading in any Battlecards please make sure you do so prior to placing your final recruit on the map during this phase or you likely will have to wait until your next turn.

Exchange:

Phase 2 of 4

In your second phase, you have the ability to trade / exchange existing Infantry troops for special Military equipment, which are added to your Military inventory and displayed on the map. The exchange choices include either an Artillery unit (Cost: 4 Infantry units), a Fortress (Cost: 3 Infantry units) or a Military Center (Cost: 2 Infantry units) and each provide their own specific benefits.
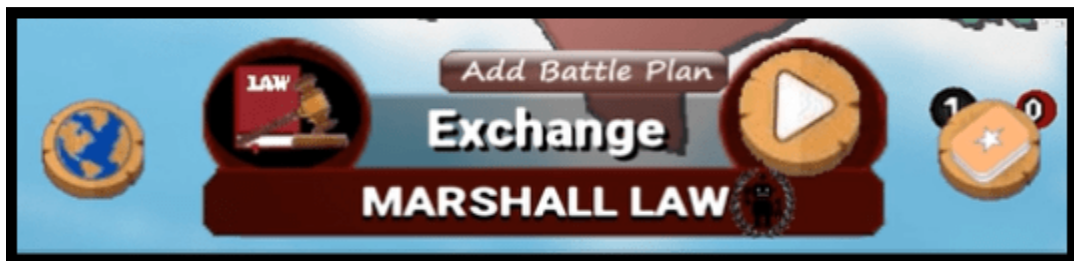
You can only add 1 of these special Military items during the Exchange phase per turn and you also can only place them in a territory that has the required number of troops to make the exchange.

Video Short: Performing an Exchange

World Battlefest Video Short: Performing an Exchange - this 3 1/2 minute narrated video walks you through the Exchange process, and includes the different equipment available and provides tips on how they can be leveraged during a Game.

To make an exchange, click on the territory on the map you would like to add a military item to, to begin the process. Click on the appropriate equipment icon, Artillery, Fortress, or Military Center to choose that item. You can click on the Exit Territory button to exit the exchange process with that territory.

- For Artillery or Military Center, once chosen, you only need to confirm ✓ the exchange and the action is complete. *Note: for Artillery, the maximum amount each territory can add is 2 Artillery units.*

- For a Fortress (or Forts), you will still need to select the specific border you want the fortress to be placed on and protect and these are illustrated with translucent fort icons.


A Fortress also covers more than a single border, as it offers a protection range of up to 3 concurrent borders, and whichever border you choose to place the Fort (i.e. main or central Fort), on each of its adjacent border sides (space permitting) a Fort Tower will be placed. A Fort Tower offers 1/2 the strength and bonuses of the main Fort and is denoted on the map with the icon displayed below.

Once you have decided on border(s) you want to protect, click the fort icon for the main Fort's border and confirm ✅ the exchange to complete the action.
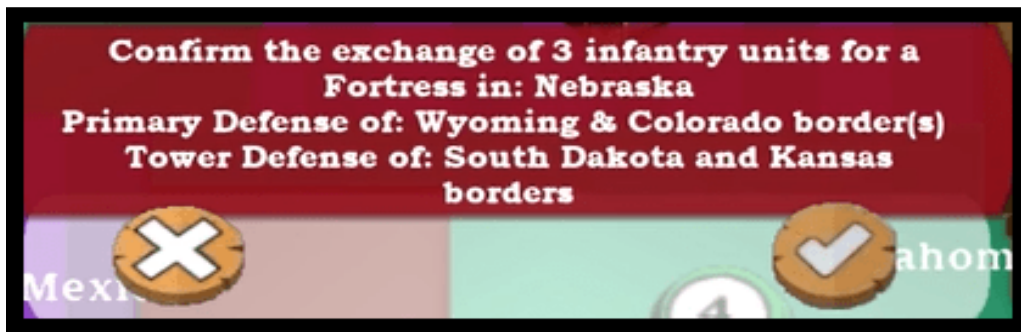
The number of forts available are usually equal to the number of adjacent countries for each territory, but on some occasions a single fort can block or protect against multiple entry points (Japan for example has a single fort slot to protect from both adjacent territories). The United States map also has a number of states that have a single fort slot that protects against multiple borders.
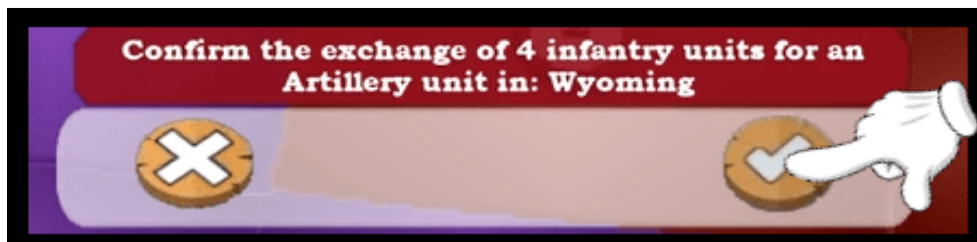
*Once selecting an exchange item, accept the action by clicking on the **Confirm*** ✓ ***button** on the screen.*

Once confirmed the item will be placed and a number of troops will be removed from the territory. Since only one exchange can occur per turn, you are automatically moved to the next phase. The exchange phase is optional and can be skipped by clicking the **Next** ▶ **Button** within the menu interface to move you to the next phase.

Attack:

Phase 3 of 4

In the 3rd phase, you have the ability to launch attacks from your territories into any opponent's neighboring territories to reduce their armies and expand your area of control. You may attack as many times as you have the troop resources to engage, or you can skip this phase and not attack at all.

Each attack follows a standard 3 step process, where you select, in order, your starting territory, your target territory, and then choose your number of units to include. After which, the dice are rolled, the odds are calculated, and the Battle results are returned.

With Battle Plans, you have the ability to add a specific military action to your pre-attack plans which can be run prior to your actual attack and can help supplement your overall offensive (and defensive) strategies during this phase. Please see the Battle Plan section below for more details on this feature.

Video Short: Launching an Attack

World Battlefest Video Short: Launching an Attack - this 3 minute narrated video walks you through the 3 steps for setting up an Attack, along with discussing the basic rules around attacks and touching upon how battles are determined using dice rolls.

An attack can be performed with the following 3 standard steps, which are displayed and described below.

1. ***Choose your Attack Launchpoint Territory (i.e. source).*** *Click on the territory on the Map you want to begin an Attack from; flashing arrows will display which adjacent territories can be a target.*

2. **Choose your Target Territory.** *Click on the territory on the Map you wish to engage in Battle and Attack.*

3. Choose your Unit Count. *With both territories highlighted, you are prompted to select the number of troops to send in the Attack.*
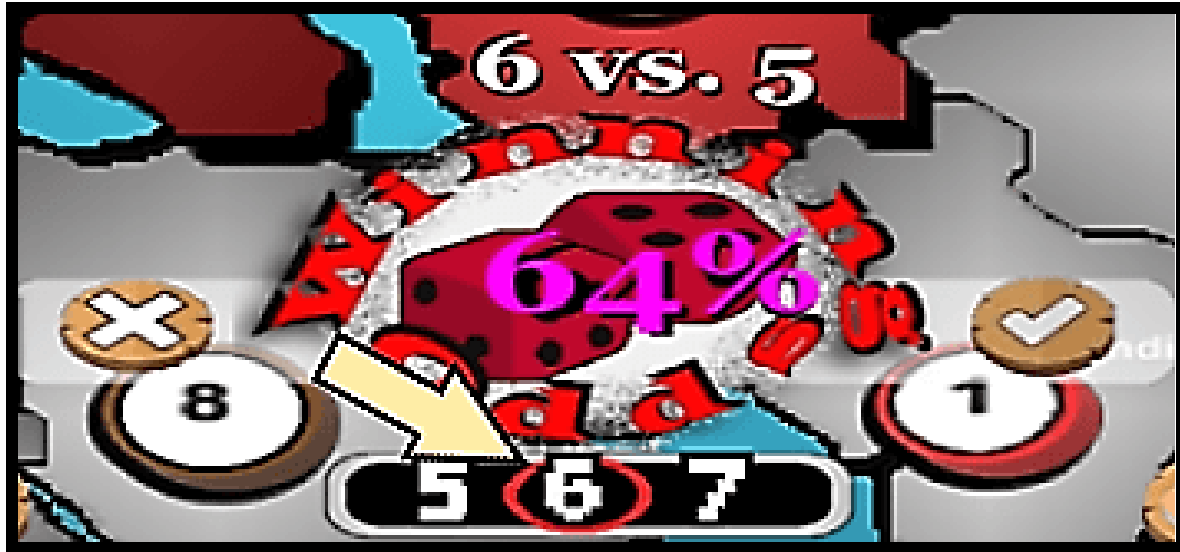
*You can increase or decrease the number of attacking troops by swiping your mouse left and right to move the meter. Begin the attack by clicking the confirm button or cancel the attack by clicking the **Cancel** ⊗ button.*

Each side can have as many as 10 Infantry Units included in any single Battle. The side with the lower number of Infantry units in the Battle sets the number of head-to-head engagements that will be fought.

Each engagement consists of a Dice roll for each side that is used to determine a winner and a loser. The losing side of each engagement has 1 unit removed from the game.

In the example above, the lowest number from either side is 5. The Battle will have 5 engagements pitting units from each side against one another, and 5 Dice rolls from each side to determine the winner and loser for each of them, and ultimately the Battle.

And while 5 Dice are used in the final Battle determination, each side will roll the number of dice equal to their units in battle, and always takes the best of those rolls to use at the end. The side with 6 units will roll 6 dice and submit their best 5 rolls for engagement outcome. This adds weight to the numbers involved.

Note: the defensive side automatically adds as many troops to the Battle as they have available in the defending territory, regardless of the attacker's numbers, only leaving 1 unit in reserve by default, if possible. ✓
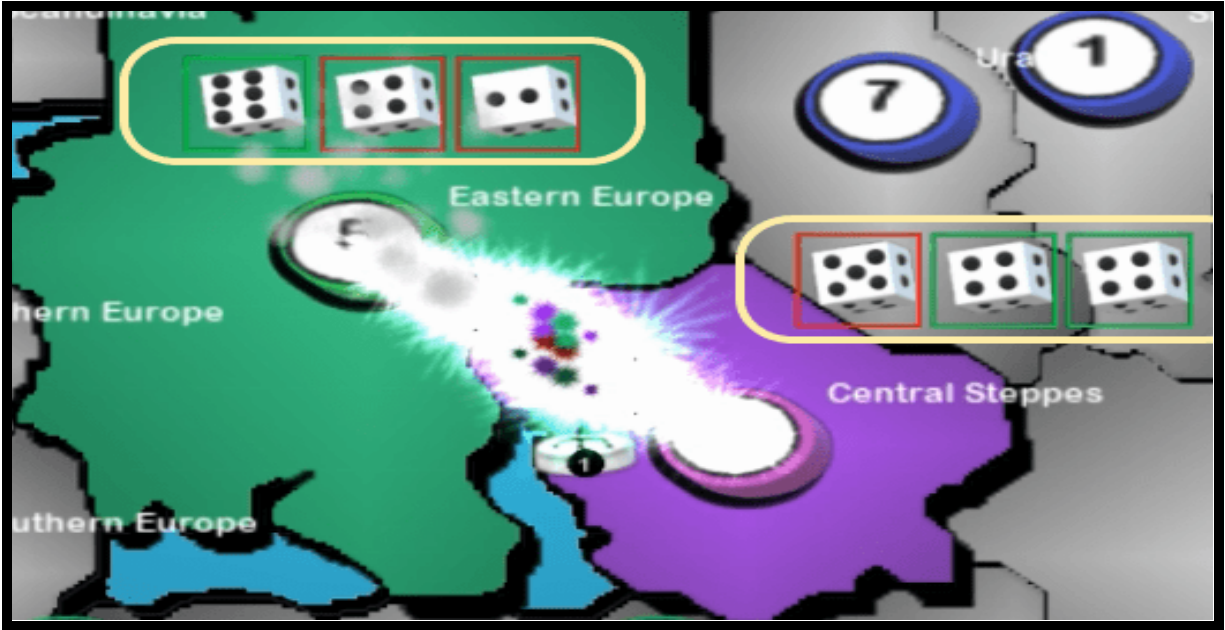
Once you have performed these 3 steps, the Battle occurs and the result appears in the form of the final Dice Roll results and graphics for troops lost for both parties.

The Battle results are displayed on-screen and include each player's Dice rolls, along with any casualties that may have been incurred on both sides.

You can attack as many times as allowed by your situation. But you must attack from a territory with at least 2 Armies, and any territory you attack must be reachable by being directly adjacent on the map (i.e. touching) or accessible through one of the water bridge lines (white dotted lines denoting adjacency).

Once you are finished attacking, click the **Next** ▶ **Button** to move to the next phase.

Fortify:

Phase 4 of 4

In the 4th and final phase, prior to the end of your turn, you have the opportunity to transfer troops from one territory to another – and fortify it.

<u>Video Short: Fortify a Territory</u>

You can transfer Infantry units between any of your territories as long as there is a continuously linked route between the two through your territories. No predefined distance limits are in effect for fortification transfers. Artillery can also be transferred from territory to territory using this method, but must be included with at least 1 troop unit.

The fortification process is performed using the following 3 standard steps, and should be fairly familiar from the previous phases.

1. ***Choose your Transfer Source Territory***. *Click on the territory on the Map that contains excess troops you would like to transfer from. This begins the Fortify process.*

2. ***Choose your Transfer Destination Territory***. *Click on the territory on the Map that you want to add more troops to and fortify.*

3. ***Choose the number of Units to Transfer.*** *Once the transfer to territory is selected, you are prompted with the number of troops to transfer.*

*You can increase or decrease the number of transferred troops by swiping your mouse left and right to move the meter. Click the **Confirm** ⊘ **button** to complete the action or click the **Cancel** ⊗ **button** to start over.*

If you select a territory to transfer troops from that contains artillery, you will be prompted on whether you want to move 1 artillery unit with the transferring troops.

Click the question banner to toggle between including ✔ or not including ✖ any artillery. When confirming the action, Artillery will be included or not based on its current setting on screen.

Once you complete a fortification, both the phase and your turn end for the round. The fortify phase is optional and can be skipped by clicking the **Next** 🔘 **Button** within the menu interface to end your turn.

Battle Plans:

Battle Plans are only available during the Attack Phase and are designed to complement the offensive maneuvers undertaken during that phase. You can choose between options for Bombardment, Unit Repositioning, Infrastructure / Sabotage Raid or Army Drill and each are available for use in your controlled territories that have met the requirements to run them (i.e. you need to have an Artillery unit to run a Bombardment Battle Plan).

Battle Plans are designed to be used as companions or opening salvos to your main offensive attacks and all of them, except for Army Drill, require a direct attack to occur to allow the plan to be put into action. Each Bombardment, Unit Reposition and Raiding Battle Plan created will begin as an opening act for your next offensive move.

Before walking through the steps of a Battle Plan, each of the 4 types are listed below with a brief description of their primary purpose and general use case(s).

- Bombardment – those territories with an Artillery unit can undertake Bombing Campaigns against neighboring opponents and attempt to cause Infantry casualties and damage to Military structures (Forts, Military Centers and other Artillery) through ranged Artillery fire with little to no danger to themselves.

- Unit Repositioning – provides for the ability to move a percentage of housed Infantry units, along with up to 1 Artillery unit, if applicable, from one territory to a friendly neighboring territory. Differs from Fortifying as it only allows movement to 1 territory per Battle Plan and you can only move a maximum of 50% of the Infantry units from the transfer source. Artillery may also be repositioned without the need to include Infantry.

- Infrastructure/Sabotage Raid – the main purpose of raids is to send troops into enemy territory with the goal of damaging and knocking out their current Military structures (Forts, Military Centers and Artillery). Raids can have the byproduct of causing enemy troop casualties, but is a harder goal to accomplish especially if the enemy territory contains more than just a few Infantry units.

- Army Drill – used for a single purpose, and that is to train Infantry troops which in turn provide your territory with +50 Army Experience Points. Army experience points can be very useful to have during combat operations. Note: Can only be used with territories that contain a Military Center.

Video Short: Setting a new Battle Plan

World Battlefest Video Short: Setting a new Battle Plan - this 3 minute narrated video walks you through setting and running a few different types of Battleplans to know what to expect during a Game.

To setup a new Battle Plan, click the Set Battle Plan Button to enter a temporary Battle Planning Phase to create a plan to accompany your next offensive attack.

Every player receives 1 free Battle Plan per round and at the beginning of each Attack Phase your Set Battle Plan button should be enabled. One Battle Plan can be set prior to any offensive attack and can be run with your attacks as many times as you have resources to add them.

Any territory that has at least 1 Battle Plan option available should be identified on the map at this point. To begin adding a Battle Plan, click on the territory on the map you like to include to begin the process.

All 4 Battle Plan types will be listed, with each one displayed on their own card. Only the ones available in that specific territory will be enlarged and in color to signify that have met the prerequisites and can be selected. (i.e. Only territories that have an Artillery unit also eligible to use the Bombardment Battle Plan, the requirements are listed below for each type).

Click on the appropriate Battle Plan type, either Bombardment, Unit Repositioning, Sabotage Raid or Army Drill to choose that item. You can click on the Exit Territory button to exit the Battle Plan process with that territory.

If Army Drill is selected, this is the only step required in the process and the only Battle Plan type that does not require an accompanying attack.

Once you have confirmed ✅ the action you will receive the results from the Battle Plan immediately. With Army Drill the benefits include +50 Army Experience Points provided to the selected territory, for having their Infantry units undergo training at the local Military Center.

If any of the remaining options are selected, either <u>Bombardment,</u> <u>Sabotage Raid</u> or <u>Unit Reposition,</u> you will then be asked to choose the territory you want to target, or territory you want as the transfer destination in regard to the Unit Repositioning plan, in the 2nd step of the Battle Plan creation process.

All Bombardment targets must have adjacent access from your source territory and contain at least 2 Infantry units.

Sabotage Raid targets have the ability to attack over 2 degrees of adjacency (targets do not have to be directly adjacent, as a Raiding party can move through up to 1 territory to bridge the additional territory gap.


When prompted for either a Target or Destination, all eligible to be selected territories will have their colors slightly changing (i.e. blinking) to visually identify them on the Game map. White adjacency arrows may also be present to assist in spotlighting those territories that are subject to inclusion.

For Bombardment Battle Plans, that is all that is required. Once you have decided on your bombing target, select **Confirm** ⊘ **button** to complete the Battle Plan.

For Sabotage Raids and Unit Repositioning, once your target / destination territory is selected, the last step is to enter the number of Infantry troops being included in the Battle Plan and to confirm the action.
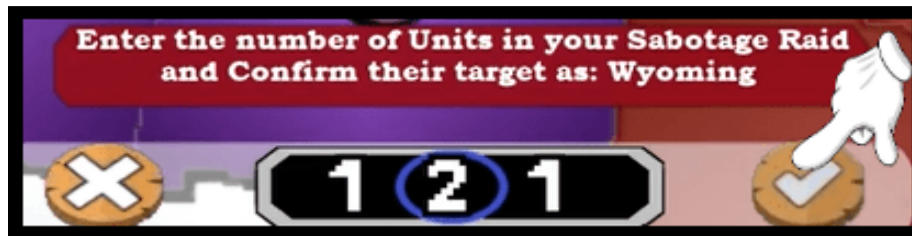
You can increase or decrease the number of Raiding / Repositioning troops by swiping your mouse left and right to move the meter. Once satisfied with your entry, click the **Confirm** ⊘ **button** to save the action. Clicking the **Cancel** ⊗ **button** can stop the action and return you to the previous step.

While in the Battle Plan Phase, if you want to return to the Attack Phase without setting a Battle Plan, click the **End Battle Plan** `End Battle Plan` **Button**. You will be returned to the Attack Phase and no Battle Plan will have been used; you may return to the Battle Plan Phase as long as you have a Battle Plan remaining.

Current number of available Battle Plans are denoted within the black circle displayed behind the top left corner of the Battlecards ⊙ Menu Icon, opposite side from your current Battlecard count.

Once a Battle Plan is successfully created and recorded you will be automatically exited from the Battle Plan Phase and returned to the Attack Phase. Your Set Battle Plan button will have changed to an Add Battle Plan button and will no longer be enabled. The Battle Plan is properly stored and will automatically be run immediately prior to your next attack during the current turn.

Note: once setting a Battle Plan that requires a matching Attack to be performed, if no attack is entered and run during the current Attack Phase, that set Battle Plan will be lost and automatically deleted by the system.

Add Battle Plan: once you have used your free Battle Plan, any additional Battle Plans added during the Attack phase costs 125 of your accumulated Army XP points for each new plan. While free Battle Plans are, use them or lose them each round, a Battle Plan purchased with Army XP that remains unset and unused during the current phase, will be automatically saved and rolled over for use in a future turn.

To add a new Battle Plan during the Attack Phase, click the Add Battle Plan Add Battle Plan Button once you have accumulated 125 Army XP. Your player's Army Experience points total is displayed on the battlecard icon to the left of the battlecard buttons and circled below for reference.
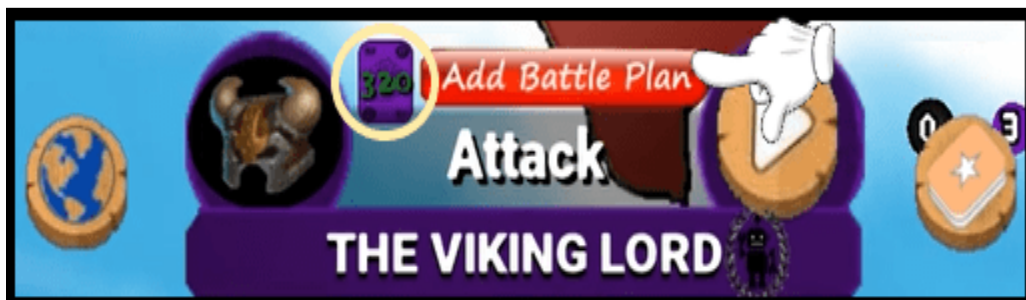
Once you select the **Confirm** ✅ **button** the new Battle Plan is added, and your Army XP deducted. You can then click the Set Battle Plan Button and use the same steps from above to record another Battle Plan. As previously mentioned, you can add and run a Battle Plan in tandem with your Attacks as many times as you have resources in which to obtain them during your turn.

Battle Plan source territory and target / destination territory requirements for using each type:

- Bombardment – a source territory requires an Artillery unit and at least one eligible bombing target, which is an opponent's territory on a reachable border (i.e. Attackable border) that contains at least 2 Infantry units.

- Unit Repositioning – requires the source territory to have at least 2 Infantry units and at least one eligible transfer target, which is another territory you control on a reachable border. While the Fortify function allows for movement over multiple adjacencies, the Unit Reposition only allows movement of 1 territory at a time.

- Sabotage Raid – requires the source territory to have at least 3 Infantry units, a minimum of 25 Army Experience points, along with having at least one eligible raiding target. A raiding target is an opponent's territory that contains either a Military structure (Fort, Military Center, Artillery) or at least 2 infantry units, and is no more than 2 territories away. A raiding target doesn't need to have direct adjacency with your source territory, but it does need to be adjacent to one of your controlled territories (doesn't need to be the source) and cannot be further away from your source than 2 degrees of adjacency (i.e. adjacent to one of your adjacencies).

- Army Drill – requires the source territory to have a Military Center.

Gameplay Features:

Army Experience points: As Battles and Battle Plans are executed, Infantry units in each territory gain Army Experience, which is represented in this game as points or Army XP. The experience acquired is based on their number of enemy engagements along with the results of those engagements. This Army experience is then accumulated at the territory level where it can be used by your forces to find advantages on the Battlefield that can be used to exploit your opponents.

Army Experience is also totaled at the Player level from your controlled territories. Army experience can then be used as a type of currency to purchase and add additional Battle Plans during your Attack Phase.

Infantry units receive a small amount of experience for every Battle and receive a larger bonus if they are on the winning side of a Battle and survive; Successful Bombardment and Sabotage Raid Battle Plans, along with showing a stout Raid defense can also earn experience points for their territory.

Being able to amass and spend Army XP on additional Battle Plans can provide a major benefit to your offensive strategy and overall efficiency. The other major benefit for having a high level of Army experience is it can provide your Infantry units with better combat abilities which can provide for advantages in Battles. These experience-related combat advantages come in the form of Dice roll bonuses. Infantry units with a large enough Army XP advantage over their opponent are at

times provided with + 1 to their Dice rolls and/or a -1 to the Dice rolls of their enemy.

When such an advantage forms during a Battle and the more experienced army has a positive outcome, players are informed and provided details of the event. There are 3 general Battle events that can occur for Armies that range from having a small through having a vast Army Experience advantage on their opponent.

Attack Flanking Maneuver: when continuously attacking the same territory from multiple different adjacent territories, having an experience advantage your troops may launch into and perform a Flanking Maneuver, which provides a +2 Dice Roll advantage for the Attacker over the Defender on all dice rolls.

Should an Attacker run a successful flank on a territory the following message is shown to players at the end of the Battle.

Battle Advantage: when one side has a definitive experience advantage, they can be provided with a +1 to all Dice rolls for the Battle whether they are the attacker or the defender. When this event occurs, the following message is broadcast to players following the Battle.

Disengage / Retreat from Battle: during any Battle once you have reached the 2 or 3 casualty mark, if your Infantry troops have enough experience in contrast to the enemy army, they may be able to disengage if they are the attacker, or successfully retreat if the defender, to end the Battle without further loss of units. If a Battle was ended prematurely the following message is broadcast to players about the event.

Army Experience events, while relying on a characteristic that players have some control over, there is still base randomness added into the probability on whether or not one will fire in any given Battle to keep army experience from overwhelming and controlling the battlefield results.

Military Centers also have a positive effect on a territory's Army experience providing a number of boosts to its totals. Any newly recruited Infantry units from deployment placed into a territory with a Military Center receive 10 experience points on account of the center's training.

Army experience also has a shelf life, at least at the territory level, and all of your territories lose a baseline 5% of their accumulated experience every turn or round. The exception to this rule includes those territories that contain a Military Center, as they are not party to the 5% per turn Army XP loss, as the center's presence keeps experience levels maintained.

Note that the 5% loss of Army experience does not occur at the Player level. Once a Player has received any experience points the amount will remain the same and unchanged until the player manually uses it.

Battlecards

Battlecards: Battlecards are given to players that win Battles. Players earn a new Battlecard with every 3rd win on the Battlefield. The battle can be either offensive or defensive, but to "Win" you have to either inflict at least 1 more casualty than you receive or capture the territory you are invading. Not every battle crowns a winner.

Upon totaling a new set of 3 Battle Wins, players will be notified of their earning a new Battlecard and will gain receipt of it immediately following that battle. Each Battlecard is associated with the territory in which that 3rd Battle was won, and in turn associates the Region of the territory to each Battlecard as well.

Once you have collected 3 Battlecards, you can trade them in during your Deploy Phase for additional Infantry Units. Each Battlecard is associated with the territory and region in which it was won. The number of Infantry units offered during a trade is based on your selected Battlecard's number of unique Regions.

You can get 5 Infantry units for 1 unique Region, 7 units for 2 unique Regions and 10 units for 3 unique Regions. The larger the number of regions in which you have battled and won, the larger the bonus.

You can load your Battlecard screen by clicking on the Battlecards 🟠 Button located in the menu area at the bottom of the screen.

Once you have 3 Battlecards you can trade them in for more troops by selecting each individual card and then clicking on the Trade In **Trade In +7** Button to complete the transaction. Click the Exit ⊗ Button on the left-hand side of the screen to close the Battlecards. window.

The number displayed behind the button is your current Battlecard count; once you hit 3 the system will remind you during your next Deploy phase.

Player Game and Statistics Log

Each participating player and their avatars are displayed on cards at the very top of the screen and listed from left to right based on their designated turn order in the game. Displayed are their number of Infantry units and their total number of controlled territories.

For those that enjoy Game Statistics, clicking on any one of those player cards will load a Player screen that includes their current game holdings, along with a few key battle statistics and a comprehensive player log detailing all of the actions they have performed during the game.

Each Battle and Battle Plan involving player interaction displays its phase, the players involved, the outcome, along with the individual Dice rolls generated and used in each event.

This allows for transparent and open reviews to take place at any time during or after the game. You can cycle to every Player's Log in the interface and all actions, statistics and dice rolls are openly available to all other players.

Game and Character Statistics: by clicking on the Player Statistics Button on the Player Log screen a 2nd page will load that provides a deeper dive on that player's current Game Statistics.

It also provides a section for Character Statistics which provides historical data for the times you have played as that character.

THE VIKING LORD

Games Played with: 4
Completed Games: 3
Number of Game Wins: 1

Game Statistics		Character Statistics	
Army Experience (XP) Gained:	713	Total Battles: 121 | Total Battle Wins: 61 (50%)	
Total Battlecards Earned:	3	Total Kills: 160 | Total Casualities: 127 (33)	
Total Territories Won:	6	Army Experience (XP) Gained:	2
Army Units Recruited:	60	Total Battlecards Earned:	20
-- from Bonuses (Region, etc.):	16	Total Territories Won:	40
Artillery Units Built:	1	Army Units Recruited:	3053
Forts Constructed:	1	-- from Bonuses (Region,etc.):	260
Military Centers Built:	3	Artillery Units Built:	136
Recruitment Railways Created:	3	Forts Constructed:	7
Total Battleplans:	12	Military Centers Built:	4
Bombardments:	1	Total Battleplans:	43
-- Hits: 0 -- Success: 0%		Bombardments: 28 | Bombing Success: 57%	
Infrastructure Raids:	6	Infrastructure Raids: 15 | Raiding Success: 33%	
-- Hits: 3 -- Success: 50%		Unit Repositioning: 0 | Army Drill-Training: 0	
Unit Repositionings:	0	Army Flanking Manuevers:	2
Army Drill-Trainings:	5	Disengage/Retreat Battle Manuevers:	1
Army Flanking Manuevers:	0	Offensive Field Manuevers:	9
Disengage/Retreat Battle Manuevers:	0	Defensive Field Manuevers:	0
Offensive/Defensive Field Manuevers: # 0 | # 0			

Player Log

Player Statistics

Battle History Statistics:

Region View

Region View: The Region view is accessible using the Region View 🌐 Button located on the bottom left-hand side of the game screen within the other Menu options.

Every territory on any of our Game maps is assigned to a parent region. Each Region groups together a number of near-geographically situated territories for the purposes of providing bonuses to players that control and hold all included members.

Each Region is color coded, provides general information about itself and its bonus along with identifying the active turn player's holdings and bonuses they may be receiving or are close to receiving.

Click the Region View 🌐 Button a 2nd time to return to the standard game map view.

Game Menus

This section provides an overview of the general Game Menus, System options and Information and Help features available within the game.

Character Display:

During each player's turn, their Character is displayed at the bottom middle of the screen along with their current Phase. This area of the screen provides a number of Menu options and Action buttons that allow the active player to navigate their turn such as the **Next** ▶ **Phase** button and the Battle Plan options such as the **Set Battle Plan** `Set Battle Plan` and **Add Battle Plan** `Add Battle Plan` buttons.

Along the bottom of the screen exists 4 Menu buttons that provide direct Gameplay features such as access to your Battlecard screen with the **Battlecards** 🔴 **Button** and the Region View Map with the **Regions** 🌐 **Button,** both of which are detailed in the Gameplay Features section above. And indirect ones such as the **Help** ❓ **Button** (i.e. Hints & Tips) which contains our Game Library and the Game's Main **Menu** 🟤 **Button, both of** which are covered in a little more detail below.

Help (Hints & Tips) Menu:

This feature provides users with information about the current phase, along with providing information for important gameplay features, mechanics and interaction options.

Clicking the Help / Tip 🟠 Button loads an Information Tip Page for the current Phase and an overview of the steps required to complete it by the player.
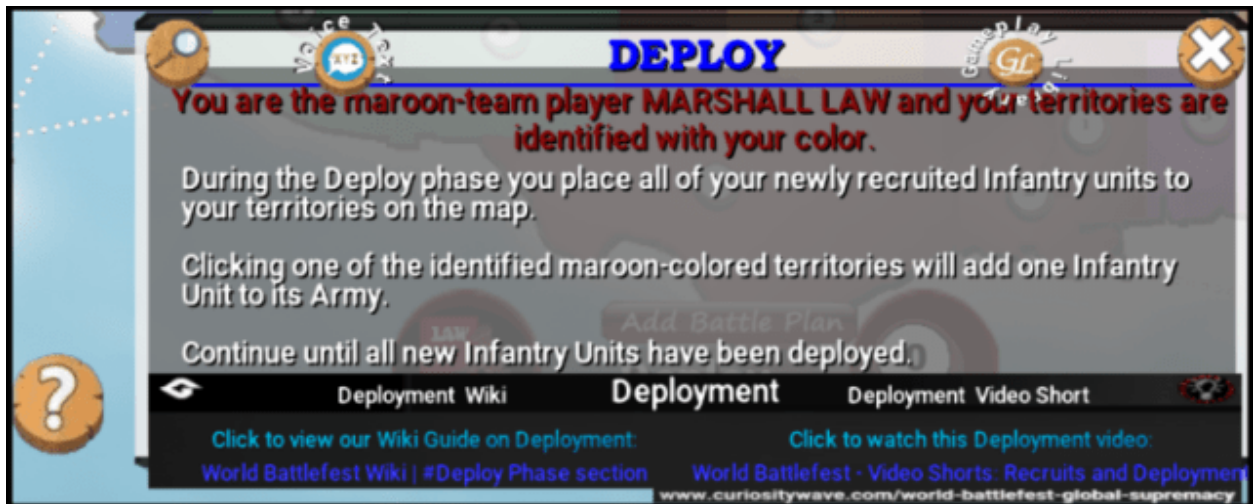
World Battlefest: Help & Tips – Deploy Phase Tip also include URL links to our online Wiki Guide and a short stand-alone Video on Recruits and Deployment that covers this phase and information on improving your recruits to receive more troops each turn. Clicking either prompt near the bottom of the Page will open a webpage to the resource selected for easy access.
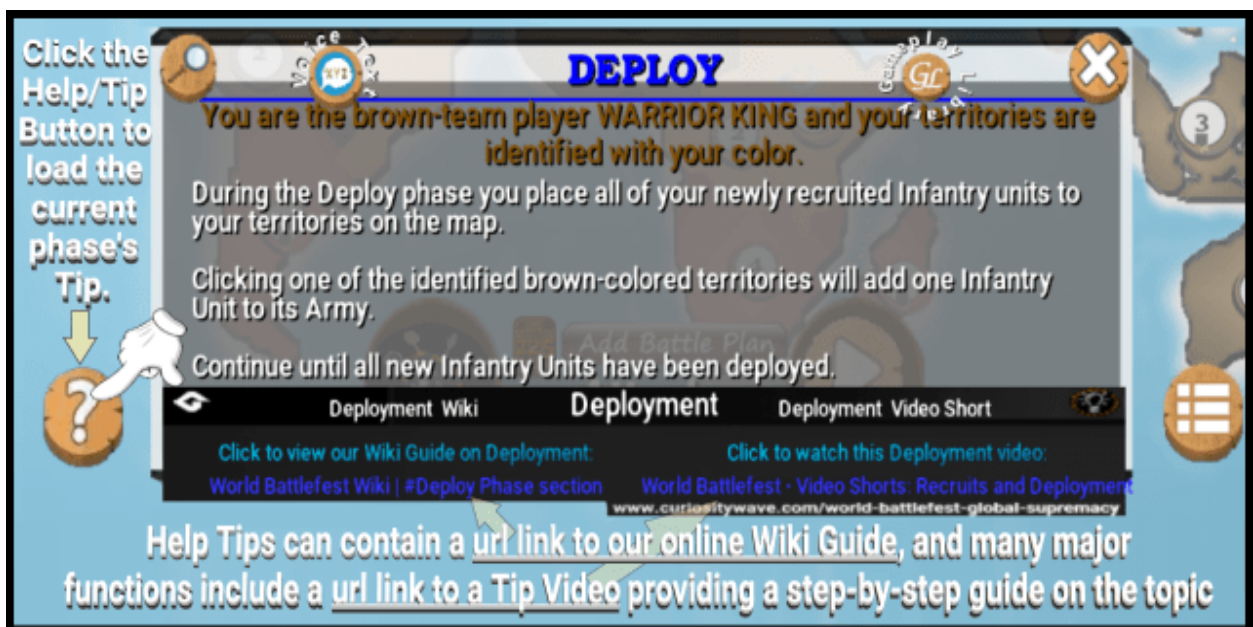
Every Help & Tip Page contains two options near the top of the page. On the top right-hand side is the Gameplay Library 🔆 Button, which loads our In-Game Library that contains all of the game's help resources and are freely available to search through and load different topics and subjects as needed. The second option, on the top left-hand side is the VoiceText 🔆 Button that when selected will provide you with an audio version of the current Help Tip if you prefer that to reading. This option is available for all of our Help topics and tips.

You will also find a Gameplay Library 🔆 Button within the User Settings screen once you have started a Game for an additional route to the library resource.

Gameplay Library:

The Gameplay Library currently consists of 3 main categories, Gameplay Phases, Gameplay Features and Gameplay Mechanics, and all help and tip topics fall under one of those three headings, with many game functions appearing in multiple categories.

The categories are separated in this manner to provide a flow of information from introductions and basic overviews under Phases, to more depth and discussion under Features, and ending with Game Mechanics providing the most complete and comprehensive level of detail for the game's features, functions and calculations.

World Battlefest: Gameplay Help & Tip Library

You can choose a Game Play Category by clicking in the menu, after which a sub-menu will appear near the bottom of the menu that includes the different topics contained therein. Each of the topics displayed in the sub-menus has a Help / Tip Page available for viewing; click on the subject's triangle icon to close the Game Library and load that topic. Each sub-menu currently lists 5 topics and the Feature and Mechanics categories cover more than 5 total topics, you can use the Next ▶ Button to move ahead to the next page of topics and the Previous ◀ Button to return to the last page.

The Game Library makes use of hover tooltips on each of its menu and sub-menu items. By hovering your cursor over the button area, a popup text tooltip will appear with general information about that option.

Suggested Tips:

During a turn, if the Help and Tip system identifies a potential move for the current player the Suggested Tip 🖐 Icon will appear to the right side of the Help ❓ Button. By clicking on the tip icon, the suggested action is displayed in a popup banner along with a description of its potential steps. You can click on the Show Tip on Map ✅ Button, and the game will mimic the suggested tip visually on the game map for player reference, which may be helpful for new players.

Suggested Tips will always be for actions within the current active phase; these tips prompt for around 8 seconds before resetting and disappearing.

During your turn, if the system has a good idea for your next move, the Suggested Tip 🖐 Icon will appear next to the Help ❓ Button. Tips can appear in the Deploy, Exchange, Attack, and Fortify phases as well as providing potential ideas for adding Battle Plans when one is available.

Clicking on 🖐 will load the tip detailing a potential action. Click on the Demo Tip ✅ Button, and the system will mimic the suggested action on the Map to provide a visual reference for you to follow.

Suggested Tips can be identified and provided for all game phases, such as the Attack example shown below. These Tips can also generate suggestions for potential Battle Plans, if one is available in your queue. The Suggested Tips and the Help Button Notice, where it flashes when a new Help Tip can be viewed, can be disabled within the Game Settings screen found in the Main Menu.

A Suggested Tip for the Attack Phase includes the origin and target territories along with the suggested number of Infantry units to include in the Battle. The calculated success chance based on the odds of the Battle are also displayed as a reference for the player.

Main Menu:

The main menu contains the basic options to restart and exit a game. Here you will find options to Save your game (Save Game or Cloud Save Game), and to Load an existing game (Resume Game or Reload Game).

The Main Menu also contains the Game Settings, that include a small number of options in which to customize your game to your liking and is also where you will find options to turn on or off the sounds for Audio and Music categories.

The Game Settings also include information about the current game, such as:

- Game Style Goal
- Game Round
- Game Length (in Hours, Minutes and Seconds)
- Your Game Place

Click the **Menu** ⬛ **Button** to open the main menu.

User Settings: underneath the Main Menu resides your player information and includes options to login using Google and a User Settings button. Within the User Settings screen you have the ability to set your Player Name, by tapping the player's name field the keyboard is enabled and tapping it again saves the entry. As well as setting a custom Player Icon, by clicking the Icon field and selecting an image from your computer. There are some options to customize a few features related to game navigation, as well as enabling or disabling the auto-save feature.

When logging into Google and linking your account, some additional options and information is presented on this screen, such as logging out of your Google account and enabling a "Do not auto-connect" or login with your Google account automatically.

The User Settings also contains a Resign Game option when you are playing a game, to exit gracefully. There is also a Reset Account option that can be used outside of gameplay, that will remove any and all information related to you and any linked account to the game.

Note: the Save Game option saves a copy of your game file to your local device as a small json-text file (*.wbf extension) and provides the option of loading any one of your last 5 saves that can be found locally directly from the menu. An option to search your Game files and choose your save file manually is also available. For those using a linked Google account, all game settings and game save files are also sent to the Cloud (an online Google Drive) for safekeeping and are automatically synced locally as needed to ensure they are always available to you regardless of the platform or device you use next.

Characters

Characters: there are currently 10 different characters that you play as or against and each have their own design, colors and play style. We plan to continue to expand their ranks and allow players to choose the character they play with in the future.

- Captain Conquest
- General Maximus

- Pirate Princess
- Viking Lord
- Chief Justice
- Ronin the Great
- Warrior King
- Emperor of Heaven
- Maharaja Express
- Marshall Law

Please also see our Gaming Terms of Service for rules governing its use and our Gaming Privacy Policy for rules governing how user data is handled while playing the game.