

STAR KINGDOM | PLAYER'S MANUAL

A BRIEF ON HOW TO PLAY THE GAME: VERSION 1.06

HOW TO PLAY

OBJECTIVE

To conquer all planets in the galaxy by converting their allegiance color to the Player's side.

RULES

- 1 Player and 1 Enemy take turns per round.
- In each round the Player and Enemy have a limit of three occupy points per turn.
- 1 Occupy point is spent when:
 - a. The Player sends ships to any planet.
 - b. The Player sends a satellite to any planet.
 - c. The Player "Occupies" the planet, allowing the ability to send or create units on that world.
- FORTIFICATION: An Occupy point is NOT used during this move, ships are transferred between allied planets.
- The Player cannot occupy or send ships past the maximum distance of 55 lightyears.
- Each planet is either Neutral, Player, or Enemy.
- Neutral planets are siezed for player or enemy when ships of their allegiance are sent to that planet within distance.
- Whether a planet is neutral or enemy is known only when the player sends ships or spy satellites to that world.

HOW TO PLAY

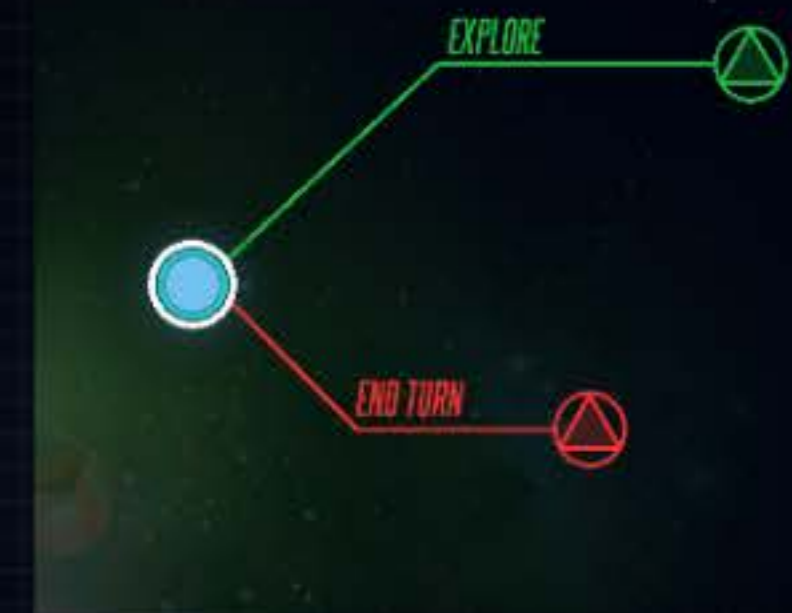
TURNS

During each turn, the player has 6 options:

1. Send ships to Neutral: (Cost: 1 occupy point)
2. Send ships to Enemy: (Cost: 1 occupy point)
3. Create Spy Satellites: (Cost: 1 occupy point per unit)
4. Send Spy Satellites: (Cost: 1 occupy point)
5. Occupy (Cost: 1 occupy point)
6. Fortify
7. End Turn

SEND SHIPS (ALSO SHOWN AS "EXPLORE")

- When a player sends ships to an enemy planet, options for number of ships to send appear. Players choose how many they want to deploy before pressing "SEND". Upon doing so, BATTLE MODE is engaged. If the Player wins, the enemy planet converts to the Player's allegiance and keeps the remaining ships. If the Player loses, their ships are lost and destroyed.
- When a Player sends ships to a Neutral occupied territory it is claimed on behalf of the Player and converted to their allegiance.



Planet options



Send ships to unknown worlds

HOW TO PLAY

SEND SATELLITES

- When the Player sends satellites to an Enemy or Neutral territory the hidden information is revealed. Take note, each satellite lasts 3 rounds, which is why it may be important to send more than one to any strategically important location if necessary.
- Another advantage of satellites is that they are not bound by the distance rule, spy satellites can be deployed to any planet in the galaxy.
- Spy Satellites can also reveal enemy slots during BATTLE MODE on the planet it's deployed to.
- If the Enemy deploys a satellite on Player, it's exposed on creation.
- If one Enemy planet has a spy satellite, any Player deployed unit is exposed and lost.

Ships:050
Production:20
Allegiance:Player
Satellites:0



TEMERIS

Spy satellite

FORTIFY

- Players can send ships from one planet within distance of another with the same allegiance to strengthen defense or prepare for attack. Because sending ships to one's own allied planet does not cost points, the player is free to do so for as many times as they wish.

HOW TO PLAY

OCCUPY

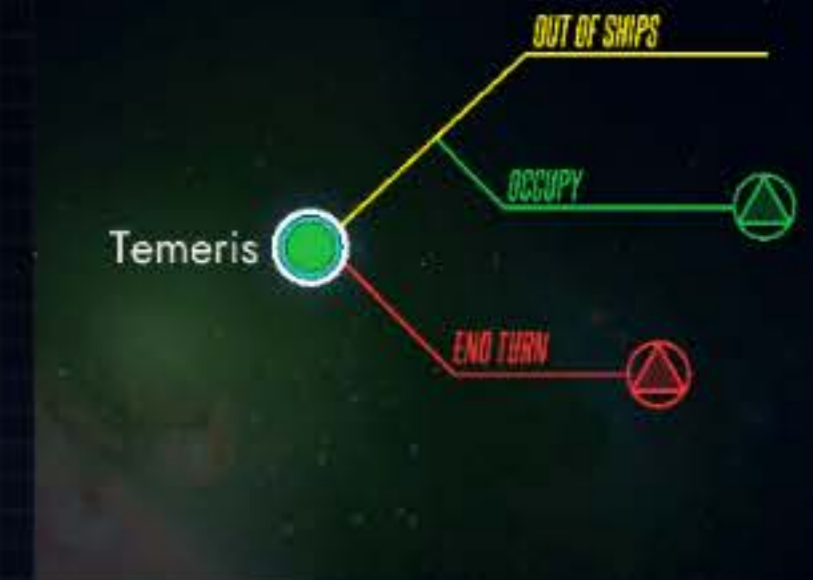
- Players occupy one planet at a time, sending orders to deploy units or declare war. The Player cannot send units from any other world.
- Players can transfer to any planet of their allegiance for the cost of 1 Occupy point.

END TURN

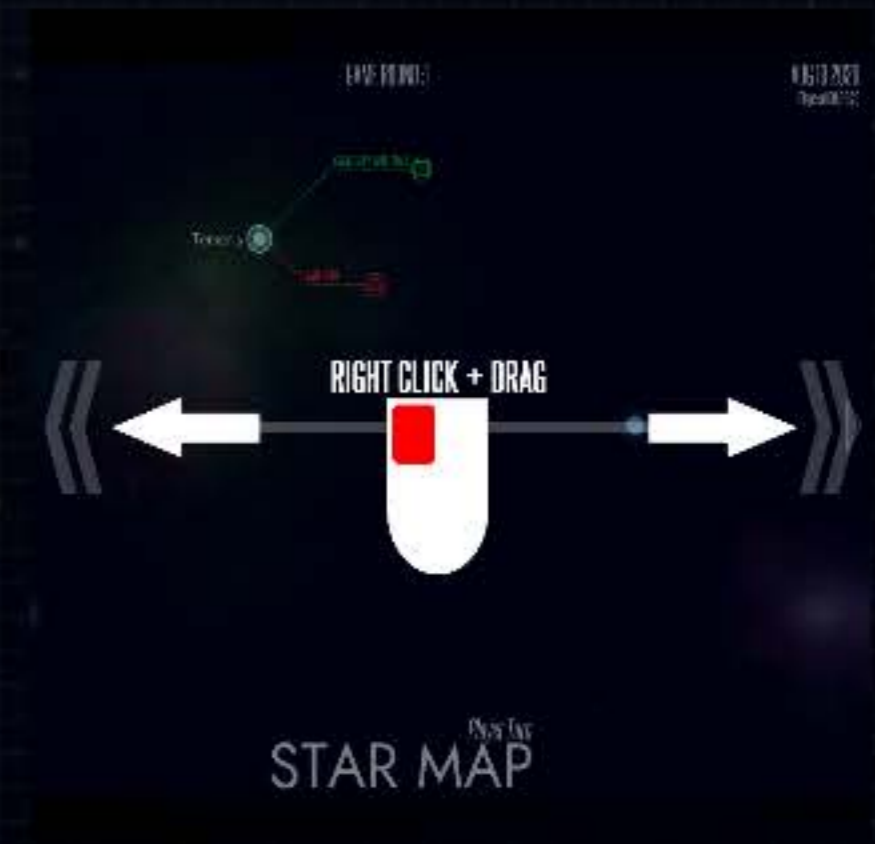
- When the Player is out of occupy points as well as ships to fortify, or wishes to wait until their next turn, they can end their turn at any time.
- The Enemy takes their turn after the Player's has ended.
- At the end of each turn, every planet will produce a new number of ships based on its production value.

STAR MAP

- The Player may navigate the map by panning left or right with a click-drag of the left mouse button to span the galaxy.



End turn option on player planet



Click-Drag mouse to pan galaxy map

HOW TO PLAY

INFORMATION

- The top square on the right displays the distance from Player occupied planet to selected world in light years.
- The middle square displays information on selected planets, number of ships as well as satellites. It can be used to send ships for war or satellites for deployment.
- The bottom square contains key attributes of each planet:
 - SHIPS: Number of ships available in planet
 - PRODUCTION: Number of ships generated at the end of each turn.
 - ALLIEGIANCE: Planet affiliation of Neutral, Player or Enemy
 - SATELLITES: Number of spy satellites available
- Spy and ship units appear in the bottom planet view square when that world is selected.

GAME OPTIONS

- Mute Soundtrack - Disables music audio, only UI sound FX are enabled.
- Instructions - Read the manual during gameplay, pauses any and all actions.
- Exit Game - Quit the game at any time.

Ships:050
Production:20
Allegiance:Player
Satellites:0



All planets contain info on selection

MUTE SOUNDTRACK

INSTRUCTIONS

EXIT GAME

To exit game, button available in the bottom corner

BATTLE MODE

BATTLE BAR

- Players can increase their chances of winning a battle by making strategic choices.
- Ships battle in zero-gravity using physics and collision to determine outcome.
- When Auto-Shields are enabled, they regenerate 1 point every 2.0 seconds only after maximum health.
- When ships reach 0 cooldown with less than max hitpoints, the Player has a chance to click-heal that unit for increased survival.
- All ships start at level 1 with 8 hit points. As they level up, hit points, cooldown, and other stats increase. Level 6 is max (see hit points table on page 12 for details)
- CRITICAL HIT: 1% chance any ship hit by bullet fire can be destroyed on impact. If shields enabled, a critical hit has 25% chance miss.
- Critical Hit Countdown: In the first 30.0 seconds of a battle, all ships are immune to critical hit. Afterward, any bullet can be fatal.
- Invincibility: occurs for the first 3.0 seconds of a ship's deployment.

BATTLE MODE preview



SHIP ICONS CHANGE STATS AS THEY LEVEL UP OR TAKE DAMAGE



BATTLE MODE

BATTLE MODE

- On the right, you'll notice the Enemy and Player total number of ships.
- When the health bar flashes after cooldown, Players can click to heal their units again.
- When enough XP is gathered from successful attacks against opponents, ships then progress into Level Up mode. (see XP table on page 12 for details.)
- When a ship is ready to level up, choose any booster to enhance that ship's capability.
- Max level 6 means there are limits to the number of boosters per ship. 9 upgrade options total minus EMP, therefore choose wisely.

EXIT GAME OR RESUME

- EXIT BATTLE: At any time you can press the button in the bottom left corner of the game to either pause the battle or exit the game.



SHIPS REMAINING



EXIT BUTTON CORNER



BATTLE MODE

BOOSTERS

Boosters are permanent upgrades per ship to improve their chances of victory in battle after each level up. The order in which you combine them per level up can mean the difference between success and failure.

- AUTO HEAL: ships automatically heal at the end of the cooldown period. This helps the Player focus on other ships.
- ADD SHIELD: Ships regenerate shields after a full health bar, reinforcing defense for 1 point every 2.0 seconds. 25% chance evade Critical Hit damage.
- ADD TWIN SHOOT: Upgrades laser fire to twin shooters. Double the chance for Critical hit against opponents, damage, and XP gain.
- BOOST ATTACK: Boosts attack power of ships in addition to increased stats after level up. See page 12 for attack table. (Maximum of 3x)
- BOOST HEAL RATE: Decrease cooldown healing rate. See page 12 for heal rate table. (Maximum of 3x)
- BOOST SHOOT RANGE: Increases bullet distance from 70% Battle Zone distance to 100%, reaching the furthest extent of the region.
- EMP BOMB: Deals 100% damage to all enemy shields and 80% damage to any unshielded unit for 8.0 seconds. Units are unable to heal or move until the EMP Shockwave timer is 0. (4.0 minute cooldown).



Boosters appear after level ups

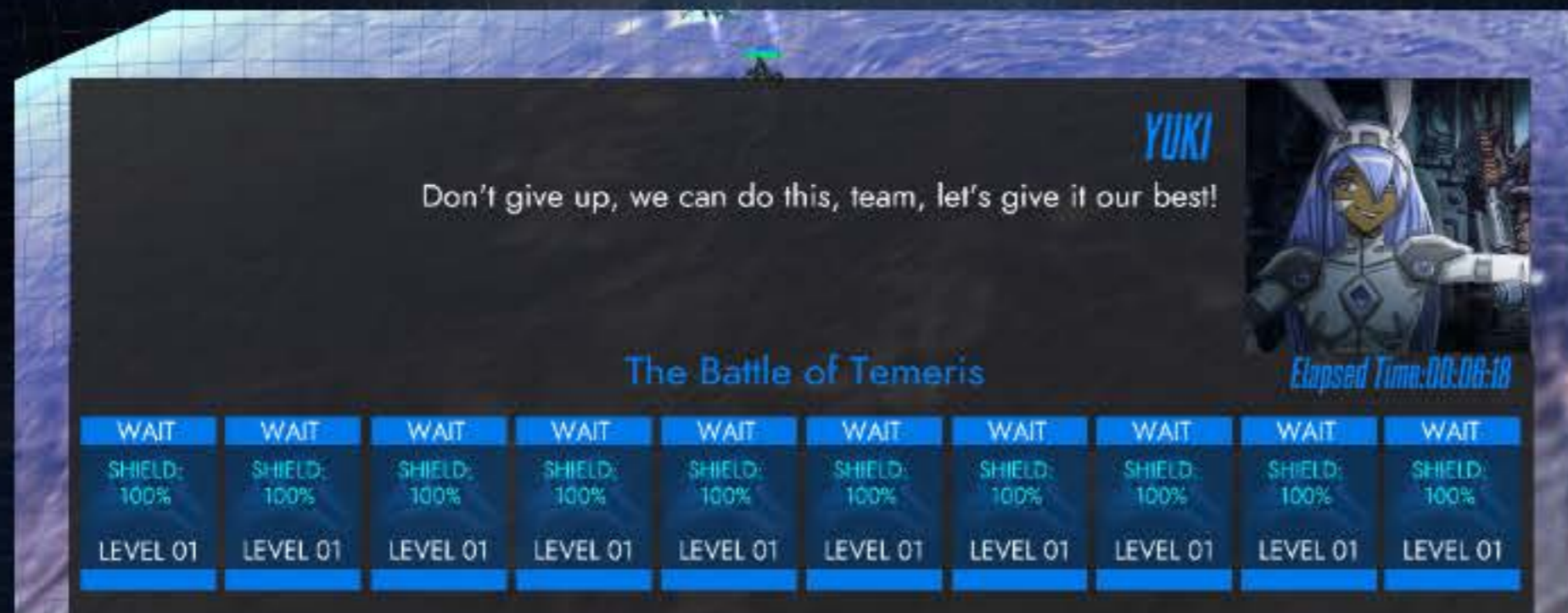
BATTLE MODE

AVATAR WINDOW

-PLAYER AVATAR: At the bottom of the screen a player avatar will appear and make snarky or encouraging comments based on the activity happening in battle. When the player is winning, the Player's avatar will ensure things are well, when losing, warn you of the danger and help motivate.

-ENEMY AVATAR: The Enemy's units appear at the top when the Player's spy satellites occupy the attacked planet. By default it is off and unseen. The Enemy's unit stats are affiliated with their red color.

ENEMY UNITS ONLY APPEAR WHEN A PLAYER ADDS A SATELLITE TO THAT PLANET



PLAYER AVATAR APPEARS AS WIN / LOSE GAME STAT



ENEMY AVATAR APPEARS AT THE TOP OF THE SCREEN

BATTLE MODE

THE BATTLE BUTTON

- HIT POINTS: The amount of damage ships take.
- SHIP ICON: Represents the ship as an avatar. Displays status change and booster upgrades.
- CURRENT LEVEL: After a ship's XP rises above it's max value, it rises to the next level.
- HEAL COOLDOWN: Amount of time to wait before the next heal moment.
- XP: Points gained for level up. 5 per damage against opponents and 25 per destroy.

(see attribute level up table on page 12 for details.)



SHIP ICON STATS EXPLAINED

BATTLE MODE

THE PHASES OF BATTLE

BATTLE START: Ship count for offense and defense planets are loaded and ready to go.

Note: No matter how great the numbers are, only 10 ships are loaded at any given time.

EMP SHOCKWAVE: All units hit by shockwave have shields disabled and 80% damage HP with 4.0 seconds cooldown. During this time, the affected fleet cannot heal or boost until after cooldown.

SUDDEN DEATH: When 9 ships or less are available, that team is ruled by the Sudden Death ratio which awards the losing side as well as penalizes the winning side in proportion to the win/loss fraction with a 10% damage chance minimum, since only 10 ships are available to fight at any given time. For example, 5 ships versus 10 in sudden death means a 50% chance hit against the losing side and 200% chance hit against the winner. It's the moment when fighters get desperate before their demise.

LAST STARFIGHTER: When either side has 1 ship remaining, it's latency is decreased by half, increasing it's maneuverability, making it harder to hit.

ONE ON ONE: Both sides have one ship remaining with increased maneuverability and speed.

BATTLE END: The battle ends when either side is at 0. A draw can happen, though rare, and by default the defendant keeps the planet.



AN EXAMPLE OF PLAYER EMP SHOCK BATTLE EVENT. ALL ENEMY UNITS FREEZE FOR 4.0 SECONDS

ATTRIBUTE TABLE

VALUE PROGRESSION ON UPGRADE

LEVEL	HP	ATTACK	XP FOR UPGRADE
1	8	1	60
2	13	1	170
3	17	1	312
4	21	2	480
5	25	2	671
6	28	2	882

Thank you for purchasing Star Kingdom. If you have any questions, comments, suggestions, or feedback, please email support:

support@monarchgames.net

THE END | THANK YOU

THANK YOU FOR PLAYING!