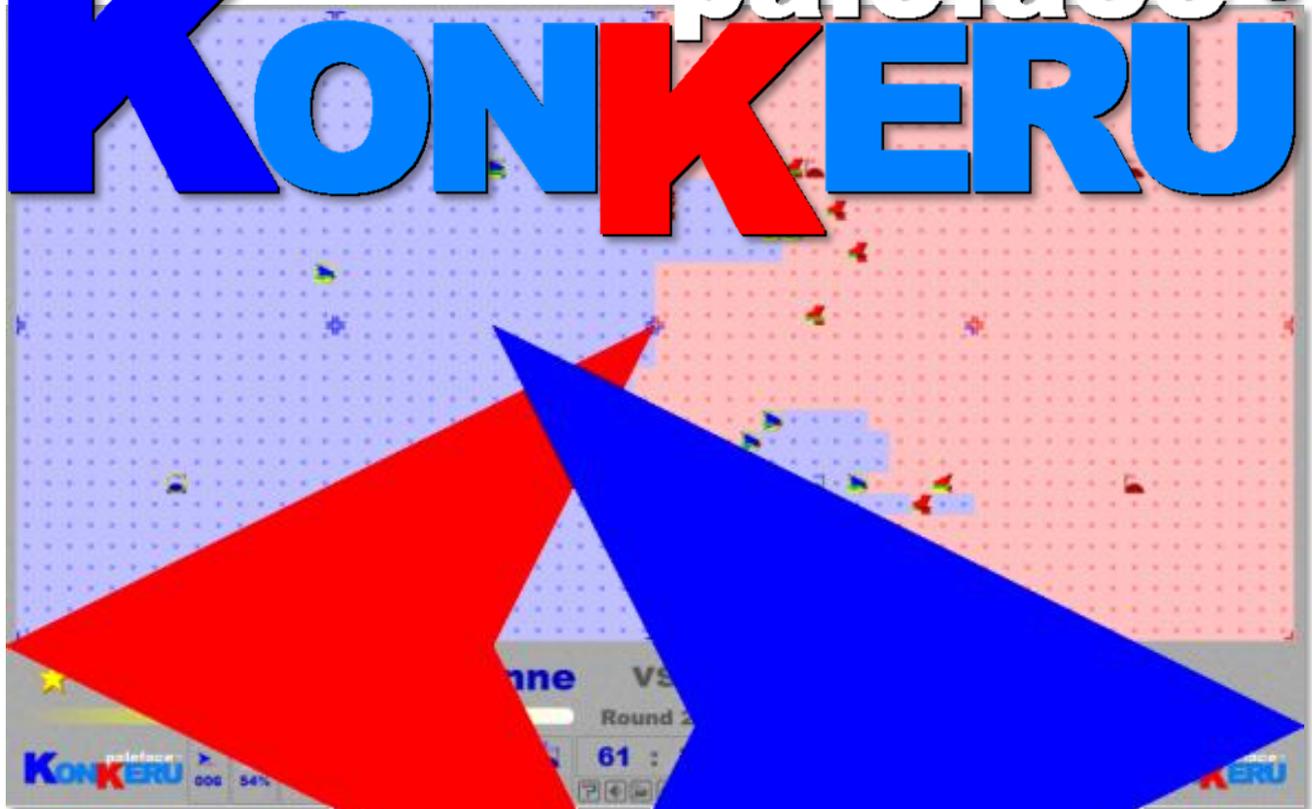


paleface's KONKERU



v1.0

**Round-based strategy game
for one or two players**

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Goal of the game

In **KONKERU** two players compete against each other on a game field, or one player against the computer. Whoever finds the right strategy and is able to conquer all of his opponent's bases and destroys all of his units will win the game.

Quick start

Those who are impatient just click on **NEW GAME** in the menu, enter their name, and click on **PLAY** in order to start directly. The basics of **KONKERU** can be learned during the game through the courtesy of the help function that can be called up by clicking on the help icon  at any time.

New game

After having selected **NEW GAME** from the main menu, you are able to adjust the following settings:

Game mode

On the very top you can select between the  **1 player mode** (human against computer) and the  **2 players mode** (human against human).

Field

In this section you can choose between twelve different situations at launch, e. g. starting with four bases or just one, playing direction horizontal or vertical.

Difficulty level (only 1 player mode)

Since the computer as opponent will not be a real challenge in future games, you can grant him an advantage here. In level 1 it will receive the same amount of resources as you do, in the second it will receive 10 % more, and difficulty level 5 will grant him a bonus of 40 % on the resources.

Attributes (only 1 player mode)

You can assign several attributes to the computer player, whether he shall act defensive (he will build up defense lines) or offensive (he will not build up defense lines), and whether he shall rather be cautious (he will return units back to his bases sooner) or courageous (he will advance deeper into your territory).

Status screen

Below the game field you will find information on what currently is at the players' disposal in the status screen. Just hover the mouse pointer over an element to learn its meaning. You may also click on the information icon  to get a better overview.

Game saving

After each round the game will be saved automatically. You can leave a game with a click on the close icon  and continue it when selecting **CONTINUE GAME** from the menu at any time. Four games can be saved. A saved game will be deleted after its completion.

Game field

Unoccupied fields

Units of every player can move onto them at any time.



Blocked fields

In the first ten rounds of every game the front, the borderline between blue and red property, is blocked, so attacking will not be possible. You can only set and post units at this period of the game.



Bases

Bases hold resources that can be used for setting units (Attackers, Defenders, and Transporters) and refitting them with energy and ammunition. Resources will be allocated after every two rounds depending on the number of the fields associated to a base. Maximal 224 fields can belong to each base, that is the area of 15x15 fields around it. If all of them have the same color as the base, the supply rate will be 100 %, so the resources will be increased by 100. Already at 159 associated fields the supply rate has fallen to 50 % and the resources will only be increased by 50. 112 fields mean a supply rate of 25 %.



Attackers

There are three variants of this unit type, Strong, Medium, and Fast Attacker. They hold ammunition that can be used for attacking opposing units what will decrease their energy level and destroy them in the end. Opposing bases can also be attacked what will result in a loss of resources.



Defenders

There are three variants of this unit type, Robust, Medium, and Fast Defender. They do not have ammunition, but because of their stronger armor they can withstand attacks longer than Attackers. You can build up defense lines with them to force your opponent moving around them what will cost him energy and gives you the time to intercept him with your Attackers.



Transporters

This unit type's mission is to transport a part of a base's resources to another one in order to strengthen it. For this reason, it has only as much energy as it needs to move from one base to the next where it will be removed after having delivered the resources. You should take care that your opponent is not able to destroy one of your Transporters, because the resources will also be lost.



Units posted on bases

At this point they start and here they should return from time to time to benefit from the bases' resources in the form of new energy and ammunition. For what is the use of a unit without energy that faces destruction deep in opposing territory? Furthermore, they can protect the base from being attacked and conquered, because they are in the line of opposing fire first.



Bases capable of performing actions

You can set units on bases with sufficient resources. When clicking on it, a window will open where you can select from the seven different unit classes. In case there are not enough resources for setting the unit you would like to, you can select **Do not set unit** and wait until the base has sufficient resources at its disposal. Esc closes the window so you can decide later on what to do on this certain base.



Units capable of performing actions

With a click you can select them for performing actions. The yellow circle is replaced by four green arrows.



Units selected for performing actions

To perform an action (further information in section "Actions"), click on an adjoining field to the left or right, at the top or bottom or press the corresponding arrow key. Clicking on the unit itself will finish its actions for the current round. Clicking on another field undoes the selection of a unit so you can first select others to perform actions. In case there are any units capable of performing further actions you do not want to avail of in the current round, you can finish your turn by hitting space bar or clicking on your opponent's name.



Units without energy

Units with an energy amount that has been decreased to zero by moving or being attacked are no longer capable of performing actions, but can be supplied with new energy by friendly units.



Destroyed units

Fields with the pitious hangovers of units that have been destroyed by attacks are handled like unoccupied fields.



Actions

Once a unit has been selected for performing actions, this can be done by clicking on one of the four adjoining fields to the left or right, at the top or bottom. The action's nature depends on what is located on this certain field.

Move

If the action's target is an empty field, the unit will move there. A field of your opponent will be assigned to you. If the next base belongs to your opponent, it will not be able to benefit from this field in the form of resources any longer.

The maximum number of moves in one round depends on the type of the unit. For example, a Robust Defender is capable of moving only one field while the Fast Attacker can overcome four fields in one round. As long as further actions are possible, the unit will remain selected.

Moving will result in a little loss of energy, whereas consumption grows with speed. That is that the energy level of a Fast Attacker that has just been refitted can go down to 92 % in one round when exploiting its maximum speed. So you should not squall into opposing territory imprudently, or it will not be a big deal for your opponent to destroy your unit. How much energy a unit has at its disposal is shown when pointing on it: a full green bar stands for an energy level of 100 %, a dark red one means all energy has gone.

Refitting

Once a unit makes a move on an own base, it can use its resources to gain new energy and ammunition. Further actions of this unit will not be possible in the current round.

Transporters moving on a base will deliver their resources and will be removed.

Energy transfer

If the action's target is an own unit, both units will share their energy. For example, a unit with 75 % can support one with only 5 % with the result that both units will have 40 % in the end. Further actions of these two units will not be possible in the current round.

Attack

Units holding ammunition (shown as yellow balls below the energy bar) can attack an opposing unit when choosing it as action's target. The attacking unit fires at the opponent who will suffer from a loss of energy and will be destroyed if it runs out of energy. Attacking a unit situated on a base is possible, too. Further actions of the attacking unit will not be possible in the current round.

Furthermore, you can also attack an unoccupied base. In this case the full ammunition will be fired at one time. Instead of energy the base's resources will be decreased.

Conquer

Once an opposing base is no longer holding resources or if it is a gray base that still has not been claimed by anyone (will only appear on certain game fields), a unit (also Defenders and Transporters) can simply move on it. The base has been conquered and can be used by the conqueror for supporting his units from now on. Further actions of the conquering unit will not be possible in the current round.

After having conquered a base you should assure that you have gained enough fields around it so it can collect sufficient resources for getting stronger to prevent it from being conquered by the opponent again. For this reason, it is also not a bad idea to move a Transporter there.

Units

	Cost of resources incl. energy, ammo, cargo	Speed in fields per round	Ammunition in pieces	Armor in percent
Fast Defender	205	3	—	30
Medium Defender	215	2	—	40
Robust Defender	255	1	—	50
Fast Attacker	255	4	4	0
Medium Attacker	290	3	6	10
Strong Attacker	350	2	8	20
Transporter	575	3	—	0