



Game Manual

1. Introduction

Reclamation is a fantasy strategy game where you are put in control of taking back your home from invaders. You must manage resources and train units so that you can explore and reclaim the land around you. Customize your unique units and control each one individually in tactical turn-based combat where they can grow, win, and die. Even out of combat your enemy is not idle, and they will stop at nothing to make sure you can't reclaim your home. Are you up to the challenge of leading your units and reclaiming of your home?

This manual will cover ...

In Section II, [Core Gameplay](#), each aspect of the game will be thoroughly explained. This includes a run-through of the game's three core pieces of gameplay: the World Map, Base Management, and Battle Encounters.

See the Controls Cheat Sheet in the Appendix for a quick guide on the game controls.

2. Core Gameplay

There are three main components to this game. In our explanation, we refer to these components as Views. The three different Views are as follows: the [World Map](#), [Base Management](#), and [Battle](#). Visit each section to understand the importance of each View, and then read [Maneuvering Between Views](#) for an explanation on how each of the Views are connected.

2.1 Game Flow

When a New Game (see [Section 3.0](#) for more info) is loaded, the Player starts in the [World Map](#) View.

2.2 World Map

The world map is where you will direct your [Squads](#) to take over [Towns](#) and defeat enemies. When squads encounter enemies on the world map, a battle is launched. See Section 2.4 for more information on [Battle Encounters](#).

2.2.1 How To Access

The Player begins the game in the World Map view. Furthermore, whenever a Save State is loaded, the Player will return to the World Map. If a Player is in a battle, they will only return to the World Map once the Battle Encounter has ended. The Player can return to the World Map from Base Management by using the “Return To Map” button on the Base Management home page.

2.2.2 Squads



Squads are a group of units that have been deployed onto the [World Map](#). Squads can have a maximum of 6 units in them. Units are able to be deployed into Squads from [Towns](#). A Squad can be reclaimed into a Player controlled Town by moving the squad onto the town, opening the Town GUI and moving all of the units in the squad into the town by clicking on each unit, clicking the left arrow, and then clicking confirm button.

2.2.3 Towns

Towns are scattered across the [World Map](#). There are 5 Towns in total (1 [Player Base](#), 1 Enemy Base, and 3 other Towns). The Player must reclaim every town before they can [win](#).



A [Battle Encounter](#) will occur in a town if an Enemy and Player squad meet in a Town, an Enemy enters a Player controlled town where Units are stationed in, or a Player squad enters an enemy controlled town. An Enemy that enters a Player controlled town that has no Units stationed in it will immediately take control of the Town.

When the Player wins a [Battle Encounter](#) on a Town tile, they gain ownership of it. A Player is able to send units from their Player Base to any Towns that they own from the [Base Management](#) view. Units that are stationed in Towns can then be deployed in [Squads](#). By owning more Towns, the Player gains more map control as they can shift their troops around a lot faster.

The player can view any units they have in a Town they own by double clicking on the Town, opening the Town GUI.

2.2.4 Player Base

The Player Base is located in the bottom left of the World Map. The Player Base is indicated by a grouping of 7 yellow tiles; 1 central tile, 6 surrounding.



Double clicking on the central Player Base tile will load a special Squad Deployment GUI (See [Section 2.2.2](#) for more information). This GUI is like a normal Squad Deployment GUI, except it contains an extra button. This “Manage Base” button, when clicked, takes the Player to the [Base Management](#) view..

2.2.5 Enemies & Creep



Enemies are scattered around the whole map. Creep indicates parts of the world that they have infected. This allows the player to visualize where the enemies are and have been. As mentioned in Section 2.2.2, Towns located on creep tiles are owned by the enemy.

2.3 Base Management

The Base Management screen is the Player's hub for training units, deploying those units to owned cities, and managing unit inventory.

2.3.1 How To Access



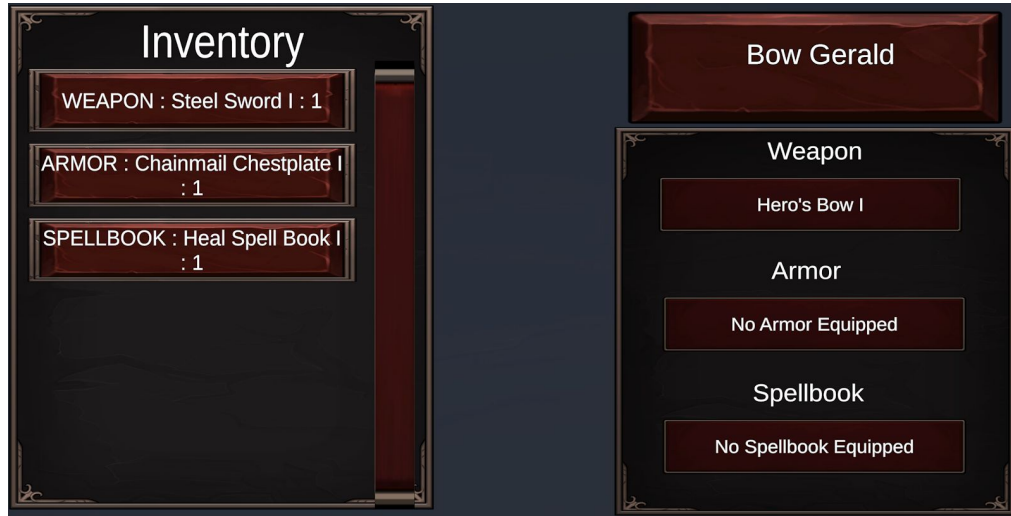
The Base Management screen is accessed by first clicking the Main Base on the World Map. A Squad Deployment GUI will appear

2.3.2 Barracks



This screen has the option for selecting units. The barracks will display the stats of the various units that you control. The barracks also allow training new units and deploying units to specific towns that you own. Lastly, the barracks menu has a button to open up the inventory system.

2.3.2.1 Inventory

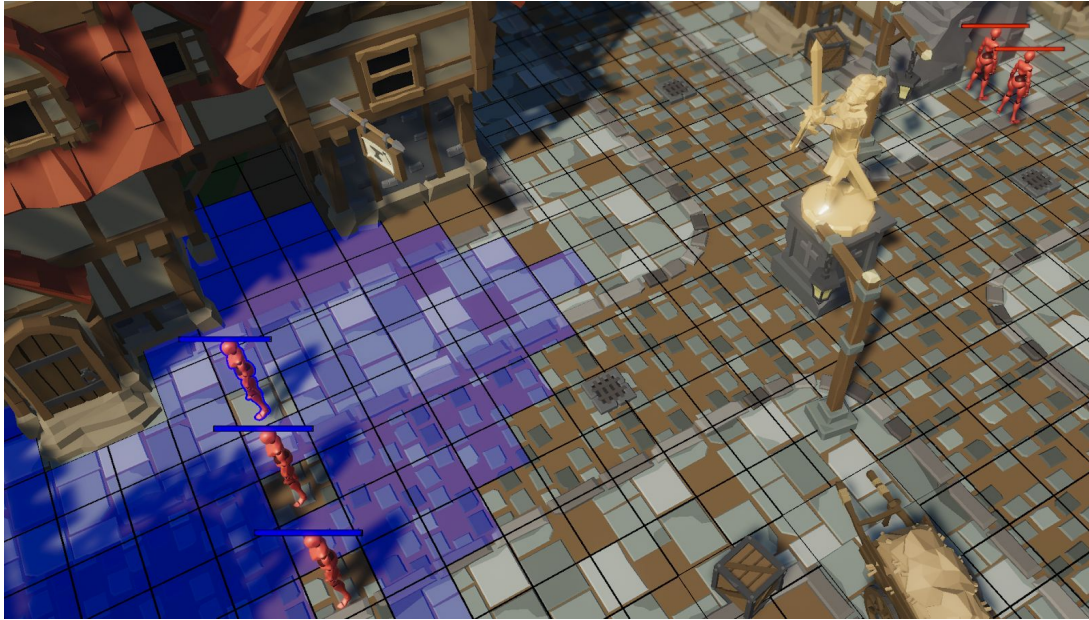


The inventory system is accessed by clicking the inventory button in the barracks gui after a unit has been selected. The inventory is composed of 2 parts. The global inventory is on the left and shows a list of all the items you have found while playing. The unit inventory is on the right and shows the equipment that the unit is carrying. Any global inventory item can be clicked to switch the chosen unit's equipment out with the clicked item.

2.4 Battle Encounters

When an encounter is started between a squad and an enemy the battle screen will load the battle screen. On the battlefield the units in the squad that you had selected will be loaded and start on the bottom left of the scene.

2.4.1 Grid Environment

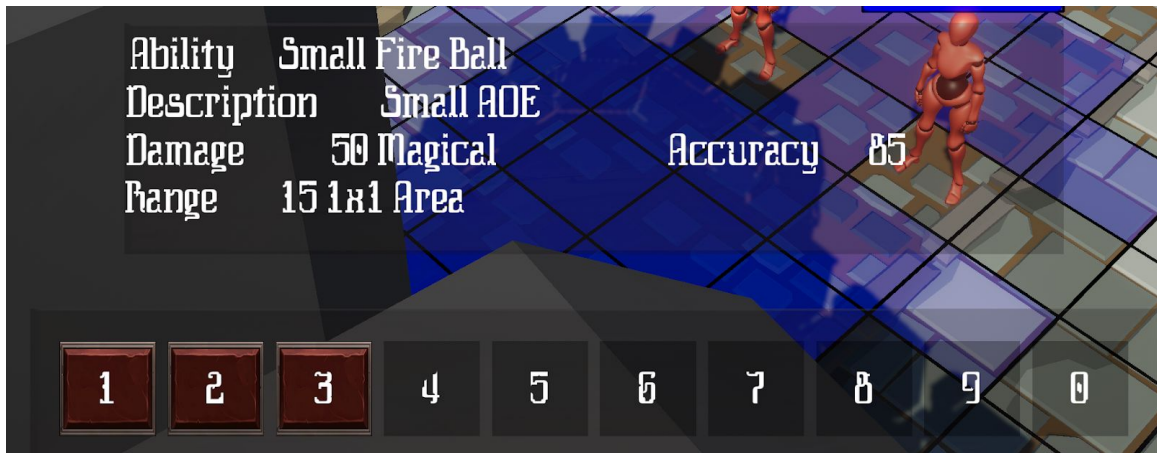


Battle's are conducted on a grid. Units can move orthogonally along the grid but they cannot move diagonally.

2.4.2 Turn System

The turn order of the battle is determined by the initiative stat on each unit. See [Section 3.4](#) for more information on stats. Each Unit on the field can move up to its movement and use one ability on its turn.

2.4.3 Ability Bar



The ability bar shows up to 10 unique abilities that a unit has access to. An ability can be selected by clicking on the numbered button in the UI or pressing the given number key.

To see the description of the ability you can hover over the UI button or hold the associated number key. When an ability is selected that button will be outlined red. Each abilities stats are listed when hovering over the hotbar.

2.4.4 Stat UI

Pressing the C key toggles a Stat UI that displays the stats of the currently selected unit. Hovering over a unit and pressing the V key toggles a different Stat UI display for the hovered unit.



2.4.5 Combat

Each Unit takes a turn and is able to move a certain number of tiles based on its stats and also is granted one ability use per turn. Each Unit has a number of abilities defined by its equipment load.

The numbers at the bottom of the screen represent the actions that a unit can take on its turn. Each unit has one action and movement on their turn. Click anywhere on the blue tiles to move to that square. Select an ability using the mouse or the numpad, from here you can see the stats of the ability. Finally left click to use an ability and right click to exit that ability. To end the turn hit tab or right click. Your goal in each battle is to kill all of the enemies (highlighted in red). The battle will end either when all of your units are dead or all the enemies are dead.

2.4.6 Win & Lose Condition

A battle is won if The Player defeats every enemy unit. A battle is lost if The Player loses all of their units. The outcome of the battle will be saved. Losing units is permanent.

3. Units

There are 3 different unit classes: [Warrior](#), [Scout](#), and [Mage](#). Each has different base stats and a different set of abilities.


3.1 Warrior



Ability	Type	Range	Damage	Accuracy
Slash	Physical	1	-30	100
Stab	Physical	1	-40	95
Circle Slash	Physical	0 2x2 AOE	-30	90

3.2 Scout

Halt Arratay



Scout

Max HP 30

Current HP 30

Initiative 40

Physical Attack 25

Physical Defense 35

Magic Attack 25

Magic Defense 35

Squad

Town Player Base

Ability	Type	Range	Damage	Accuracy
Bow Shot	Physical	10	-30	90
Piercing Shot	Physical	0 5x1 AOE	-20	90
Self Heal	Heal	0	+50	100
Heal Surrounding	Heal	0 2x2 AOE	+45	95
Heal Circle	Heal	5 3x3 AOE	+40	90

3.3 Mage

Grand Mage Crawfis



Mage

Max HP 30

Current HP 30

Initiative 40

Physical Attack 20

Physical Defense 30

Magic Attack 30

Magic Defense 40

Squad

Town

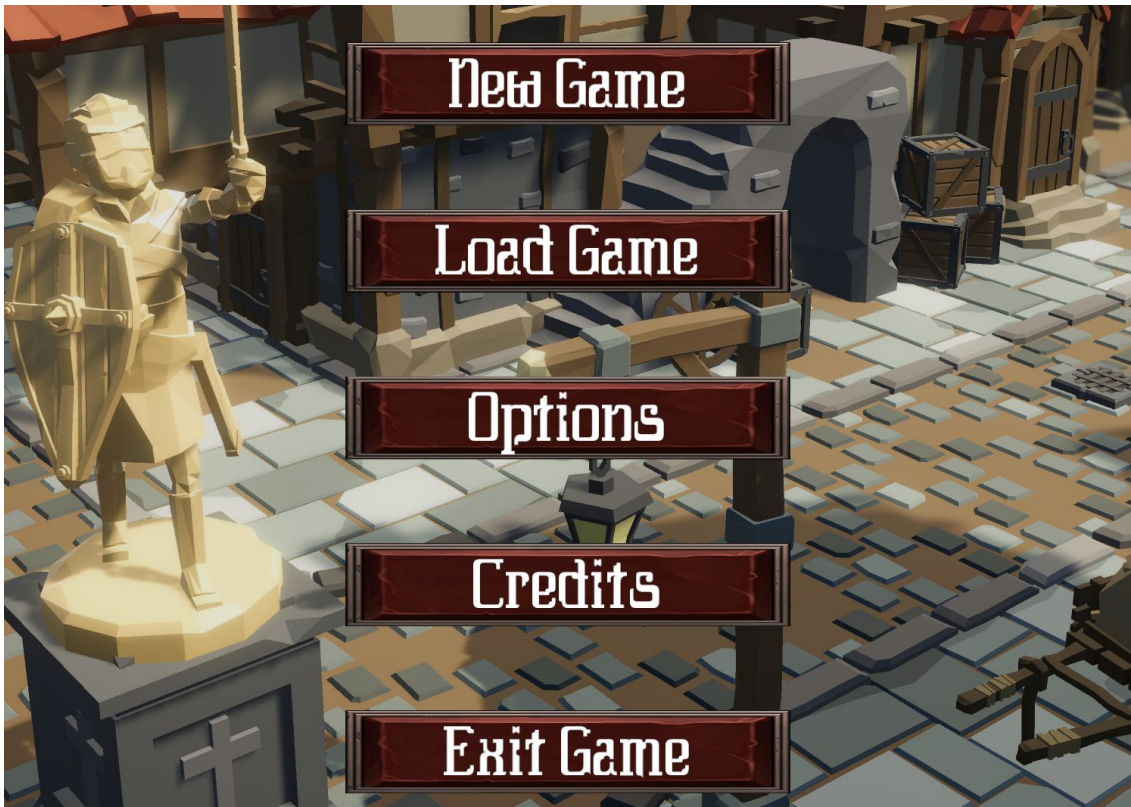
Ability	Type	Range	Damage	Accuracy
Lightning Strike	Magic	3 3x3 AOE	-70	75
Shock	Magic	15	-50	85
Fireball	Magic	10 5x5 AOE	-40	80
Small Fireball	Magic	15 3x3 AOE	-50	85
Flame Burn	Magic	0 3x2 AOE	-40	90

3.4 Stats

Stat	Effect
Initiative	Speed; used to evaluate unit turn order
Physical Attack	Strength when using physical attacks
Physical Defense	Resistance against physical attacks
Magic Attack	Strength when using magic attacks
Magic Defense	Resistance against magic attacks
Movement	Distance can travel per turn

4. Main Menu (and Pause Menu)

4.1 Buttons



The main menu screen has the following options.

Button	Action
New Game	Start a new game save
Load Game	Load from a list of save states
Options	Adjust volume/music and resolution
Credits	List designers and roles
Exit Game	Exits application

The Pause Menu offers similar options as the Main Menu. The Player can return to the Main Menu from the Pause Menu.

4.2 Saving



The Player can also Save their game, except while in combat, via the Pause Menu. If a player exits the game during combat, the game will revert to the Save State prior to combat.

5. Win & Lose Condition

5.1 Win



The Player wins when they have re-captured and own every town. This includes the main Enemy Base. Once this condition has fulfilled, an end win screen will appear.

5.2 Lose

The Player loses if all of the towns, including their base, are controlled by the enemy.

Appendix

Controls Cheat Sheet

The controls on this sheet will be split based off of the view that they apply to. See the Manual for more information on the different views. The camera controls are the same for the World Map and the Battle Encounter

Shared Controls

Camera

Object	Input	Action
Camera	Q	Rotate counter-clockwise
Camera	E	Rotate clockwise
Camera	W	Translate forward
Camera	A	Translate left
Camera	D	Translate right
Camera	S	Translate backward
Camera	Z	Zoom out
Camera	X	Zoom in
Camera*	Spacebar	Enable/Disable Free Cam

*This allows the player to detach the camera from being fixed on a particular character and move around freely during battles. This control is only available in a battle

Menu

Object	Input	Action
Any View	Escape	Open pause menu

Base Management

*There are no keyboard controls for Base Management. Players can navigate the base management UI using the buttons on screen.

World Map

Squad Interaction

Object	Input	Action
Squad	Left Click	Select Squad
Squad*	Left Click	Move Squad to Tile

*Once a squad is selected, left click on any tile and the squad will move towards that tile, stopping at that tile or at the squad's maximum movement range.

Town Interaction

Object	Input	Action
Town	Double Click	Open town unit management GUI
Player Base	Double Click	Open player base unit management GUI

Battle Encounter

Object	Input	Action
Ability bar	NumKeys or Hotbar Click	Select Ability To Use
Unit	C	View Current Unit's Stats
Unit	Hover a Unit and V	View Unit's Stats
Unit	Tab	End Turn