



Crownmakers



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Introduction

Welcome to Crowntakers!



You are the illegitimate son of King Jandric of Arias, who has been deposed and made prisoner by the Duke of Esire. However, through the medium of royal blood, the King manages to get in touch with you and persuades you to come and save him.

You are now striding through a world made of countless, procedurally-generated hexagonal tiles. With each new game you start, you will discover even more events and characters. But whatever happens, do not forget your one and only goal: to defeat the infamous Duke!

Assembling a team

Your first challenge will be to recruit a small group of mercenaries in order to overcome the hurdles that await you on your journey!

Generally, you will find mercenaries along the road or in taverns. They will all be ready to serve you—if you pay the right price, of course. Each mercenary you recruit will be unique and have a signature set of skills.

While moving and fighting by your side, your teammates will gain levels. As you collect more and more experience points, you will be able to improve their characteristics (Strength, Health, Critical Hits, Dodge) and face even more enemies.

Battle

Similar to exploration, each battle takes place in an arena made of hexagonal tiles. The way they unfold is fairly simple. At the start of his turn, the player can use each of his mercenaries until none of them is able to act anymore. Then it is the enemy's turn, and so on until one of the two sides prevails.

In *Crowntakers*, each allied or enemy character is either a melee or a ranged fighter. Melee fighters can hit enemies on adjacent tiles freely. Ranged units, however, are unable to target enemies located on adjacent tiles.

When a character attacks an enemy, an initial roll will determine whether or not the attacker manages to hit the defender. If the attacker hits, the defender has a chance to dodge the attack. If the defender fails to dodge, damage is inflicted based on the attacker's strength.

If the defender manages to dodge and the attacker is a melee fighter, the defender does not sustain any damage and automatically counterattacks.

On each game turn, the player can use his mercenaries on the battlefield—provided

they are still alive. Each mercenary has two action points to use per turn. Action points are used to move, attack or use an ability.

Abilities

Each mercenary has two active abilities and one passive ability, giving the players many different options. Note that some abilities are on a cooldown once used, and you have to wait for them to recharge before you can use them again. It is therefore necessary to wait until the most appropriate moment to use them, so you can maximize their power.

Potions

In addition to abilities, you can also choose to use potions during battles. Potions are both precious and very efficient. Use the right potion at the right time and you may survive the trickiest of situations.

Drinking a potion doesn't cost action points, but the effect of a potion dissipates after a short while. You also need to pay attention to the placement and orientation of your mercenaries before letting your opponent start its turn.

"Aggro"

Melee fighters are surrounded by a small area, represented with purple tiles, which allows them to block enemy attacks coming from these tiles.

Ranged fighters starting their turn on a blocked tile have to move out of the blocked area to be able to shoot at enemies.

Furthermore, a blocked fighter can move only one tile.

Any fighter trying to move out of a blocked tile will be subject to an opportunity attack by the blocking mercenary.

Finally, any melee fighter who is on a tile blocked by multiple enemies and is trying to attack one of them will be subject to opportunity attacks by all other enemies.

Backstab attacks

If you move a character on the orange tile behind an enemy, you can use a Backstab attack on that enemy.

Backstab attacks cannot miss and they have increased critical hit chances. However, it is still possible for the target to escape a Backstab attack.

Armor

Finally, you will soon discover that both your mercenaries and your enemies may have armor points on top of health points.

When you attack a fighter wearing armor, damage is inflicted on the armor first, then on the target's health points.

Each attack will damage the armor one point at a time, regardless of the attacker's strength.

Surviving

Each battle will weaken you. But don't worry—there are many ways to survive, and every battle you win is a reward that allows you to move to the next stage.

Fatigue

You should keep a close watch on your party's level of fatigue, as your mercenaries will suffer a melee penalty when fighting if they are too tired.

To reset the fatigue gauge, you can rest in taverns or set up camp, provided you have some campfires in your inventory.

Finally, time flows while you move around the kingdom.

With each passing day, the enemy armies will grow stronger and will be harder to defeat.

You would do well to plan your moves in advance in order to avoid facing enemies far too strong for you.

Merchants

Along your journey you will often encounter merchants. They will sell you goods that are useful to continue on your quest.

As you never know what might come next, you should buy a handful of items of all kinds, just in case.

Blacksmith

Just like your hero, your warriors have a weapon and a piece of armor when you recruit them.

Whenever you come across a blacksmith, you can upgrade your equipment if you have the necessary materials to do so. Upgrading your equipment can unlock slots in which you can socket runes.

Up to three runes can be added to each piece of equipment.

Each rune has unique effects, and they can make quite a difference in combat.

Always learning!

But don't forget: what matters is not the destination, but the long path you have traveled so far. In Crowntakers, every mechanism you discover and eventually master will be the starting point for your next new game.

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