

Mercenary Commander

A monstrous enemy with countless minions wages war on the kingdom.

You are a mercenary commander!
Your sellsword company is hired to help fight against the monsters.

You will have to fight through 6 battles.
You have some freedom in choosing which battles to partake in.

Towards the end of the 6th battle, the Enemy Leader will appear.

If the Enemy Leader is slain, you win the game!

You can accumulate Fame throughout the battles. Your goal is to win the game with the highest Fame possible!

However, if your Commander dies at any point, it's immediately Game Over.

During the Battles, you, as the Commander, enter the battle in person. The focus is on you, as you encounter various enemies amidst the chaos of battle.

If you have some of your allies nearby, you can order them to attack the enemy! They may be able to kill the Monsters before they reach you.

Your Units are willing to sacrifice their lives for you. Make it count by reaching the Final Battle and slaying the Enemy Leader!

Your progress is saved after every battle in your browser's Localstorage, so you can continue the game in the same browser even after closing it.





In the game, everything is represented by cards. They are the small rectangle images on your screen.

On the left side of the screen, you can always see the details of any card that you hover over with your mouse.

If you hover over yellow text in the Log (which you should read often to find out what has happened), the given card will also appear on the left hand side.

Every member in your mercenary company is a card in your Deck - they are called Units.

Your Deck may also contain some Skills that your Heroes can carry out.

You don't "draw" cards from the top of your deck as in traditional card games.



Instead, every card in your Deck has a Speed value (on the bottom of the card). This is a percentage (%) that shows how likely it is that you draw that card in any given turn.

At the start of each turn, for each card in your deck separately, a Speed check is made. If the check is successful (a 1-100 random number is lower than or equal to the card's Speed), you draw that card.

At the end of each turn, you return each of your cards back into your deck.

Your Commander is not a part of your deck. You are always present.

Apart from Speed, Units (and Enemies) also have Damage (DMG) and Health (HP) values.

On the very first screen, you have to select your Commander by clicking on it. Once it's highlighted, you'll be able to click on the "Ready" button to start the game.

Before each battle, there will be two screens:

1. Spend Your Gold
2. Choose a Battle

Spending Your Gold

There are two bigger sections on this screen.

The upper section shows cards and activities that you can purchase by spending Gold.

The bottom section shows the cards that are already in your deck. You start each game with a small, semi-random deck.

The purchasable section is divided into two rows as well.

The top row remains the same whenever you buy from it.

The bottom row consists of 6 entirely random cards. Whenever you buy one card from here, a new random card is added to this row.

Let's see the top row cards:

- Ardent Recruit: the cheapest Unit. You can buy any number of this with endless supply.
- Rest: Your units don't regain Health automatically after battles (except for your Commander). You have to spend Gold on this to let them heal a bit.





- Train: Improve your Commander's stats.

- Promote: Units that gained Experience in earlier battles can improve their stats if you buy this. Buying this once spends all Experience at the same time. You can save some money if you wait with this until more of your Units have Experience. See more about Experience later.

- Drill: You can give extra Speed to your Skills.

- Travel: This one refreshes the entire second row with 6 new random cards.

Travel and Train will get more expensive by 5 Gold each time you buy it.

When a card in the purchasable section becomes darker, you can't buy that.

When you're done spending your Gold, click on the Ready button.

Choosing a Battle

There are 4 rows of 3 cards each. Select a row by clicking anywhere on it for choosing which battlefield to take your troops to. The three cards are:

- Region: its type and ability affects the battle.

- Battle Details: you will understand more about the information here after reading the rules.

- The third card is a Reward: this will be added to your deck after the battle, regardless of the outcome.

After you've selected a row, click on Ready.

Battle:

Each round has three phases:

- 1.) Draw cards
- 2.) Assign cards
- 3.) Combat

Draw cards

You draw cards from your deck based on the Speed check being made individually for each card.

In any given round, only the cards in Your Hand (“Available now”) are considered as being in play (with a few exceptions).

Assign cards

At the top of the screen, you can see 3 oversized cards. These are the 3 “Slots” where Enemies can appear.

There is always an Enemy in the first slot. Enemies can also appear in the 2nd and 3rd slot.

If there’s no Enemy in a Slot, there is:

Join The Fray: you can gain or lose Battlescore.

Receive Healing: Units assigned here will heal.

You can assign 2 Units (not Skills) from Your Hand to each Slot. Assign units by dragging and dropping the little card images. Note that you can’t assign your Commander.

Two units assigned to the same Slot are each other’s “assisting units”.

You are free to drag your cards back and forth between available spaces at this point.





Combat:

In each slot where there's an Enemy, the following happens:

- 1.) The Enemy attacks the 1st unit assigned to it: the Enemy deals its DMG, the unit loses that much HP.
- 2.) The attacked unit retaliates even if he died from the attack (they attack each other at the same time): the unit deals its DMG to the enemy's HP.
- 3.) If the enemy is not dead, it attacks the 2nd unit assigned to it, if any.
- 4.) That unit also retaliates.
- 5.) If the enemy is not dead, it attacks your Commander.
- 6.) The Commander also retaliates.

The Enemy can still remain alive after this. In this case, he will remain in the slot for the next turn as well.

If a Unit dies, it is removed from your deck permanently.

If there's no Enemy in a Slot, you either gain / lose Battlescore (in the Fray) or your assigned units regain HP (at the Healer).

When a Unit's HP is lower than its maximum, it's displayed in red. Hover over it to see its basic value.

After each Slot has been evaluated, a new round begins.

The Enemy Leader

After your 2nd Battle, the Enemy Leader will be revealed. This can help you getting ready for the encounter.

The Enemy Leader may also have some ability that affects every battle while he is visible.

You can't attack the Enemy Leader directly before the Final Battle, but some cards may affect him/her while visible.

The Final Battle

In the 6th battle, after the last Wave of Monsters (see later), the Enemy Leader joins the battle. Normal enemies may still appear too.

This battle ends when either the Enemy Leader or your Commander dies.

Note that you can't choose a Battlefield for the Final Battle. Its Region is always "The Last Battlefield", but its Terrain type is randomized.

Number of Waves

The number of Waves indicates the length of the battle.

At the start of round, if there's no Enemy left alive in the 1st slot, you will advance to the next Wave.

After the last Wave, the battle ends (except in the Final Battle: the Enemy Leader joins the battle at this point instead).

If your Commander dies at any point, the game immediately ends.





Battlescore

It is a 0-100 scale you share with the Enemy. If you have X Battlescore, the Monsters have 100-X Battlescore. When you gain any, they lose the same amount, and vice versa. It represents the thousands of fighters that take part in the battle independently from your troops.

At the End of each Round in battle, your Battlescore is checked.

If your side has 100 or more Battlescore, you immediately win the battle. This can happen even during the Final Battle, perhaps even before the Enemy Leader could join the battle!

If you have 0 or less, you immediately lose the game as if your Commander has died!

At the end of each battle, your Battlescore is evaluated once more.

If it's 50 or more, the Battle is won by the forces of good. You gain the higher value Rewards depicted on the Battle Information card.

If it's less than 50, you are forced to retreat. You still get a reward for participating in the battle, but you gain the lesser Gold and Fame Reward, depicted on the Battle Information card in parentheses.

It's possible to retreat from any of the first 5 battles, as long as your Commander doesn't die. The only consequence is that you'll only get fewer gold and fame if you lose. In the 6th Battle your final Battlescore doesn't matter as long as it's between 1 and 99.

Killing an Enemy gives you 2 Battlescore. If an Enemy kills a Unit, the Monsters gain 2 Battlescore.

Join The Fray

This Slot is not always visible, but when it is, you can lose or gain Battlescore by assigning units here.

At the start of each round, the Battlescore value in it is reset. It shows “The Monsters will gain X Battlescore”, which will be applied when that slot is evaluated. This basic X will get higher in later battles.

If you assign a Unit to this Slot, this X number will be lowered by its DMG. This happens immediately: you can check the Fray card again after you assign a Unit to it and you’ll see that the number has changed.

If you decrease this X into a negative value, the caption will say “You will gain Y Battlescore”, where Y is effectively the absolute value of X.

Present Units

Cards that have the “Unit” or “Hero” trait are considered Units. Even your Commander counts as a Unit for all ability purposes.

Units that are assigned to any of the 3 slots, or are in your hand are Present Units. Your Commander is also a Present Unit. A Unit that you Keep is not Present.

Hand Limit

You can only have at most 12 cards in your hand at the same time. If you draw one more, you discard the first one from your hand.

When you are instructed to “Draw” a card (outside of Speed check at round start), you draw the first card from your Deck.





Sacrifice

When your Commander suffers damage that would bring his/her HP to or below 0, he/she may be saved yet by a valiant sacrifice of one of your units.

If at this point you have any Units in your hand, instead of the death of your Commander, one of the units in your Hand (randomly selected) sacrifices him/herself. This means that the sacrificed unit's HP becomes 0 no matter how many he/she had left.

Ardent Recruits are usually the best cannon fodders for this.

If this happens, your Commander doesn't lose any HP.

If your Commander was attacked and he/she would die as the result of the direct combat DMG, but survives due to a Sacrifice, he/she does not retaliate against the enemy that dealt the damage.



Temporary Cards

Temporary Cards are removed from your deck at the end of the battle. You can recognize them by an (*) asterisk after their Trait.

They are most commonly Advantage and Disadvantage cards, but certain effects can also create Temporary cards in your Deck.

Temporary cards behave exactly like normal cards in any other regard.

If a card gives you an Advantage / Disadvantage, hover over its colored text to read it.

Experience

When a Unit kills an Enemy (by either defeating it in combat using DMG, or using an ability or Skill), that Unit gains an Experience.

A Unit can have up to 3 Experience points.

Experience points will increase the Unit's stats when you choose "Promote" between battles. A small (*) asterisk marks which Stat will be increased when you Promote the Unit.

The asterisk is assigned randomly to a stat that is not yet marked when the Unit gains Experience.

One point of increase when Promoting means: +1 DMG, +2 HP or +4 Speed.

Your Commander doesn't gain Experience.

Level

When you buy cards between battles, some have the trait "LVL X".

Higher level Units have one or more of their stats increased, as if they have already been Promoted earlier.

The cost of higher Level cards is also increased.

Level doesn't have any other in-game effects, so this caption is removed from the card after you purchase it.

Skills that are higher Level have their Speed increased.





Order of your cards

At the start of each turn, the cards in your Deck are arranged by Speed, from highest to lowest.

Speed check is made in this order. Therefore, cards in your Hand will also be in this order.

(By dragging units, you can change the order of cards in your Hand, but it usually doesn't matter. If you really have a reason to do so, note that it's a bit limited: the card you drag will become the last one in your hand, you can't place a card directly between two others in your hand.)

Keeping Cards

You can only keep 1 card per round, except if your Commander is Aruna Wildbloom, who can Keep 2. Drag and drop any card from your Hand into the Keep area.

You can Keep Units and Skills. The card you Keep is not considered as being in play.

The cards you Kept from the previous round are added to your Hand after Speed check was made for cards in your deck, so the Kept card will usually be the last in your hand - you won't discard it by drawing over your Hand Limit.

When you put a card into your Hand by Keeping it from the previous round, it doesn't trigger any "When Drawn" abilities, it's not considered to be "drawn" at this point.

You can't Keep Advantage or Disadvantage cards (you can't even drag them).

Terrain

The Battlefield's Region type not only affects certain abilities, but also: before each battle, one temporary Terrain Advantage and one Terrain Disadvantage card is placed into your deck, depending on the Battlefield's Region.

Mountain Advantage:

Close Quarters - When Drawn: Draw the first card from your deck into your Hand.

Mountain Disadvantage:

Losing Ground - When Drawn: The Monsters gain 4 Battlescore.

Woodland Advantage:

Nature's Blessing - After Combat: Present Units regain 2 Health.

Woodland Disadvantage:

Lost In The Woods - When Drawn: Discard the leftmost Unit from your Hand.

Swamp Advantage:

Take The Initiative - Before Combat: Present Enemies lose 1 DMG.

Swamp Disadvantage:

Stuck In The Mud - When Drawn: Units in your Deck lose 4 Speed.

Plains Advantage:

Level Fields - When Drawn: Units in your Deck gain +4 Speed.

Plains Disadvantage:

Caught In The Crossfire - When Drawn: Units in your Hand lose 2 Health.

Fortress Advantage:

Defend the Walls - When Drawn: You gain 4 Battlescore.

Fortress Disadvantage:

Ambush From the Shadows - Before Combat: Present Enemies gain +1 DMG.





Monster Types

The Battlefield Information card specifies what type of Monsters will attack you in a battle.

In the final battle, all kinds of Monsters can attack you.

Different Monster groups have different chances to spawn enemies in the 2nd and 3rd Slots.

The lower this chance, the higher the average DMG of an individual enemy from that group.

This order is:

- Beasts (highest chance for 2nd and 3rd enemies / lowest average damage)
- Orcs (lower chance, higher dmg)
- Undead (even lower chance, even higher dmg)
- Demons (lowest chance, highest dmg)

The monster groups also have some strategies that they use more than others.

- Beasts: discarding your cards / spawning more enemies
- Orcs: direct damage / DMG increase
- Undead: regaining HP / giving you Disadvantages
- Demons: gaining Battlescore / weakening your units

Note that as the number of battles progresses, Enemies become stronger.

If you hover over a Monster's HP value, you can see its maximum. This can be very useful with Monsters that heal before combat.



Order of triggered effects

If several cards in play have the same trigger, the order they are triggered is this:

1. (The Enemy Leader, if it's not yet in the battle, but already visible)
2. Your Commander
3. Battlefield's effect
4. Enemies from left to right
5. Units assigned to enemies from left to right
6. Cards in your hand from left to right
7. Cards that trigger from the deck

Steps of a Battle Round

One round of battle consists of these triggers:

1. Drawing cards into your Hand (via Speed check of cards in Deck)
2. (Brendan Shadowcloak's special ability triggers before you put cards you Kept from the previous round into your Hand)
3. "At the start of round" effects
4. New Monsters Appear
5. While you're assigning cards to Slots, nothing is triggered. Combat starts when you click on the End Turn button.
6. When you click on the End Turn button, first, "Before Combat" effects take place.
7. After that, combat starts. All three slots are evaluated, from left to right.

If there is an Enemy in the slot, it attacks.

See the following mini-sequence for attacks:





- Enemy: “Before Attacking”: before attacking any Unit assigned to it, or your Commander
- The Enemy deals its DMG to the attacked Unit
- Enemy: “After Attacking”.
- Attacked Unit: “Before Attacking”: before the attacked unit retaliates
- Attacked Unit deals its DMG to the Enemy that attacked him/her
- Attacked Unit: “After Attacking”.
- These are repeated for each assigned Unit and your Commander, for each Enemy.

8. “In the Fray”: this is triggered when the current Slot is “Join The Fray”. A Unit needs to be assigned to this Slot to trigger its “In The Fray” ability.

9. “At the Healer”: this is triggered when the current Slot is “Receive Healing”. A Unit needs to be assigned to this Slot to trigger its “At the Healer” ability.

10. “After Combat”: after all three slots have been evaluated.

11. Now, you discard every card from your hand, and Units assigned to Slots. This triggers any “When Discarded” abilities.

12. “At the End of Round”: when all else is done. (see Wardell Redbraid’s ability)

Some Dead units and Enemies remain in play for a while (with a Skull for their image), but they don’t trigger their abilities.

Exception: when a Unit Retaliates, it triggers its own Before and After Attacking abilities even if the Enemy’s attack killed him or her.

Dead units are invisible for Skills.

<http://zais.hu/mercenary>

This is a non-profit game made for practicing programming.

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