Max of Empires for dummies:

The quick guide to get you started

What to do:

Each player starts with a capital, a builder and some gold. With this builder you can use your gold to build new buildings. With these buildings you can generate more gold, increase your population and train new units. These units will also cost gold to train and occupy your population. The units will have different strength and weaknesses so choose carefully! You can combine these units into armies. With these armies you can engage the enemy.

If you engage an enemy builder with your army the builder will die. If you however engage an enemy army you will both enter a battle phase. During this phase you control each unit individually. During this phase it is you goal to kill all units on the enemies army, if you do you will return to the overworld. You can kill enemy units by attacking them with your units if they are within the attack range. You will deal damage to them first and if they can they will attack you back. The damage you deal will depend on the stats of the units fighting. If the health of one of the units fighting is reduced to 0, that unit will die.

Back in the overworld your goal is to destroy the enemies capital. If you succeed in this you win. You can destroy enemy buildings by standing on top of them with your army the required amount of turns. This amount the depends on the building you are trying to destroy.

Unit Statistics:

Here you will get a short explanation of what each stat does for a unit.

- **HP**: This is the health of your unit, if a unit is attacked it can receive damage which reduces the HP. If the HP of a unit is reduced to 0 the unit is killed.
- **ATT**: This is the attack power your units has. The unit attempts to deal damage equal to its ATT.
- **DEF**: This is the defence your units has. The damage dealt is equal to the ATT of the attacking unit, minus the DEF of the defending unit.
- **HIT**: This is the chance your unit has to land its attack.
- **DODGE**: This is the chance your unit has to dodge an incoming attack. The DODGE is subtracted from the HIT to determine the actual chance an attack lands.
- **RANGE**: This is the range from where your unit can attack. Each unit has a maximum and a minimum RANGE. If an enemy unit is in between the minimum and maximum RANGE you can attack it.
- **MOVESPEED**: This determines how far a unit can walk. Every time a unit moves to a different tile, the cost of the tile is subtracted from the MOVESPEED. If the cost of a tile is greater than the remaining MOVESPEED the unit can not move to that tile.

Unit Description

Unit	Description
Archer	Attacks from range, but can't fight in melee range
Assassin	Can attack again if it kills a unit
Axeman	High attack, but prone to missing
Builder	Builds buildings and can traverse all terrain, but can't fight and is killed if attacked
Cavalry	High movement, strong and can continue walking after fighting, but expensive
Heavy	Strong defense and gains increased attack when counterattacking, but has low movement
Mage	Attacks from range and ignores armor, but can't counterattack
Spearman	Cheapest unit, but has lower stats than most units
Swordsman	High hit and dodge chance
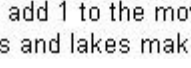
Unit Matchups

Archer
Assassin
Axeman
Cavalry
Heavy
Mage
Spearman
Swordsman

Building Description

Academy		Can train and upgrade assassins and mages
Training Grounds		Can train and upgrade archers, axemen, cavalry, heavies, spearmen and swordsmen
Capital		Can train builders, increases population and generates gold, but can't be built
Mine		Generates gold, but can only be built on mountains
Town		Increases population, but drains gold and can only be built on plains

Terrain Description

	Hills	Mountains	Movement cost	
Plains			1	
Forest			2	Increases DEF
Tundra			1	Decreases DEF and DODGE
Swamp			3	Increases DEF and decreases DODGE
Desert			2	Decreases DEF and DODGE
Jungle			3	Increases DEF and DODGE
Lake				Hills increase the DEF and DODGE

Hills will add 1 to the movement cost
Moutains and lakes makes terrain impassable to all units but the builder