



DEVELOPED BY
2AXION

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1. INTRODUCTION




Ragewar is a RTS game with a seasonal battle system.

Winning Battles increase your **BATTLE RATING**  to dispute a season ranking and get rewarded

Ranked Leagues



To be more competitive in battle, you need to develop your city, play the **CAMPAIGN** , join kingdoms, and participate in all events.

2. CONSTRUCTION

To improve your city, you need to build plenty of structures



HOUSING to acquire workers



WEALTH to produce wealth



GOODS to collect them



CULTURE to increase culture number to develop buildings



MILITARY to build facilities to assemble **UNITS**



DEFENSE to protect your city



ROADS to connect to the castle to get:

- 30% bonus on **WEALTH**  and **WORKERS** 
- 20% on *CULTURE*



WONDERS to acquire different bonuses

3. GOODS

Click on the CASTLE to see your **GOODS** 



5 **GOODS**  per Age

To produce them, you need to spend **WEALTH** 

Used to unlock *SCIENCES*, produce extra *ARMY UNITS*, to progress through *CAMPAIGN*, upgrade **WONDERS**, **TRADE** for other **GOODS** 

4. ROADS



Roads are used to connect buildings to the castle (not required)

They provide bonuses:

- 20% for *CULTURE* buildings
- 30% for **WEALTH**  AND **WORKER**  production buildings

GOODS  cost less to produce if the building is connected to the castle

Military buildings and Wonders don't get any bonuses

Click on villagers with trivia questions in exchange for **WEALTH** or **WORKERS**



5. WONDERS

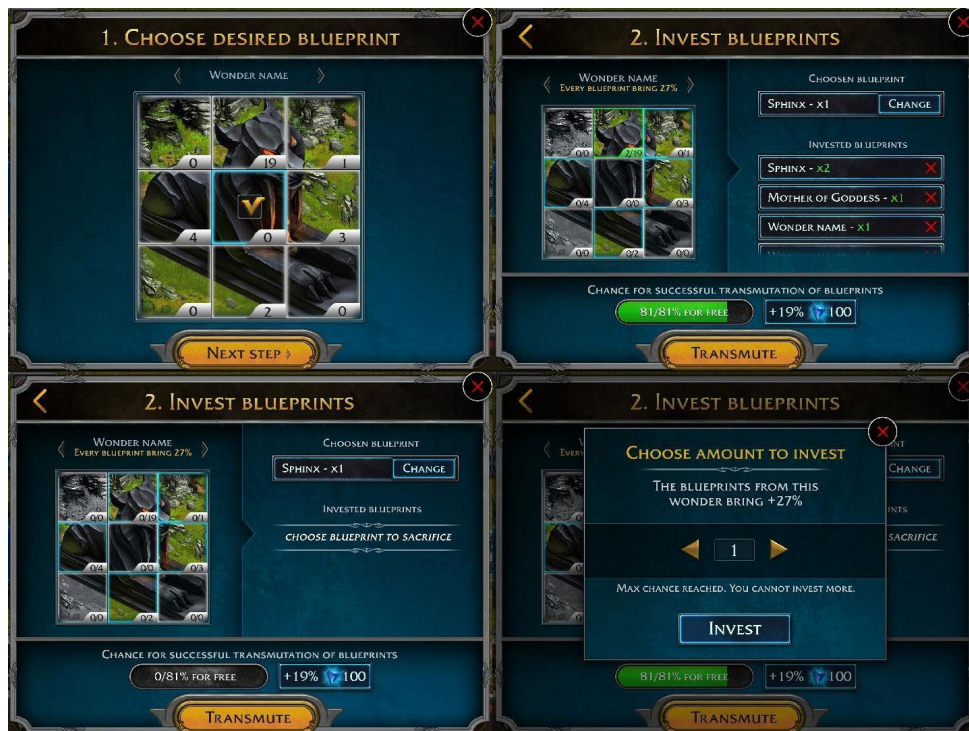



Wonders are the ultimate constructions of the game

Requirements to build: **BLUEPRINTS**

- Transmute **BLUEPRINTS**  to other wonders

Requirements to upgrade: **SCIENCE POINTS**  and full **BLUEPRINTS**  set or **GOODS** 



Choose a **BLUEPRINT**  piece to transmute and other pieces to invest.
The more pieces you invest, the less chance that your investment will end up lost in time

Spend **GEMS**  to decrease your risk. Blueprints from the same wonder increase chances by 27% and from other wonders by 9%.

Use **SCIENCE POINTS**  to upgrade your Wonder

Support other players in your kingdom by donating **SCIENCE POINTS** 



6. THE ELDORADO AND THE WORLD OF ETERNITY



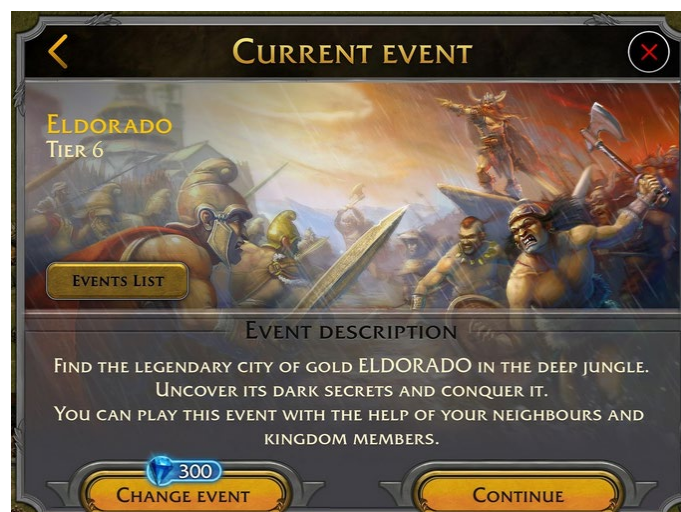
TIME MACHINE 🕒 Events (Eldorado Event and Temple of Eternity) enable players to get **TIME SHARDS** 💎 in order to buy treasure chests with **MEDALS** 🎲🎲

They are available after a player conquers the first island

Rewards: Progressive as you gather more parts of the **TIME MACHINE** 🕒 and reach higher tier of events with better **TIME SHARD** 💎 rewards

To start, click on the **TIME MACHINE** 🕒, then click on 

You need to spend **GOODS** 📦



When an event has started, it randomly creates one of the events below :

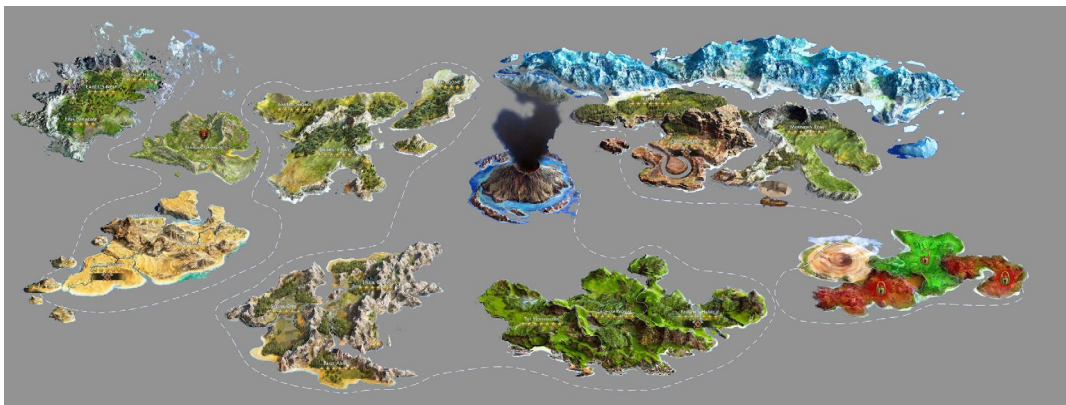
- 1) Clear Forest:
Take 100 trees down, (1 per 5 min), then conquer castle to get rewarded
- 2) The Temple of Eternity, which you can conquer immediately without need for forest clearing

Events starts 24 hours after completing the previous one

If you are not happy with the event, you can change it by spending **GEMS** 





7. CAMPAIGN

Click on **CAMPAIGN** 



To rebuild the **TIME MACHINE** , players need to conquer all islands in **CAMPAIGN** 

Each island has 3 territories that contain 4 *PROVINCES* and one main city

Each *PROVINCE* you conquer becomes an ally on the island. Players have the option of attacking or bribing their enemies with **GOODS**  **SCIENCE POINTS**  **WORKERS**  and **WEALTH** 



After conquering a *PROVINCE*, players get different rewards:

WEALTH **WORKERS** **SCIENCE POINTS** Territories **GEMS**

However, rebellions and invasions can occur from time to time and players need to regain control of the rebellious cities. Activities are important for daily rewards.

You can get a 3x increase in production of **GOODS** by conquering cities

Choose carefully, as changing **GOODS** for any city will cost **GEMS**



8. TYPES OF UNITS



Units:

Clubman, Huntress, Tiger Rider, Turtle, Swordsman, Warballoon, Marauder, Ballista, Birdie, Catapult, Archer Infantry, Gyrocopter, Shining Knight, Airship

Each unit has a favourite target and is used in different situations

Types:

Common, Armored, Air, Defenses, Traps

Traps weaken the ground units

Learn how to fight by going through Training Grounds in **CAMPAIGN** 



9. UNITS UPGRADE



Each unit has a unique requirement to be upgraded to level 10 max

*Unlock upgrading feature after conquering the first island and collecting a part of the **TIME MACHINE** 🕒

You can get to a unit's info page either by going through  or

TACTICS 🏰

Click **UPGRADE** to improve units, this will require **WEALTH** 📦, **WORKERS** 👤, and **COINS** 🪙

10. MEDALS

Medal Coins - used to upgrade offence and defense

BRONZE



SILVER



GOLD




Bronze Coins are unique to a unit

Silver Coins are unique to unit categories/types (common, armoured, and air, traps, defense)

Gold Coins can be used for any unit

Where to get them?

By purchasing daily coins and chests with **WEALTH** , **WORKERS** , and **GEMS** 

Single coins and chests are also another option when you click on  then **DAILY OFFERS** 



You can also purchase chests in **TREASURY**  using **TIME SHARDS**  you get from the **TIME MACHINE**  events (Eldorado Event | Temple of Eternity)

Types of Chests: Common, magic, rare, unique

COMMON  - Contains 7-12 **BRONZE COINS** of up to 3 types; costs 100 **TIME SHARDS** 

MAGIC  - Contains 10-20 **BRONZE COINS** of up to 4 types AND 1-2 **SILVER COINS** of 1 type; costs 300 **TIME SHARDS** 

RARE  - Contains 35-55 **BRONZE COINS** of up to 5 types AND 4-7 **SILVER COINS** of up to 2 types; costs 1000 **TIME SHARDS** 

UNIQUE  - Contains 80-120 **BRONZE COINS** of up to 7 types AND 15-25 **SILVER COINS** of up to 4 types AND 1-3 gold coins; costs 5000 **TIME SHARDS** 

*Rewards are related to the specific age



You can only purchase coins after conquering the 1st Chapter in **CAMPAIGN** mode where the **TIME MACHINE** shows up near your castle.

EXCHANGE

- 10 to 1 Exchange Ratio from Bronze to Silver and Silver to Gold




11. DEFENSE



Click on **TACTICS**  DEFENSE

Players can see the available units and their size limit

To build your defense, you can use either defense units, military units, or both

To expand your defense limit, you need to do research, upgrade your castle, play the **CAMPAIGN** , or use Wonders with this bonus





MOVABLE UNITS can only defend according to their radius and obstacles


Military units can move towards their preferred target unless there is an obstacle (a defense unit or another unit). They can only move in their row

If your castle is destroyed, all other buildings and units will be destroyed as a result

12. WARFARE



Find an opponent to attack, click on  and then click on the **FIND OPPONENT**  window

The game matching system will auto select an opponent of similar **BATTLE RATING**  to you

Make sure you check your opponent's city defense level to see your chance of succeeding



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To change opponent 🏰, it costs **WEALTH** 📦 (the amount will vary depending on the age you are in)

Decide your attack angle of left and right 🔄

Always check your Army Limits when attacking. Players can expand Limits by purchasing **BOOSTERS** ⚡. This can be found in **INVENTORY** 📦

If you have damaged or destroyed units after a battle, you can restore them by using **HEALS** 🩹. Healing points are regenerated through time until the limit is reaches

There outcome of the attacks are :



1- Defeat : Player cannot go through the opponent's defenses to destroy at least 20%. A player will lose in average 20 points of **BATTLE RATING** 🏰



2- Victory : Player can destroy more than 20%



3- Complete Victory : Player destroys opponent's castle and steals their belongings. Your **BATTLE RATING** 🏹 increases by 20.




















When a player loses a battle as a result of an opponent's attack, he will have his military points decreased by 20, his **GOLD WORKERS** 🏰 by $\frac{1}{3}$, and **GOODS** 📦 (no more than 30)



13. RANKED MATCHES

All players start at **BATTLE RATING**  400

Top 10 players will receive rewards

LEAGUE	START	END	REWARDS
 BRONZE	100 	1499 	0 - 750  0 - 750 
 SILVER	1500 	2399 	0 - 3000  0 - 3000 
 GOLD	2400 	3299 	0 - 10500  0 - 10500 
 PLATINUM	3300 	4199 	0 - 30000  0 - 30000 
 DIAMOND	4200 	5099 	0 - 52000  0 - 52000 
 MASTER	5100 	5999 	0 - 75000  0 - 75000 
 GRAND	6000+ 		0 - 150000  0 - 150000 

14. KINGDOMS

Player can join a kingdom or create his own in order to form a social group



The positions a player can assign is *KING* and *Prince* and other titles.

A player with a lower rank can only read messages and in order to participate more, he needs to increase his rankings

Kingdom member loyalty increases by 1 each week. The maximum loyalty level is 15. To check your loyalty and the resulting benefits, click on **KINGDOM** 🤝, then **KINGDOM MEMBERS** 👑, and lastly, the crown next to your nickname



14.1. KINGDOM SKILLS



KINGDOM SKILLS are skills that improve your stats and help when playing in a kingdom

The more advanced the kingdom is, the bigger the rewards

Each skill level costs a growing amount of **WEALTH**  and **WORKERS** 

Requirements: A large amount of **WEALTH**  and **WORKERS** 

14.2. KINGDOM AFFAIRS



Various Kingdom Affairs are available

- Lasts 24 hours
- Only one can be active at a time
- Can be activated again 48 hours after completion



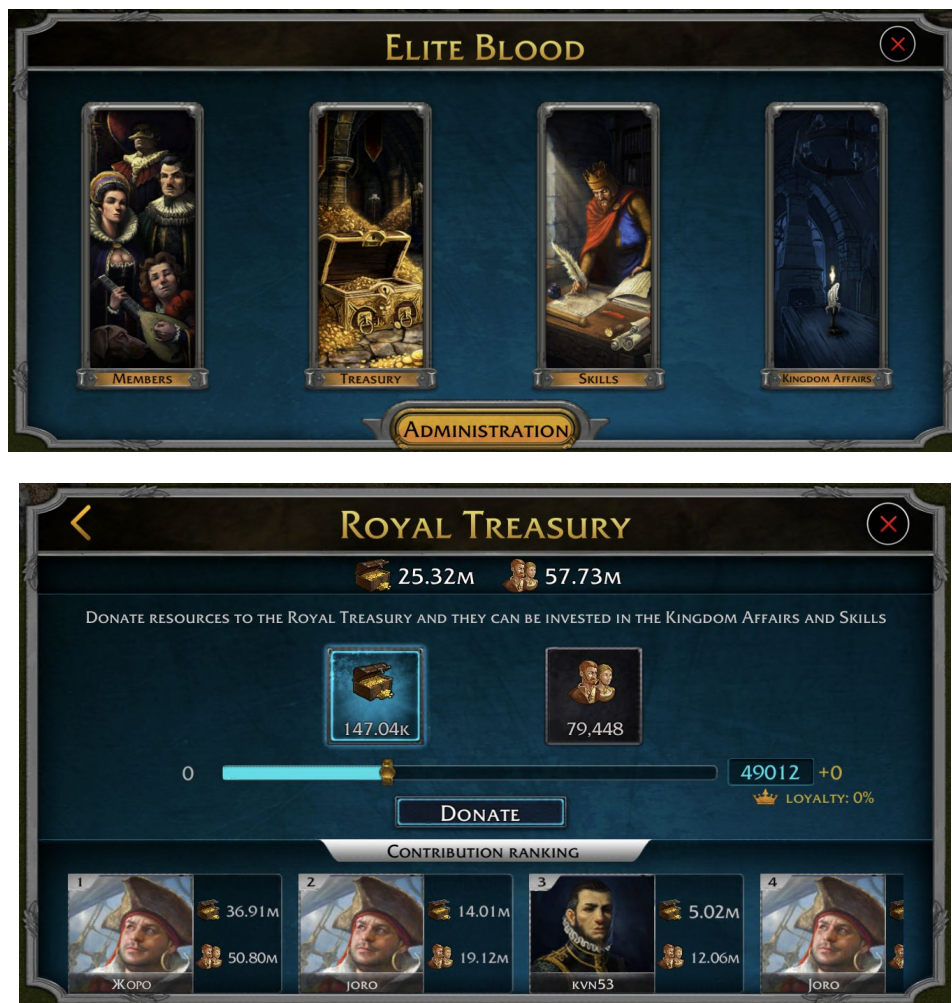
They are only activated by the **KING** or **PRINCES**, who manage the Kingdom. They can raise and lower the rank of Kingdom members, expel members, manage the royal vault, trigger events, and raise the level of royal skills

Cost: Resources from *Royal Vault*

14.3. ROYAL TREASURY

Contributions to the Kingdom's Collective treasury are voluntary donations

To donate, enter **KINGDOMS** 🤝, then click **TREASURY**



Select **WEALTH** 🏆 or **WORKERS** 👤 to donate

The system defaults is set up to donate 1/3 of resources. However, a player can change using the slider to increase or decrease the amount of resources

How to make a donation?

1) Visit your neighbor,

2) Click on the wonder you want to donate to

3) Click on **DONATE** to donate **SCIENCE POINTS** 

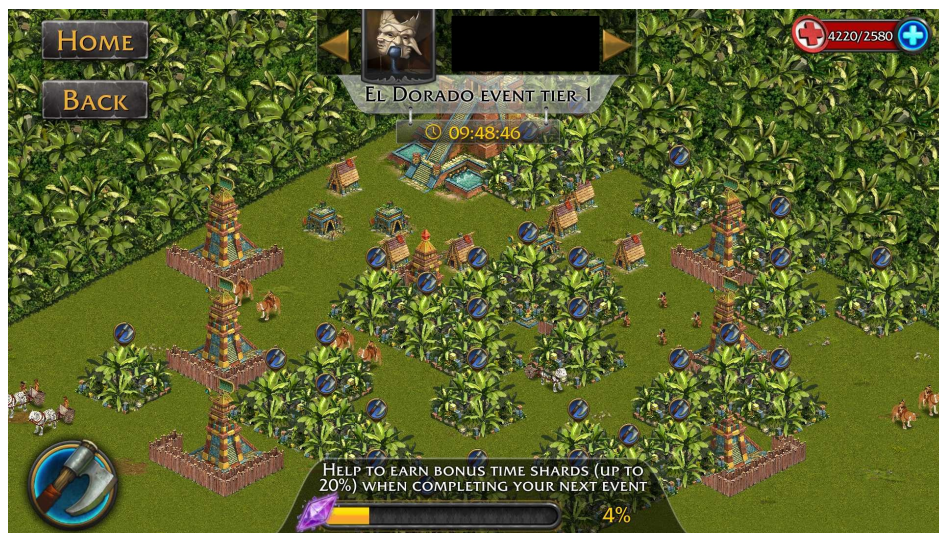
Amount of donation a player can get for a wonder depends on:

- 1) Loyalty level
- 2) Skill level of the kingdom

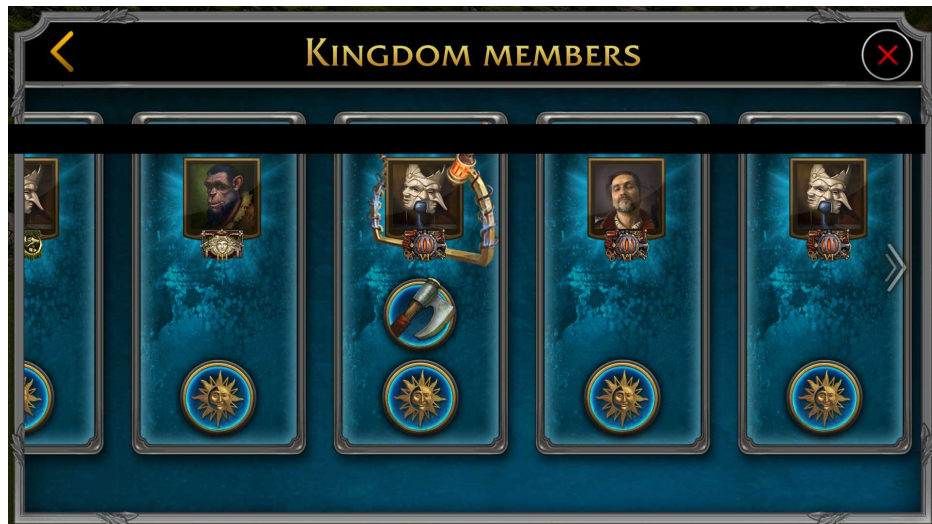
Maximum number of donations is 25% of **SCIENCE POINTS**  required per level

14.4. NEIGHBORHOOD ASSISTANCE

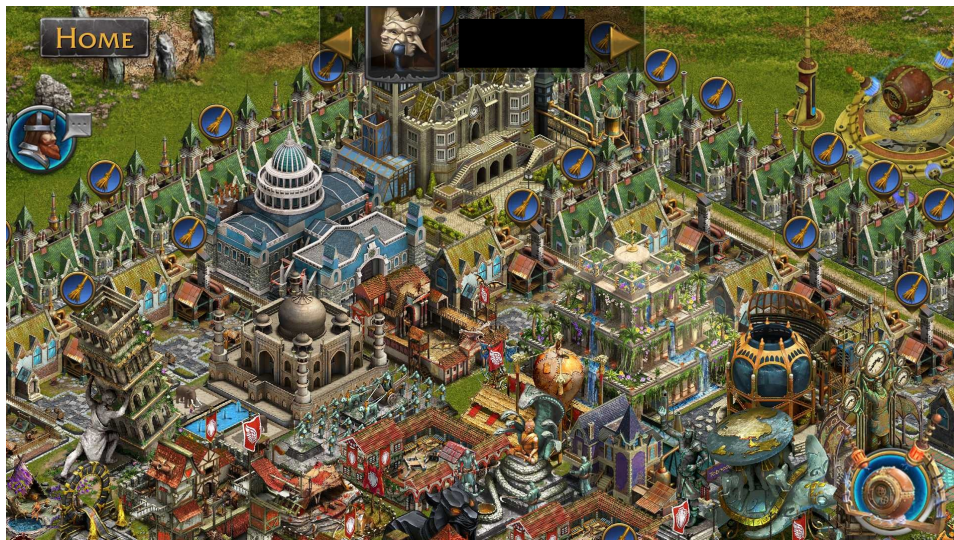
Players have the option to help their **KINGDOM MEMBERS**  by cleaning buildings and cutting down forests in the Eldorado event



Go to **SOCIAL CIRCLE** . Visit your **KINGDOM MEMBERS** . Click on the **SUN**  or **AXE** 



You can also enter a player's city by clicking on their avatar



To clean a building, click on the **BROOM**  above the building

If the visited player has an Eldorado event active, a **TIME MACHINE**  will appear in the lower right-hand corner



Players can also help **KINGDOM MEMBERS** 🏰 fight barbarian invasions in the **CAMPAIGN** 🏰

There is an option to ask for help with the invasion and a 'HELP ME' button will appear

Rewards: Players can get **WEALTH** 🏰 or **WORKERS** 👤 depending on the buildings cleaned. With the Eldorado event, players get 1% bonus **TIME SHARDS** 💎 (up to 20%). Lastly, with the barbarian invasion, players get **WEALTH** 🏰 and **WORKERS** 👤 from defeating the barbarians' fort

The frequency with which you can help your neighbors varies to the player's loyalty level and the kingdom social skill. With maximum loyalty and kingdom social skill, the period of time can drop to a minimum of 4 hours.

15. TRADE

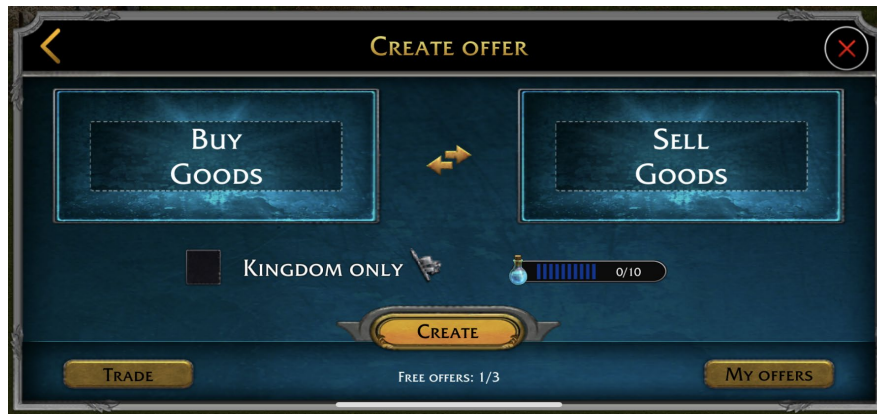


Trade is used to exchange your own **GOODS**  for others needed

TRADE | MAKE OFFER | MY OFFERS



- Sorted by checking the box [AVAILABLE ONLY], which eliminates offers out of range
- Sorted by your kingdom. Check the box [KINGDOM ONLY]



- [CREATE] to create your offer. **GOODS** can be traded at maximum 2:1 ratio
 - Check the box [KINGDOM ONLY] when creating an offer for your Kingdom
- Kingdom Trades are marked with a flag 🚩



16. QUESTS



Click on 

When advancing through the ages, a player gets different *quests*

Rewards depends on the type of *quests*

For completing achievements, different rewards are given, such as **GEMS** , chests with **TIME SHARDS** , etc

6 types of QUESTS:

ECONOMY	CAMPAIGN	MILITARY	SOCIAL	ACHIEVEMENTS	DAILY
Improves player's city by completing research, constructing buildings, collecting resources, etc	Conquer provinces and islands, fight invasions, etc	Build an army, battle other players and barbarians in CAMPAIGN 	Join a Kingdom and trade with other players	Complete Ages, improve your city, collect GOODS  , etc	Short Day-to-day tasks

17. GEM SHOP




Click on  from the  112.18K 

You can buy **GEMS**  with real money



Select a package and continue the purchase process

GEMS  are the ultimate resource, as you can buy **GOODS** , **WEALTH** ,

WORKERS , **SCIENCE POINTS** , **HEALS** , and speed up building construction!