

## HOW TO PLAY – QUICK START GUIDE

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- Destroy all your opponents' unit tiles to win the game.
- Tap squares and tiles to make and undo selections.
- The game is played in rounds. Each round has 8 stages.
- Press the game button to go to the next stage.


### Deploy Units

1

Tap the tiles on top to deploy units to the first row.


### Select Attacking Unit

2

ARTILLERY, BOMBERS, and FIGHTERS can attack enemy tiles on the opposing 3x3 grid. PARATROOPERS move laterally in the same row. The selected attacker is marked with .

### Select Target

3

Pick target for the attacking unit selected in Stage 2. The selected target unit is marked with .

### Reveal Orders

4

Both players made their attack / target selections in secret. In this stage the selections are revealed. No changes can be made at this point.

### Execute Orders

5

The attack orders play out. FIGHTERS attack first, then PARATROOPERS, then ARTILLERY, then BOMBERS.

### Select Frontline Target

6

Add the top right corner numbers (the battle score) for units on the frontline. The player with the highest total score wins the frontline and can pick a unit to destroy. In case of a tie, both teams pick a target unit.

7

### Frontline Battle

The targeted units are removed from the game.

8

### Units Advance

All units advance one row if the next square is unoccupied.

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- The round is complete and a new round starts again at Stage 1.
- The game continues until a winner is declared.

