

KNIGHTS EVOLVE

Let your domination grow!

Destroy the Towers of your opponents!



Basic Information

This is your main Tower, troops will spawn there every few seconds.
Ranged units less frequently than Melee units.
You will lose the game, if your Tower is destroyed.



Text informs you:

- Time until the **Boost House** will appear.
- *Player: defeated troops.*



Evolve

Earning a certain number of Kills will upgrade your army.

For example: **150 kills** gives you **Axe Fighter's**.

Knights
Evolve
Alchemist



Boost House

After a random time, in the middle of the map the Boost House will appear. The Player who destroys it, will earn one of these bonuses:

Barracks:

Gives you a group of barbarians – The player who kills the last barbarian, will get a group with one more Barbarian.



Speed Up:

Speed up your spawn rate.
Your troops will spawn more often.



Doubled:

Double your amount of spawned units.
You get two times more troops.



God of War:

Boost for all of your troops.
They will kill soldiers from the enemy by one hit.



GOAL

Your main objective is to destroy the opponents Towers.
The Boost Houses will help you achieve that.

Enjoy the game and good luck!

Script by Random Lyrics / Randziu
Map terrain (4 players version) by Randziu
Map terrain (8 players version) by Skypper
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randomlyricsmusic@gmail.com

CREDITIS

Core sound authors: WIM, Taira Komori, club sound, ToniTobe, lawnjelly, primordiality, Random Lyrics.
<http://freesound.org/>

Layered, Mixed and Mastered by Random Lyrics.

Correction by Pawel95
Document background by Random Lyrics.

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