

## 0.-ANCIENT KINGDOMS WARS.

This is a historical simulation that shows the conflicts between powers and empires of the early [Iron Age](#) in the Central Mediterranean and Near East.

In this earlier version, the goal is to win conquering only five cities.

### 1.-Java.

This app is compiled and made to run with JRE 1.8.0, and it should be run without any problem in recent versions.

Also, this uses the [XOM](#) library (v. 1.2.6) for parsing xml files.

### 2.-Internationalization.

Within the jar package there is the file app\_label.properties with the literals used in the app to show the messages to the language by default.

You must extract, copy and modify this file, previous renaming it to your language. For example, renaming it to app\_label\_fr\_FR.properties, and traslating the literals to french language, so you can see the righth message in the language of the O.S. host.

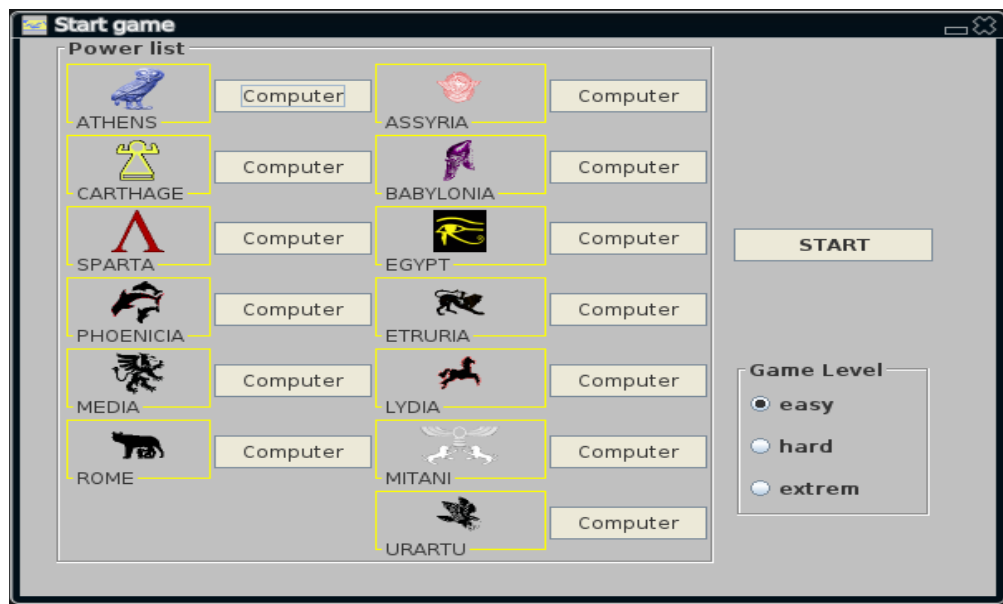
Then, you can add that file to the jar package (with your file compressor manager, i.e., 7zip, winzip, etc.), and try to run the app.

If you cannot show the messages to your language, you must remove that file of the jar package, and ask for help in the site

[kylidia.wordpress.com](http://kylidia.wordpress.com)

### 3.-Short guide to play AKW.

#### 3.1.-Choosing a Power



You can choose a power in this starting window to control a country of the list of button. Default level game is "easy", without unit maintenement costs (it scores less than "Hard"; "Extrem" scores more).

Then, you must click in ther button "start".

#### 3.2.-Main window

The main window is divided in 5 parts:

- The upper bar with the icons of main menu.
- The central area where lays the mapboard, the stacking area (it shows the units in the same clicked hexe of the mapboard), and the events window (where is shown the events of a game turn).
- The lower bar, with the turn track, and the buttons that permits to an unit to assault, make a siege, or undo a movement. And finally, the right button to do an end of turn.



### 3.2.1.-Button bar or main menu



a) button of new game or restarting



To start a new game, quitting the current game.

A dialog window is shown to confirm the action.



b) load game button

To load a past saved game.



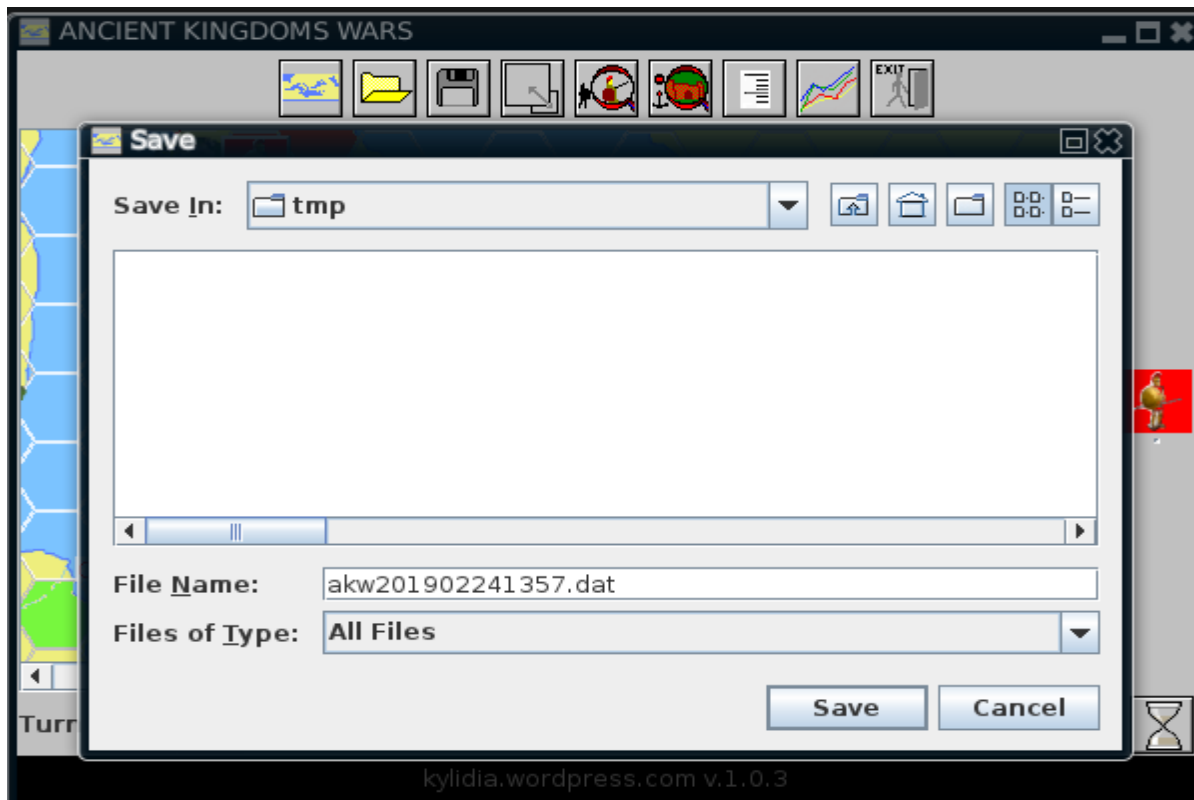
A dialog window is shown to confirm the action.



c) save game button



Clicking this button shows the following window to save the game. You can edit the name of file (by default, the app name with the current time) and, you can select the folder where saves it (by default, the user folder).



d) zoom button



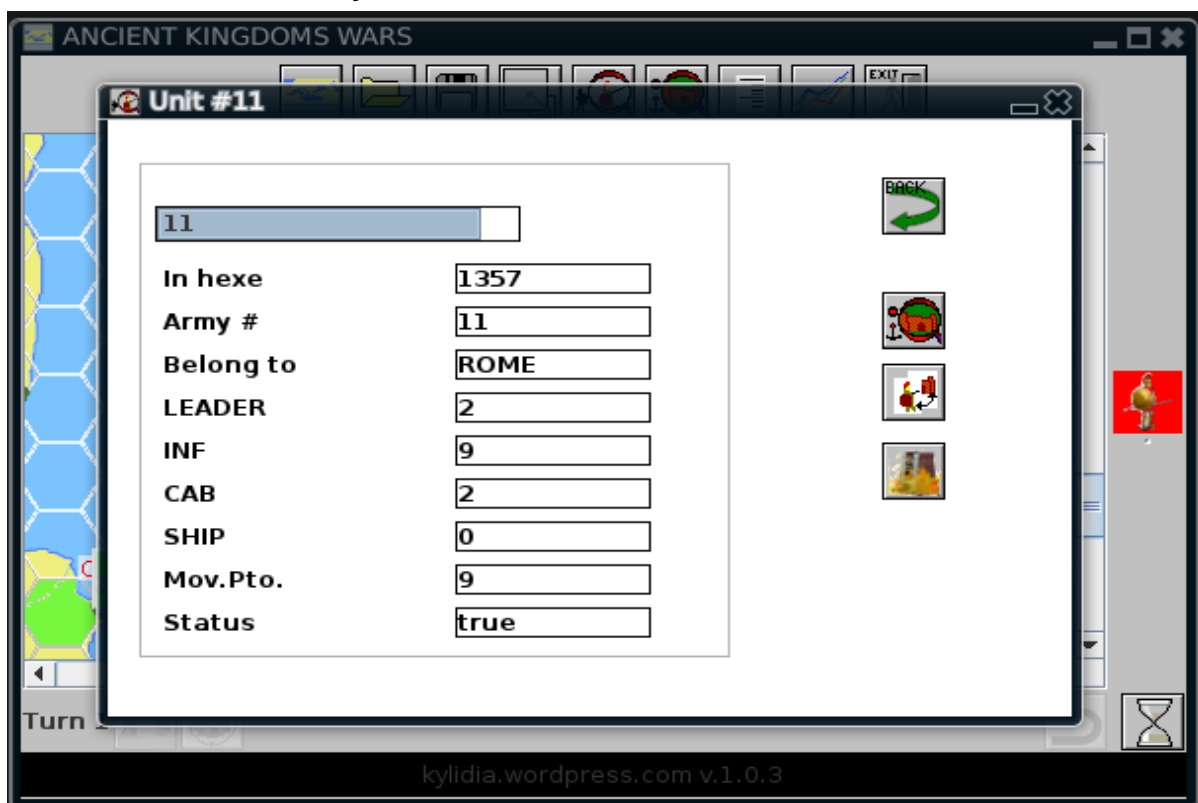
With this button you can zoom out or zoom in the mapboard. Zoom out or zoom in also apply to units. Each click alternates zoom out or zoom in.



e) show data unit button



It shows the next window with data of the selected unit. This window is shown if you make a double-click over a own unit.



This button returns to the former window.



Click on this button (if the unit is found over an own city) shows the window city.



If the unit hasn't fought, click on this button shows the transfer window to exchange between the unit and one own city.

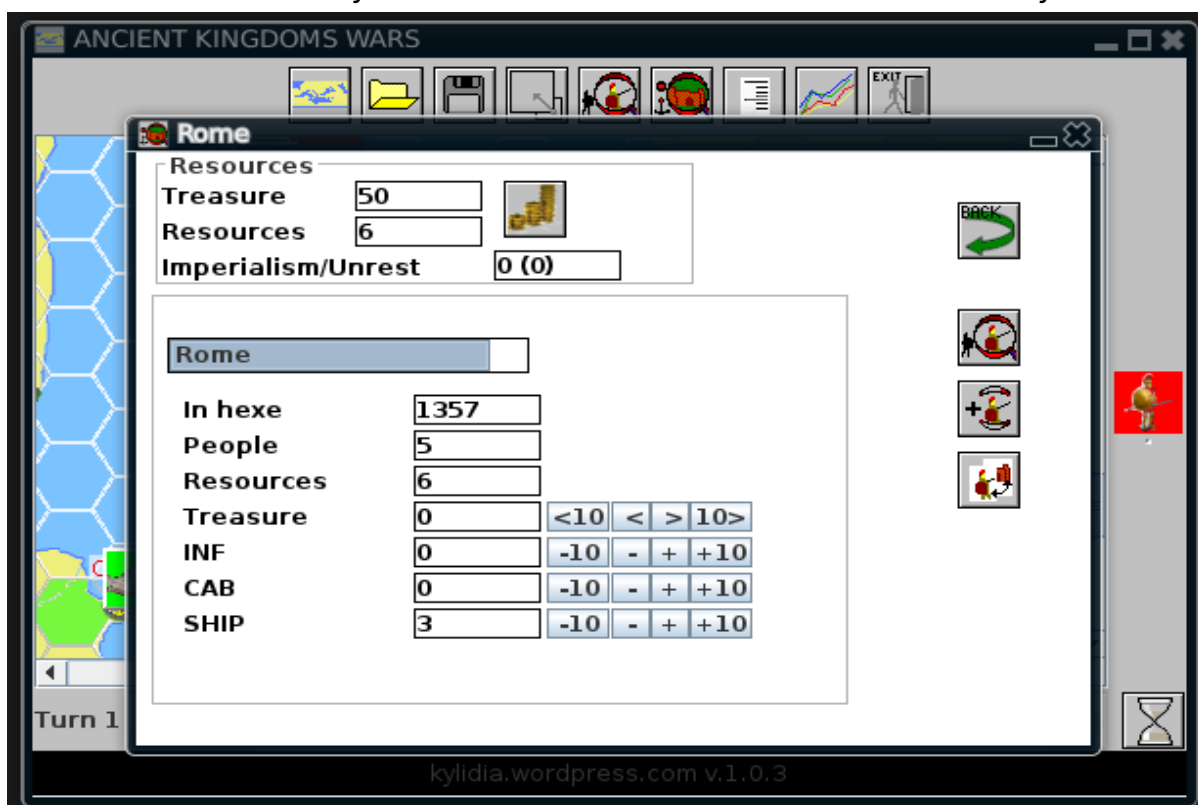


If an unit has started one siege over an enemy city, click on this button can quit the siege. Once the siege is quitted, the unit remains inactive and without movement points for the rest of current turn.

f) show data city button



It shows the following window data city. This window is shown if you make a double-click over a own city.



In the upper box appears the data of the power:

-Incoming.

-**Imperialism** index (if positive there isn't any revolt; if negative, and in the city the aren't enough force, there is a rebellion); and the **unrest** index (count of lost battles; it subtracts the former index).

You can select another own city, to transfer money between the Trasure's power and any own city. Also, you can buy forces and, assigns to an active unit (which it isn't created in the current turn or if it has fought) .



Click on this button you can income every city funds to the common of the power.

In the lower bigger box are shown the data of the selected city. You can select another own city in the combo list or you can exchange funds between the city and the own power fond. You can also buy forces.



This button returns to the former window.



Click on this button, if there is an unit on the same hexe of the city , it can show the data unit window.



Click on this button creates a new unit (so many units as own cities).



If an unit hasn't fought, clicking on this button shows the transfer window, to exchange forces between the city and the unit on the same hexe..

g) show log button



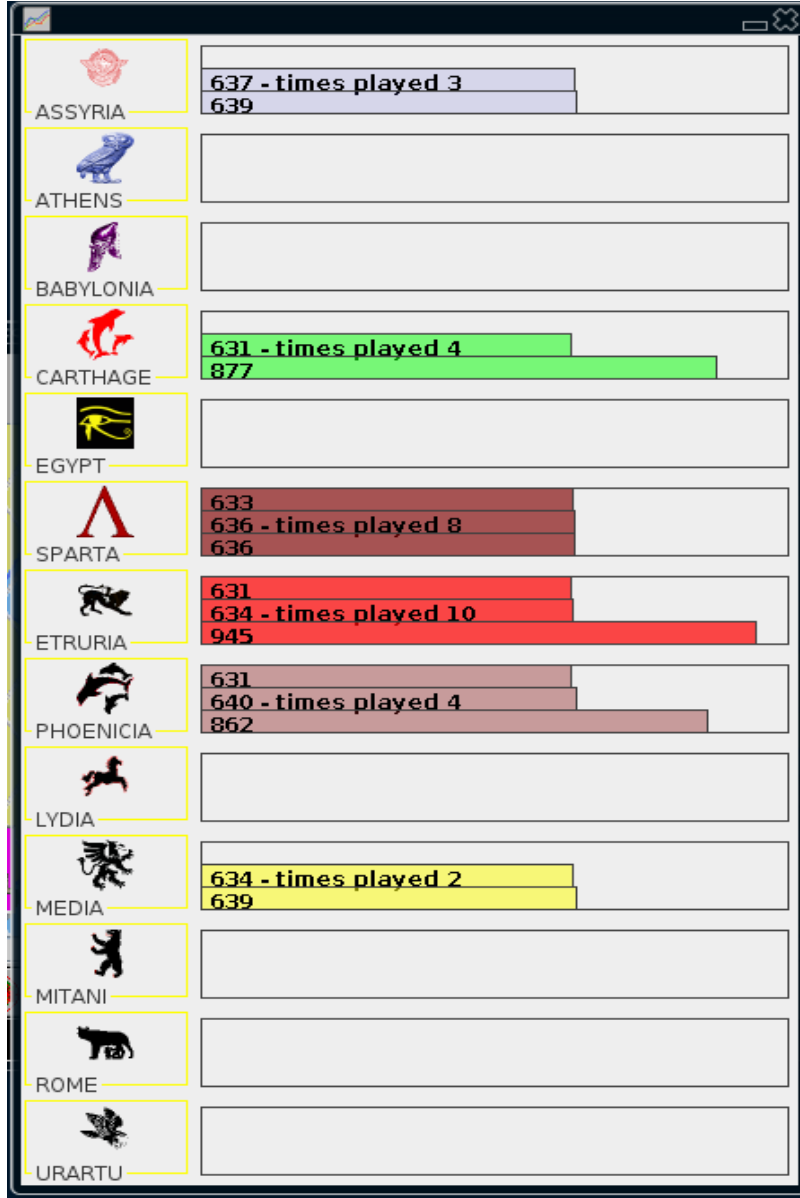
It shows the next window with data of the selected unit. This window is shown if you make a double-click over a own unit.



h) show score button



It shows a window with scoring games played. When at least five cities are conquered you have won the game and score is saved when quit the game. Scoring depends on : add(game level, victories, conquered cities) , substract(number of turn, defeats, lost cities, lost unities)



i) exit window



It ends the game (without confirmation, nor automatic saving).

### 3.2.2.-Transfer window

It shows the following window, to exchange forces between any unit and any city of the same side and on the same hexe.



If the unit hasn't fought or it was old, this window is shown.  
 If you assign ships to the unit, the image is changed to a ship:



### 3.2.3. -Mapboard

It is overprinted a grid hexe to facilitate the allocation and movement of the units. There are cities and ports (ports are similar to cities but you can create floats). Mountains and elsewhere are decorative.

a) selecting one unit



When clicking on an own unit, this is selected (border is reversed).

Then, if you click on any free hexe or over any other unit, this unit moves on till that hexe or unit (to the limit of the movement points); every hexe costs one movement point.



If the unit is selected you can drive the move to intermediate hexes (till limit of the movement points).



### 3.2.4. -COMBAT

a) selecting an own land or sea unit

If an own unit is selected and at least one no-friendly unit is present in the hexe, if click over this enemy unit IN STACKING AREA





b) selecting an enemy unit

When you click on another unit on the stacking area (units on the same hexe) it causes a combat, and the result is reflected in the window event.

The success combats increase the unrest index (to positive, more stable).



The lost combats decrease the unrest index and at the end of the turn subtracts the imperialism index (if this index is negative it causes rebellions on any own city).

(The unrest index, if negative is kept to the next turn).

**3.2.5.-Stacking**

In this area (over the event window) are shown all units in a same hexe.

If you click one own active unit and then click another enemy unit, it causes a combat.

**3.2.6.-Events window**

In this window appear all events and occurrences (combats, assaults, etc.) of every power in one game turn.

Also it shows the resolutions of administrative, politic phase, etc., that ends one game turn.

Other events are shown in their respective warning window.

**3.2.7.-Lower bar or actions menu**

a) Turn track

It shows the current game turn.

b) assault button



This button is enabled when an **own active** unit is found over an city hexe.

Clicking this button in this condition causes the assault of the city and, the result is shown in the event window.

If the assault is produced over a port, if the port has one o more ships, a naval combat is celebrated (if assalting force lost the battle, there isn't not assault to the city).



c) siege button



This button is enabled when an **own active** unit is found over an city hexe.

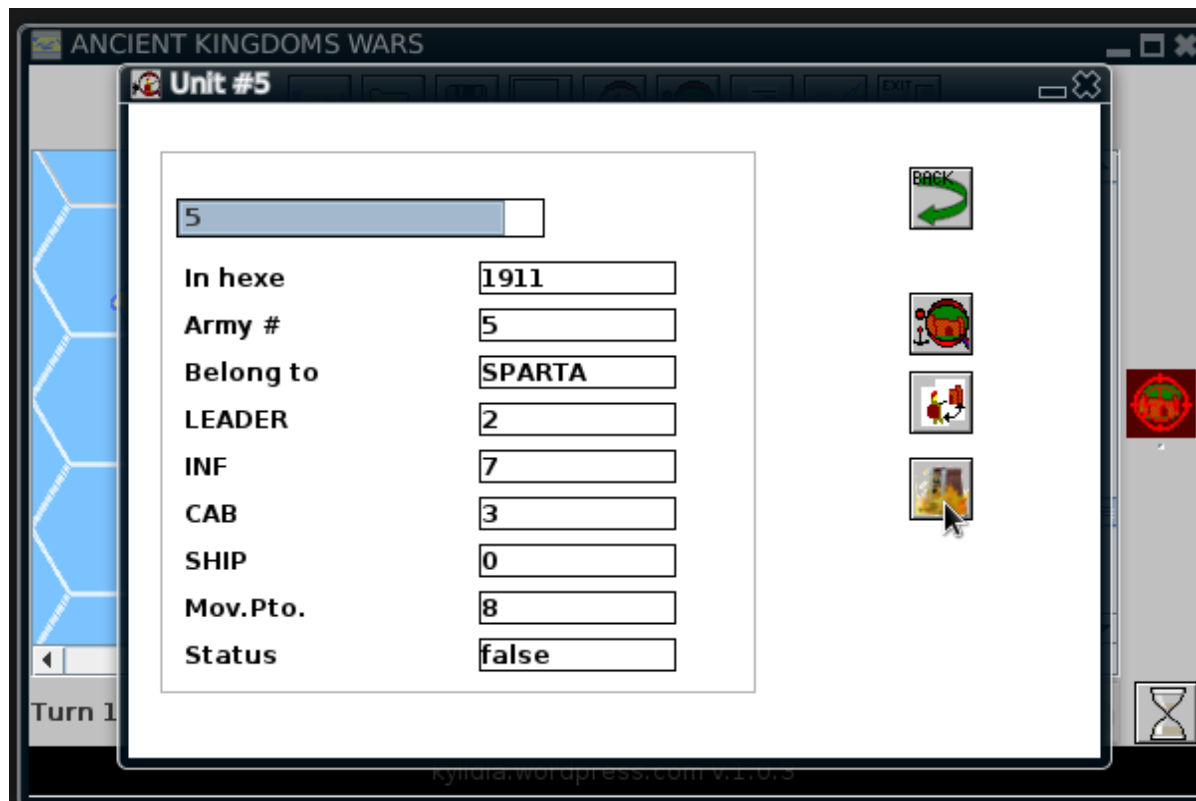
Clicking this button in this condition starts the siege of the city, changing the image of the unit.

The siege can delay one o more turns and, the result is shown in the event window at the end of turn.



When you want to release the siege

by clicking twice on besieging unit and choosing the button "release siege", you will be asked for releasing the siege (if done, the unit in the current turn cannot do assault or siege again).



d) undo movement button



When an unit has moved, and it yet hasn't fought, it can undo the movement to the starting hexe of the unit.

e) end turn button



Clicking on this button means that the player has done all actions possible with its units and cities, and starts the actions and events of the rest of powers controlled by PC.