FURIOUS WARRIORS

Destroy the Barracks of enemy kingdom!

Management and communication is the key to win.

4 Simple Steps

	1 **2**
Put specific house plans in your area. Houses will build automatically.	
	3 **4**
House will start to produce wares. Full amount of them will release an equal number of specific warriors. **Your troops are controlled (move/attack) automatically.**	

Knights and Merchants

Basic Information

Furious Warriors

Defeated:
Randziu: 13
Elon: 3
browaar: 1
KATES: 13
[S&M] sado: 19
Skeletor: 6
TheRagingBullet: 3
[S&M] THOR: 3

Gold: 121 +105 /393
Elite: 1/1

Defeated – number of warriors killed by player.

Gold – current gold amount + Income / Time in.
*Gold - used to buying plans/houses.
*Income – at certain times you get gold.
*Time in - remaining time to income event.

Elite – current number of elite troops/limit.

List of Houses

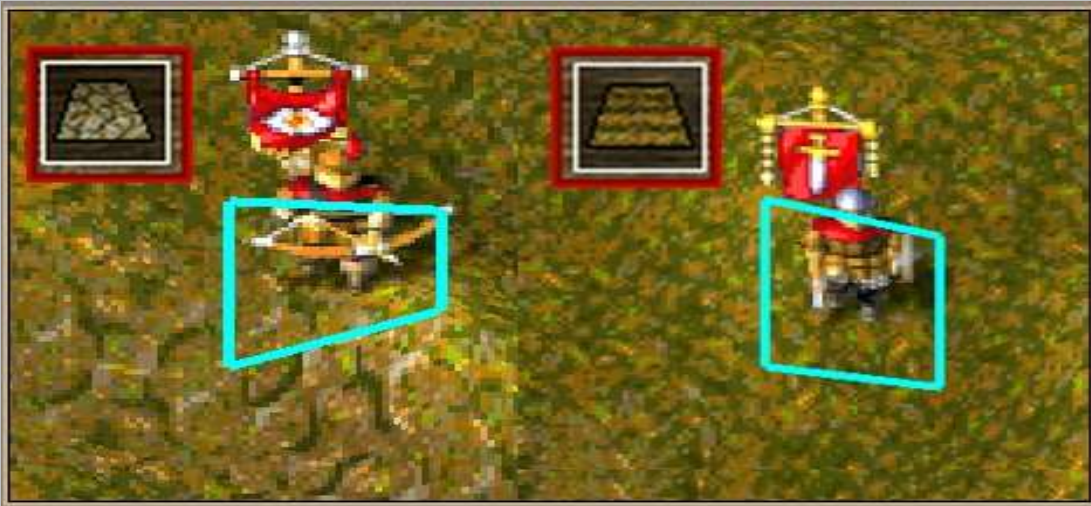You can call house list by unlocking repair button in any your house. -

House type (Cost +Total Income) - > Warrior type.

Furious Warriors

- Sawmill(120+6) -> Bowman
- Iron smithy(160+9) -> Pikeman
- Bakery(130+7) -> Lance carrier
- Stables(180+11) -> Scout
- Metallurgist's(150+8) -> Crossbowman
- Swine farm(200+13) -> Knight
- Mill(170+9) -> Sword fighter
- Butcher's(105+5) -> Militia
- Tannery(150+7) -> Axe fighter

- Storehouse(250+20) -> upgrade to irontroops
- Watchtower(100)

ELITE

Place a **Road** or **Field Plan** somewhere in your area to create elite troop which you can control by your own.

FASTER OUT

Unlock delivery in specific house to send out available warriors, good action to synchronize attacks.

Best Start Strategy is to build 1 Tower and 1 Butcher.

Enjoy the game and good luck!

Script and Game by Random Lyrics / Randziu
Map terrain by dicsoupcan
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randomlyricsmusic@gmail.com