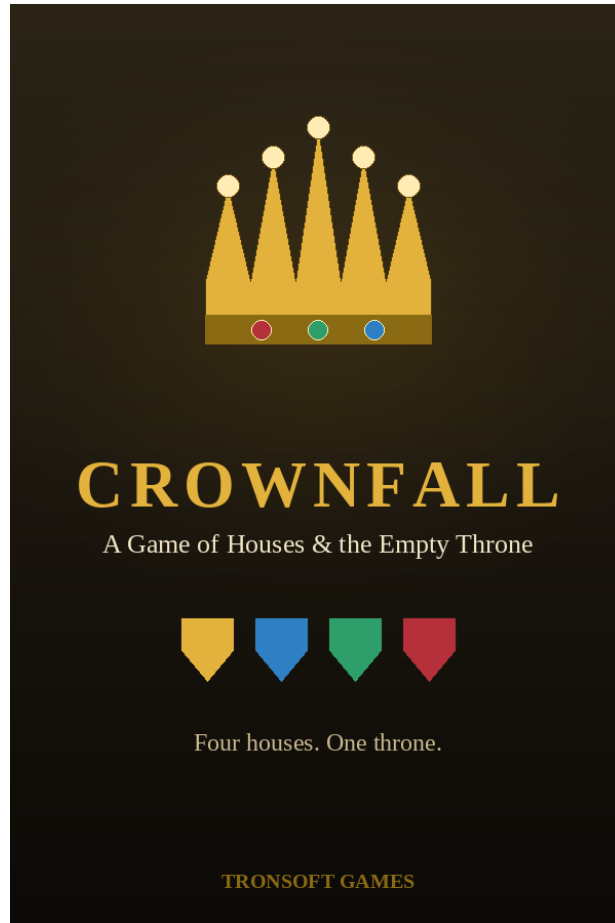




CROWN FALL

Game Manual — Version 0.2.0

A turn-based strategy of houses, sieges, and the empty throne.

1. Overview

Crownfall is a single-player, turn-based grand-strategy game. You lead one of four great houses in a war for the empty throne of the Sundered Realm, playing against three computer-controlled rivals. The game runs entirely in your web browser with no network connection.

The heart of Crownfall is a simple promise: the rules are deterministic. Every battle, every income tick, every council decree resolves by fixed, published rules. There are no hidden dice weighted against you and no surprises you cannot reason about. This manual documents those rules in full.

2. Getting Started

You command House Aurelian (gold), in the north. Your goal is the throne at Kingscrown, at the center of the map. Each turn you collect income, may recruit and march, may enact one council decree, and may conduct diplomacy, then end your turn and let the rival houses act.

The screen at a glance

Left: the houses, their strength, your diplomatic standing, and the throne. Center: the province map. Right: the selected province, the Council, and the Chronicle. Top: turn, treasury, province count, and the Diplomacy / End Turn / Menu buttons.

3. The Map & Provinces

The realm is a graph of provinces joined by borders. You may only march between provinces that share a border. Each province has a holder (a house or neutral), a terrain type, an income value, a wall level, and a garrison.

Terrain	Income	Defense	Notes
Plains	2-3	x1.00	Rich, open, easily taken.
Forest	2	x1.20	Modest cover.
Coast	2	x1.00	Trade, little defense.
Marsh	1	x1.20	Poor land, awkward to assault.
Tundra	1	x1.00	Sparse income.
Hills	2-3	x1.30	Strong ground, often walled.
Mountain	2	x1.50	Very defensible.
Fortress	2	x1.50	Built for war; high walls.
Capital	4	x1.40	Kingscrown — the throne.

4. Economy

At the start of each of your turns you collect gold equal to the sum of the income of every province you hold. Gold pays for recruitment and council decrees. There is no upkeep in v0.2 — your treasury only grows until you spend it, so expansion directly compounds your economy. Kingscrown pays the most (4), making the throne worth holding for its purse as well as the win.

5. Units & Recruitment

A garrison is a composition of two unit types. Recruiting places one unit into a province you hold; that province then counts as having acted for the turn.

Unit	Cost	Power	Role
Levy	3 gold	1.0	The rank and file. Cheap, numerous.
Knight	7 gold	2.4	Elite. A few break a larger levy line.

When you march, levies leave first; knights join only when the march is larger than your levy count. This lets you commit cheap troops to raids while keeping your knights in reserve for the decisive blow.

6. Combat

Marching into a neutral or enemy province is an attack. The attacker's power is the sum of the marching units' power. The defender's power is their garrison's power multiplied by the province's defense (terrain plus walls, plus any temporary rally). Each side's score is its power times a random factor between 0.75 and 1.25; the higher score wins.

Win: you capture the province; your surviving force garrisons it, scaled by how one-sided the fight was. Lose: your attacking force is destroyed and the defender takes proportional losses. An undefended province is captured without a fight.

7. Sieges & Fortifications

Provinces have a wall level from 0 to 3. Each level adds a large defensive bonus, so a walled fortress cannot usually be stormed in a single assault. Sieges model this without extra bookkeeping:

- A large assault that fails against a walled province still breaches one wall level (an attacker at least as numerous as the defender). Repeated assaults grind the walls down over several turns — this is the siege.
- An assault that succeeds against a walled seat storms it and throws the walls down to zero at once.
- Build your own walls with the Council's Build Walls decree (up to level 3).

8. Diplomacy

The houses begin at war. You may propose peace or an alliance, or declare war, from the Diplomacy screen. A relations score (-100 to +100) tracks goodwill; attacking a house lowers it. You cannot attack a house you are at peace or allied with — you must declare war first. The AI honors its treaties, tends to gang up on the strongest house, and may betray a runaway leader.

9. The Council

Once per turn you may enact a single council decree:

Decree	Cost	Effect
Levy Taxes	free	Gold equal to your province count (min 3).
Muster	10 gold	Add 3 levies to the selected province or your seat.
Rally	6 gold	Boost the selected province's defense until your next turn.
Build Walls	8 gold	Raise the selected province's wall level by 1 (max 3).
Bribe	12 gold	Flip an adjacent neutral province to your side.

In the full design, these decrees are surfaced as recommendations by a council of six advisors, each an in-character voice over the same deterministic rules. See the design documentation for the advisor system.

10. Winning & Losing

You win by holding Kingscrown at the end of three of your own turns, by controlling half the realm (12+ provinces on the classic map), or by being the last house standing. You lose if your house is wiped out, or if a rival meets a victory condition first.

11. Saving, Maps & the Editor

From the Menu you can Save and Load to your browser, or Export and Import a save file. Start a New Game as a Classic (20), Large (~28), or Random realm, optionally seeded for a reproducible map. The Scenario Editor ([editor.html](#)) lets you design custom maps — place and link provinces, set terrain, owners, garrisons, walls, and the capital — then play them directly or export them as a scenario file.