

The title "Khan Wars Strategies" is displayed in a stylized, metallic font. The word "Khan" is in a larger, more ornate script, while "Wars" and "Strategies" are in a bold, blocky font. A red wax seal with the letters "A.O." is placed over the letter "o" in "Khan". The entire title is set against a background of a torn, aged parchment scroll with a map of a fantasy world. The scroll is unrolled from both sides, showing the texture of the parchment and the binding of the scroll.

In the beginning of the game every player chooses a territory on which to start the development of his castle. Everyone has the possibility to choose a strategy for progress, depending on his game style - defensive or offensive. The game provides variety of possibilities in many ways for every player, the basic ones are in the beginning of the game adviser. This is the moment where every player chooses between economic and military way of development, depending on that choice he should do recommended actions. People who choose the military type rely on the army training and the development of military buildings in order to upgrade their units.



The right choice of a hero is an important decision for the aggressive players, because of his special abilities he can reduce the needed time for upgrade in the blacksmith or the time for training units. Another important factor is to choose the appropriate hero abilities for increasing the strength of his units in upcoming battles. As a result of this, later on in the game, he will try to steal resources from players using the opposite strategy, which includes building a strong economy and gathering of huge amount of resources.



For the successful fight back, the defensive players can rely on a powerful wall around their lands. The city wall is a challenge for every enemy, it fights back with arrows for everyone who dares to go through it. If all of this is not enough, the defender has a shelter in which he can hide his resources and they will remain untouched.



Players who chose the economic way of development can rely on great resource bonuses if they had distributed the ability points correctly. For every ruler, the marketplace is a strategic point for exchange resources with other merchants from different territories. When he is in danger, he can always pack everything he owns and send it to distant lands in order not to be taken by other lords.



The choice of appropriate hero can reduce not only building time of your production and defensive buildings, but will also increase the speed of your merchants. When the ruler is not available and cannot protect his kingdom, an army can be hidden in the castle tower. The most important units can stay protected there for a long period of time. They will not be a part of any battle. Other way of defending an army is to send it on a march to distant lands, which will keep it safe from other players attacks.



There is no universal strategy for development, everything depends on compromises and right decisions in every moment of the game.
Good luck.