

Globulation 2 Quick Reference

Units:



Workers - Harvest resources for your buildings



Explorers - Circle your base and reveal you the area that is yet undiscovered,

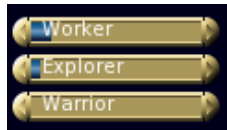


Warriors - Defend your base and attack the enemy

Free units/total units ratio is shown at the top of the screen:



Creating units:



If you click on your Swarm, you'll see on the lower half three bars representing the types of units you can create. When you increase or decrease the number of notches on these bars, you change the proportions in which you create workers, explorers and warriors. By having for example 2 notches on the Worker bar and one on the Explorer bar, you'll create two workers for every explorer.

Assigning units:








When you click on a construction site, you'll see on the right side menu a bar labeled 'Working'. The second number on top of it shows the number of workers you have assigned to work at this building and the first one shows the number of workers that actually work there. You can

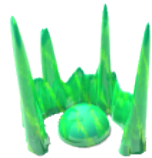
decrease or increase the number of units assigned to a building by clicking on the small arrows next to the bar or on the bar itself.

Resources:

Your workers harvest different resources for your buildings:

Wheat , **Wood** , **Stone** , **Algae** (which only grows on water)  and **Papyrus** 

Buildings:



Name: Swarm
Used to: Construct new units



Name: Inn
Used to: Cook food for your units



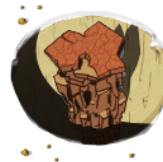
Name: Hospital
Used to: Heal your units if they get hurt



Name: Racetrack
Used to: Teach your units to walk faster



Name: Swimming pool
Used to: Teach your units to swim



Name: Barracks
Used to: Teach your warriors to attack better



Name: School
Used to: Teach your units to be smarter and learn to upgrade buildings



Name: Defense tower
Used to: Defend your base from enemy attacks



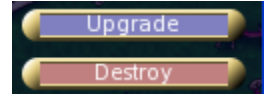
Name: Wall
Used to: Defend your buildings (like defense towers)



Name: Market
Used to: Trade fruits
with other teams

Upgrading buildings:

After building a School, you can start to upgrade your buildings. You can upgrade a building if you see an 'Upgrade' button on the lower portion of the building's menu.



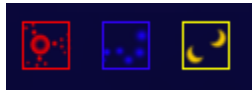
Controlling your units - Flags & Zones:



Under the minimap you can see 4 round buttons. The first one is used to enter the construction menu. The second one is called the **Flag Tab** and it can be used to place zones and flags, which are used to control your units.



On the first row of the Flag Tab, there are three icons, called **Flags**. The first one is called **Exploration Flag**, and it's used to direct your explorers to explore certain areas. The second one is called **War Flag**, and it's used to direct your warriors to attack a certain area. The last one is called **Clearing Flag** and it's used to direct your workers to clear some area of its resources (these resources will be disposed, not harvested).



On the second row of the Flag Tab you will see a set of three **Zones**. The red one is called **Forbidden area** and it's used to prohibit some area for your units. The blue one is called **Guard area** and it's used to set your warriors to defend some place. The yellow one is called **Clearing area** and it's used to clear some area of resources that grow there.

Selection of hotkeys

Tab - Selects the next element of the same type as the one currently selected

Space - Go to last event

Home - Go to home

+ - Increase units working in selected building

- - Decrease units working in selected building

U - Start/stop upgrade

R - Start/stop repairs

D - Destroy a building

T - Toggle drawing unit paths