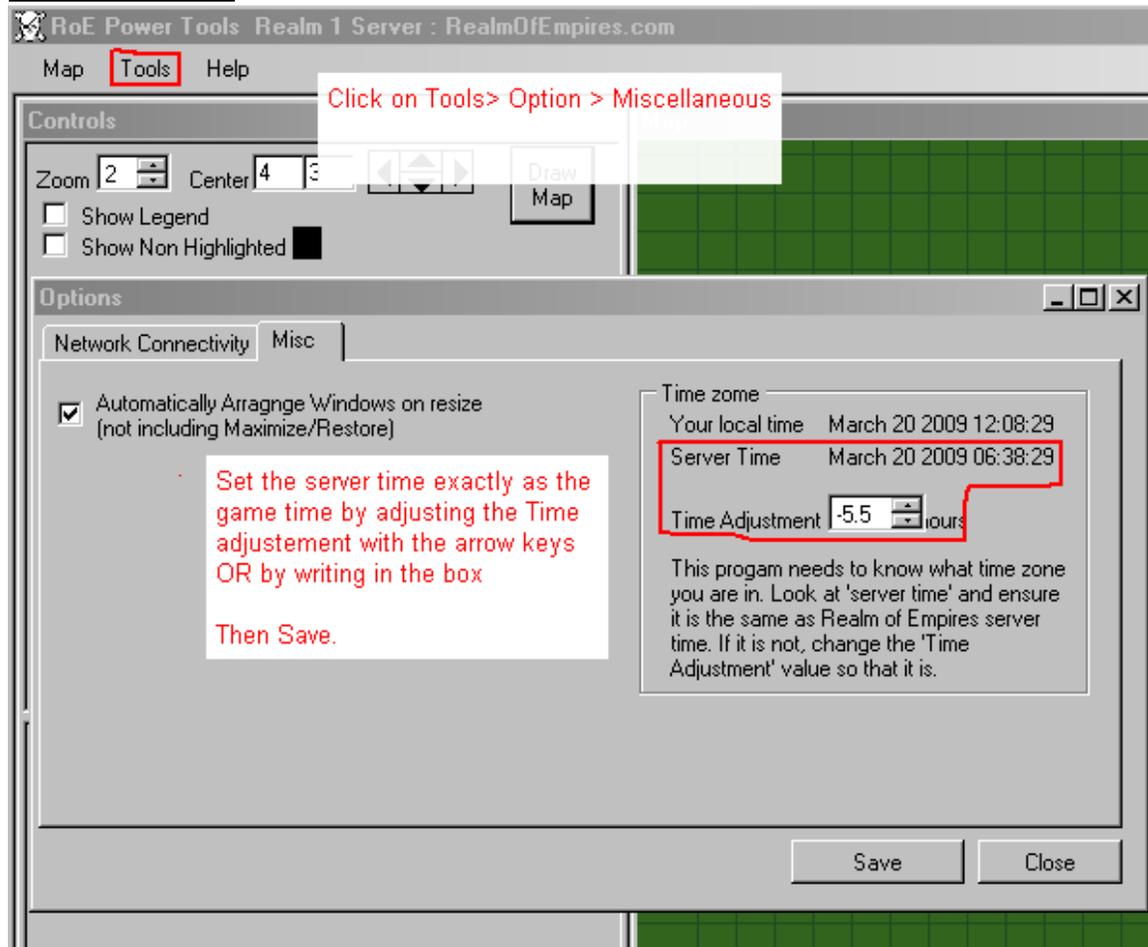


This is a Quick Campaign Planner Tutorial, a functionality that basically allows you to schedule and plan attacks and get reminders from time to time to launch those attacks.

### SET TIME ZONE:



Go to the Tools >Option> Misc. Here you can adjust your time zone. Adjust the server time according to the time zone in the game. Check the in game server time and set it here by changing the time adjustment. This is important as this time will only be taken as a base for you to schedule attacks.

You can change the time adjustment with the arrow keys as well as click in the box to manually write the desired number. It could be -3.5 or 7 depending upon your time Zone.

### SHOW CAMPAIGN VIEW:

Go to Tools> Show Campaign View.

The page displayed allows you to specify a whole bunch of attacks you will be launching on a village. Here you will be choosing targets and villages from which the targets will be attacked.

### ADD CAMPAIGNS:

You group your Attacks called as Campaigns. Right click in the box and choose Add Campaigns. Here you give a title to the campaign, let's say we have named the campaigns as

- 1) "Attack Bubaribaman"
- 2) "Attack member of TA"
- 3) "Attack Member of Allied Clans"

The screenshot shows the 'RoE Power Tools' interface for 'Realm 1 Server: RealmOfEmpires.com'. The 'Tools' menu is highlighted. The 'My Campaigns' list is expanded, showing three campaigns: 'Attack Bubaribaman', 'Attack member of TA', and 'Attack member of Allied clans'. A context menu is open over the 'Attack member of TA' campaign, listing seven steps:

- 1) Right click in this box and then click on "ADD CAMPAIGNS"
- 2) Give an appropriate title to Campaigns
- 3) As you see the campaigns have been named as "Attack Bubaribaman" "Attack member of TA"
- 4) After campaigns have been named you have to add targets
- 5) Choose a Campaign and right click to choose "Add Target"
- 6) A standard screen is displayed where you can add the targets.
- 7) See next screenshot.

The interface also shows a 'Plan View - Scheduling attacks' section with a 'Schedule attacks to land' field set to 90 seconds. Below this is a table with columns: Attack Order, Attacking Village, Target Village, Duration, and Unit.

**ADD TARGETS:** After the campaigns are named you have to add the targets you will be aiming at, to the particular campaign. You could have a single target or multiple targets all organised in a single campaign. Here in the Campaign “Attack Bubaribaman”3 villages are being targeted.

In the screen shot the campaign “Attack member of Allied clans is selected.” The player being targeted is Flickerfly as you can see and the village to be targetted is (12,-6). After you click on add this target you will see it displayed under the campaign as in the case of “Attack Bubaribaman”

The screenshot displays the 'RoE Power Tools' interface for 'Realm 1 Server: RealmOfEmpires.com'. The 'My Campaigns' list includes 'Attack Bubaribaman' and 'Attack member of Allied clans'. An 'Add Target' dialog box is open, showing options to choose a village by player (Flickerfly) or by coordinates. The chosen village is '#spinning V - (12,-6)'. The dialog also shows the village's points (10,020), owner (Flickerfly), and clan ([IA] Inadvertent Apocalypse). An optional attack description is provided: 'Fake Attacks to be sent to villages near BRB's villages'. A list of instructions is overlaid on the left side of the dialog.

**Instructions:**

- 1) After selecting a campaign, right click to Add Targets in the standard screen shown along side.
- 2) Targets can be specified in any of the two ways.
- 3) A: Enter the name of the player and choose from the dropdown the village to targetted.
- 3) B: Enter the co-ords of the village to be targetted.
- 4) The Chosen Village box gets auto populated.
- 5) Write the attack description for reference.
- 6) Click on Add this Target.
- 7) Similarly add more targets to the campaign.

**Add Target Dialog Details:**

- Choose a village by either method A or B below
- A - Choose village by player: Show villages for Flickerfly (player), #spinning V - (12,-6)
- B - Choose a village by specifying its coordinates: Village Coordinates: [ ] [ ]
- Chosen Village:
  - Village: #spinning V - (12,-6)
  - Points: 10,020
  - Owner: Flickerfly (1,554,675)
  - Clan: [IA] Inadvertent Apocalypse
- Attack Description (optional): Fake Attacks to be sent to villages near BRB's villages
- Buttons: Add this target, Cancel

ScreenSnap the whole screen... Ctrl+Alt+S

## ADD ATTACKS:

**My Campaigns**

- New campaign
- Attack member of Allied clans
- Attack member of TA
- Attack Bubaribaman
  - BubaRibaMan - 2a (-2,-1) - Core villages to be targetted
  - BubaRibaMan - 3t (-1,2) - 2nd Core village of BRB
  - BubaRibaMan - 4t (-2,3) - 3rd core village

Click to add attack. Add attack screen is displayed

Enter your name here and select a village from the drop down from where you would send the attack.

This is the Target Village for which attacks have to be defined. Select this and click on Add Attack.

Schedule attacks to land 240 seconds apart

Schedule by start time | Schedule by land time

Your local time: Mar 20 09 22:01:57  
Server time: Mar 20 09 16:31:57  
The above time is 0:09:00 from now

Launch	Land Time	Description
<input checked="" type="checkbox"/> today at 21:08:30	today at 23:28:30	
<input checked="" type="checkbox"/> today at 16:31:57	today at 23:32:30	

Set the time you would like the attacks to be launched. Select the date/time/hour and edit it with the arrow keys. The time difference from the current time is displayed. As you set this time the attacks will get re-scheduled in the planner accordingly.

**AddAttack**

Select the village you will be attacking from

A - Choose village by player

Show villages for: neil.wilson (player)

(NW) Cribbage 2 - (-43,59)

B - Choose a village by specifying its coordinates

Village Coordinates: [ ] [ ]

Chosen Village

**Village: (NW) Cribbage 2 - (-43,59)**

Points: 14,971

Owner: Neil.Wilson (745,903)

Clan: LopZa

Attack Order: 12

Attack speed: Trebuchet

Description: Target Farms

Add this attack Cancel

After the targets have been added, highlight a target and Select Add Attack button.

It allows you to schedule attacks that are to be sent from your own villages.

The next screen shot shows you 5 attacks on one target

BoE Power Tools Realm 1 Server : RealmOfEmpires.com

Map Tools Help

My Campaigns

- New campaign
- Attack member of Allied clans
- Attack member of TA
- Attack Bubaribaman
  - BubaRibaMan - 2ta (-2,-1) - Core villages to be targetted
  - BubaRibaMan - 3t (-1,2) - 2nd Core village of BRB
  - BubaRibaMan - 4t (-2,3) - 3rd core village

Show time in Server time

Plan View - Scheduling attacks | Executing Attacks

Schedule attacks to land 240 seconds apart

Schedule by start time | Schedule by land time

Your local time Mar 21 09 00:01:57  
 Server time Mar 20 09 18:31:57  
 The above time is 1:33:03 from now

Add Attack | Execute the attacks as Scheduled | Mail schedule

Attack Order	Attacking Village	Target Village	Duration	Unit	Launch	Land Time	Description
10	(NW) Cribbage 1 (-43,58)	3t (-1,2)	2:20:00	Knight	today at 23:08:46	Mar 21 01:28:46	Clearing Wave
11	(NW) Coffee 7 (-48,54)	3t (-1,2)	7:00:33	Ram	today at 18:32:12	Mar 21 01:32:46	Destroy walls
12	(NW) Cribbage 2 (-43,59)	3t (-1,2)	7:04:49	Trebuchet	today at 18:31:57	Mar 21 01:36:46	Target Farms
13	(NW) Coffee 3 (-46,55)	3t (-1,2)	6:57:10	Governor	today at 18:43:35	Mar 21 01:40:46	1st Governor attack
13	(NW) Coffee 3 (-46,55)	3t (-1,2)	6:57:10	Governor	today at 18:47:35	Mar 21 01:44:46	2nd Governor attack

**ATTACK ORDER:**  
 Allows you to specify the relative order of the attacks. If you want this attack to be first then set the number accordingly. Change the attack order to 1. If you want it to be the last to land set it as 99.  
 Consecutive attacks can be sorted as you want them to be sent.

Changing the type of unit will reschedule the planner accordingly

ole screen... Ctrl+Alt+S

### Execute the attacks as Scheduled!!

You can schedule that attacks either by START TIME or LAND TIME.

Start time, means you want to enter when the first attack is to be launched. Land time, means when you want the first attack to land – the system will tell you when you much send each attack so that they land at proper time.

Once ready, click Execute the Attacks as scheduled. Once you do this, you cannot make any changes. This is how the Executing attacks page looks like. When attack should be sent, you will get a reminder. Log into the game and send attacks as planned.

RoE Power Tools Realm 1 Server : RealmOfEmpires.com

Map Tools Help

My Campaigns

New campaign

- Attack member of Allied clans
- Attack member of TA
- Attack Bubaribaman
  - BubaRibaMan - 2ta (-2,-1) - Core villages to be targetted
  - BubaRibaMan - 3t (-1,2) - 2nd Core village of BRB
  - BubaRibaMan - 4t (-2,3) - 3rd core village

Show time in Server time

Plan View - Scheduling attacks | Executing Attacks

The table below shows ALL executing attacks. You can sort by various columns to get different views of the situation. Each attack will get a notification 5 minutes before it must be sent

Update the display every 2 seconds

Attacking Village	Target Village	Duration	Unit	Launch Time	Launch In	Land Time	Description
(NW) Coffee 3 (-46,55)	3t (-1,2)	6:57:10	Governor	today at 17:37:35	0:07:11	Mar 21 00:34:46	2nd Governor attack
(NW) Cribbage 1 (-43,58)	3t (-1,2)	2:20:00	Knight	today at 21:58:46	4:28:21	Mar 21 00:18:46	Clearing Wave
(NW) Coffee 3 (-46,55)	3t (-1,2)	6:57:10	Governor	today at 17:33:35	Sent	Mar 21 00:30:46	1st Governor attack
(NW) Coffee 7 (-48,54)	3t (-1,2)	7:00:33	Ram	today at 17:22:12	Sent	Mar 21 00:22:46	Destroy walls
(NW) Cribbage 2 (-43,59)	3t (-1,2)	7:04:49	Trebuchet	today at 17:21:57	Sent	Mar 21 00:26:46	Target Farms

Note: The launch in time is adjusted automatically by calculating the distance between the villages and the speed of the troops in such a way that all attacks land at the time scheduled.

As in the above example see that the Gov and other slow moving troops have been sent while the attack with only knights will be sent after 4 hrs.

ScreenSnap the whole screen... Ctrl+Alt+S