***View and Exit Help Menu Use Case***

**1. Description**

User clicks on the help button to get help.

**2. Actors**

User.

**3. Basic Flow**

{Click Button}

3.1: User clicks on the help button.

3.2: System registers a click and displays the help menu.

{Exit Help Menu}

3.3: User clicks down on the back button.

3.4: System returns the user to the main menu.

**4. Alternative Flows**

4.1: At {Click Button}, User accidentally pressed on Start!

4.2: System starts a new game.