

Introduction

Following the maxim that "http://wiki.board18.orgsomething is better than nothing"http://wiki.board18.org, I am throwing together a very rough user's guide for BOARD18. This should be regarded as a "http://wiki.board18.orgwork in progress"http://wiki.board18.org. I apologize in advance for the rough nature of this guide and for its many missing parts.

Your Player ID

The entry point to BOARD18 is a page with some introductory text and a button in the top left side of the screen. The button is labeled "http://wiki.board18.orgMenu"http://wiki.board18.org. Push this menu button and a drop down menu will present you with two choices: Log In and Register.

Selecting **Register** will present you with a form that you can use to create a Player ID. If you enter a email address on the form, then the site administrator will be able to contact you in problem situations. But no other player will have access to your email address.

Selecting **Log In** will present you with a log in form the use of which should be self evident.

Creating A Game

Selecting New Game after signing in to BOARD18 will bring up the board18New page.

This page contains a form that can be used to create a new BOARD18 game session.

It displays a list of the available game boxes and a list of the available players as aids to filling out the form.

The ability to point and click on these lists and thus shortcut some of the form's data entry is planed but is currently lacking.

Playing A Game

The actual game board and stock chart do NOT support drag and drop functionality. But they do support use of both the left and right mouse buttons. Most movements of tiles and tokens are not saved to the database until the move is **Accepted**. The active tile or token will appear transparent until its move is **Accepted**.

Clicking The Main Menu

The Game Board Main Menu

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The image to the right shows the main menu for the game board.

- Accept Move causes the active tile or token to be added to the database.
- Cancel Move causes the active tile or token to be discarded.
- Stock Market causes a shift to the stock market page.
- Main Page causes a shift to the main page. This effectively exits the game.
- Log Out causes the user to log out of board18. This effectively exits the game.
- Close Menu performs no menu action but causes the menu to close.

The Stock Market Main Menu

The main menu for the stock market is similar to the main menu for the game board.

- Accept Move causes the active tile or token to be added to the database.
- Cancel Move causes the active tile or token to be discarded.
- Game Board causes a shift to the game board page.
- Main Page causes a shift to the main page. This effectively exits the game.
- Log Out causes the user to log out of board18. This effectively exits the game.
- Close Menu performs no menu action but causes the menu to close.

The Trays

Selecting Trays

The left sidebar contains the active tray beneath a tray selection drop down menu. Clicking on the name of a tray in this drop down menu makes that tray the active tray.

Selecting Tiles or Tokens from Tray

The tiles or tokens in the active tray are displayed with a count of available items in the upper left corner. (But there is no such count for stock market tokens.) If the count is zero then the tile or token is greyed out and cannot be selected. Clicking on a tile or token in the active tray will select that tile or token and it will be highlighted with a red background.

Dropping Tiles or Tokens on Map

When a tile on the active tray is highlighted with a red background (selected), it can be dropped on a map hex by clicking on the hex. The tile will be automatically centered in the hex. The dropped tile has NOT yet been permanently placed and can be further adjusted (rotated) before it is permanently placed with the accept move command.

When a token on the active tray is highlighted with a red background (selected), it can be dropped on a map hex by clicking anywhere on the hex. The token will be placed at the point that is clicked. The dropped token has NOT yet been permanently placed and can be further adjusted (flipped or moved) before it is permanently placed with the accept move command.

Clicking The Board or Market

If you left click on a hex with a temporary [transparent] tile then the tile will rotate 60°.

If you left click on a hex with a temporary [transparent] token then the token will move to the position clicked.

Right clicks are discussed in the next section.

The Right Click Context Menu

A right click event on the game board (or the stock market) can cause a context menu to be displayed.

Whether this menu is displayed at all and the selection of items in this menu are both dependant on the context of the event.

This function will distinguish between hexes with temporary [transparent] items and those with only accepted items.

The appropriate context menu may support move accept, move cancel, rotate, flip, reposition, delete, multi-item and other tile and/or token commands.

Try right clicking on hexes which have various items on them to familiarize yourself with these menus.

Keyboard Shortcuts

The following keyboard shortcuts can be used to speed up your turns.

You don't have to press any Shift/Alt/Ctrl key while using these shortcuts.

Game Board Keyboard Shortcuts**KEY Action**

Enter Accept Move

C Cancel Move

M Goto Stock Chart

F Flip Token

R Rotate Tile Clockwise

E Rotate Tile Counterclockwise

Stock Market Keyboard Shortcuts**KEY Action**

Enter Accept Move

C Cancel Move

M Goto Map Board

F Flip Token

L Move Left One Box

R Move Right One Box

U Move Up One Box

D Move Down One Box