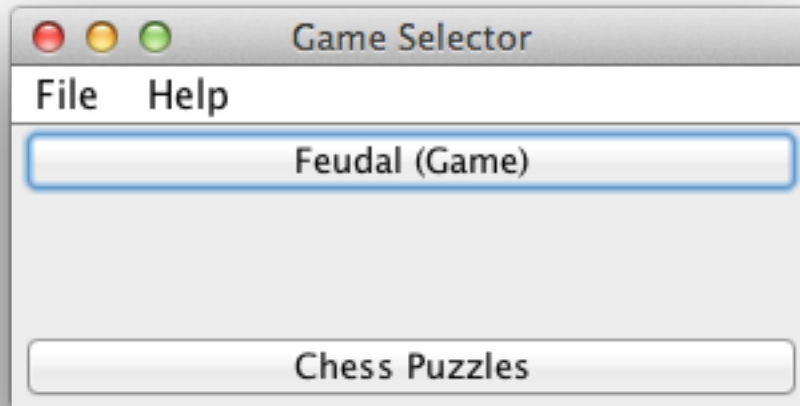
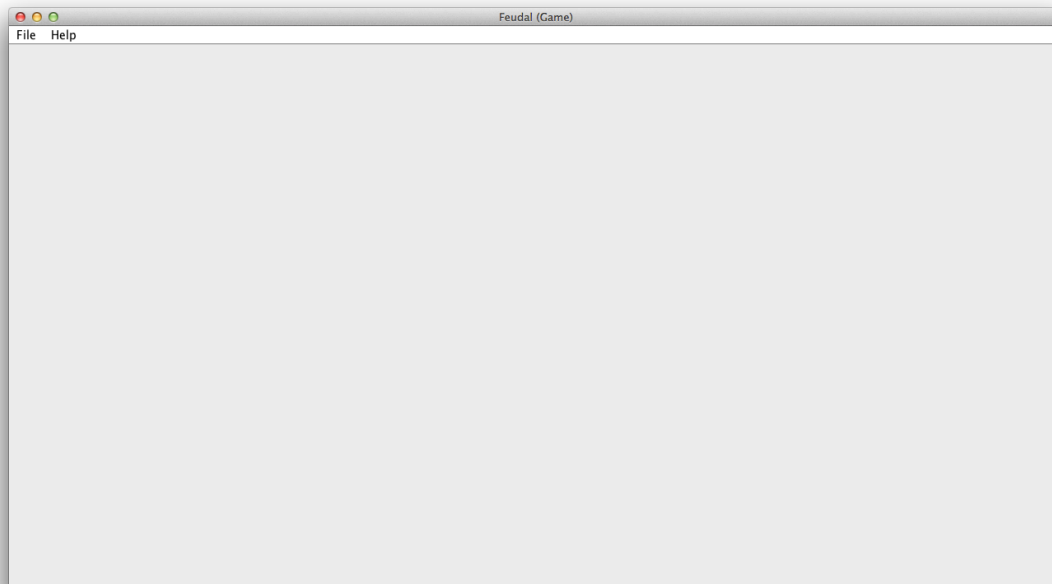


**Follow the steps below to test the Feudal game:**

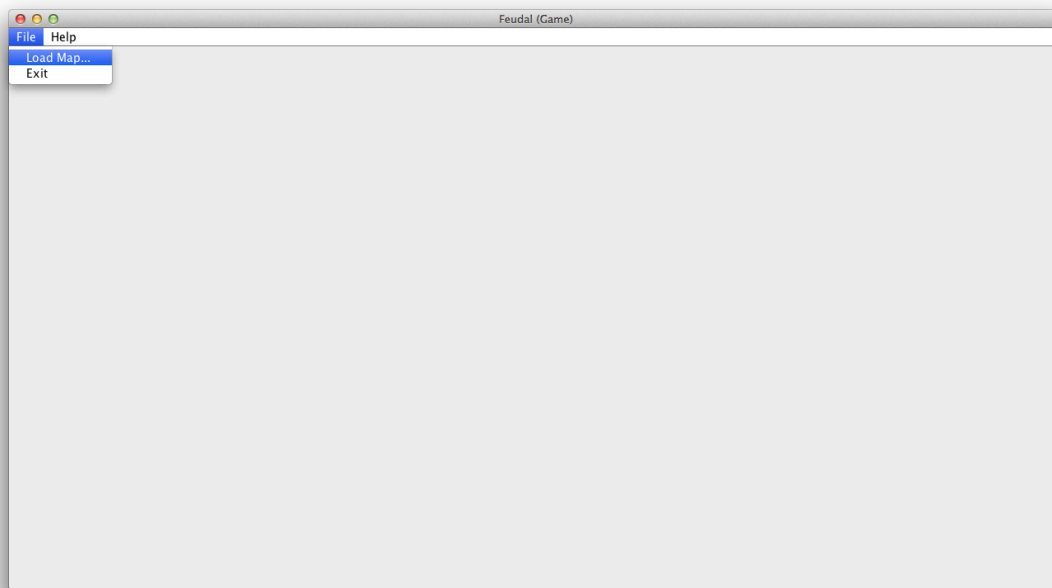
Begin by selecting the *Feudal (Game)* from the Activity selector



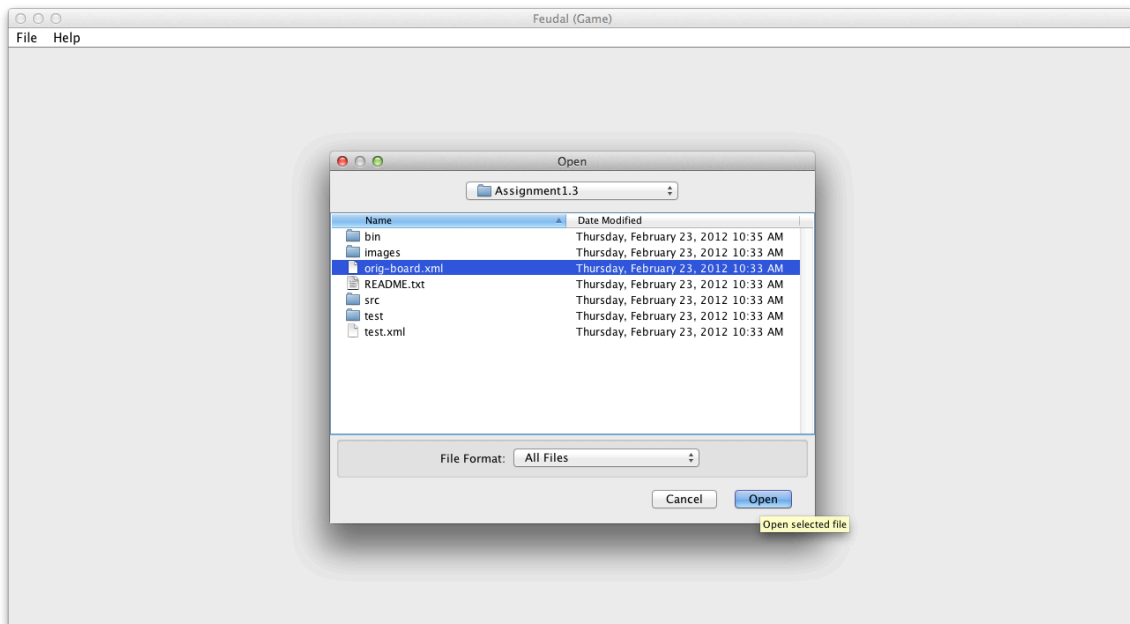
You should now see the following screen



Now select *Load Map* from the *File* menu



Select the *orig-board.xml* file to load the standard *Feudal* board

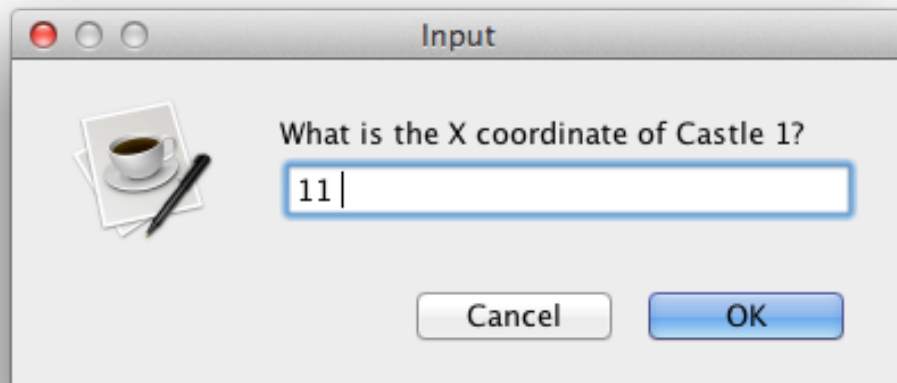


At the prompt input the value 2



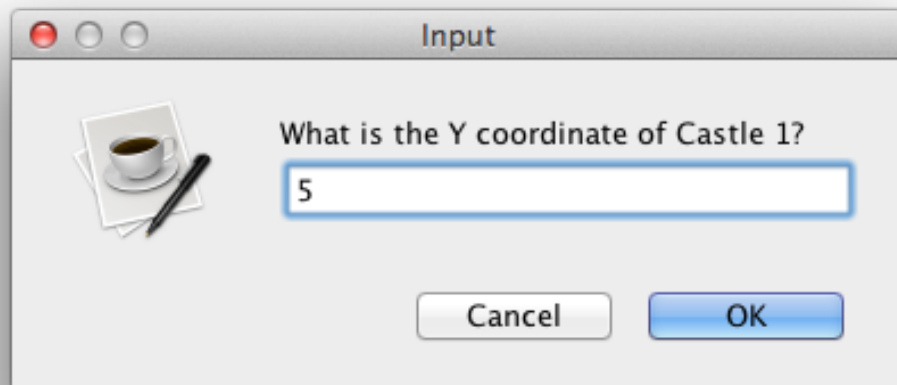
The image shows a standard macOS-style input dialog box. The title bar at the top is light gray and contains the word "Input" in a sans-serif font. Below the title bar, on the left, is a small icon of a white coffee cup on a saucer with a black pen resting on it. To the right of the icon, the text "How many armies (players)?" is displayed in a black sans-serif font. Below this text is a white text input field with a blue border, containing the number "2" and a vertical cursor. At the bottom of the dialog, there are two buttons: a light gray "Cancel" button on the left and a blue "OK" button on the right.

At the next prompt enter the value 11



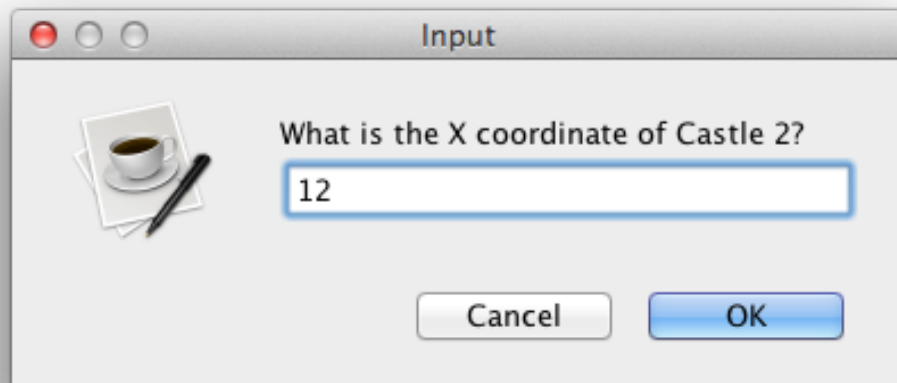
The image shows a second macOS-style input dialog box, identical in style to the first. The title bar is light gray with the word "Input". The icon of a coffee cup and pen is on the left. The prompt text is "What is the X coordinate of Castle 1?". Below the text is a white text input field with a blue border, containing the number "11" and a vertical cursor. At the bottom, there are "Cancel" and "OK" buttons, with "Cancel" in light gray and "OK" in blue.

At the next prompt enter the value 5



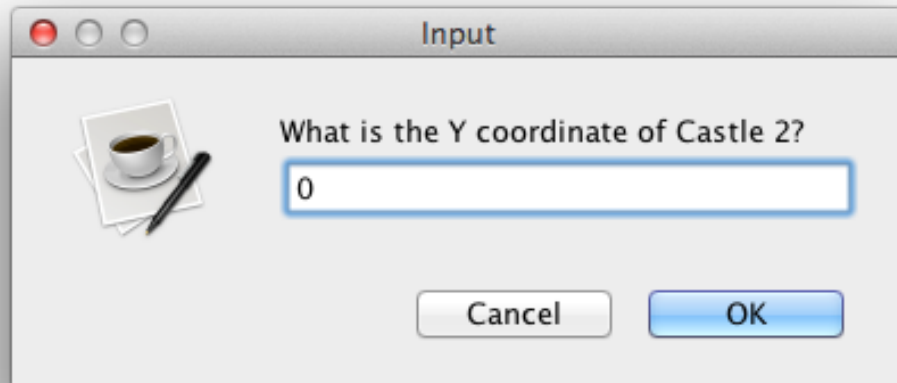
A screenshot of a macOS-style 'Input' dialog box. The title bar is grey with three window control buttons (red, yellow, green) on the left. The main area has a light grey background. On the left is an icon of a white coffee cup on a saucer with a black pen resting on it. To the right of the icon is the text 'What is the Y coordinate of Castle 1?'. Below this text is a white text input field with a blue border, containing the number '5'. At the bottom right are two buttons: a grey 'Cancel' button and a blue 'OK' button.

At the next prompt enter the value 12



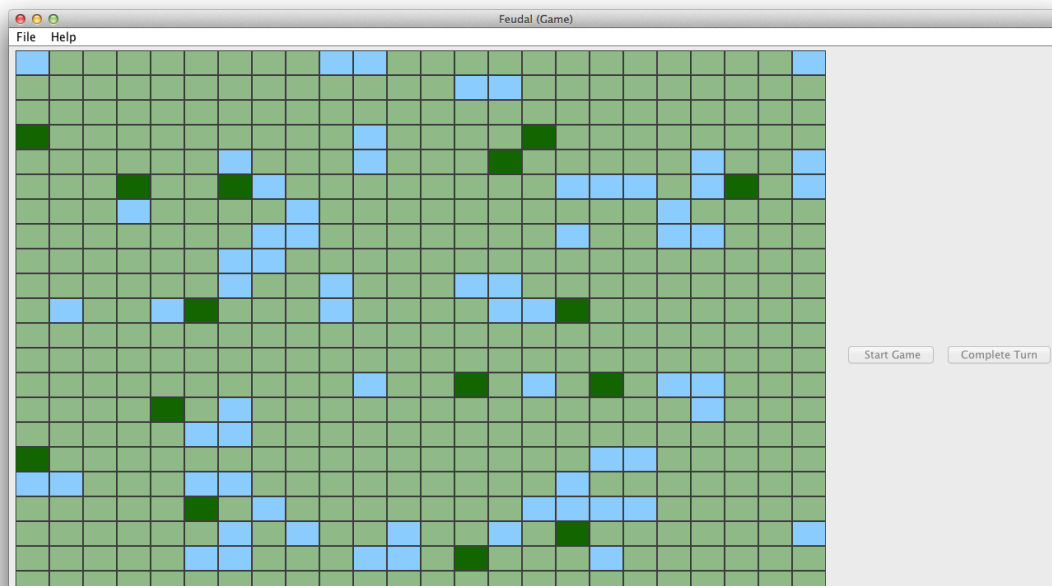
A screenshot of a macOS-style 'Input' dialog box. The title bar is grey with three window control buttons (red, yellow, green) on the left. The main area has a light grey background. On the left is an icon of a white coffee cup on a saucer with a black pen resting on it. To the right of the icon is the text 'What is the X coordinate of Castle 2?'. Below this text is a white text input field with a blue border, containing the number '12'. At the bottom right are two buttons: a grey 'Cancel' button and a blue 'OK' button.

At the final prompt, enter the value 0

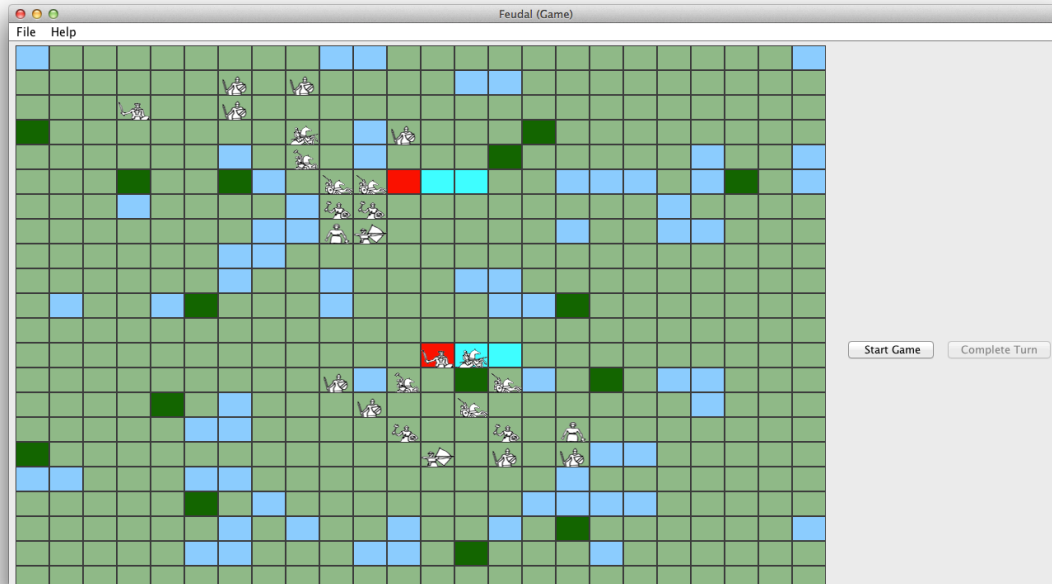


An input dialog box titled "Input" with a standard macOS window header. On the left is an icon of a coffee cup on a saucer with a pen. The text "What is the Y coordinate of Castle 2?" is displayed above a text input field. The input field contains the number "0". At the bottom are "Cancel" and "OK" buttons.

You should now see a screen that looks like the following

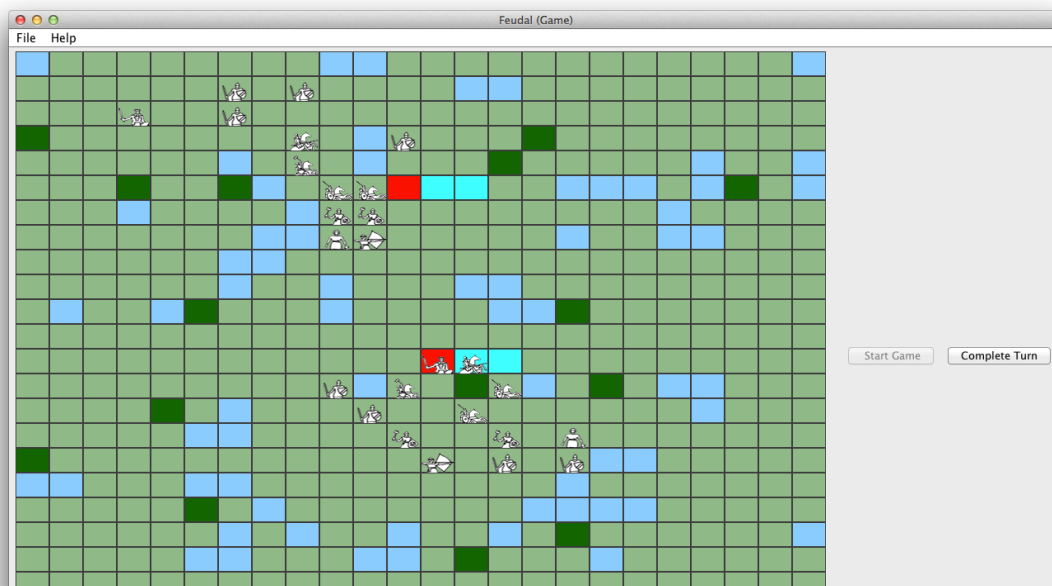


Now, player one should start placing his or her pieces on his or her half of the board (i.e. top). When player one is done, player two should setup his or her pieces on the other half of the board. After placing all pieces, the board should look something resembling this and the *Start Game* button should now be enabled.

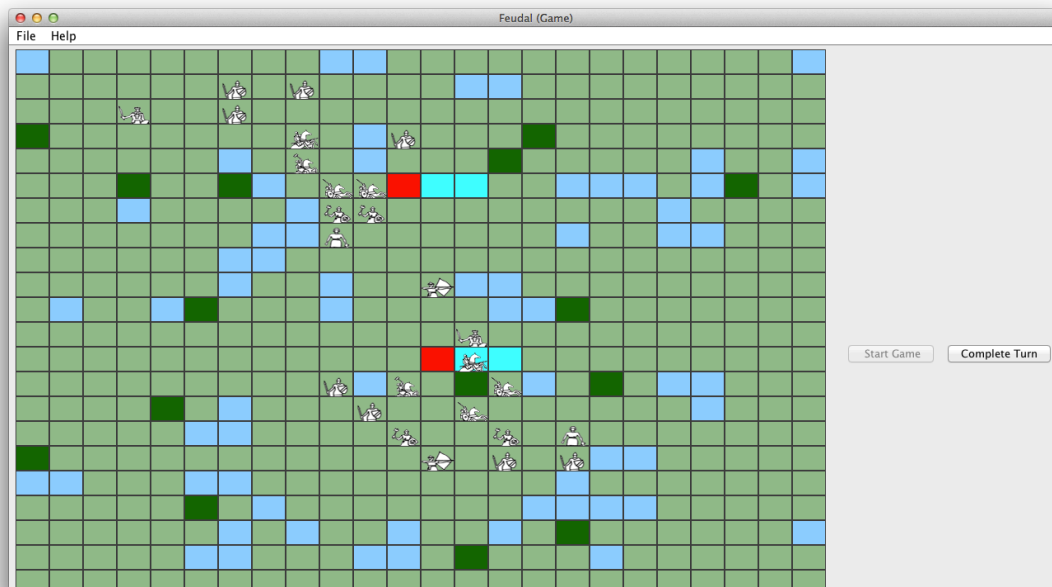


**NOTE:** The pieces deploy in the fashion described in the *Help* menu (see for details)

Click the *Start Game* button. Player 1 will begin the game and the board should now look like this:

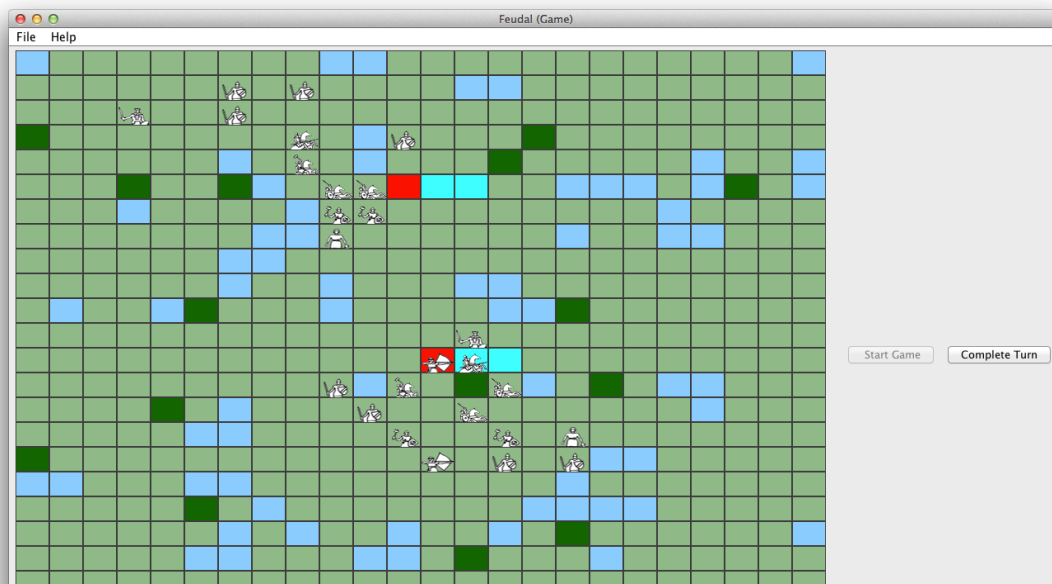


Player one should move any of his or her pieces to the desired location (within the rules of the game – note that only one move per piece is allowed per turn). The board should then update appropriately as follows



Now player one should click the *Complete Turn* button when he or she has finished making his or her moves.

Now player two can make his or her moves in the same fashion to get a board looking something similar to this:



Continue to take turns in this fashion until someone wins the game. Then, a notification should come up upon taking the next turn as follows:



Finally, click on the *Help* menu and select *Help*. The following dialog should appear

