How About a Nice Game of WW3?

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1) Starting the Game
a) Main Screen

Key:
1) The number and color of the player whose turn it currently is
2) The health of the currently selected army
3) Army creation button (3.a.)
4) End turn button (2.d.)
5) The name of the currently selected province
6) The current player's available resources
7) The main game window

2. Your First Turn

a. **Moving armies** - To move one of your armies, simply click on the army of interest and then click on the space you would like the army to move to. Once you are sure of your decision, press the "y" button to actually move the army. Armies can move anywhere within a radius of 20 provinces. Armies can only be moved once per turn but all armies can be moved within the turn.

b. **Undoing** - If you click on the wrong army, you can undo your click by clicking on the army again. If you have selected the army you would like to move but have clicked the wrong province, clicking that province again will de-select it so you can choose a different location.

c. **Gathering Resources** - All provinces have resources to gather, whether they are occupied by cities or not. You, the player, will never have to actively gather these resources. All resources generated by provinces in your control will give you the resources they produce.

d. **Ending Turn** - When you are done moving your armies, pressing the grey button at the bottom of the screen which says "End Turn" will pass the turn over to the next player to make their moves.

3. The Rest of the Game

a. **Creating Armies** - To create an army, click on the square on which you want to create an army, then click on the 'Make Army' button on the HUD. If you have the required resources, those resources will be deducted from your stockpile and an army will be created where you clicked.

b. **Capturing** - To capture a province, move an army onto an uncontrolled province then end your turn. The army will automatically capture the province.

c. **Fighting** - To fight enemy armies, move an army so that an enemy army is within its range, then end your turn. Your army will automatically attack any nearby enemies. Be careful! If your army is within the enemy's range, they will attack you as well.

4. Ending the Game

At the end of 100 turns per player, the player with the greater score wins. The score is determined by the cities and provinces owned by each player.

5. Saving and Loading a Game

To save the game, type in 'save' to the command line. The game will automatically be saved to a file beginning with 'ww3' and ending in '.json'.

To load a previously saved game, pass in the name of the saved game file as a command line argument when running the game. The game will automatically be resumed from where you left off.