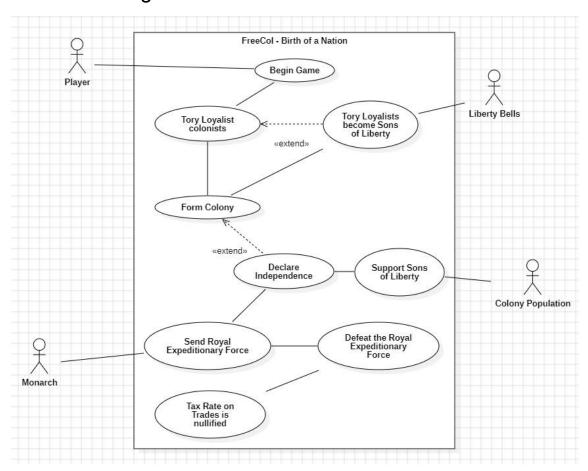
## FreeCol Use Cases

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#### Birth of a Nation

### **Use Case Diagram**

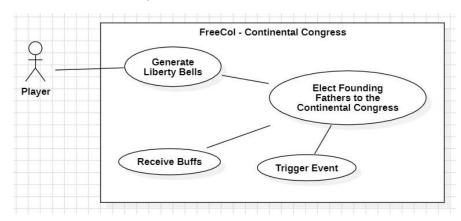


## **Brief Description**

The game commences with all colonists as Tory Loyalists, supporting the Monarch and opposing player policies. Upon the generation of Liberty Bells, the player can optionally convert Tory Loyalists into Sons of Liberty. Players form new colonies and, if desired, declare independence when 50% of the population supports the Sons of Liberty, triggering a conflict with the Monarch, who sends the Royal Expeditionary Force. Success in defeating the Royal Expeditionary Force leads to the establishment of a free nation, where the Custom House operates without external tax threats.

# The Continental Congress

## Use Case Diagram



## **Brief Description**

As the player produces Liberty Bells in the game, they have the opportunity to elect Founding Fathers to the Continental Congress, these Founding Fathers, historical figures integral to the New World's conquest, provide the player with unique bonuses or trigger specific events. Initially, only a small number of Liberty Bells is required to elect a Founding Father, but as the game advances, the threshold for election may rise significantly, potentially requiring many hundreds of Liberty Bells.

## Illustrative Image

