

# Volcanolsles User's Documentation

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## General Information

Volcanolsles is a turn-based game played on a network of islands. The aim of the game is to destroy the base of your opponent. When you launch the game with the default settings, you gain control over the blue player. Your opponent – the red player – is controlled by the computer.

## Terminology

Islands are owned by a player if they are colored by the player's color. Islands are neighboring / adjacent if there is a line between them.

## Rules

The blue player starts. In each turn a player can perform one action from the following list:

- ❖ Occupy an island: A player can occupy an island if he or she owns at least one adjacent island and the island has no owner (is black colored).
- ❖ Create a volcano: A player can create a volcano on an island if he or she owns the island and owns all neighboring islands as well.
- ❖ Produce a fire: A player can produce a fire on his or her island if there is a base or a volcano on that island and there is not a fire on that island yet.
- ❖ Change the direction of the arrow pointing from their island.

## Effect

Once a fire appears on an island, it travels from island to island every time some player ends the turn. There is an arrow pointing to another island next to each island. The fire always moves in the direction of the arrow. If two or more fires move on the same island at the same turn, the fires vanish and the owner of the island loses the ownership of the island. If two fires

cross the same link between two islands in the opposite direction colliding in the middle, then both fires vanish and both islands lose its owners.

The game ends when an island with the base on it loses its owner.

**Beware:** As a side effect of creating a volcano on an island, arrows of all adjacent islands start to point towards the island with a volcano. Their direction can be changed in the next turns, though.

## Strategy

The player should try to occupy as many islands as possible, get good positions for creating volcanoes and by producing fire and changing the direction of the arrows, make the enemy lose their islands.

## Controlling the game

If you are on turn, you can occupy an island, create a volcano on an island or produce a fire on a node by simply clicking on a node. If you move the mouse cursor over the island, the action that can be done with that island is displayed. Clicking on the island performs the action but also ends the turn and passes the control to your opponent.



To change the direction of an island, you have to activate the rotation mode by clicking on the button with a signpost. After that a direction of any arrow can be changed by repeated clicking on the island from which the arrow leads.



After the arrow points to the desired location, you can confirm the action by pressing the tick button which ends the turn.



If you do not wish to perform any action, you can skip the turn by pressing the button with a hand.



It is always possible to restart the game by clicking on the button in the bottom right corner of the game window.

## Demo Mode and Player vs. Player

By default, the blue player is controlled by the person playing the game and the red player is controlled by the computer. This can however be changed by passing a command line arguments to the game when starting it. The first and second arguments given determine who controls the blue or red player. The valid options are 'player' and 'ai'. The first option activates the mouse controller for that player, the second one activates the artificial intelligence controller.

For example to see a demo (computer vs. computer match) run the game with arguments as follows:

```
>Volcanolsles.exe ai ai
```

To play the game in a 2 players mode choose this settings:

```
>Volcanolsles.exe player player
```

### **Changing the Game Plan**

To run the game on a different map, you have to pass the game the path to the map as the third command line argument. The default map is a map called standard.map which is located in the maps/ folder (relative to the location of the game). To run the game with a different map, use e.g.:

```
>Volcanolsles.exe ai player maps/close_enemies.map
```