

# Treasure Hunt

## Player guide

### Game mode

#### File management

- **Save** : Save the current map of the game frame in a file.
- **Open** : Open a map from a file, it will replace the current map.

#### Game management

- **New map** : Build a new random map, map settings must be defined before clicking this button.
- **Play** : Launch the game automatically.
- **Round** : Execute a single round.
- **Stop** : Stop the game (only in auto mode).
- **Replay** : Replay the same map, only hunters are replaced.

#### Hunters manual placement

To manually place the hunters on the board, just click on the cells, you can click again on a hunter to remove it.

## Map management

- **Open editor** : Open the editor frame.
- **Send map to editor** : Send the current game map to the editor, the current map on the editor will be overwritten.

## Edition mode

- **Generate** : Generate a new empty map, the current map will be overwritten.
- **Send map to game** : Send the current map to game, to play or save it.

To create your map, simply select a color on the right and modify the map by clicking.

## Tips

- You can generate a random map and modify it in the edition mode.
- See all keyboard shortcuts on the menu bar.
- You can give us your opinion about our game, and also report an issue on *Help -> Join us*.