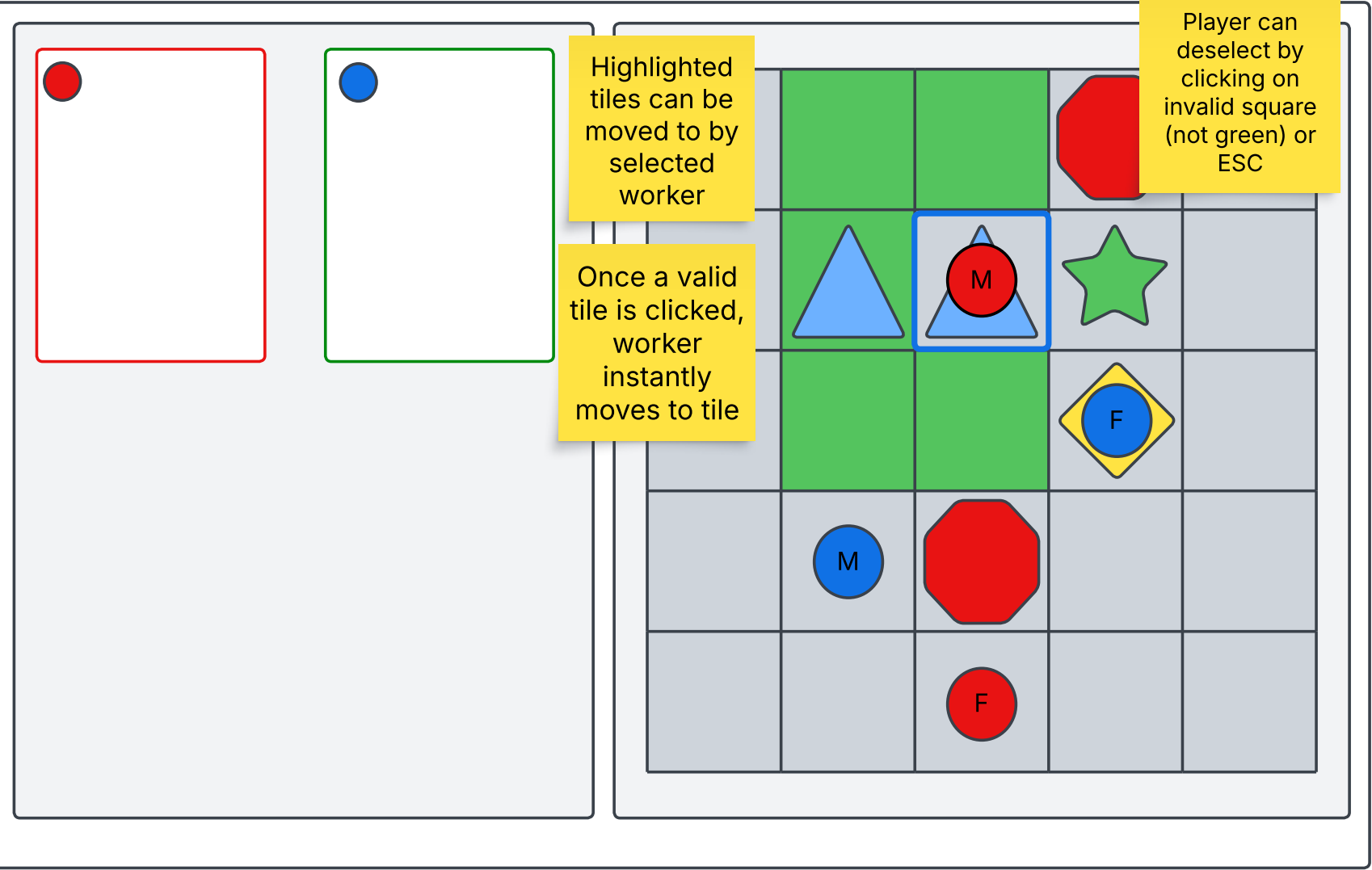
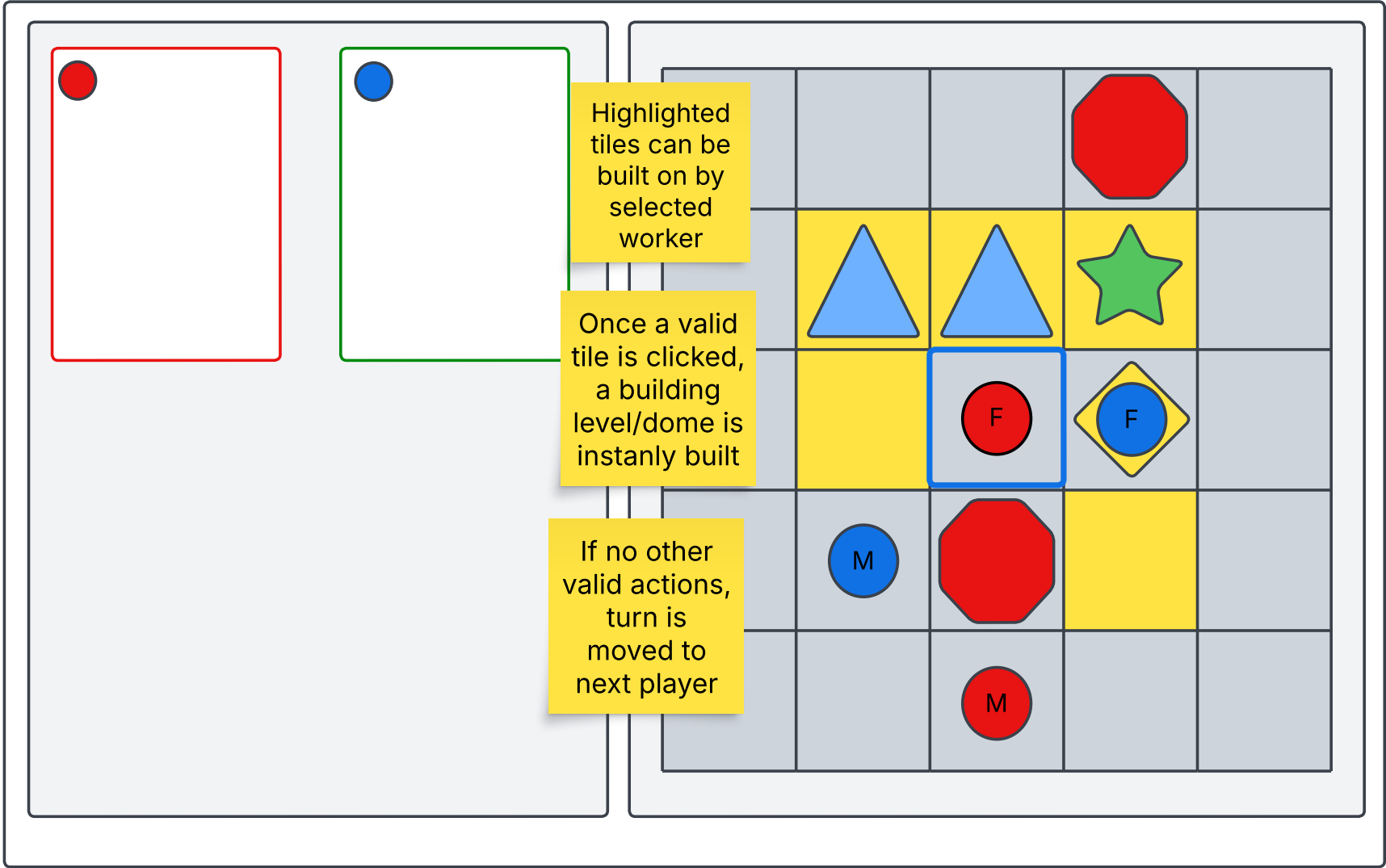


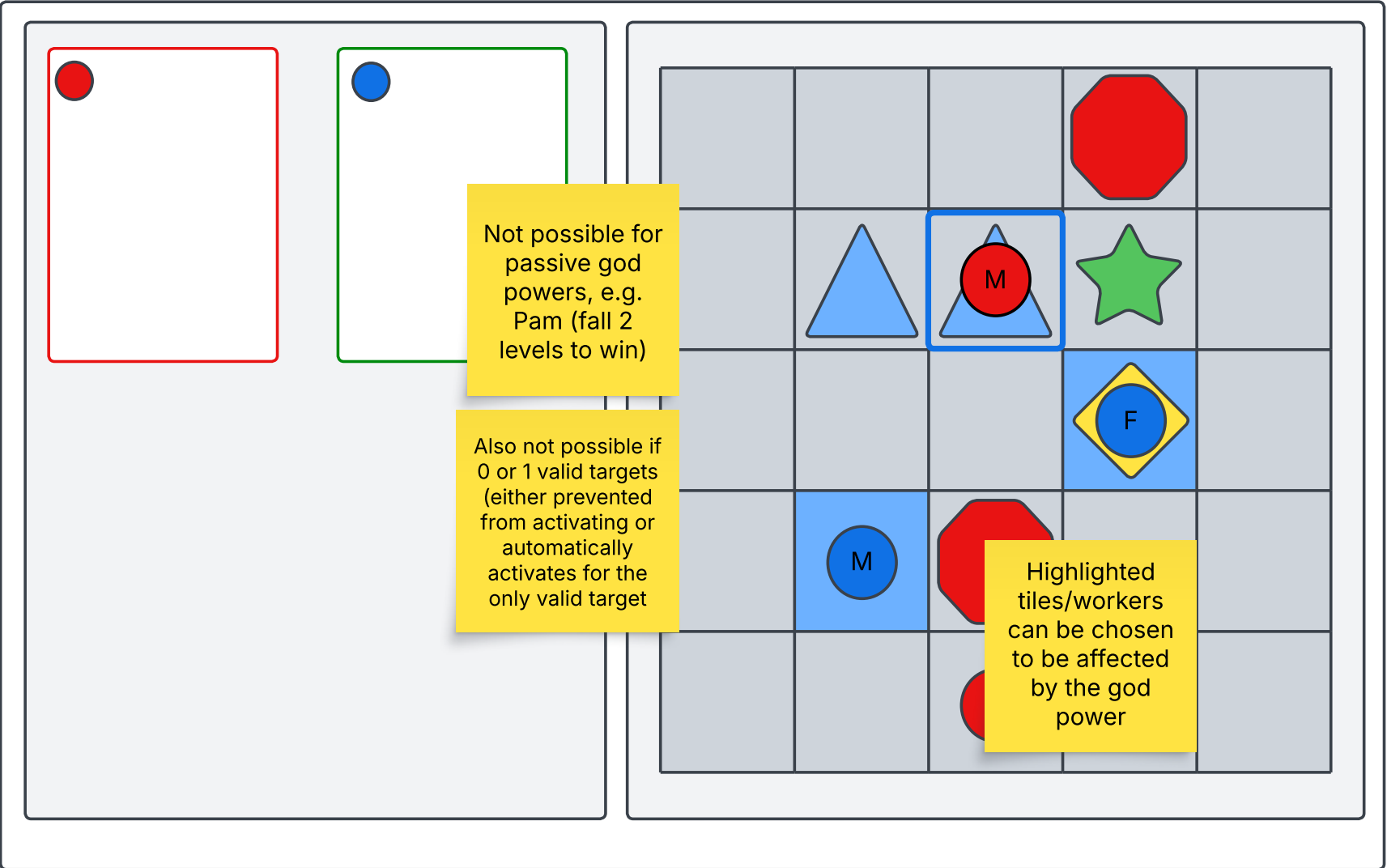
About to move worker



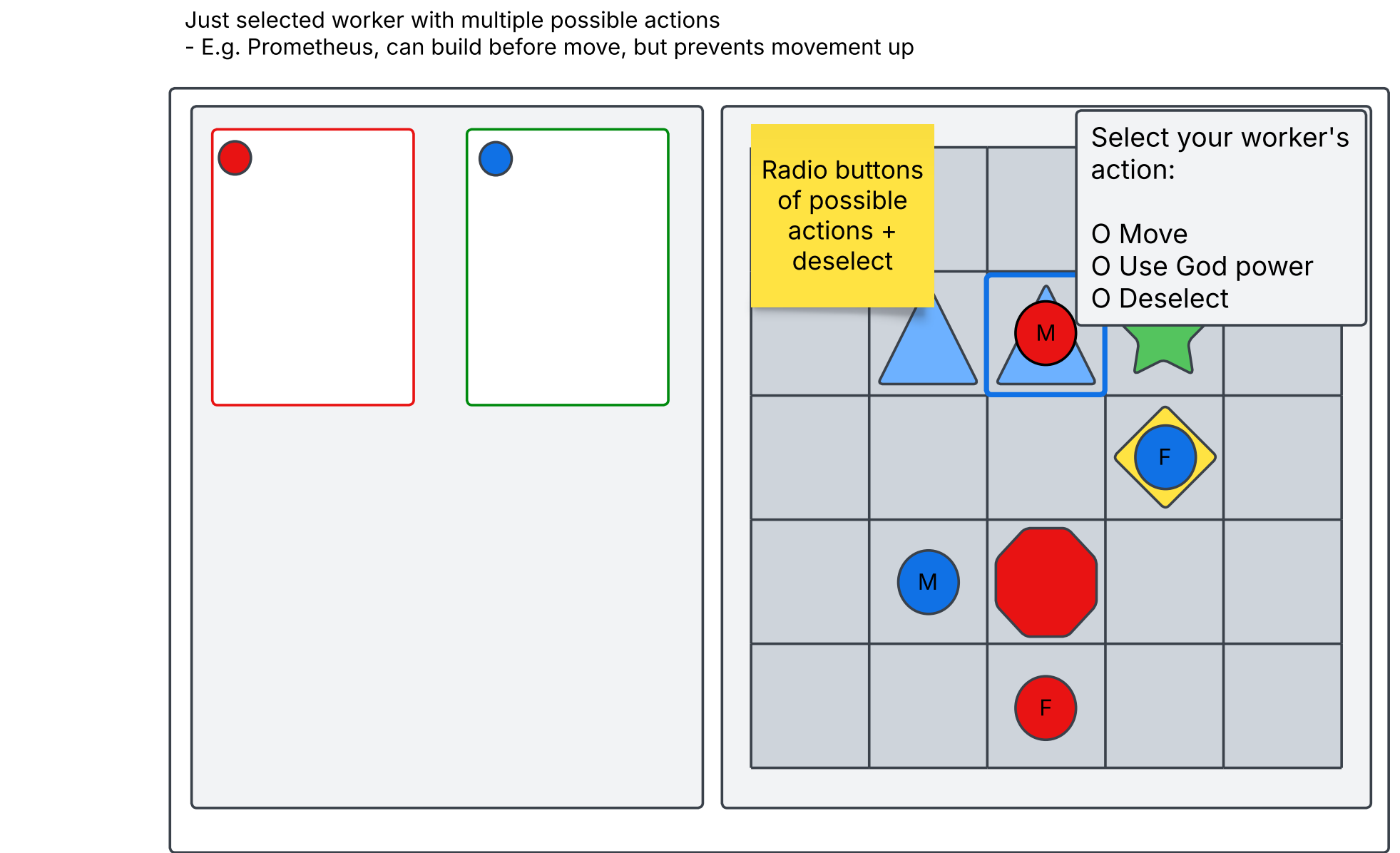
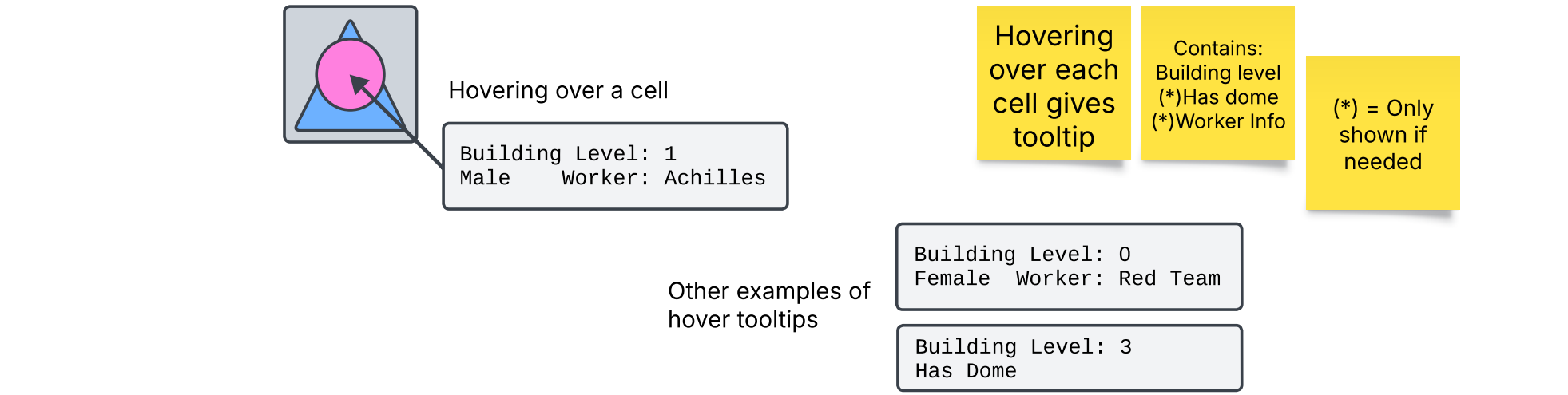
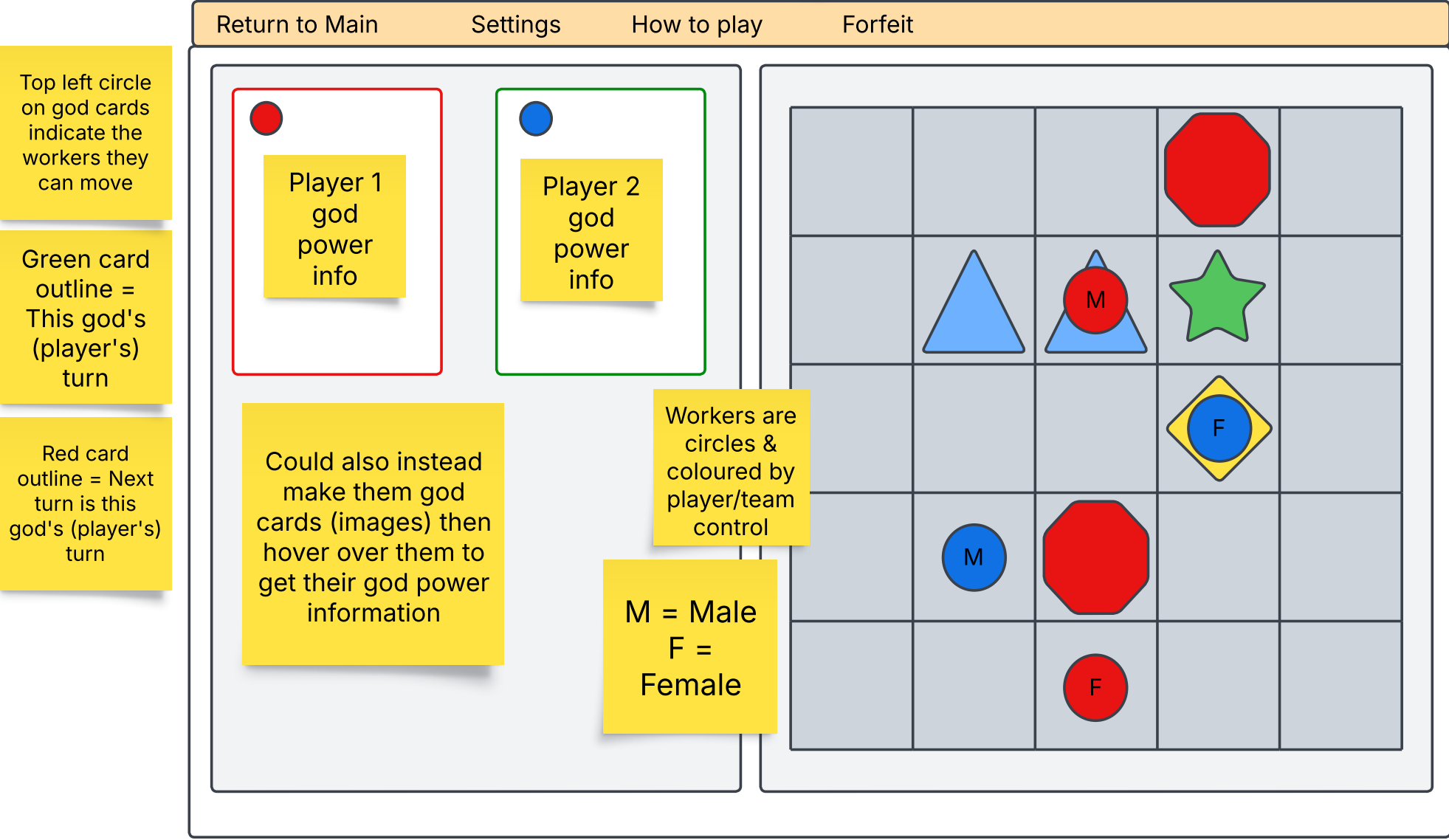
About to build with worker
• If no valid actions can be made, turn advances to next



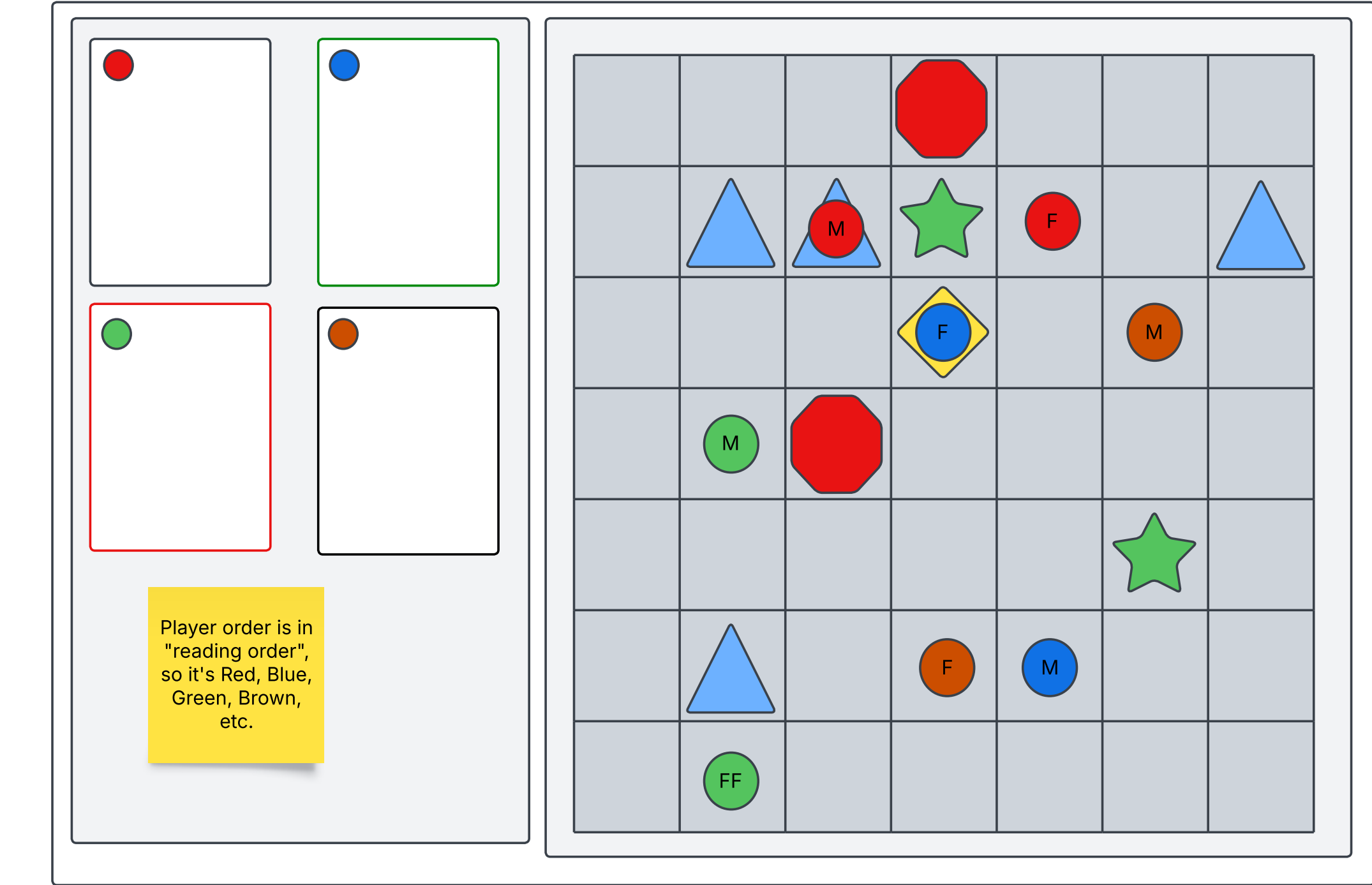
About to select target of God Power



Return to Main = Return to main menu
Settings = Opens settings window
How to play = Opens separate How to Play window
Forfeit = Current player loses (more relevant for >2 players)
When player forfeits, all workers are removed from board then advances turn
Toolbar is the same for all gameplay diagrams
Order of toolbar menus is not set in stone



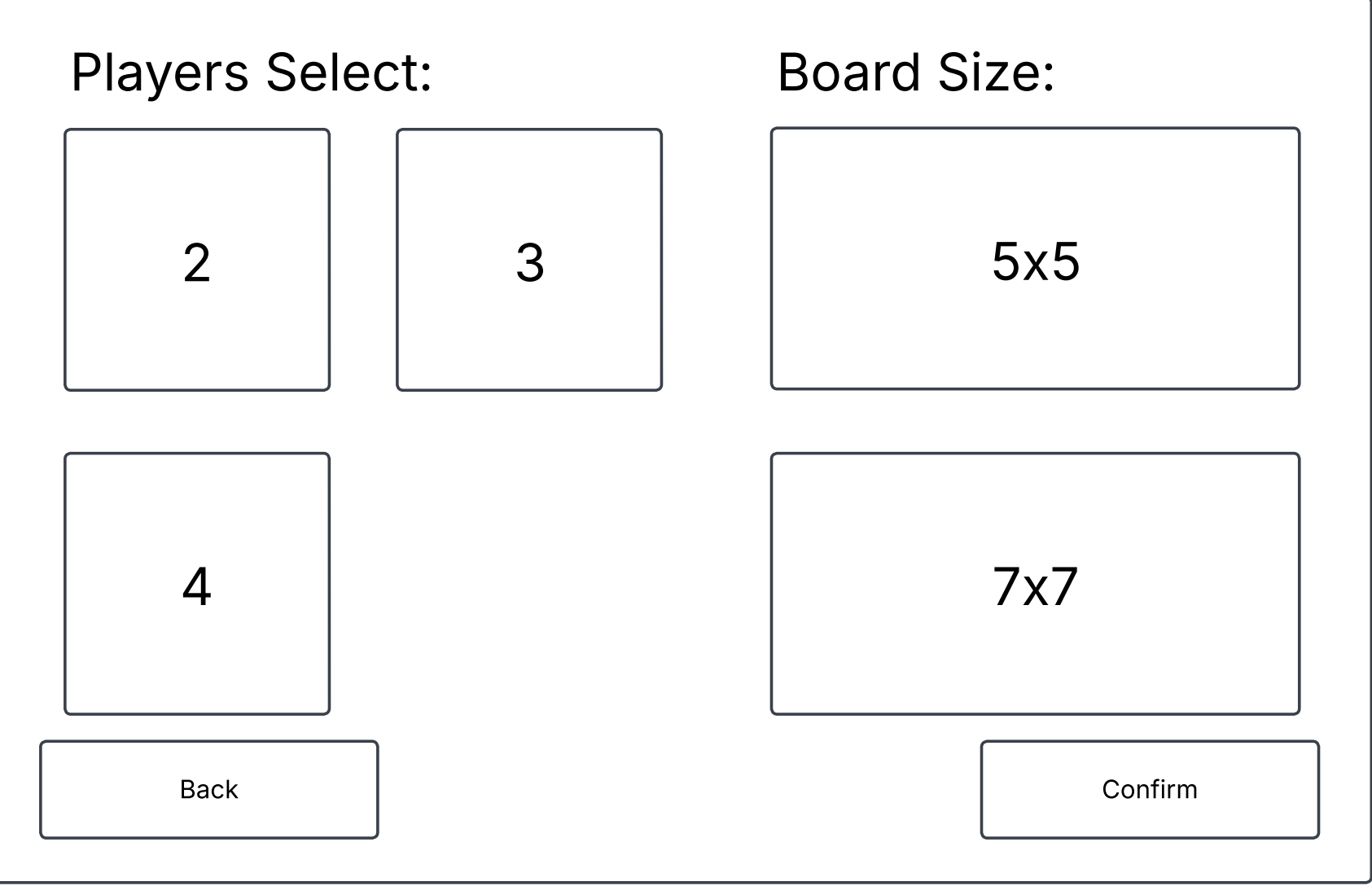
4 player FFA game
• Uses a 7x7 board



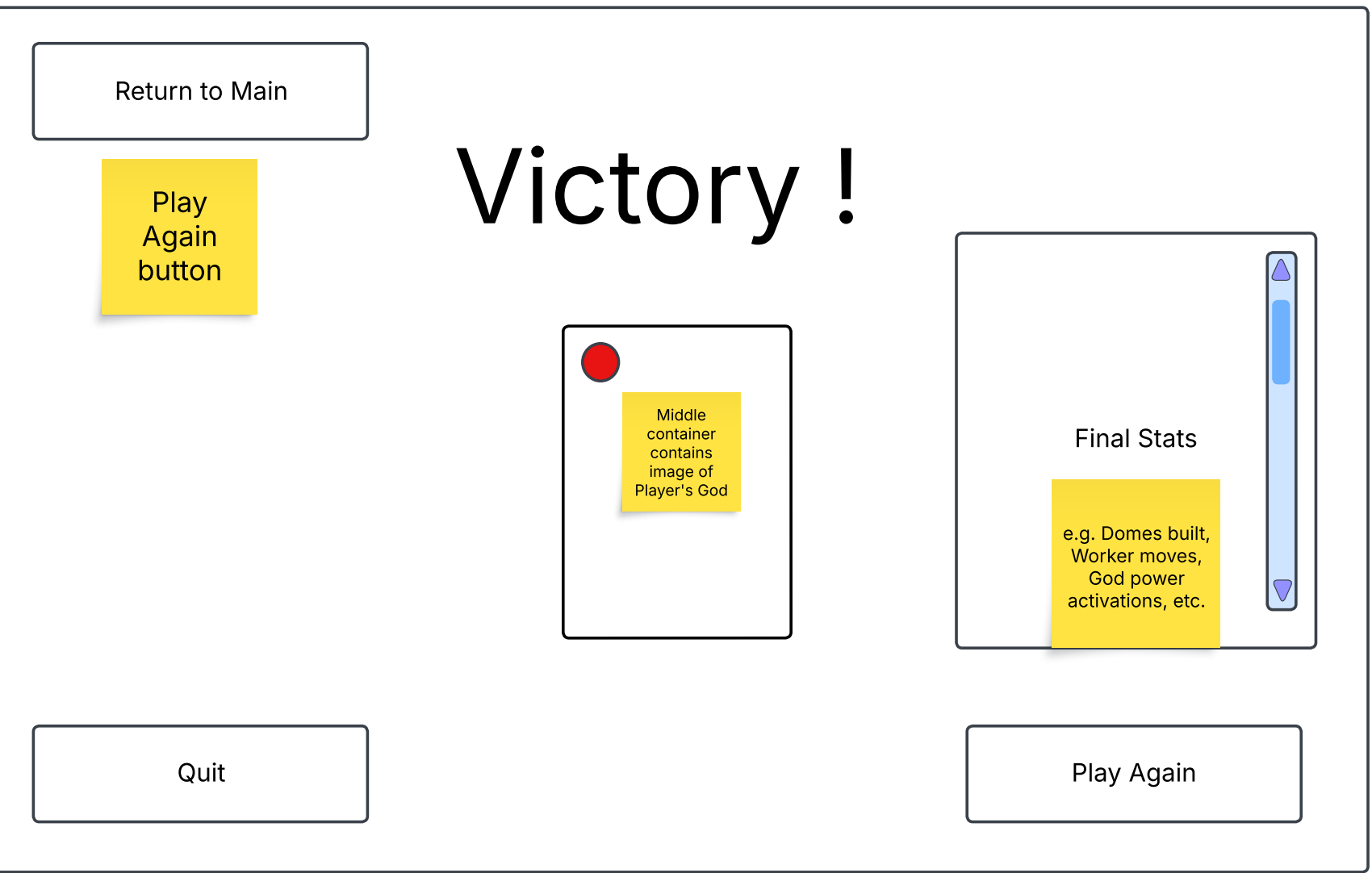
Main Menu



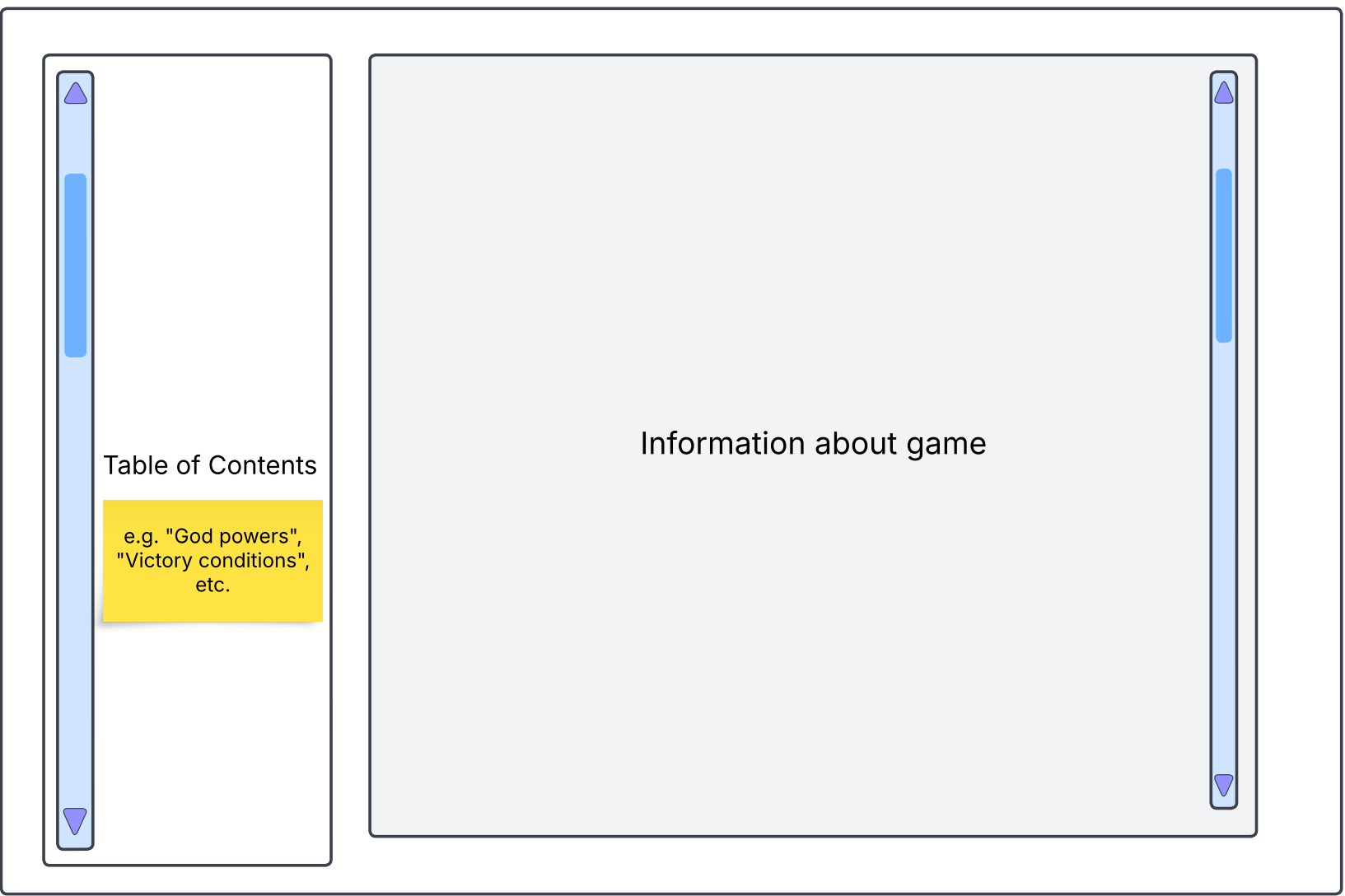
Player and Board Selection
• Below is just one possible way
• Game mode selection is an extension and exact implementation may greatly differ



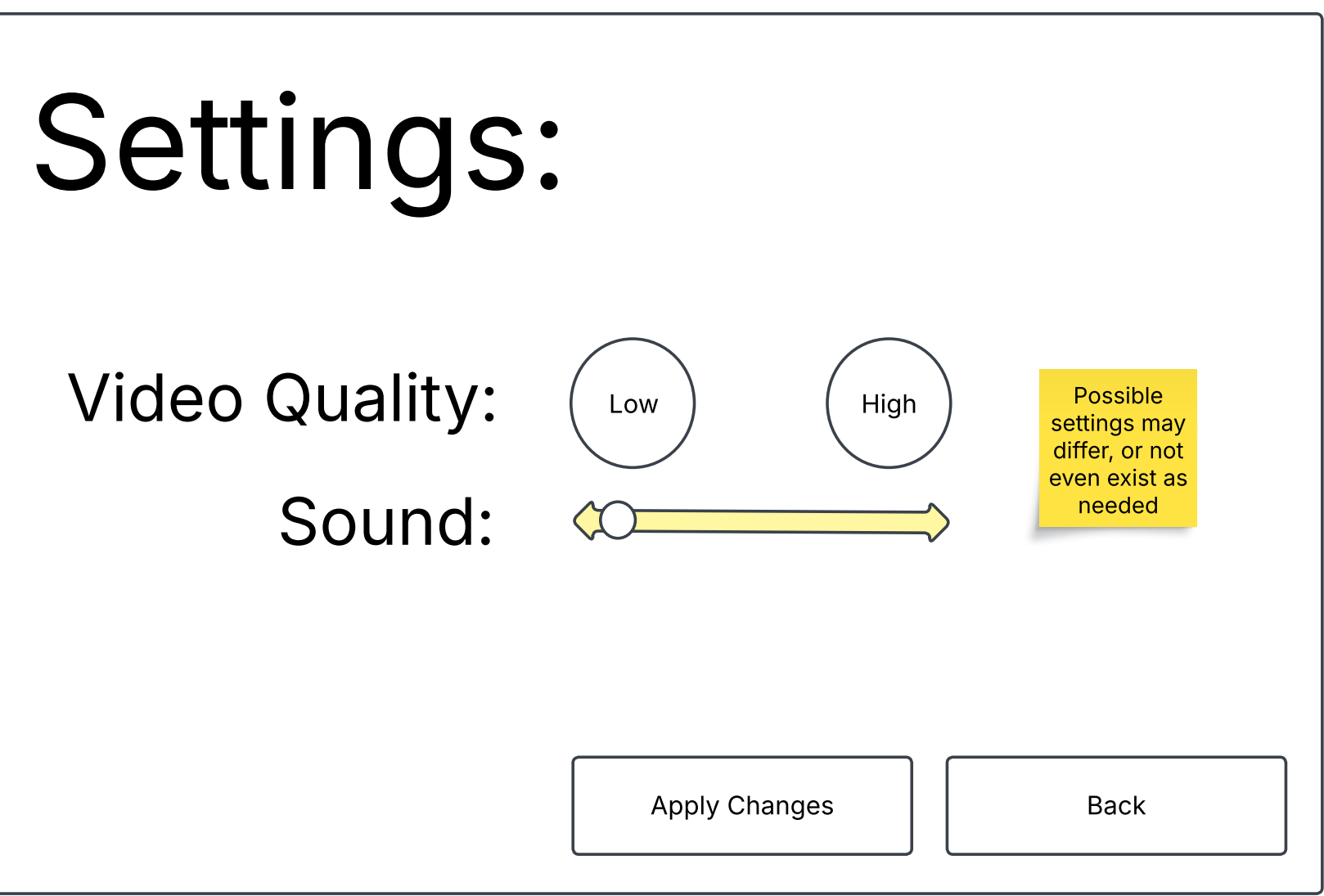
Victory Screen



How to Play



Settings



Player 1: Choose a God

