

# Patchwork (final rendering) : user docs

Documentation of the patchwork game written by MAIBECHE Massiouane

## Tables of contents:

I – How to play patchwork ?

II – Condition of Victory

## I – How to play patchwork ?

To situate the game, there are two players who can play against each other, so there are two pawns (1 and 2) represented on the game board.

Pawn 1 is the first to start so pawn 2 will be the second.

When the game is launched, you will have to enter the name of the player 1 and the name of the player 2.

You must then choose between launching the graphical mode or the terminal mode, with one of the following two keys:

- 'g' – to graphical game.
- 't' – to terminal game.

If you choose the terminal game, you need to choose a mode:

- Mode 1 has 2 different types of patch.
- Mode 2 has 33 different patches.

Each player in turn, will have to choose between advancing on the game board or buying a patch :

- Enter 1 if you want to move forward.
- Enter 2 if you want to buy a patch.

With "1", you will advance, then you will leave the turn to your opponent.

With "2", you will have the possibility to choose a patch from 3 available patches, depending on the position of the neutral pawn.

After reading the patches:

- Enter 1 to select patch 1
- Enter 2 to select patch 2
- Enter 3 to select patch 3

If your button balance allows it, you can put the patch in your patch board:

- press "z" to go up.
- press "s" to go down.
- press "q" to go to the left.
- press "d" to go to the right.
- press "p" to reverse the patch.
- press "l" to use rotation left to the patch.
- press "m" to use rotation right to the patch.
- press "t" to put the patch on your patch board.
- press "w" to return back.

Then it will be the turn of the other player, and so on and so forth.

If you choose the **graphical game**, you will automatically have the game with 33 different patches.

In this game mode you will have a visual on the main game board, with one player in red and the other player in green.

The solid blue circles are areas where it is possible to pick up buttons.

The grey squares are areas where the player can pick up a patch and place it on their patch board.

You will have in the top right corner your number of buttons, and in the middle your patch table (of the player concerned).

You have at the bottom of the screen all the patches available in the game with their cost and their contribution.

Each player in turn, will have to choose between advancing on the game board or buying a patch :

- Press the key "a" if you want to move forward.
- Press the key "b" if you want to buy a patch.

With "a", you will advance, then you will leave the turn to your opponent.

With "b", you will have the possibility to choose a patch from 3 available patches, depending on the position of the neutral pawn.

After reading the patches available :

- Press the key "a" to select patch 1.
- Press the key "b" to select patch 2.
- Press the key "c" to select patch 3.

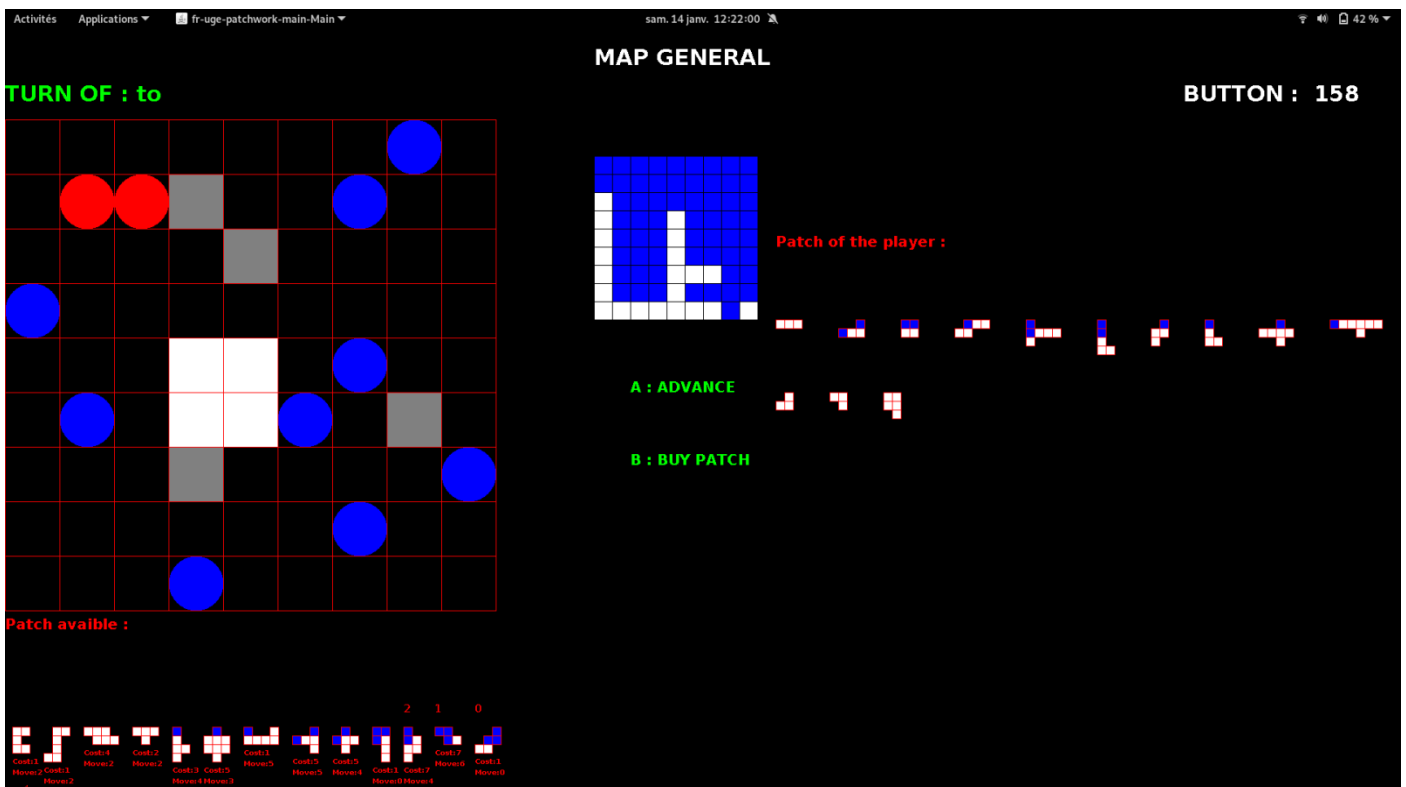
If your button balance allows it, you can put the patch in your patch board:

- press "z" to go up.
- press "s" to go down.
- press "q" to go to the left.
- press "d" to go to the right.
- press "p" to reverse the patch.
- press "l" to use rotation left to the patch.
- press "m" to use rotation right to the patch.
- press "t" to put the patch on your patch board.
- press "w" to return back \*.

(\* if you have changed your mind, or you don't have the space available to apply a patch.)

Then it will be the turn of the other player, and so on and so forth.

Once the game is finished with the name of the winner indicated, press « enter » key to leave the game.



## II – Condition of Victory

The winner of the game will be the player holding both the most button in his wallet, and the least empty box in his cover board (patch board).

You earn additional points at the end of the game if you have the special patch 7\*7.

### End of the graphical game play 1

