

AFRICAN GREY PARROT'S PANDEMIC INSTRUCTION BOOKLET

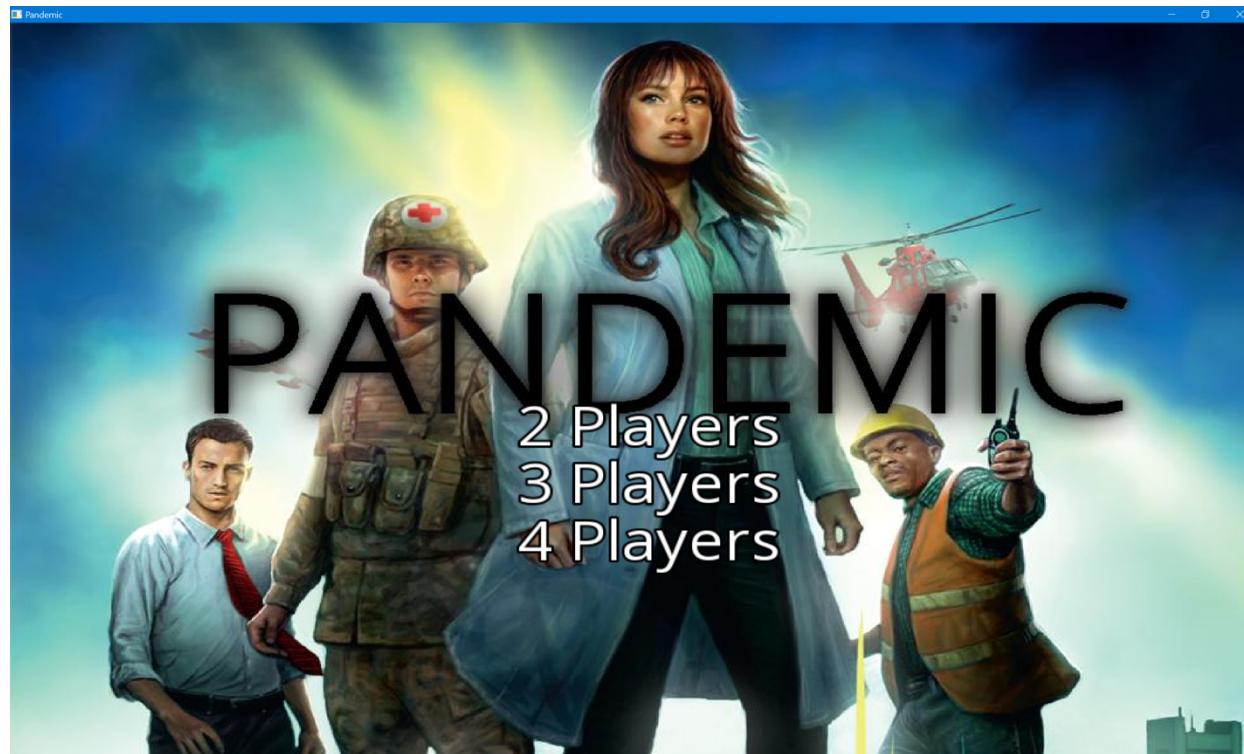
1) INITIAL SETUP

Initial Opening Screen: At the start of the game, you must enter a name to your game in the Game Name Box. Press “play game” once you’ve chosen the name of your game.



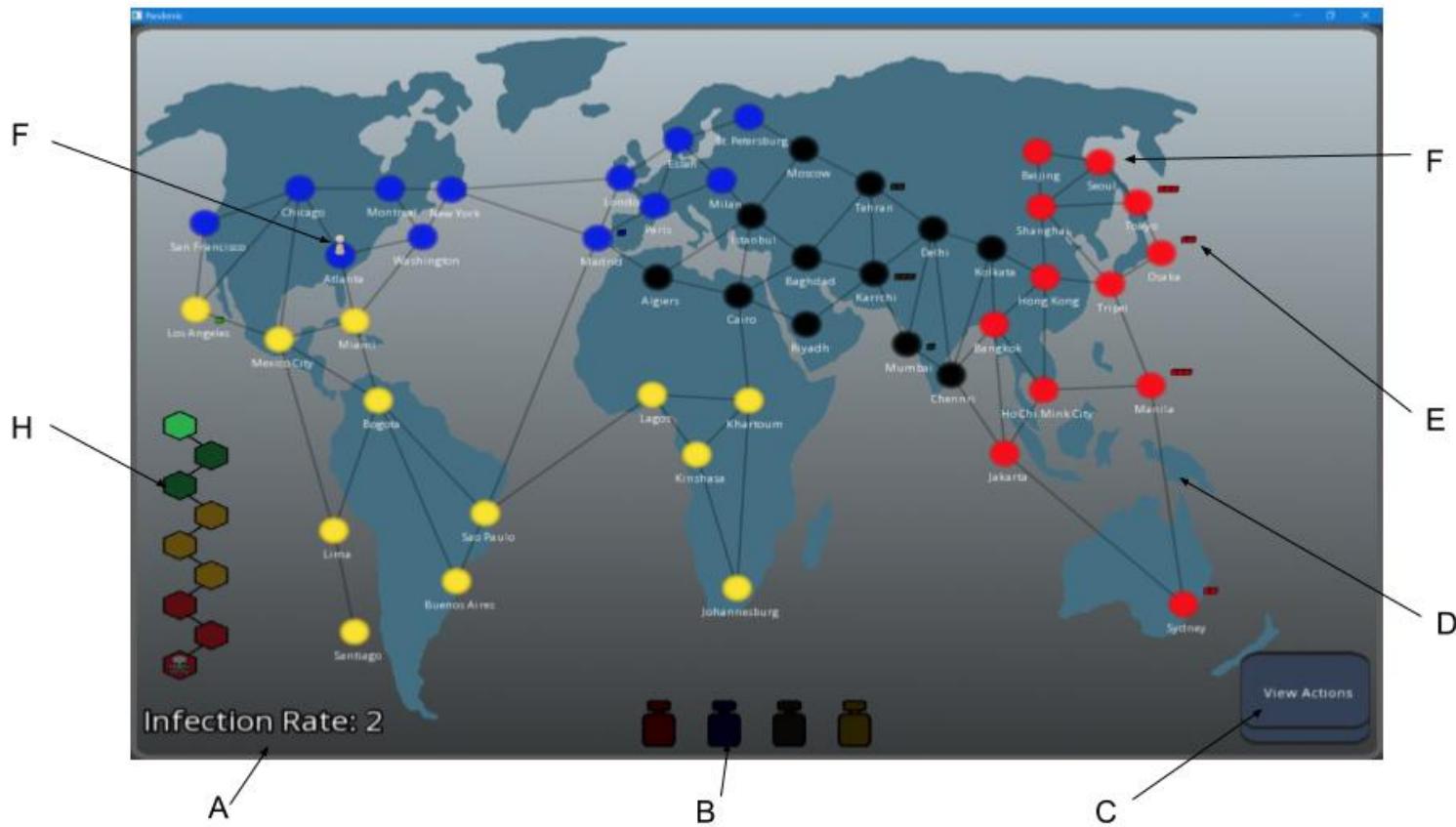
Enter your game name in this box!

Next, select the number of players that will be playing your game.



Once you have selected the number of players, the game will set a random role and a set of 4 player cards for each player. The game will also infect 9 cities and place infection cubes according to the sequence of the infection cards that are drawn.

2) GAME INTERFACE



A) Infection Rate: Increases as more epidemic cards are drawn from the player's deck.

B) Discovered Cure Indicator: The color changes when a cure has been discovered, and a symbol appears once it is eradicated.

C) Game Menu: A list of actions that the player can do.

D) City Connection: Indicates that one city is connected to another.

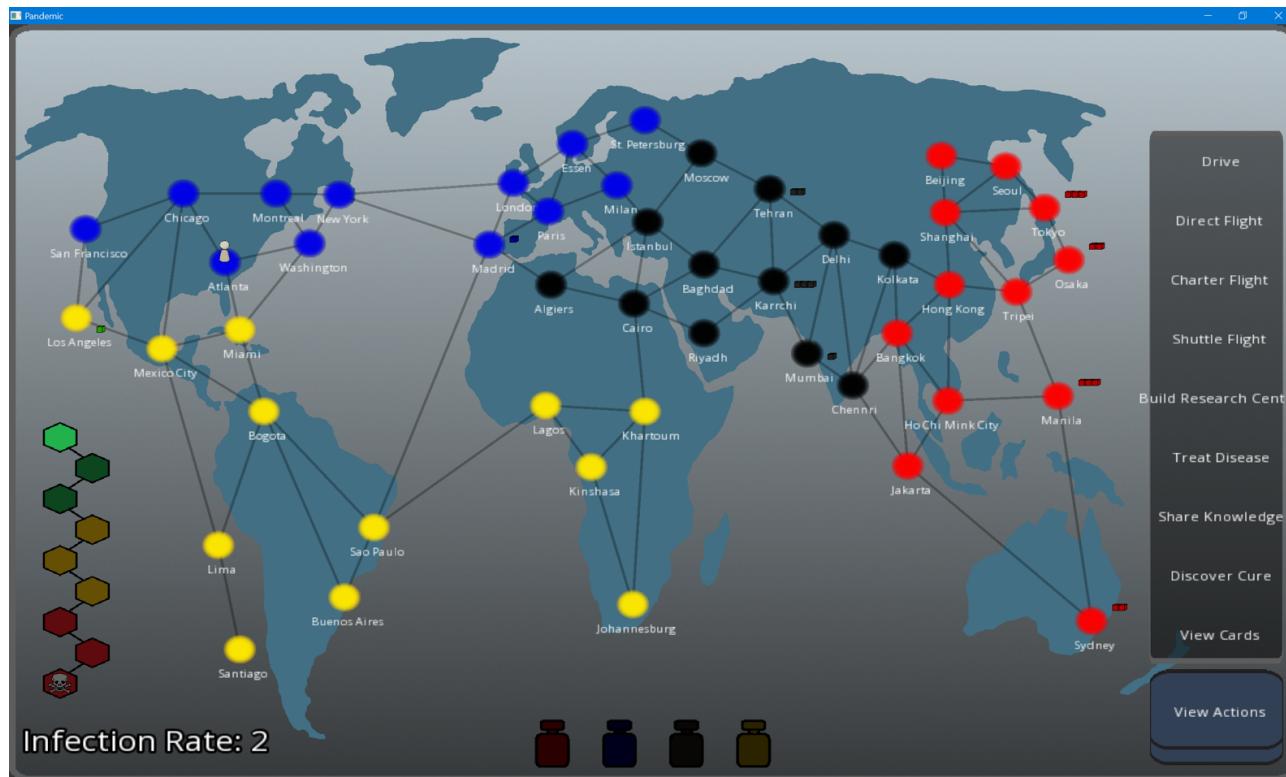
E) Infection Cube: Indicates the number of infections on a city. The maximum cubes of the same color a city can have at one time is 3. An additional cube will lead to an outbreak (a single cube will be added to every adjacent city).

F) City Node: Indicates the location of a city.

G) Player Pawn: Indicates the player's location in the map.

H) Outbreak Marker: Indicates the number of outbreaks that have occurred so far. The 8th outbreak automatically leads to game loss.

3) GAME MENU



- 1) **Drive (FUNCTIONAL):** Allows the player to move to an adjacent city by selecting the city. Adjacent cities are marked by a green frame (see figure 3.1 below).
- 2) **Direct Flight (FUNCTIONAL):** Allows the player to move to a city by discarding that city card. Clicking on “Direct Flight” shows the cards that are in the current player’s hand (see below).
- 3) **Charter Flight (FUNCTIONAL):** Allows the player to move to any city by discarding the city card at which the player is.
- 4) **Shuttle Flight (FUNCTIONAL):** Allows the player to move to any city that has a Research Station.

5) Build Research Center (FUNCTIONAL): The player discards a city card of the player's location to build a research station.

6) Treat Disease (FUNCTIONAL): Remove an infection cube from the city.

7) Share Knowledge (NOT IMPLEMENTED): A player can give or take a city card from another player, if both players are in the same city and the exchanged card is of that city.

8) Discover Cure (FUNCTIONAL): If the player is in a city with a research station and has 5 of the same colored city cards, the player discovers a cure of the cards' color.

9) View Cards & play event cards (FUNCTIONAL): View the player's hand. The player can play an event card (if any) by selecting it.

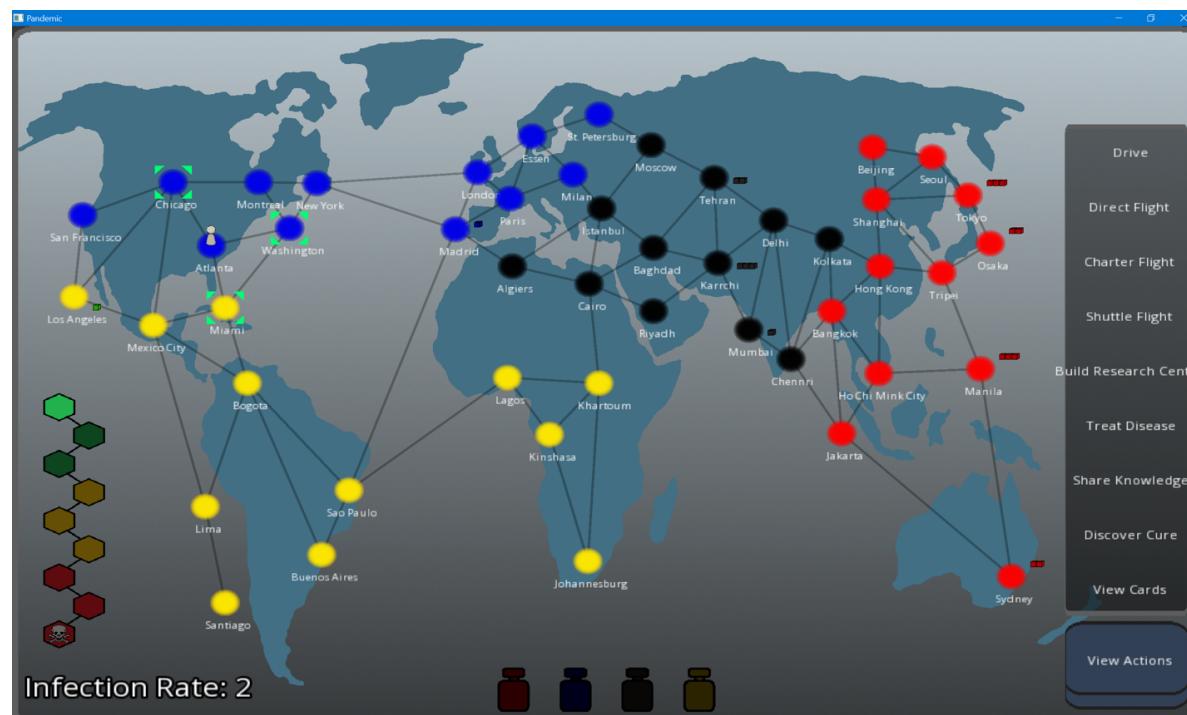
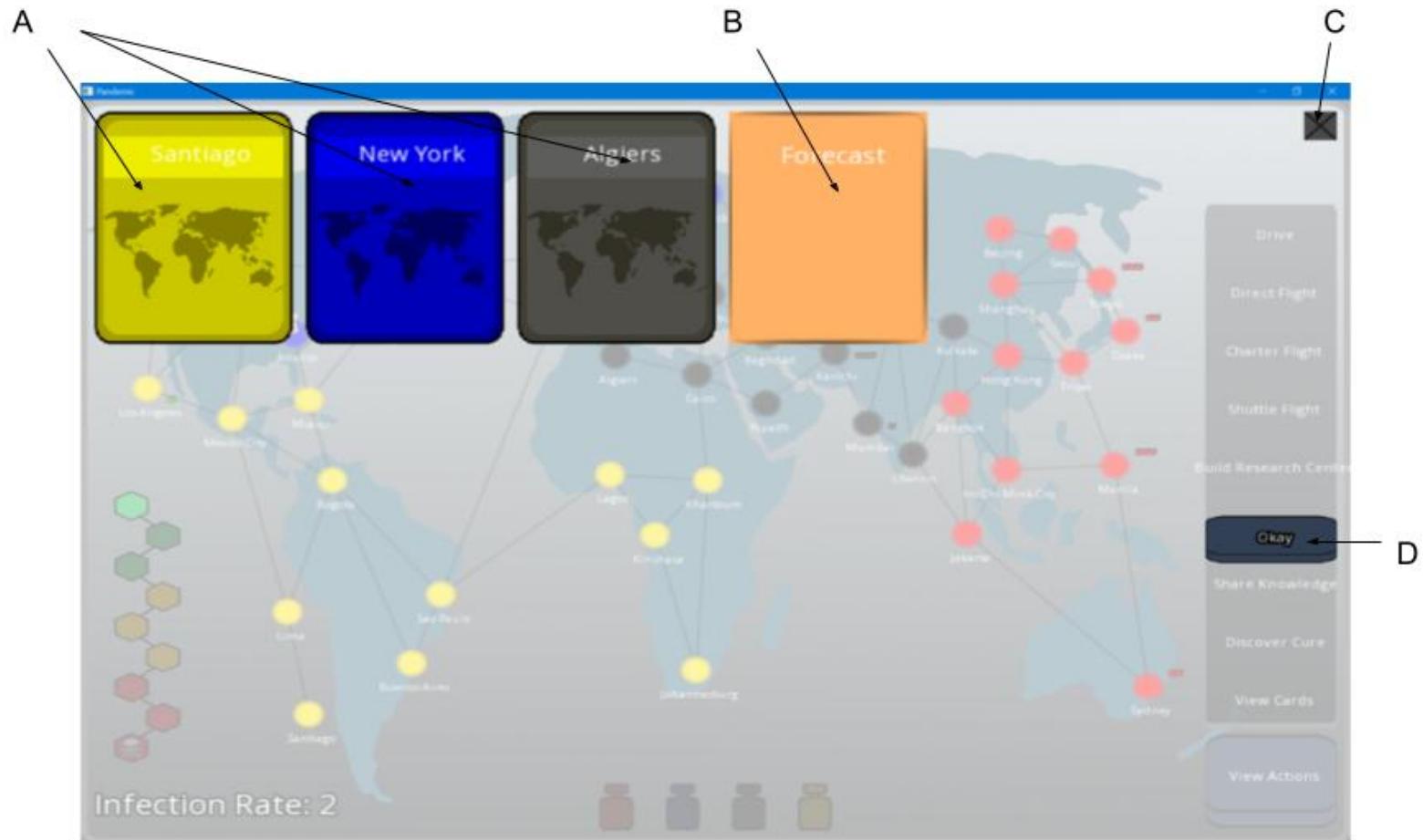


Figure 3.1 – Cities adjacent to Atlanta (the starting city of every pawn) are marked in green.

4) PLAYER CARD INTERFACE



A) City Card (Player Card): Random selection of City cards. A player can have up to 7 cards in his or her hand (including Event cards).

B) Event Card (Player Card)

C) Exit interface button: Close the interface without making a choice of card.

D) Okay button: After selecting a number of cards, the player can play those cards (assuming it is permitted) by clicking on “Okay”.

5) OTHER INFORMATION

Additional information:

- A city and a city card of the same name have the same color. There are four different colors for cities: Red, Blue, Black and Yellow. Event cards are Orange.
- When playing an event card that requires some kind of user input (Airlift for instance, where the player must choose the city to move to), the player must use the console to make his or her choice.
- Pressing the “Enter” key on your keyboard instead of clicking on “Okay” every time, can speed up your gaming process!
- If the player draws an epidemic card, the card is immediately played and its effects are immediately processed by the game.

Known issues:

- The action “Share Knowledge” is currently not implemented (more time needed for implementation).
- The event card “Forecast” is currently not implemented (more time needed for implementation).
- There is only one pawn color (more time needed for implementation).
- Extra cubes may appear on cities (more debugging is needed).
- The game was implemented in such a way that the player has to discard his cards when he has already 6 or more cards and is about to draw two more cards. Instead, the player should have more than 7 cards after he picks his cards, before he starts discarding (the discarding should happen after the cards are drawn, and not before).
- Airlift only works for the player who plays the card. The player who owns the card cannot move the pawn of another player.
- Most roles are functional.
- The program as a whole needs more debugging and testing. Various crash scenarios have occurred without further looking into the issues.