

How to play this game:

1. Run the game from the Main.java.
2. Input right information by following the instruction showed on screen.
3. When every one player finish 3 actions, the system will draw treasure cards and flood cards automatically, if drew “Water Rise” card, system will discard it and rise the water level ; no need customer input.
4. In the tile map: tile location is showed from row 0~5, column 0~5. Tile name half blocked (|Whisper\*\*\*\*\*|) means flooded, fully blocked (|\*\*\*\*\*|) means removed.

	Column 0	Column 1	Column 2	Column 3	Column 4	Column 5
Row 0						
Row 1						
Row 2						
Row 3						
Row 4						
Row 5						