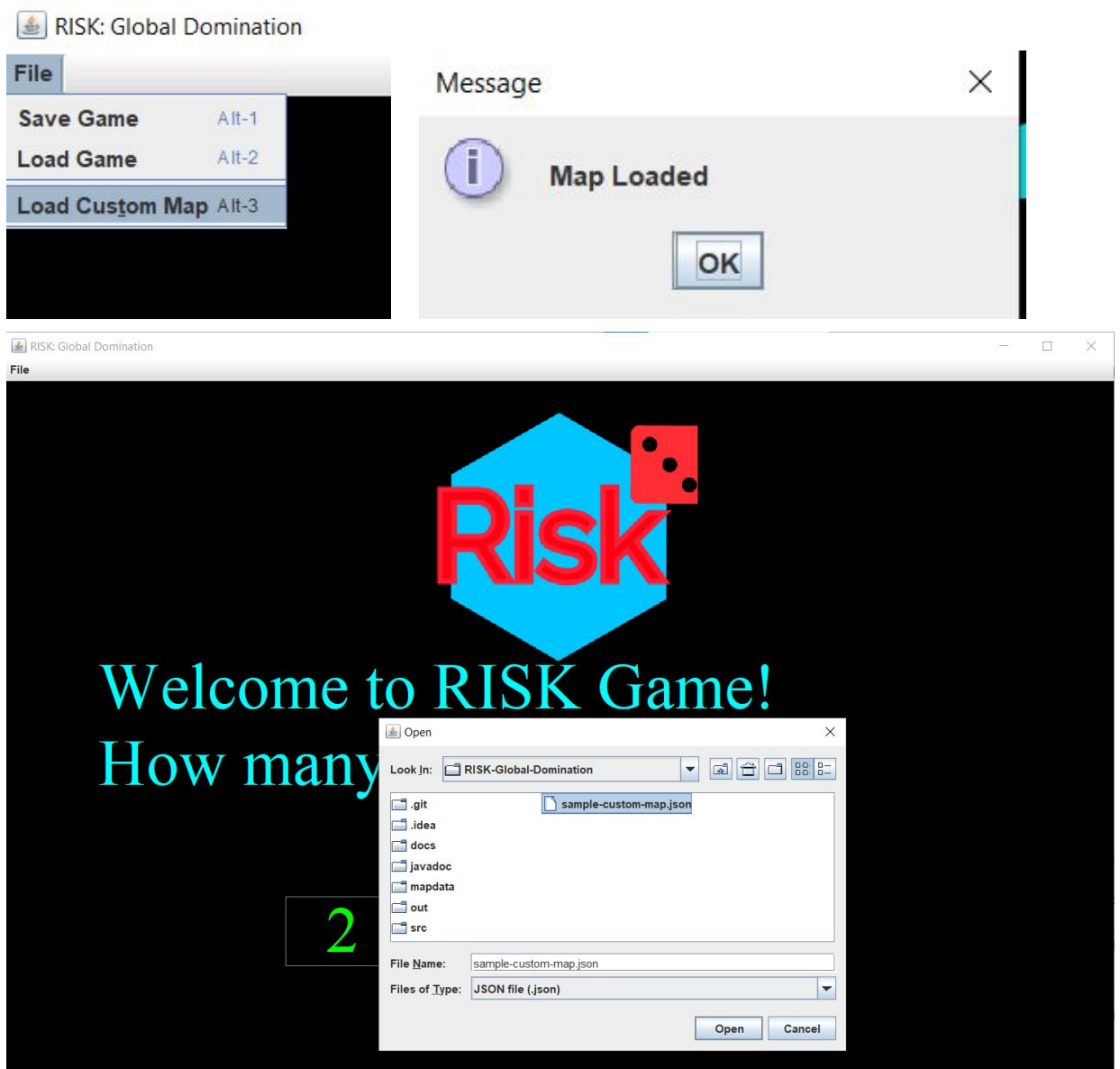


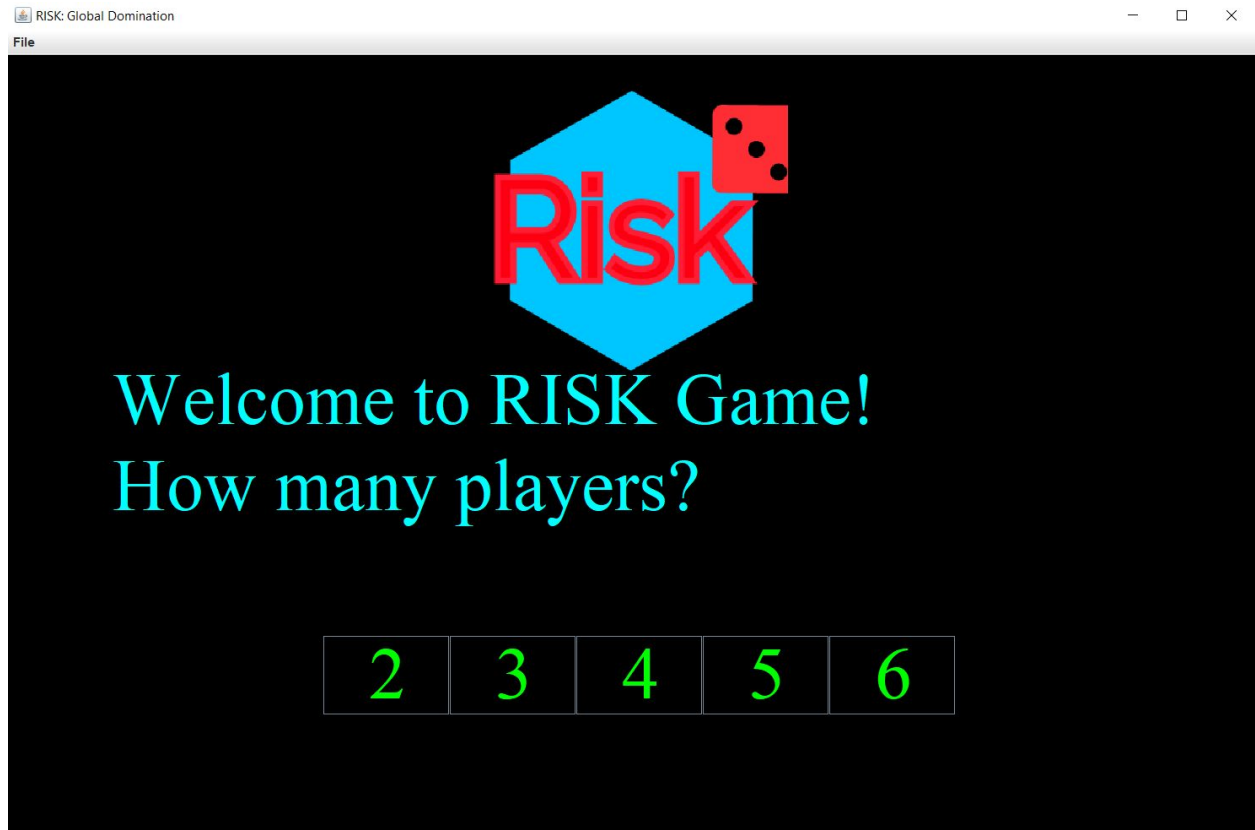
RISK: Global Domination Game

User Manual

1. Optional Step: Load Custom Map. Go to File->Load Custom Map. Select the sample-custom-map.json file.



2. Select the number of players by clicking the respective buttons.



3. Select the number of bots (AI Players)

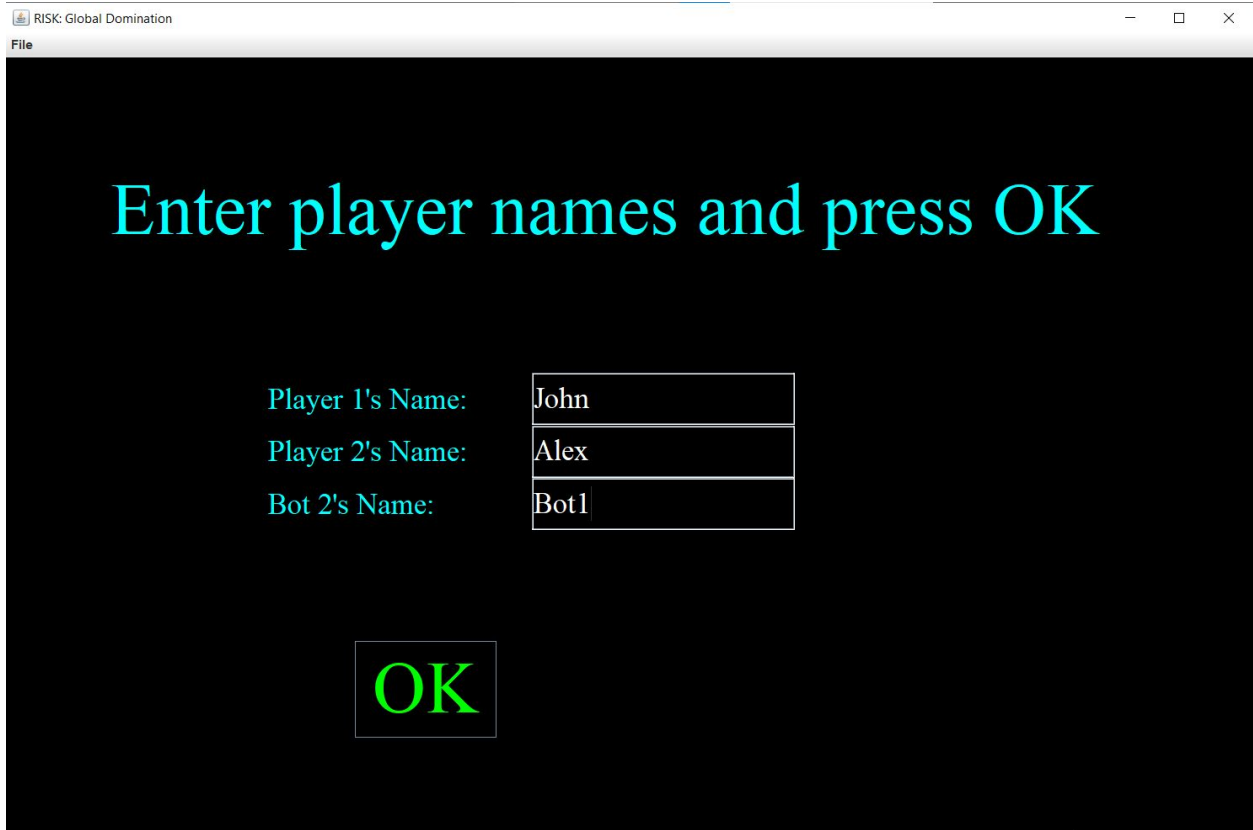
How many AI players?

0

1

2

4. Add Player Names and Bot Names in the Text fields and press OK to start the game.



The screenshot shows a window titled "RISK: Global Domination" with a "File" menu. The main area has a black background with the text "Enter player names and press OK" in red. Below this, there are three labels in red: "Player 1's Name:", "Player 2's Name:", and "Bot 2's Name:". To the right of these labels are three text input fields. The first field contains "John", the second contains "Alex", and the third contains "Bot1". Below the input fields is a large red button with the text "OK" in yellow.

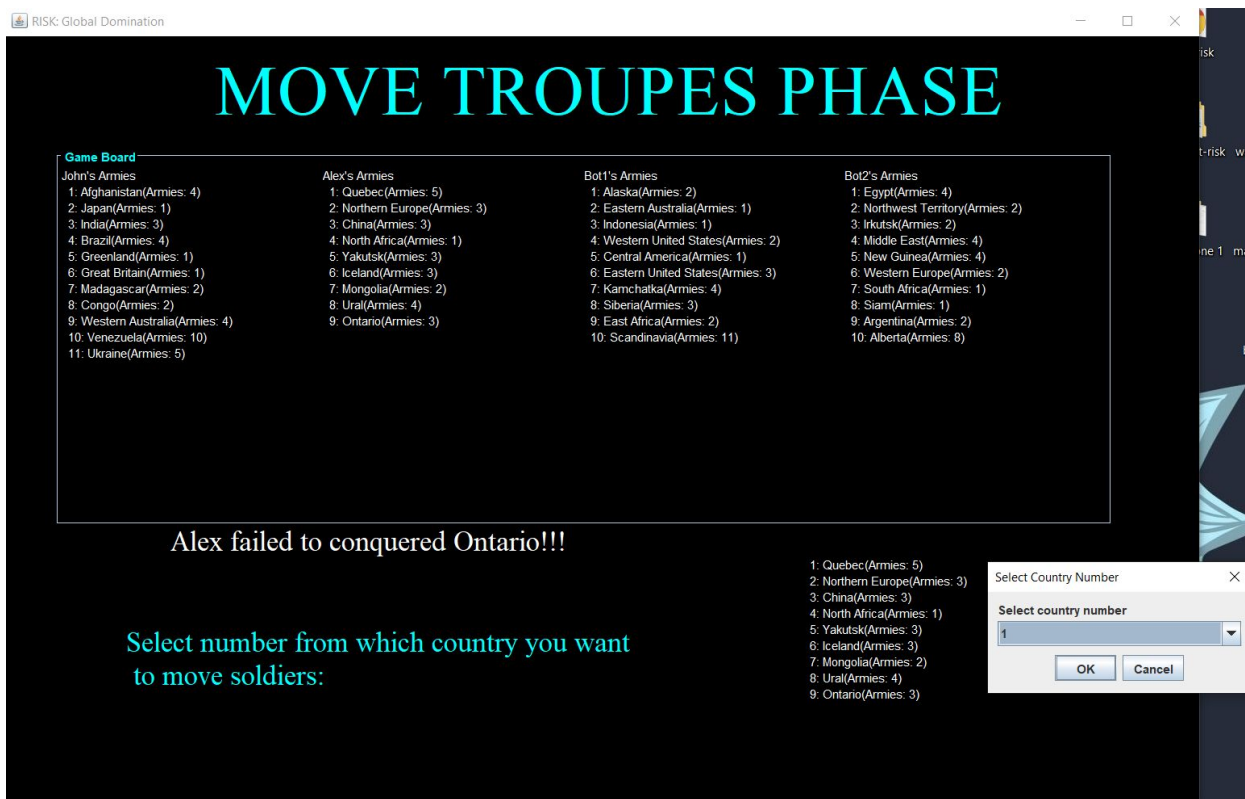
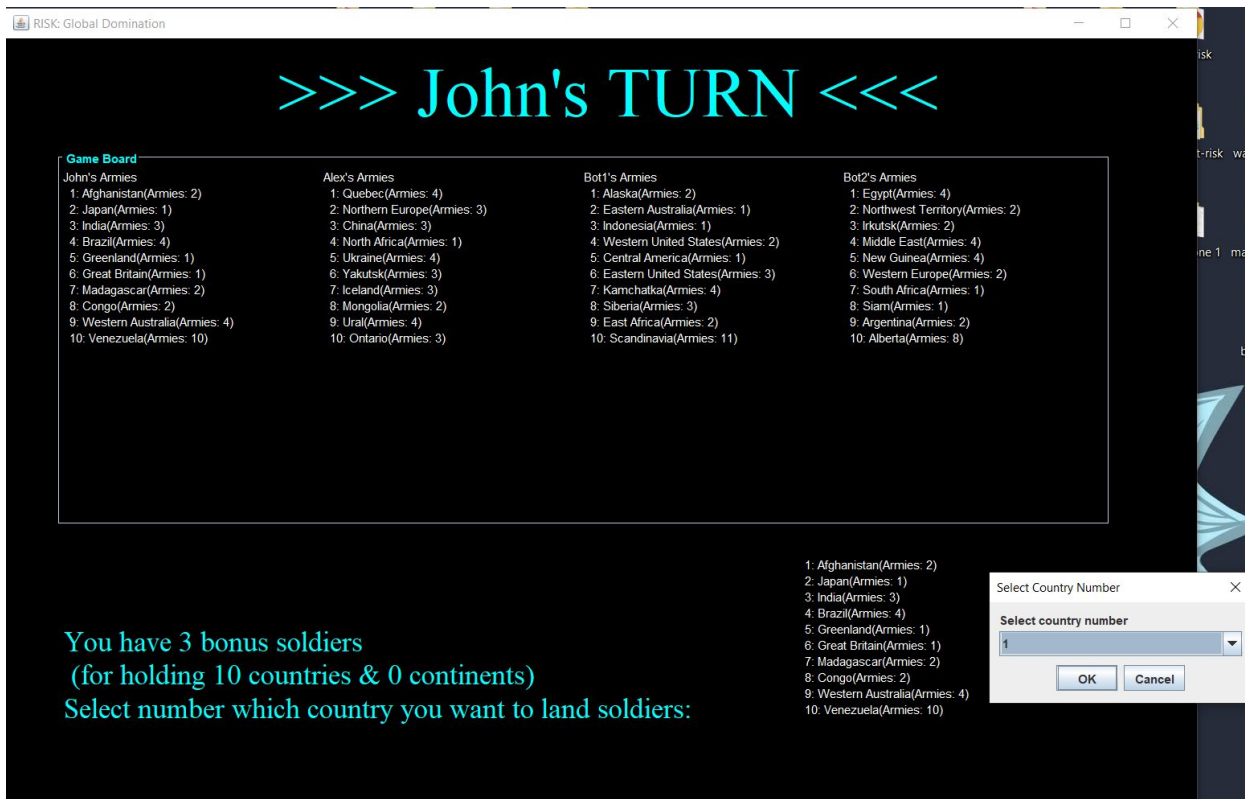
Player 1's Name:	John
Player 2's Name:	Alex
Bot 2's Name:	Bot1

OK

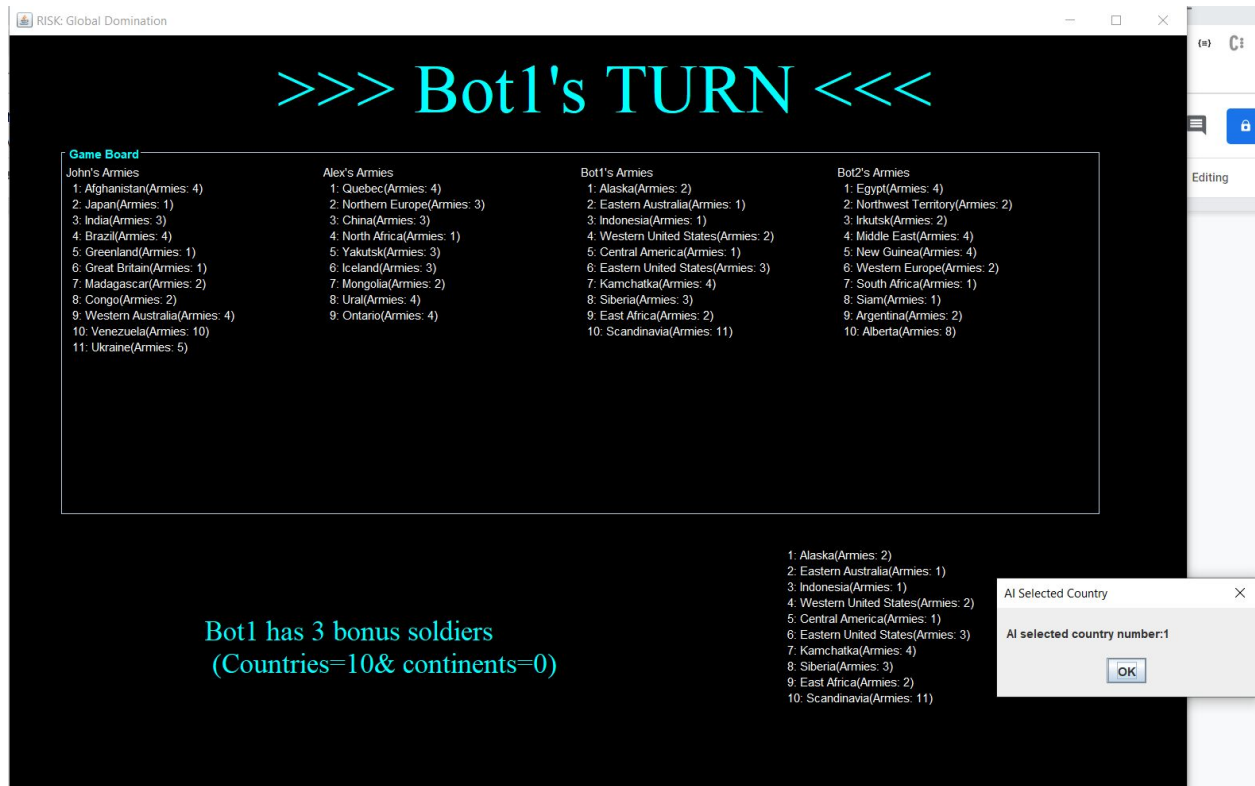
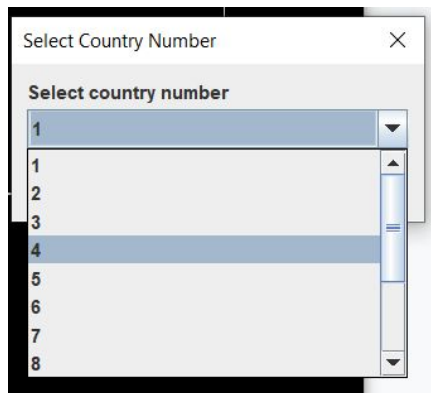
5. The topmost Panel shows which Players turn it is.

6. The Game Board shows a whole picture by showing armies of each player.

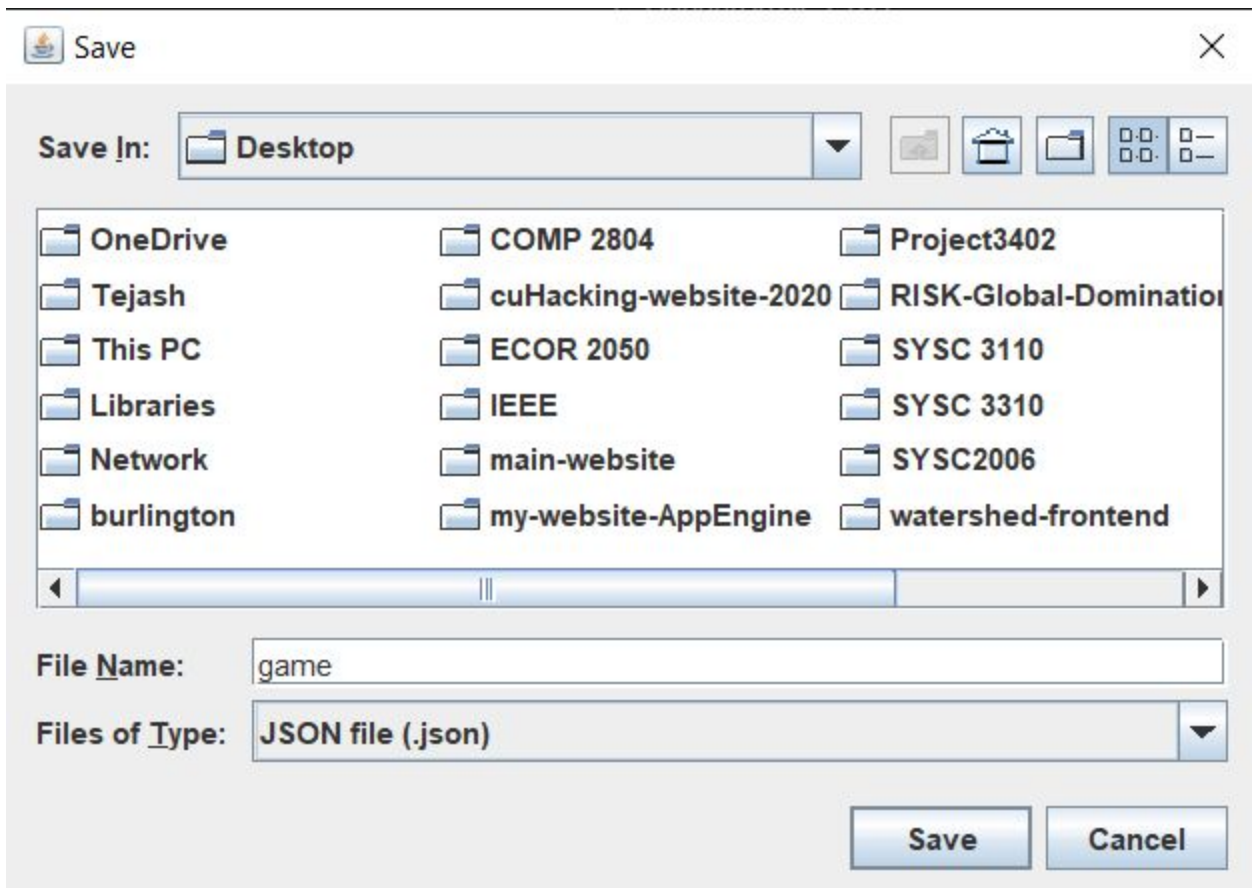
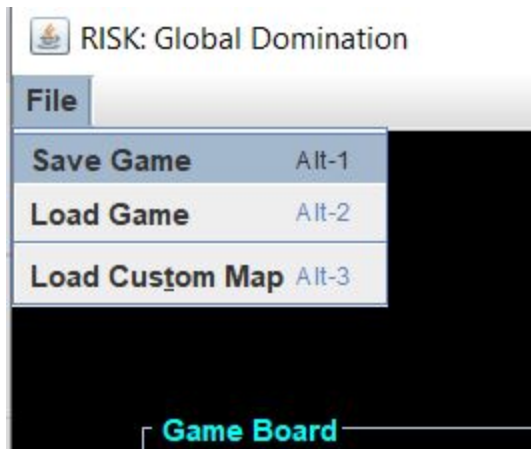
7. The bottom left Panel gives instructions based on land, attack or fortification stage of the player's turn.



8. Use the popup window to select the interested country. (Do not close this window)
9. The bottom right Panel shows the number associated with the country in the popup window.
10. Continue the turns until a player wins. Enjoy!



11. To save game as .json file: close the JOption and go to File->Save Game.



12. To load a saved game, run the program again and go to File -> Load Game and select the .json file where you stored the previous game.

