

Data Dictionary

<u>Term</u>	<u>Definition & Information</u>	<u>Moniker</u>
<i>Plastic Playing Pieces</i>	<p>Each player chooses which color they are going to play and takes the corresponding number of pieces. The number of pieces and colors that are used depends on the number of players. On a player's turn they will make one move. They can either make a single move, a multiple move, or a reserve move.</p> <p>In a three-player game on each player's first turn they must play their one piece that was kept off the gameboard to an unoccupied space on the gameboard.</p> <p>After a player has made their move play will pass to the next player clockwise</p>	Item
<i>Difficulty</i>	the fact or condition of being difficult.	Complication
<i>Player</i>	real person playing a game on the same computer	Competitor
<i>CPU Player</i>	a character controlled by the computer (instead of the real player) that has a predetermined set of behaviors that potentially will impact the game play	Contestant

