<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Fall of Empires – Three-File Version</title>

<!-- Link the external CSS -->

<link rel="stylesheet" href="styles.css">

</head>

<body>

<div class="container">

<!-- Left Sidebar -->

<div class="left-sidebar">

<h3>Military Actions</h3>

<!-- Added emojis to each button -->

<button id="attackExpandBtn" onclick="actionAttackExpand()">⚔️ Attack / Expand<br>(2 AP + $900)</button>

<button id="spyDefBtn" onclick="actionSpyDef()">🔍 Spy / Def<br>(2 AP + 1 Intel)</button>

<button id="upgradeBaseBtn" onclick="upgradeBase()">🏰 Upgrade Base<br>(Tier×$300 + 1 Unity)</button>

<h3>General Actions</h3>

<button id="endTurnBtn" onclick="endTurn()">🔚 End Turn</button>

<div class="base-stats">

<!-- Changed to crossed swords & castle emojis -->

<div>⚔️ Base Str: <span id="baseStrDisplay">15</span></div>

<div>🏰 Tier: <span id="tierDisplay">1</span></div>

</div>

<!-- Wisdom and Intel moved here -->

<div class="research-stats">

<div>🧠 Wisdom: <span id="wisdomDisplay">0</span></div>

<div>🔍 Intel: <span id="intelDisplay">0</span></div>

</div>

</div>

<!-- Main Area -->

<div class="main-area">

<canvas id="mapCanvas" width="600" height="400"></canvas>

<div id="tooltip"></div>

<!-- Setup Panel for base selection -->

<!-- Highlight border and add yellow glow -->

<div id="setupPanel" style="text-align: center; margin-top:5px;">

<button style="box-shadow: 0 0 6px 3px rgba(255, 255, 0, 0.5); border: 2px solid yellow;"

onclick="confirmBaseSelection()">Confirm Base Selection</button>

</div>

<!-- Overlay for pre-game settings (initially hidden) -->

<div id="gameSetupOverlay" style="display: none; position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%);

background: rgba(34,34,34,0.9); padding: 10px 15px; border: 1px solid #555; border-radius: 3px; z-index: 10;

text-align: center; font-size: 12px;">

<label for="playerColor">Select Your Color:</label>

<select id="playerColor">

<option value="blue">Blue</option>

<option value="green">Green</option>

<option value="red">Red</option>

<option value="yellow">Yellow</option>

<option value="purple">Purple</option>

<option value="orange">Orange</option>

</select>

<label for="numOpponents">Number of Opponents (0-5):</label>

<input type="number" id="numOpponents" min="0" max="5" value="2">

<button onclick="startGame()">Start Game</button>

</div>

<!-- EULA Overlay -->

<div id="eulaOverlay" style="position: absolute; top: 50%; left: 50%; transform: translate(-50%, -50%);

background: rgba(34,34,34,0.9); padding: 10px 15px; border: 1px solid #555; border-radius: 3px; z-index: 11;

text-align: center; font-size: 12px;">

<p>Free to play - Not to Replicate - Do you agree?</p>

<button id="agreeEulaBtn">I Agree</button>

</div>

</div>

<!-- Right Sidebar -->

<div class="right-sidebar">

<h3>Diplomatic/Economic</h3>

<!-- Added emojis to each button -->

<button id="buyOilBtn" onclick="actionBuyOil()">🛢️ Buy Oil<br>(Cost: current Oil Price)</button>

<button id="sellOilBtn" onclick="actionSellOil()">💸 Sell Oil<br>(300 Oil => current Price)</button>

<button id="buyIntelBtn" onclick="actionBuyIntel()">🕵️ Buy Intel<br>(900 Oil + 1 AP)</button>

<button id="getWiseBtn" onclick="actionGetWise()">🧠 Get Wise<br>(Cost: $900 + 1 AP)</button>

<button id="createUnityBtn" onclick="actionCreateUnity()">🤝 Create Unity<br>(1 Wis + 1 Intel)</button>

<button id="investRoiBtn" onclick="actionInvestROI()">💹 Invest ROI<br>(Cost: 5 Wisdom)</button>

<!-- Unity and ROI moved here from bottom bar -->

<div class="misc-stats">

<div>🤝 Unity: <span id="unityDisplay">0</span></div>

<div>📈 ROI: <span id="roiDisplay">+200%</span></div>

</div>

<!-- Where spy/def reveals stats -->

<div id="spyInfo" class="spy-info"></div>

</div>

</div>

<!-- Bottom container -->

<div class="bottom-container">

<div class="stats-bar">

<!-- Reduced size/spacing since we only show a few stats now -->

<div class="tfoe-title">TFoE</div>

<div class="stats-container">

<div class="top-stats">

<div class="stat ap">⚡ AP: <span id="apDisplay">0</span></div>

</div>

<div class="bottom-stats">

<div class="stat">🛢️ Oil: <span id="oilDisplay">000</span></div>

<div class="stat">💰 Gold: <span id="goldDisplay">1200</span></div>

<!-- Changed vote emoji to a letter (✉️) -->

<div class="stat">✉️ Votes: <span id="votesDisplay">0</span></div>

</div>

</div>

</div>

<!-- Small log so no scrolling needed -->

<div id="phase-log-container">

<div id="log"></div>

</div>

</div>

<!-- Link the external JS file -->

<script src="game.js"></script>

<script>

// When the player clicks the "I Agree" button on the EULA,

// hide the EULA overlay and show the game start popup.

document.getElementById('agreeEulaBtn').addEventListener('click', function() {

document.getElementById('eulaOverlay').style.display = 'none';

document.getElementById('gameSetupOverlay').style.display = 'block';

});

</script>

</body>

</html>