**Part 1: The Map Tool**

The map tool is fairly straightforward. You must first enter a value for the dimension of the square board, between 15 and 30 tiles inclusive. Please note that very large boards might not fit perfectly onto the screen. There is a scroll bar, and maximizing the window will help somewhat.

Clicking on a tile will change the tile from blank, to an obstacle/structure, to a tower, and then back to blank again. The randomize button will add random but somewhat evenly distributed towers to the board, but the user will have to add structures manually. The number of towers scales up with size of the board.

There must be at least 3 towers to have a finished map. The requirement for an odd number of towers has been lifted, although be advised that the win state for the game involves owning greater than half of the towers, so both 4 and 5 towers will require owning 3 of them to win. It might be harder to achieve a win state with an even number of towers. It has not been tested.

Enter the filename and click submit to save the map as a binary file in Arbiter/bin/maps. If the relative position of the map tool and the Arbiter file set has changed, you’ll get a very brief error message and the program will die.

**Part II: The Game Menus**

There are a variety of menus, itemized below:

**The Options Menu**

The only option is preferred input, which due to the menus and drafting never being updated to use the other inputs, only ends up mattering during player turns. But you can choose mouse, gamepad, or keyboard input.

Right click on mouse for pause, start button on gamepad for pause, p for pause on keyboard. The gamepad uses the d-pad for movement, and the keyboard uses the arrow keys.

**The Load Game Menu**

Here you can load a game that you have previously saved using the save game menu. It’s pretty straightforward, however there is a bug where sometimes a tower that is currently owned by a player will not appear on the board. This bug hasn’t been resolved. The game will be resumed with the exact same state it left, optimally, including the counter for the win-state, the current player, and the number of pieces already moved.

**The New Game/Map Menu**

After clicking New Game, you will be brought to a map menu, where you can either load a map made in the map tool (just enter the same name without file extension), or use one of the 3 default maps. The 3 default maps are of different dimensions.

**The Pause Menu**

The pause menu contains the save game menu, which is pretty straightforward. Enter the filename you want, save it, profit. This same filename is what should be used in the load game menu. (NOTE: If the fix is not made, you may be able to pause during drafting. DON’T DO IT. DON’T SAVE EITHER. PLEASE. NO.)

**Part III: The Actual Game!**

**Drafting**

Red side is the bottom of the board, blue side is top of the board. Place pieces 1-2 spaces (should be 1, but yay programming and things?) away from your edge of the board until it is the other color’s turn, repeat, etc.

**Player Turn**

Move 5 pieces (or however many pieces you have left if less than 5), no piece more than once, and it’ll switch to the other player’s turn.

**Rules:**

Unit Types:

1. Standard Unit. Can move two spaces in any direction (to move diagonally would take both moves, ie move horizontally and then vertically). Are allowed inside towers. Start with 8 of them. **Rank 2**
2. Heavy Unit. Can move one space in any direction. Can only be defeated by another heavy unit or a Kamikaze unit. Cannot be inside towers (they don’t fit through the door!). Start with 2 of them. **Rank 1**
3. Light Unit - Can move 3 spaces per turn, cannot attack anything. 3 per team. **Rank 3**
4. Jumping Unit - can only move one space, however can jump over things without spending movement. If there is a line created of enemies, for example, it can use its one movement to hopscotch all of them. Jumping must be in a straight line. Also can’t get inside towers. **Rank 1**

Units can capture opposing units of equal or higher rank.

You may move 5 pieces per turn.

Begin the game by placing your units in whatever manner you see fit along your edge of the board. This goes from player to player in a draft-type style, the first player placing 1, the second player two, then the first player two, etc until all units are placed.

The person who controls the majority of the towers on the board (one half of the towers plus one) for a continuous duration of 2 turns is the winner. Additionally, if a player does not have enough pieces to win (ie less pieces that are allowed in towers than half plus one of the towers), they lose by default.

Units can only capture units that are equal to or greater than their rank - i.e. a Heavy unit cannot be captured by any other unit. A light unit can be captured by any unit.

Note there is no draw state/stalemate, even though there are some situations where players can’t realistically win (i.e. chasing each other around the board and not being able to take more towers without losing others, etc)