

# User Manual: Greener

## Preparing the game

1. Set up a local server in the directory;
2. Open Sicstus and consult the file 'server.pl' located in the folder prolog;
3. Run the command 'server.' in Sicstus;
4. Enjoy the game!

## Game Rules

Usually black starts. Players alternate turns during the game, moving zero or one piece at a time orthogonally (vertically or horizontally). They must capture one pyramid or stack of any colour if possible; otherwise, they have to pass the turn. The game ends when all players pass in succession. The player with the most green pyramids captured (being part of stacks they control) wins the game. In case of a tie, the player with the highest stack wins. If the tie persists, play again.

## User Instructions

When opening the game, the initial menu appears, and the player can choose the board size and the theme of the game. By clicking in the 'Next' button, the player is directed to the level menu, where they can choose the level and type of the AI. To start the game, the player must press the Play button.

When choosing a piece, it starts to float and the possible moves are highlighted in blue. By clicking in one of the possible moves, the piece starts the animation to land on the pretended spot. If the timer reaches 0, the player loses his turn.

During the game, the player can change the current theme and the camera.

When the game is over, the player can choose if they want to play another game or watch the movie of the game.