Game Rules

1. Negotiate is based on checkers or chess;
2. The game has a plan view of a world. The board is broken into a grid;
3. A splash/registration screen comes up first.
4. Each side has its own country. Your name is the name of the country;
5. The two countries may be named by the players;
6. Object of the game is to become the most civilized by either have the most points or take over the other player’s country;
7. Turn based Player one vs. Player two;
8. Earn and lose points depending on actions. Attacking, moving or staying put;
9. A dice is thrown to determine how many points a player has each turn with a maximum of six;
10. The player’s points for each army is stored in memory and displayed on a score form which may be requested by the player when it is their turn.
11. Highest roll starts the game.
12. You can only move or attack when it is your turn;
13. Land is acquired by an army as it moves over the grid. If that army is attacked and loses. The winning army gains the losing armies land.
14. About the army
    1. One army may take up one cell of the grid.
    2. Scores are kept for each player;
    3. Armies start with 3 troops.
    4. Points may be used to develop armies;
    5. Armies can only move over land;
    6. Moving your army uses points;
    7. Attacking an army uses points;
15. Scores are to be saved to a text file
16. A player wins when:
    1. All an opponents armies are captured
    2. All land is gained;