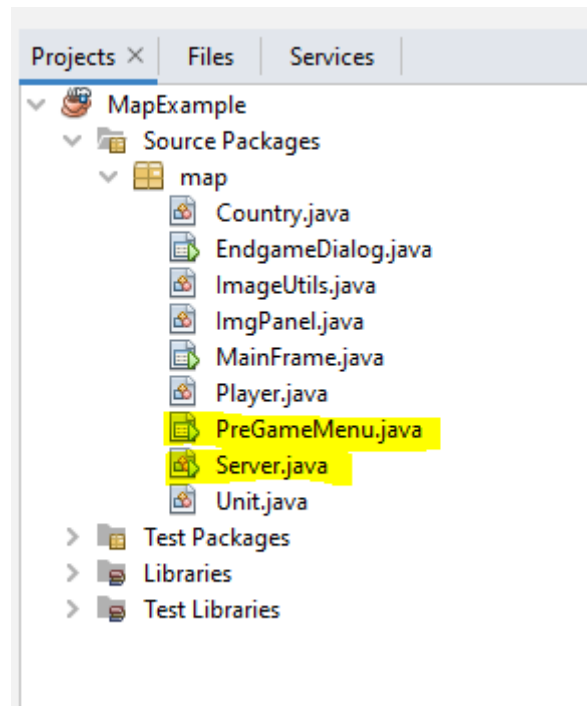
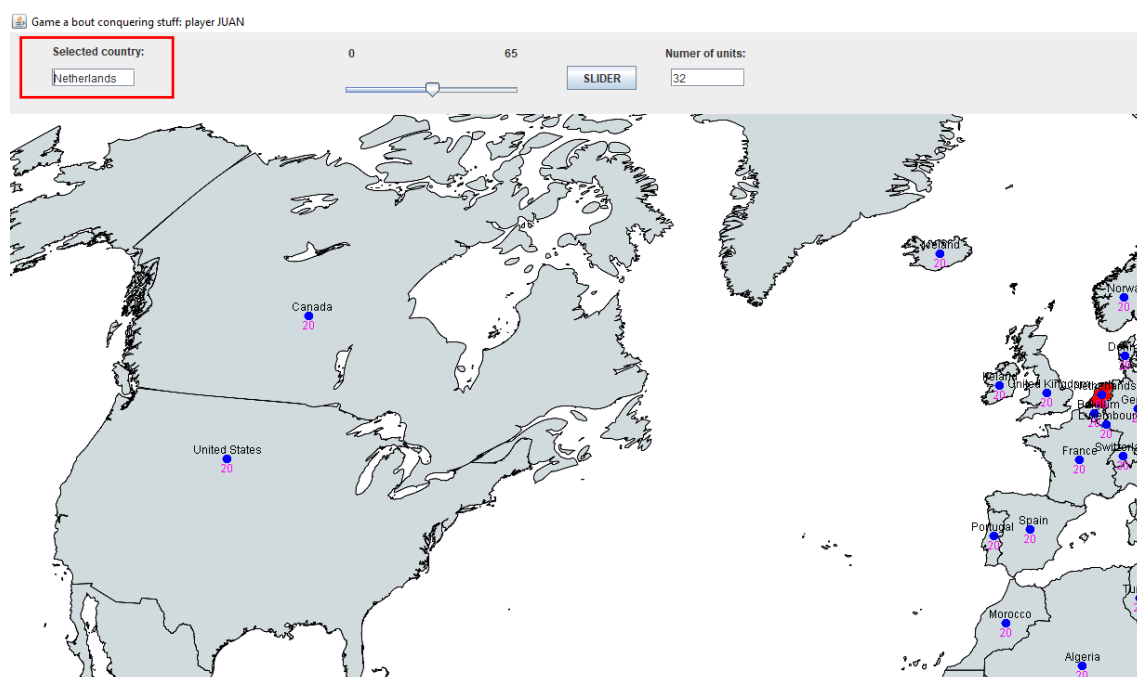


To run the program, firstly start the server. Once it is running, you can open the PreGameMenu there you can select a name and a colour. Once you've selected them, press join.



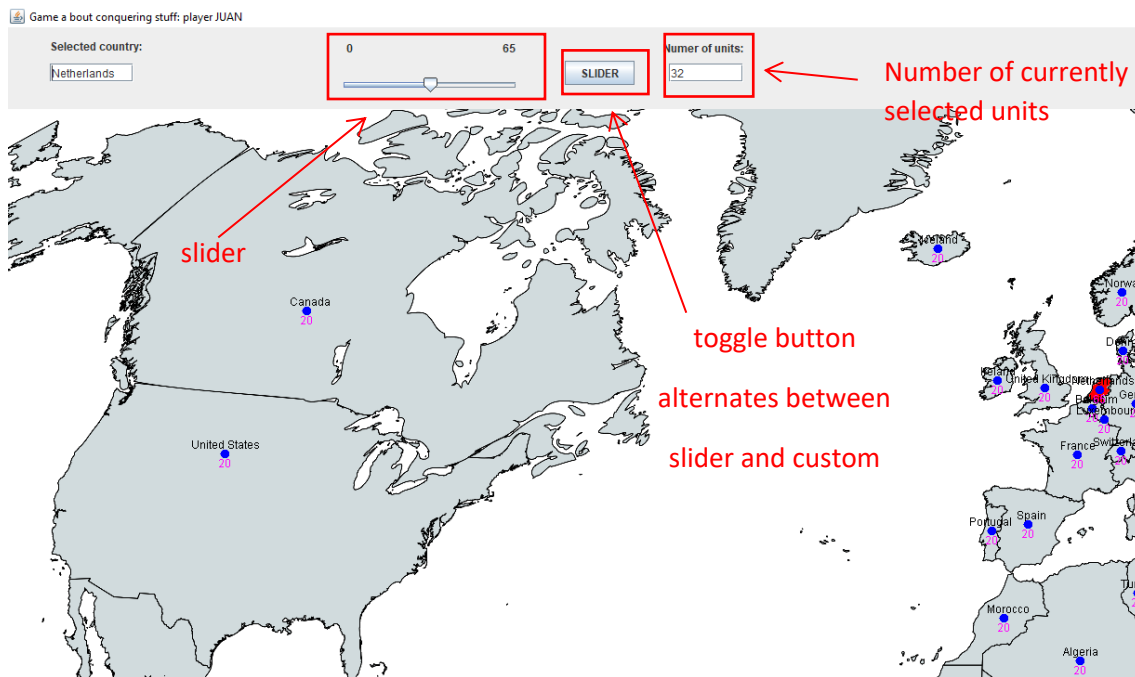
You can run one instance of PreGameMenu for each player you want you connect.

The game dynamic is the following. You start the game with a random country. You will see whether you have a country selected or not in your upper left corner.



To select/deselect a country, left click.

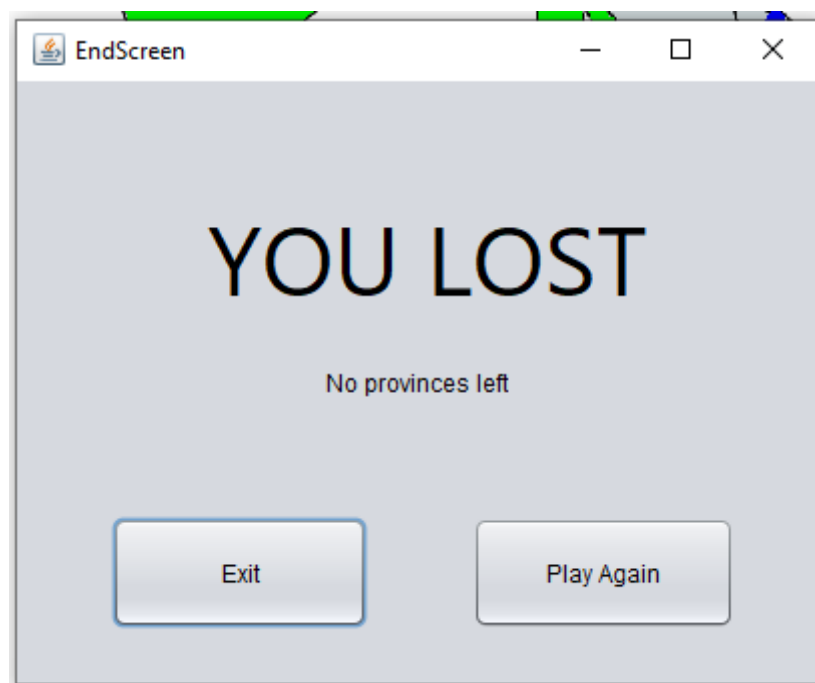
When you have a country selected, you can choose the number of units to send with the slider or manually introduce a number after pressing the toggle button into the text box.



You can send your troops to one of your countries or to a stranger's one to try invading it.

You will see your troops grow over time up to a certain limit. You will still be able to surpass the growth limit by sending troops from other countries but they will not grow until you're again under the threshold.

Once you're left with no countries, you'll see an endgame screen where you'll be asked if you want to play again or leave.



If a player doesn't lose but leaves the game by itself, his countries will become neutral and the number of troops in the go back to default.