

You must pick a character
mouseover to see what each character can do!



Belle
character
description

and this character
will look like

on the train

chat

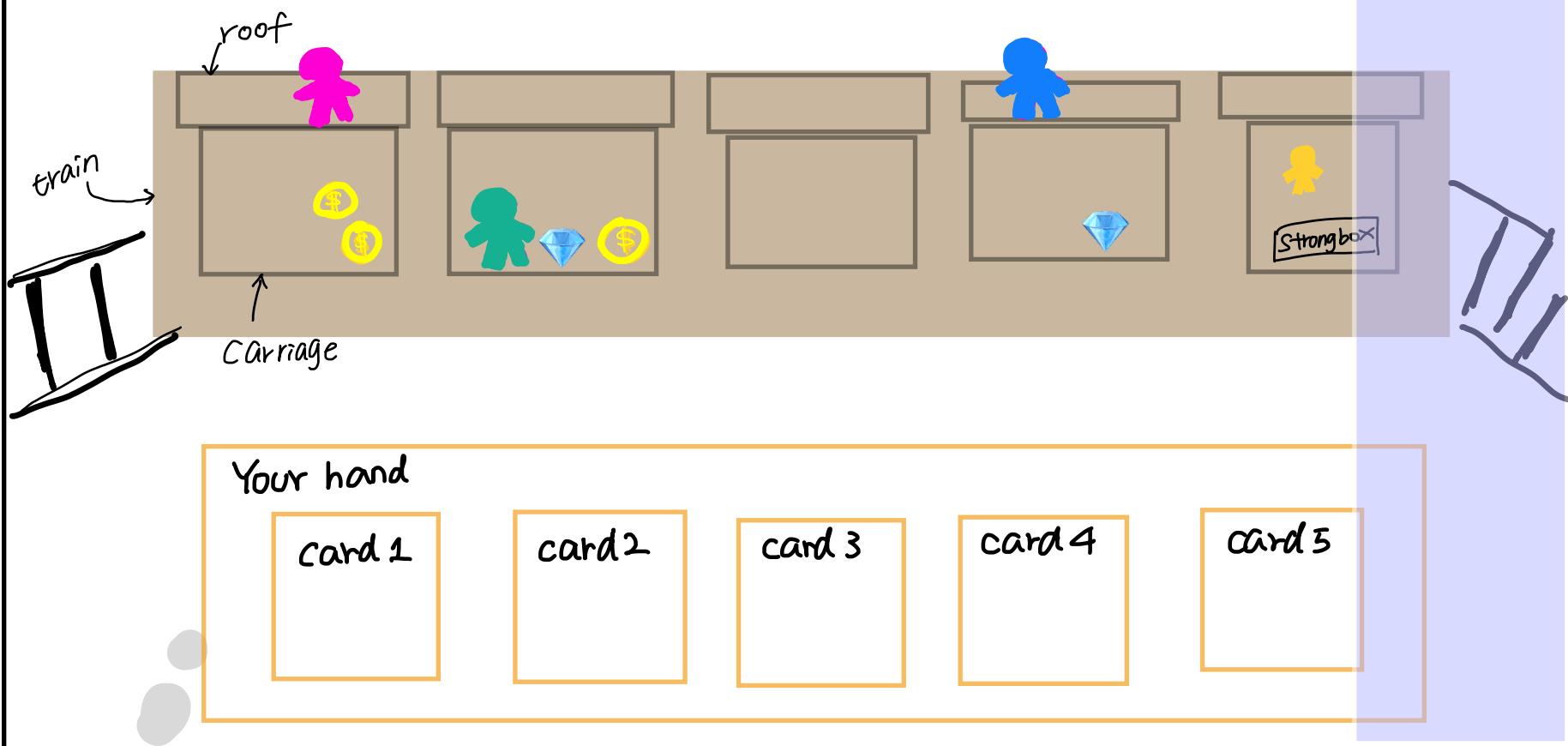
EXIT

Movable game units — bandits' actions

User view (Belle, Round 1)



User status
+ communication
(sketch #3)



moneybag (\$250~500)
gem (\$500)
Strongbox (\$1000)

The current user, in this case, Belle, can see her total loot at any point in the game, but won't be able to see how much their opponents have robbed.

User1	Belle	Bullet Cards	● ● ○ ○ ○	Total Loot : \$1000
User2	Doc			

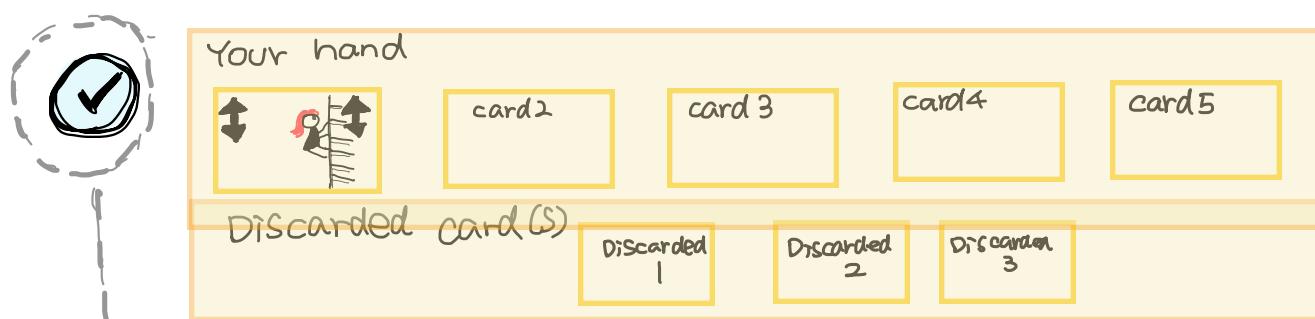
Past moves

What happened??

Belle moved to carriage2 12:25

Cheyenne punched Tugo 12:24

Ghost moved to the roof of car3 ...



The Confirm button:
Once a user selects their card (either to play it or to discard it), this button will be activated. A user can then click on it to confirm his/her move.

A user may click on the Shotgun pawn to punch him. The pawn disappears after being clicked.

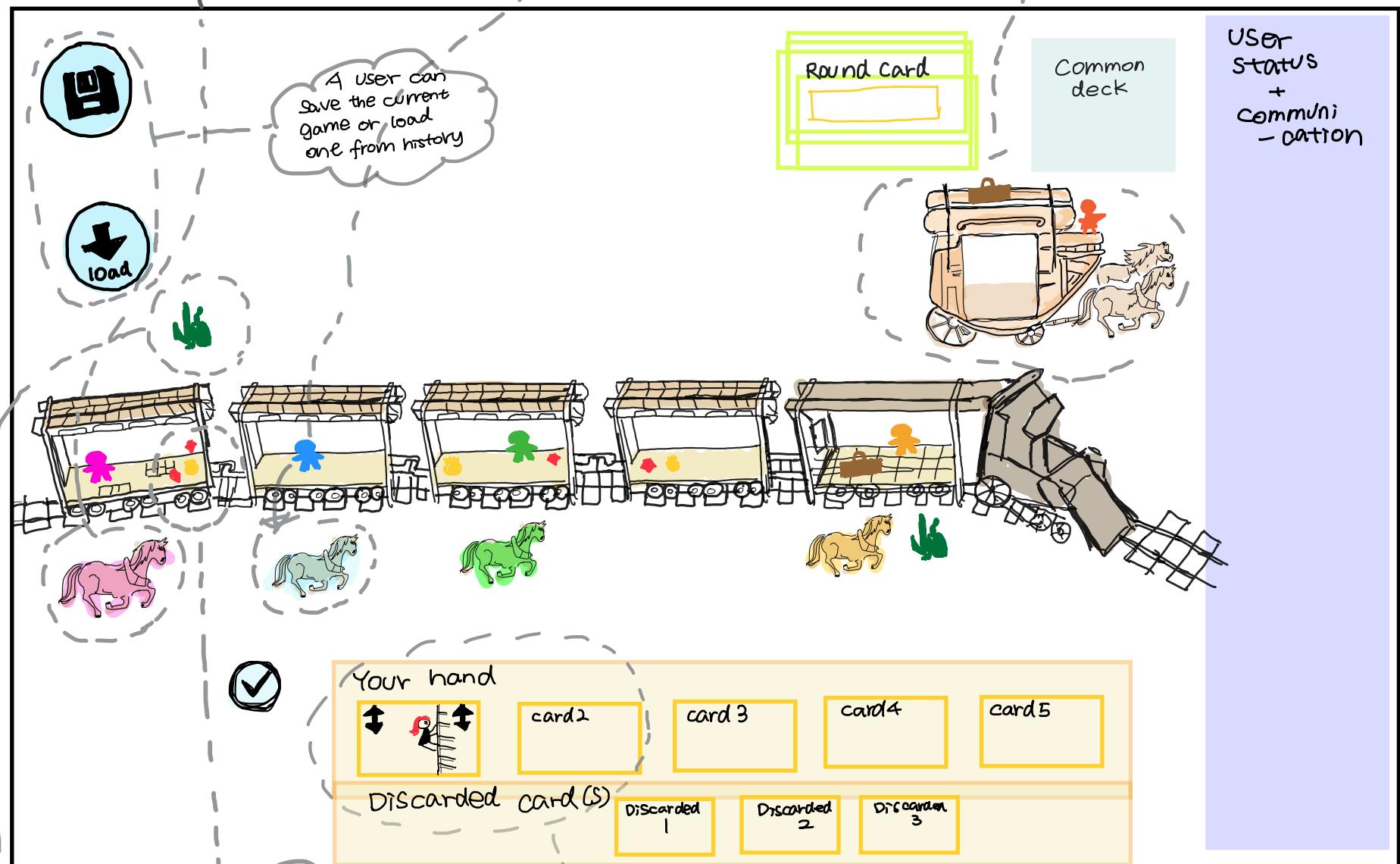
Before a game starts, a player can choose between their horse and their character by clicking on the or of their colour. (i.e. Belle is pink).

when a user plays their Horse card they will be able to move their character onto the horse, move forward/backward and select the train to jump back onto the train

The Stagecoach will only be highlighted as such:



When a horse-riding user can jump onto it

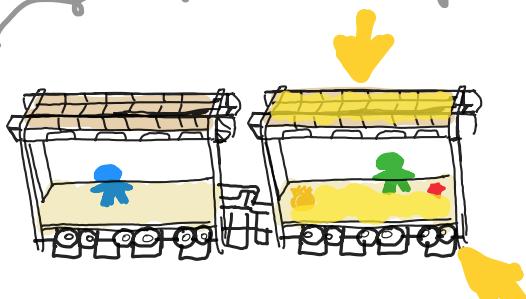


money bag (\$250-500)
gem (\$500)
Strongbox (\$1000)

A user can click on the above game units to collect his/her loot

Some static game units are added to the UI to make the game more visually appealing.

A user can click on any one of the cards to select what action he/she wants to take (for more on this, please see the separate sketch for a user's hand)



When a user needs to take an action i.e. move to a different carriage or to the roof) the available options will be highlighted as shown in the drawing above.

A user can click on the highlighted part (either roof or inside the carriage) to move his/her character there. When a user needs to attack another user's character, the available characters' tokens will be highlighted,

