

HOW TO PLAY

CASCADIA

LEGENDS:

Player Type:

Human Easy Bot Normal Bot



Animal:



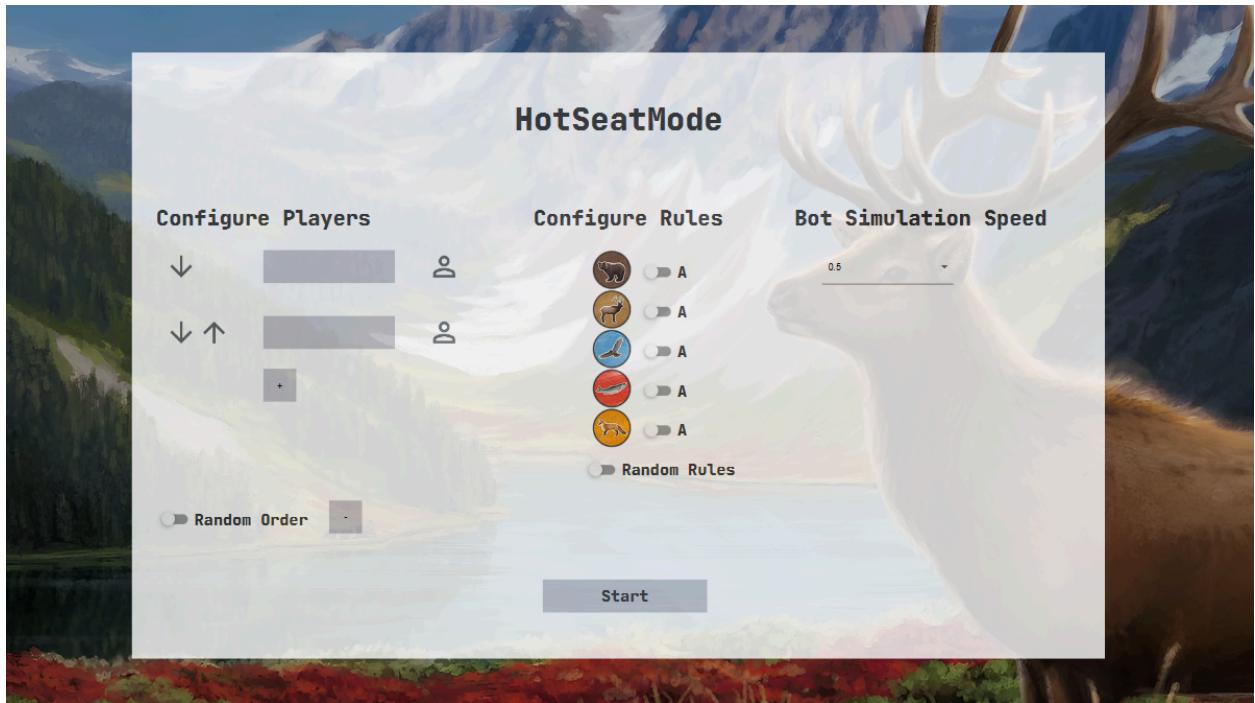
Terrain:



Score:

Player Nature Token Total Score





This is our Hotseat game menu,

In the configure players, we can enter the name of the player and with a left click on the mouse we could set the player type(Human, Easy Bot, Hard Bot).

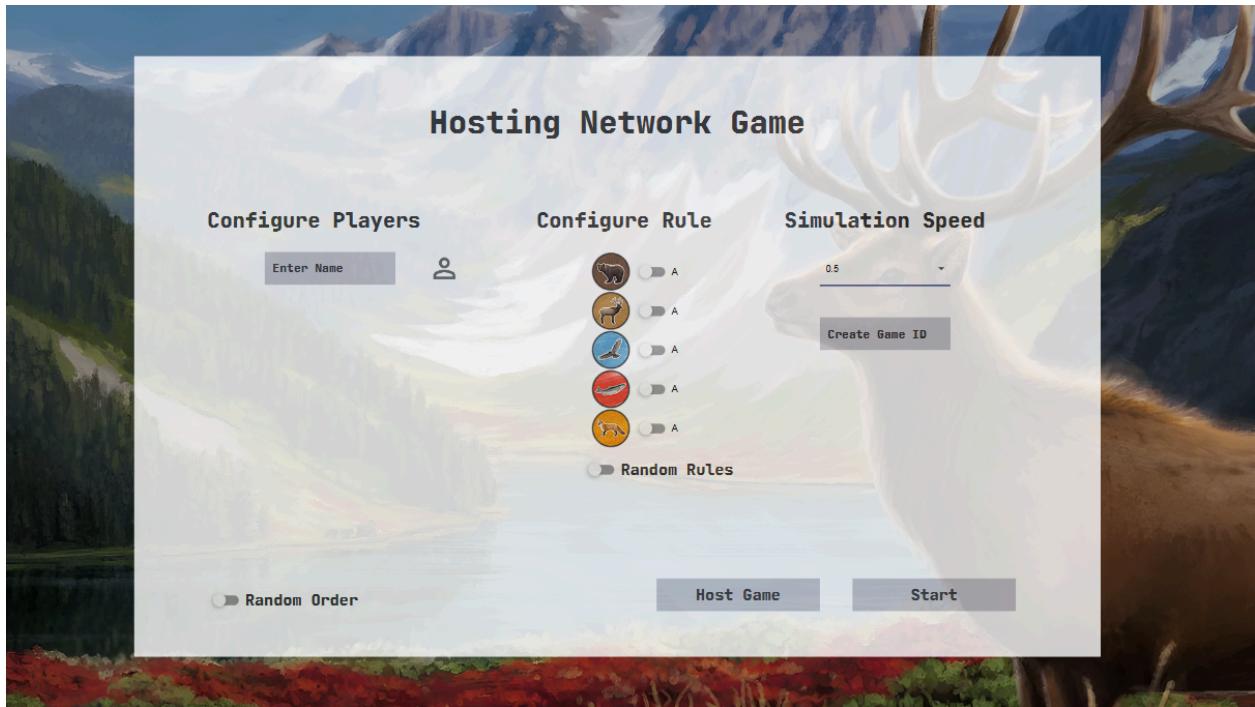
We could have between 2 and 4 players, we could click “+” to add more players and “-” to delete players and on the left side we could move the order/position of the players by clicking ↑ to move the player one position above and click ↓ to move the player to one position below.

In the configure rule, we can click on the toggle button whether we want to play with the ruleset A or B for each animal.

We also could enter the simulation speed for our Bots.

On the bottom, we also have a toggle button for random order and random rule if we want the rule or order to be randomized.

After all configurations are ready, we can start the Hotseat game by clicking the Start button.



This is our hosting network game menu,

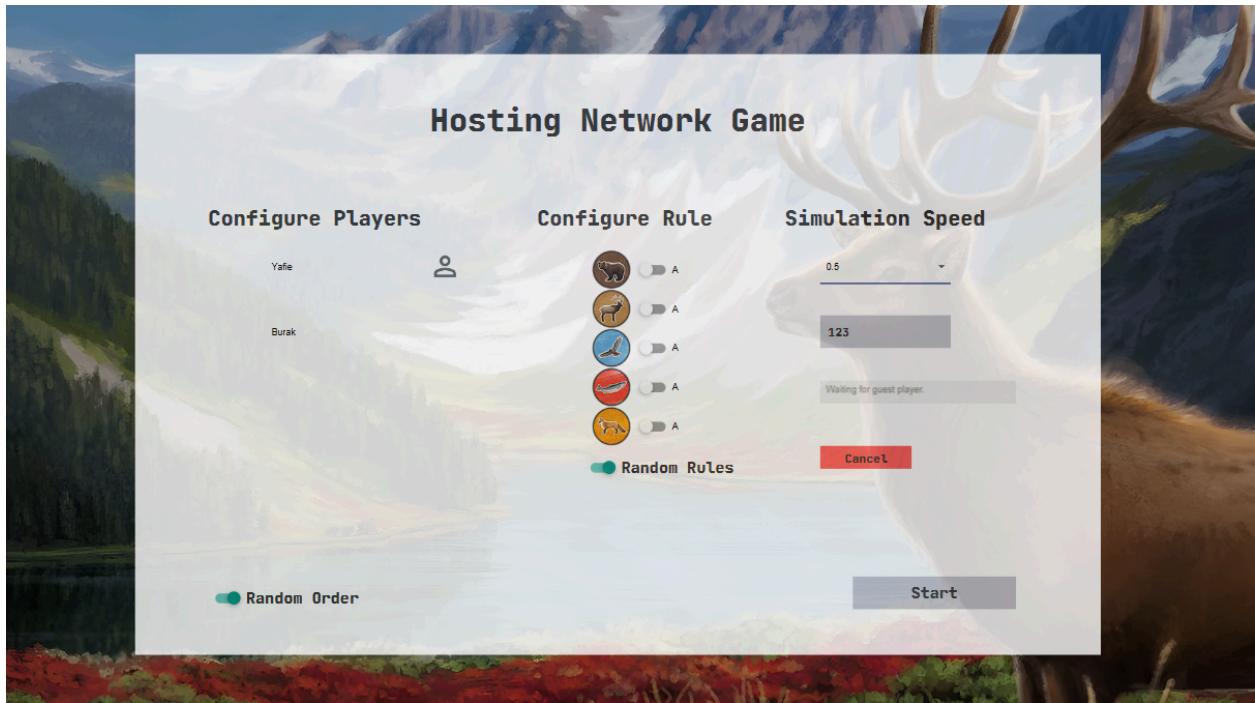
In the configure players, we can enter the name of the player and with a left click on the mouse we could set the player type (Human, Easy Bot, Normal Bot).

In the configure rule, we can click on the toggle button whether we want to play with the ruleset A or B for each animal.

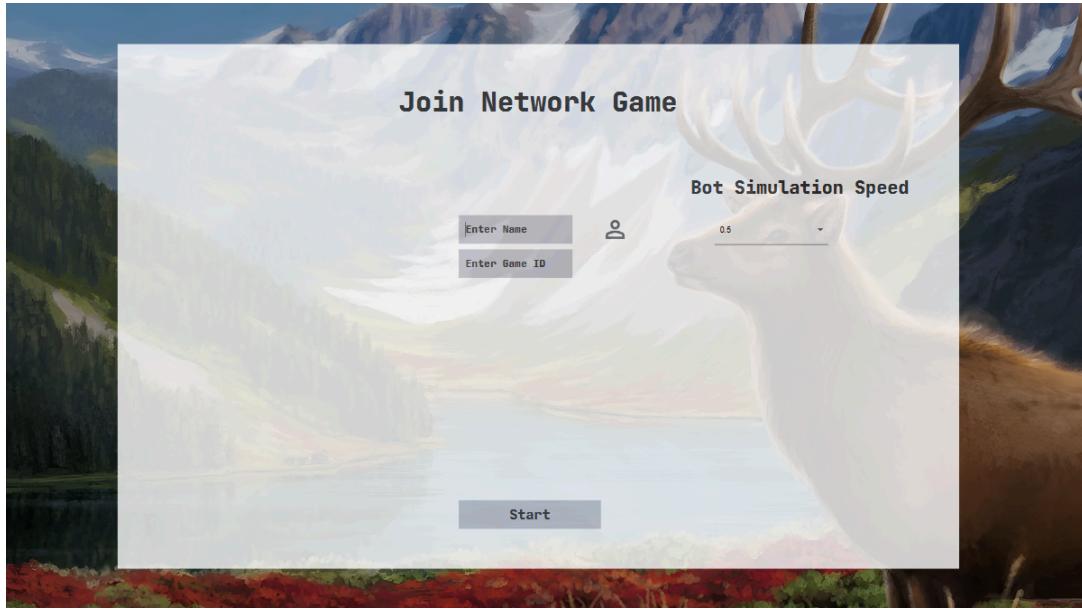
We also could enter the simulation speed for our Bots and the game ID for other players to join in the network game.

On the bottom, we also have a toggle button for random order and random rule if we want the rule or order to be randomized.

When we want to host the network game, click on host game



After clicking the host game button, there will be a message displayed from the server "Waiting for guest player" or we could also terminate hosting by clicking the Cancel button. The joined players will be shown below our player name and after that we can start the network game by clicking on the play game button.



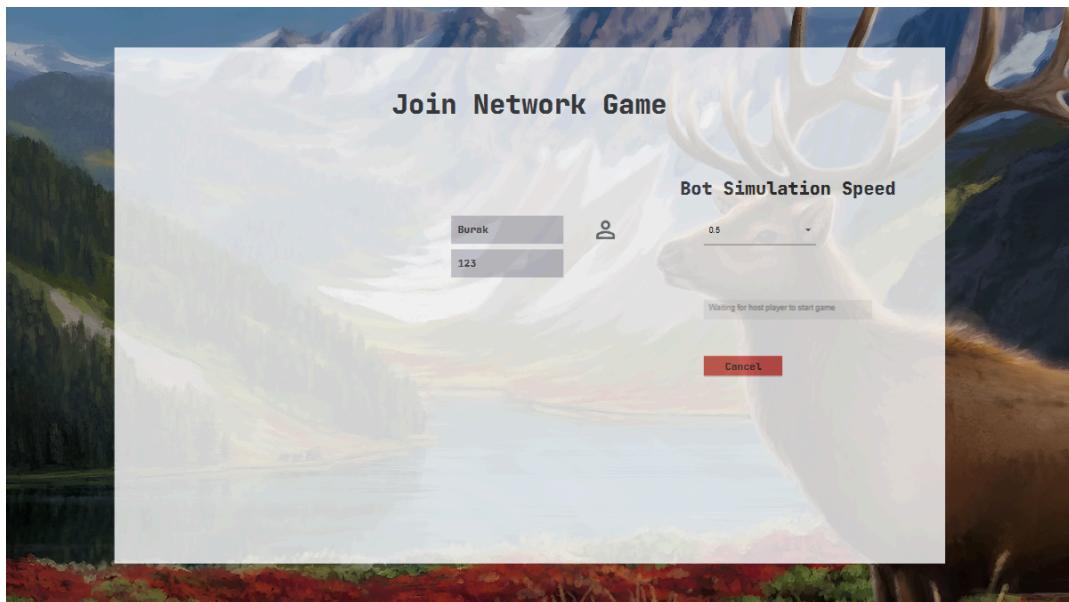
This is our join game menu,

In the configure players, we can enter the name of the player and with a left click on the mouse we could set the player type (Human, Easy Bot, Hard Bot).

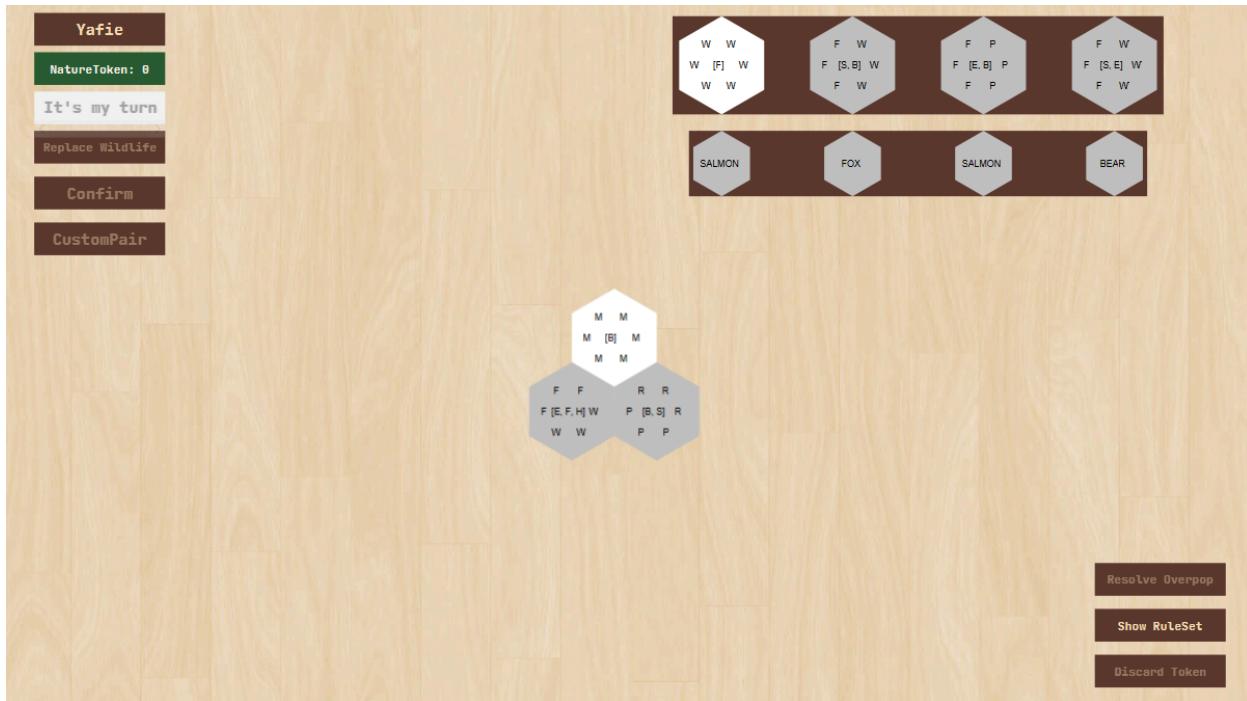
Then we can enter the Game ID that the Network Host created.

On the right, we can also set the simulation speed for our Bot

We can join the Network Game by clicking the start button.



After clicking the start button, there will be a message displayed from the server "Waiting for host player to start game" we could also terminate joining the network game by clicking the Cancel button.



This is our Game Scene,

we can see the name of the current player and the nature token on the left top corner, If it were a network game then there would be a message below the Nature Token “It’s my turn” or “Waiting for opponent’s turn” to see whose turn it is currently on the game. There is a “Replace Wildlife” button to replace our wildlife token.

The “Replace Wildlife” button can be clicked when:

1. The player has at least one nature token.
2. The player has not already replaced three tokens in the current turn.
3. There are at least three wildlife tokens of the same type in the shop.

The “CustomPair” button allows the player to select a custom pair of habitat tile and wildlife token from the shop using nature tokens. The player can choose any combination of tile and token from the shop, not necessarily from the same pair, and then we can click the “Confirm” button once we are sure of our custom pair.

The “CustomPair” button can be clicked when:

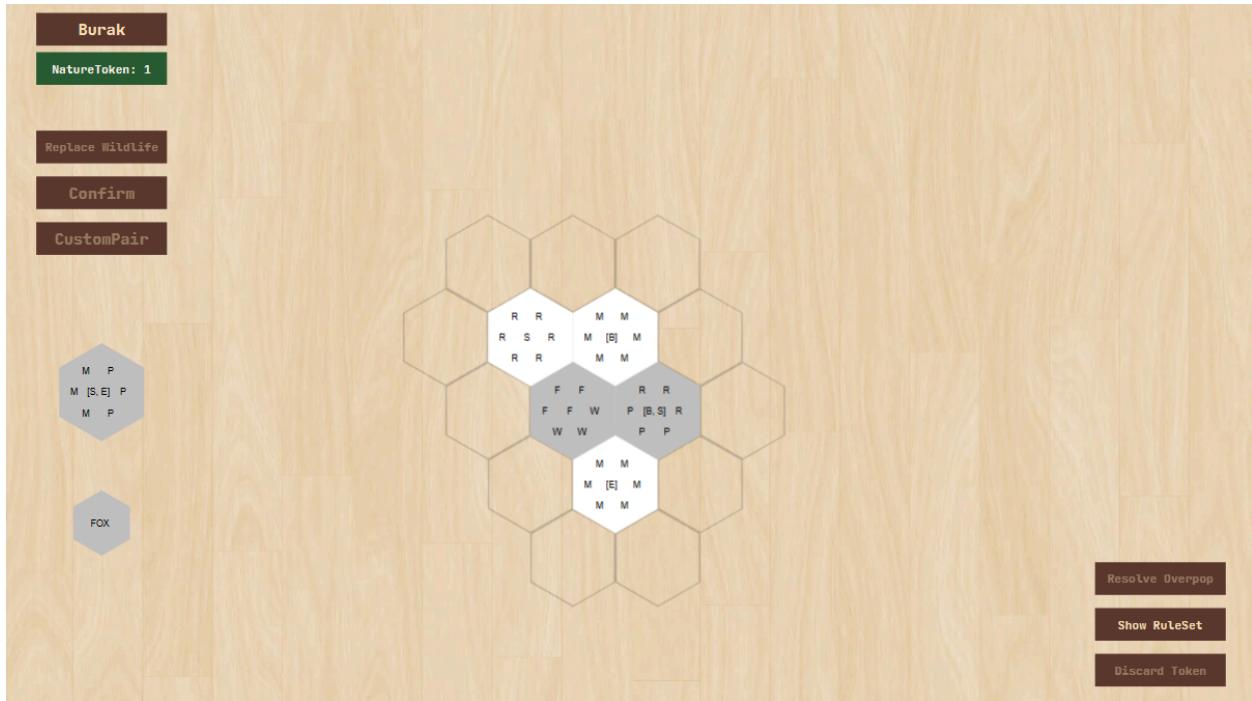
1. The player has at least one nature token.
2. The player has not already chosen a custom pair in the current turn.

The “Confirm” button allows us to confirm the replacement of wildlife tokens or the selection of a custom pair.

In the top right corner, we have our Shop that displays pairs of wildlife tokens and habitat tiles (F=Forest, M=Mountain, P=Prairie, W=Wetland, R=River), keystone tiles are white, and non-keystone tiles are light gray.

Wildlife tokens and habitat tiles can be selected by clicking on them.

Afterwards, the chosen pair would be shown on the bottom right.



Here we can rotate our Habitat Tile clockwise by clicking right on our mouse, and then we can place the tile adjacent to the already placed tiles/start tiles by clicking left on one of the available grey hexagon, afterwards we can either place our token on one of the available tiles or discard the token using the discard token button in the bottom right corner

On every available tile there are brackets [...] that symbolizes which wildlife token could be placed on them (B=Bear, E=Elk, H=Hawk, S=Salmon, F=Fox).

After we placed the token on the tile, the brackets would be automatically removed and replaced with the initial letter of the wildlife token placed.

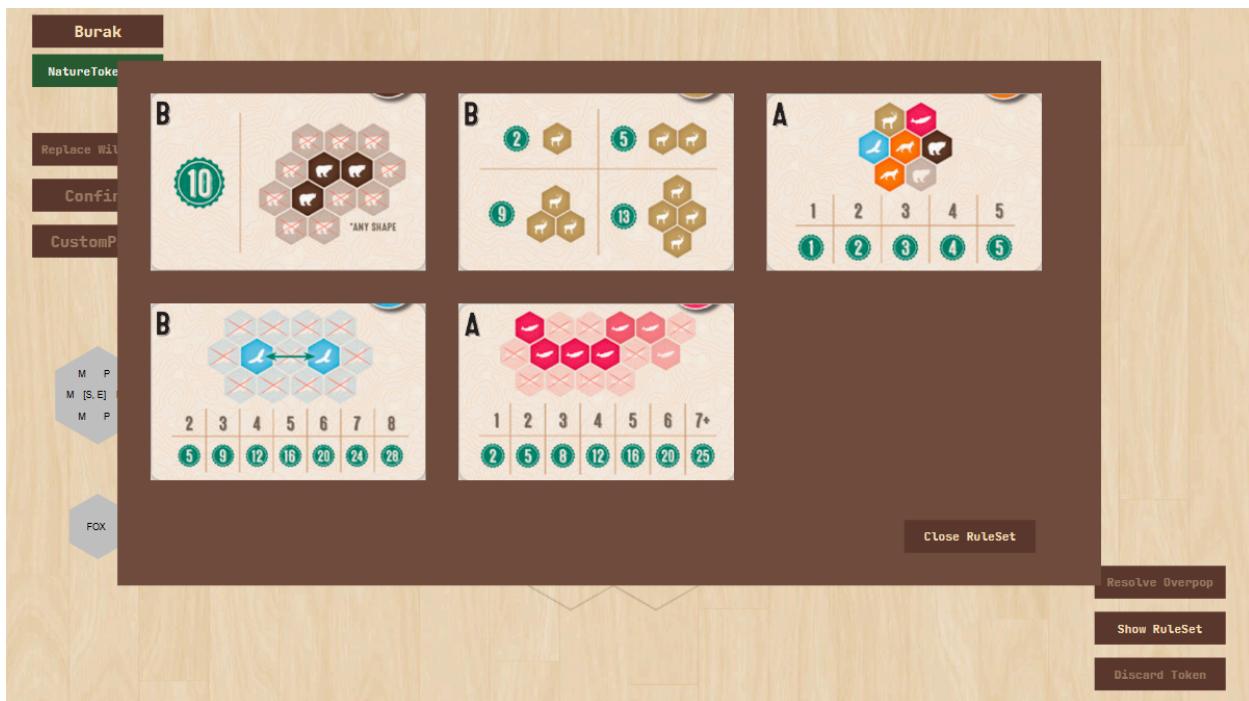
If we place our token on a keystone tile, we would get one nature token and this will be added and displayed on the “Nature Token” on the screen.

In the bottom right corner, we have a “Resolve Overpop” button to resolve any overpopulation issue,

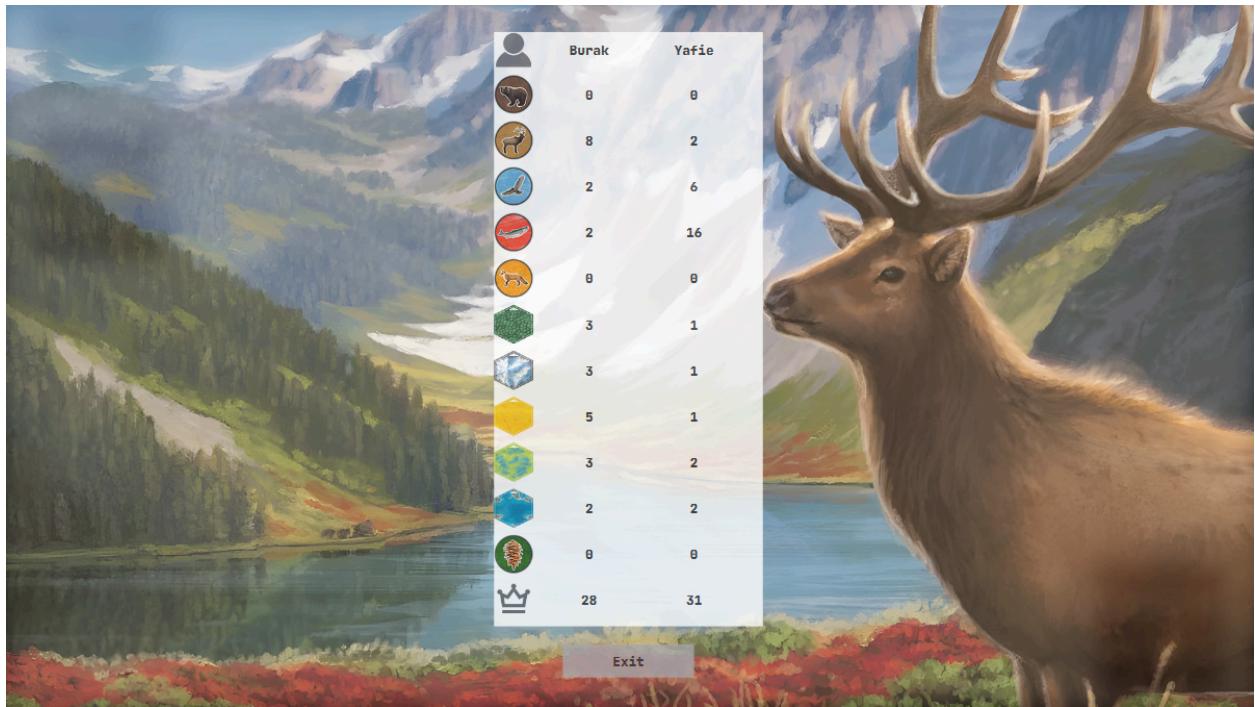
The “Resolve Overpop” button can be clicked, when:

1. There is an overpopulation of three wildlife tokens of the same type in the shop.
2. The player has not already resolved an overpopulation of three tokens in the current turn.

“Discard Token” button to discard our token and “Show RuleSet” Button to see the chosen Ruleset (A/B) for each animal for the game.



And “Close RuleSet” button to close the ruleset display and go back to the main Game Scene.



And at the end of the game we have our Winning Scene,
Here we can see the detailed score each player of the game has received, there are
scores for each animal (Bear, Elk, Hawk, Salmon and Fox), each longest terrain (Forest,
Mountain, Prairies, Wetland, River), nature token and the total score of each player.
On the bottom, we have an Exit button to exit the game and end our game.