Help Section:

I tried to identify help menu – submenu titles – and eventual clicked upon text at the end of a branch indicated by “clickable text”

Actual pop-up help text will be identified with an (H##) at the start. If it is re-used, only that reference is used below. This allows a user to get to the same help pane in different sections of the Help Menu.

Help

* Winning
  + What is the point, how do I win? **(Clickable Text)**
    - (H1) Your turn will begin with the ability to roll the dice and move your token to a new space
* Movement:
  + Rolling Dice and moving your token **(Clickable Text)**
    - (H2) Your turn will begin with the ability to roll the dice and move your token to a new space on the board. Click the “Roll Dice” button near the top-center of the screen to begin your movement, and the game will automatically move your token to the correct space.
  + Passing Rome! **(Clickable Text)**
    - (H3) The moment your token passes Rome, you will automatically receive $200. If you happen to land on Rome!, you will receive your $200 as soon as your token moves on your next turn.
  + Landing on The Arena **(Clickable Text)**
    - (H4) When you land on The Arena, you are there to simply “See a battle” and nothing happens.
  + Landing on Go To The Arena **(Clickable Text)**
    - (H5) When you land on the “Go To The Arena” space, you must go to participate in The Arena. Your turn immediately ends, and you will remain in The Arena until you escape. You will need to roll a double (both dice roll to the same number) in order to be released free of charge. If you fail to roll a double on your first or second attempt, you will end your turn without moving.
  + Landing on other’s owned property **(Clickable Text)**
    - (H6) When you land on property that has already been purchased by another player, you will need to pay them rent. This rent will change depending upon many factors. If the owner has all of the properties for that section or color, the price will be doubled. A Villa or Pantheon will also increase the price of rent. This amount will automatically be deducted from your total funds. If you do not have enough money, you will be prompted with options to acquire the necessary funds. If you have no way of acquiring additional funds, you have gone bankrupt and lost the game.
  + Landing on other’s owned VIA **(Clickable Text)**
  + Landing on other’s owned Utility **(Clickable Text)**
  + Landing on Chance **(Clickable Text)**
  + Landing on Citizen’s Tax **(Clickable Text)**
  + Landing on Community Chest **(Clickable Text)**
* Player Turn
  + Begin movement **(Clickable Text)**
    - (H2)
* Board space
  + General **(Clickable Text)**
    - (H##) Where you land on the board will change the options that appear to you on this turn. For information about a specific space, please refer to the user manual or help – board space section. Choose the type of space from the help menu for additional help.
  + The Arena **(Clickable Text)**
  + Citizen’s Tax **(Clickable Text)**
  + Render unto Ceasar **(Clickable Text)**
  + Utility – Aqueducts or Sewers **(Clickable Text)**
  + VIA’s **(Clickable Text)**
  + Community Chest **(Clickable Text)**
  + Chance **(Clickable Text)**
* Property Management
  + Buy property **(Clickable Text)**
  + Upgrading Property – Buying Villas or Pantheons **(Clickable Text)**
  + Mortgage your property **(Clickable Text)**
  + Buying another player’s mortgaged property **(Clickable Text)**
  + Payoff your own mortgaged property **(Clickable Text)**
  + Sell property **(Clickable Text)**
  + Downgrading Property – Selling Villas or Pantheons **(Clickable Text)**
  + Auction Property (Potentially Added Later)
  + Trade Property (Potentially Added Later)