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| **GAME** | ***Mechanism*** | **PLAYER** |
| **Repeat until all placed:**  Where do you wish to place armies?  How many?  **Game master will need to use: eval(“P”+str(player)).placeArmies(…), etc.** | *country, number=P1.placeArmies(playerNum,countryD,bookArmiesBonusList,playerDMe,manual=True)* | Return string where  Return integer how many |
| From which country would you like to attack? | *attackFromCountry=P1.attackFromCountry(playerNum,countryD,bookArmiesBonusList,playerDM,manual=True)* | Return country to attack from name, or “NO ATTACK” to end attack turn |
| What country would you like to attack? | *attackToCountry=P1.attackToCountry(playerNum,countryD,bookArmiesBonusList,playerDMe,manual=True)* | Return country to attack to name (must give name if indicated an attacking from country) |
| Continue attack? (assumes same from and to countries) | *continueAttack=P1.continueAttack(playerNum,countryD,bookArmiesBonusList,playerDMe,manual=True)* | Return “” to continue or “RETREAT” to stop attack |
| Country taken – how many should I move in? (from attackFromCountry to attackToCountry) | *howManyMove=P1.tookCountryMoveArmiesHowMany(playerNum,countryD,bookArmiesBonusList,playerDMe,manual=True)* | Return number of armies to move (allowing up to all but one) |
| Troop Movement? | *fromCountry,toCountry,howMany=P1.troopMove(playerNum,countryD,bookArmiesBonusList,playerDMe,manual=True)* | Return valid number and from and to countries, or null, null and 0 |
| Play book? | *cardList=P1.getBookCardIndices(playerNum,countryD,bookArmiesBonusList,playerDMe,manual=True)* | Return empty list for no play or 3 indices from own card list to play |