

# 1 User's Manual

## 1.1 Pieces

**Nodes:** Each player starts with **1** node. Nodes are like kings in chess: they can only move **one space in each turn**. In this game, they are also communication hubs. They emit signals in all eight directions (front, back, sides and diagonals), called **lines of communication**.

**Units:** Each player starts with **8** units. Unlike pawns in chess, units can move as many spaces as they want in each turn, **as long as they are along** a line of communication.

## 1.2 Board

**Spaces:** White circles where both units and nodes can finish their turn.

**Roads:** Boldest lines connecting spaces along which both pieces can draw their paths.

**Conduits:** Thin crossing lines that cannot be part of a piece's path.

## 1.3 Rules

### 1.3.1 Lines of Communication

Lines of communication are the basis of the movement. Each node emits a line of communication along each road and conduit that surrounds it. All lines of communication are available in every player's turn, even if they are being emitted by another player's node.

### 1.3.2 Unit Movements

Units can move through communication lines until the player decides to finish its turn. They cannot move through conduits. There is no limit on how many spaces a unit can move.

### 1.3.3 How to play

Each turn has three stages. The first one consists in visualizing the line of communication and determine which units can move. Then, the player moves each unit to the desired position (if possible). Finally, the player moves the node to finish their turn.

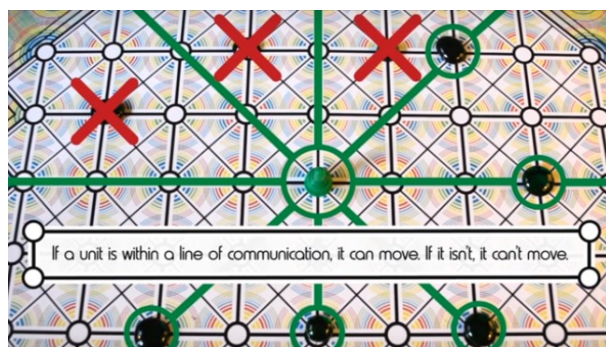


Fig. 1: In green, the communication Lines. Units with a circle can move. Units with a cross cannot.

## 1.4 User Interface

### 1.4.1 Folders

**Omni Lights and Spot Lights:** Lets the user disable or enable any light.

**GameMode:** Lets the user choose the game mode, which is either *PlayerVSPlayer* or *PlayerVSPC*.

**Difficulty:** Lets the user choose the game difficulty, which is either *Easy* (displays highlighted possible moves) or *Hard* (doesn't display highlighted possible moves).

**Theme:** Lets the user choose the game theme, which is either *Wood* or *Pastel*.

### 1.4.2 Buttons

**Play:** Starts the game.

**Undo:** Undo a move. In *PlayerVSPlayer* mode, it's only possible to undo a move of the same turn the player is playing, i.e, if player 1 ends their turn, they will no longer be able to undo any move from that turn. In *PlayerVSPC*, it's possible to undo a move from the same turn the player is playing and also to undo the computer's last moves.

**GameFilm:** Lets the user see the game film till it's current point.

**LockCamera/UnlockCamera:** This button locks/unlocks the camera. If the camera is locked, the game will switch between predetermined cameras according to the current player's turn. If the camera is unlocked, the user is free to move the camera around, but the camera will no longer switch between predetermined cameras.

### 1.4.3 HUD

In the left side of the screen, there's a HUD that will display the current score, the current turn and the time passed of the game.