Supported Content:

Map - The map is displayed and each clearing has its own image holder to display whatever is in that particular clearing.

Dwellings - Dwellings are placed on the map. The values are hardcoded into the game.

Selection - At game start, the game asks how many players are playing then asks which character each person will be playing. The starting location is limited to the inn which is chosen by default.

Movement -

1st Encounter -

Monsters -

Combat -

Characters - We have the 6 required characters for a group of 3 people.