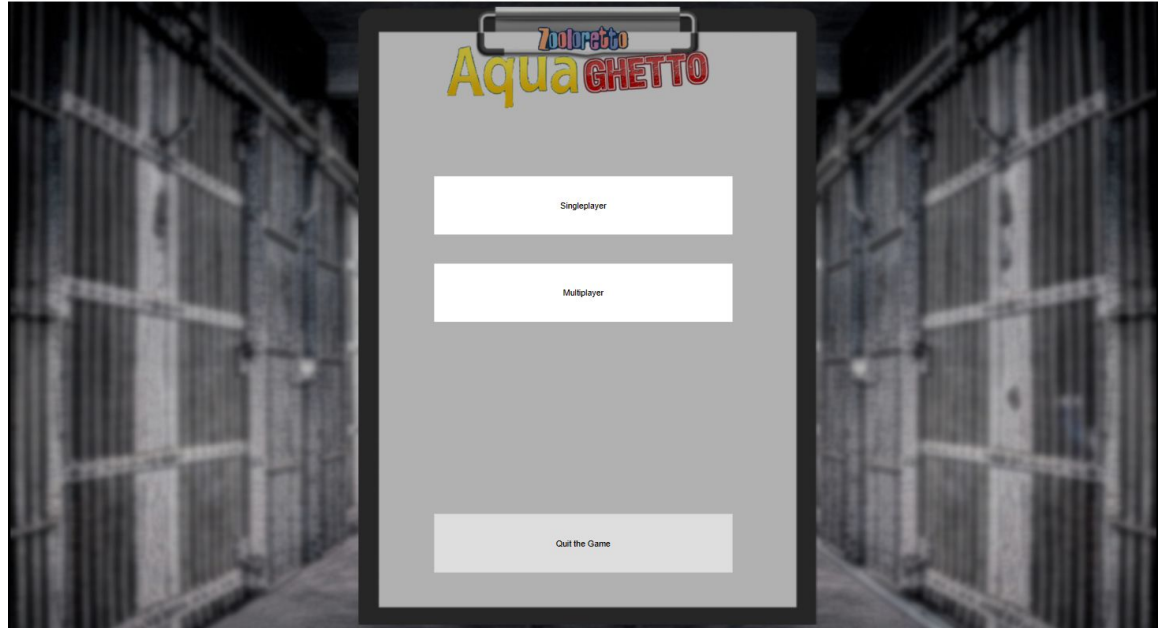



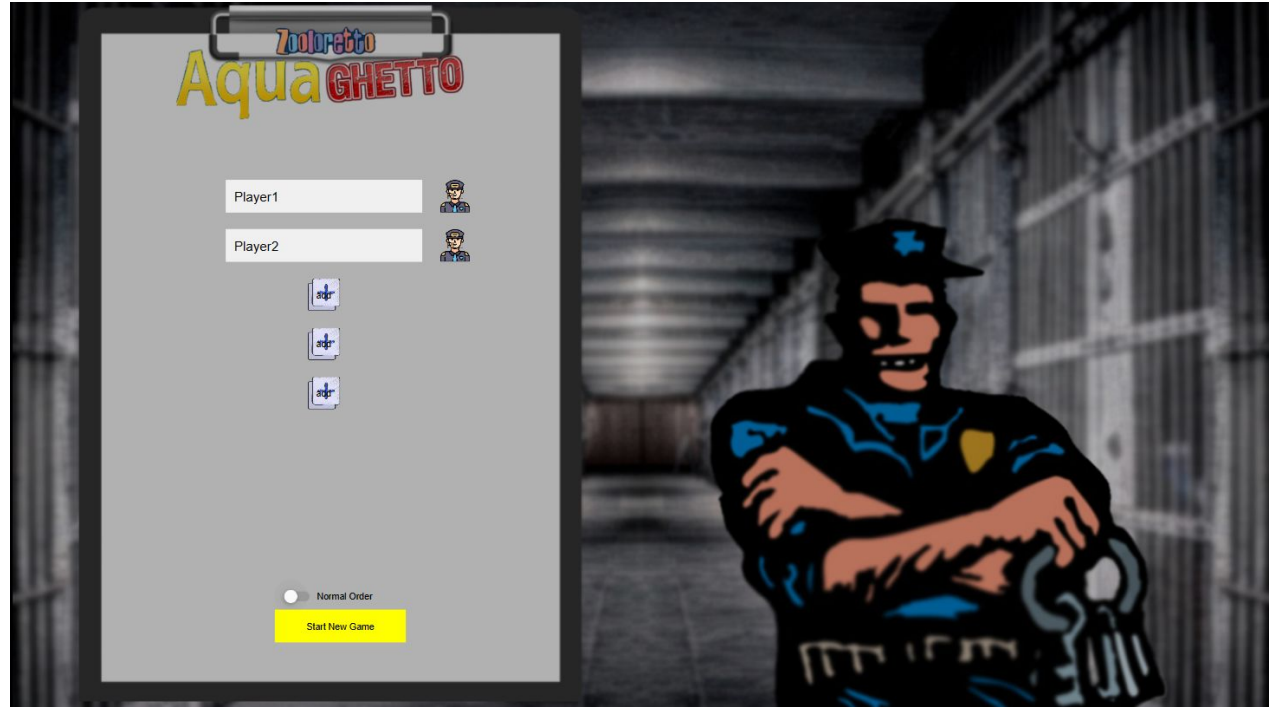
AquaGHETTO

How to Play

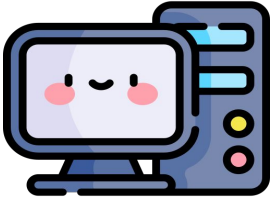
Here you can choose
Single Player Mode
or Multiplayer



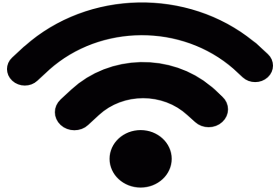
After choosing Game Mode, The player lands in the Setup Scene where he can determine the number of players as well as their names. To add more players the player needs to click on 



To change Player Type you need to click on player's Image



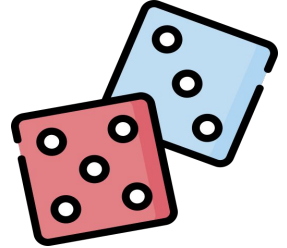
Smart
AI



Network




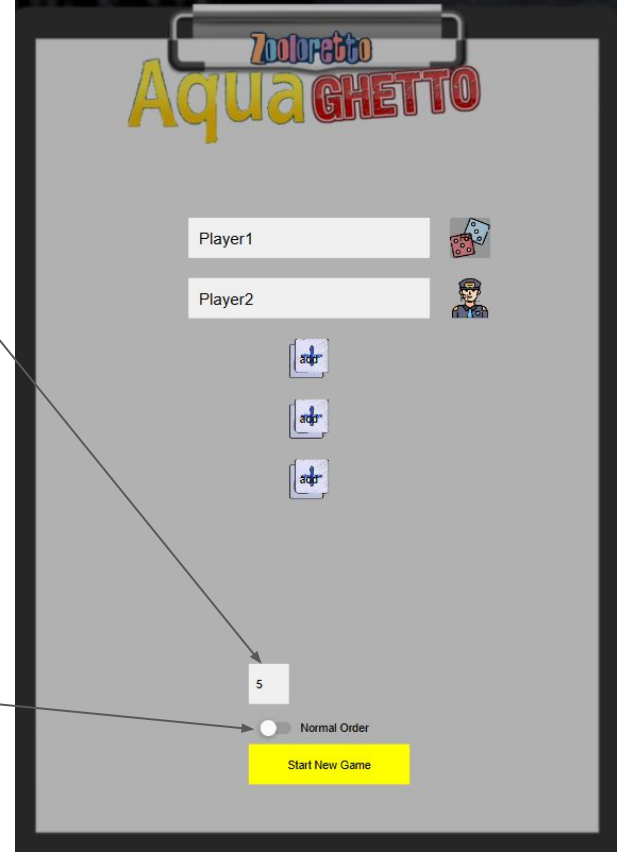
Normal



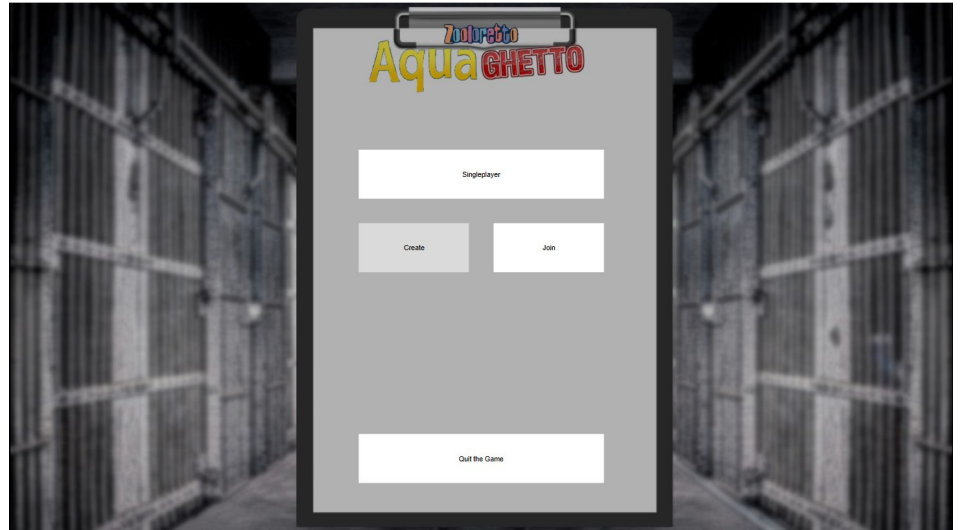
Random
AI

 For AI Mode you can determine the Delay

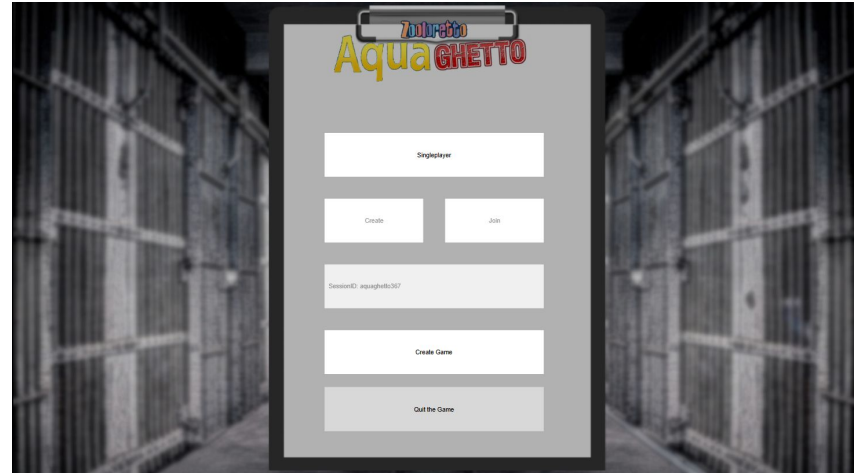
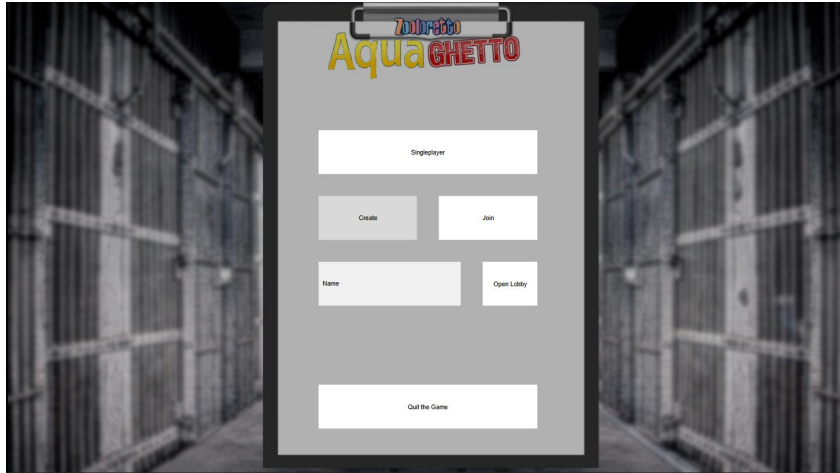
 You can also determine the order by clicking
on the Toggle button



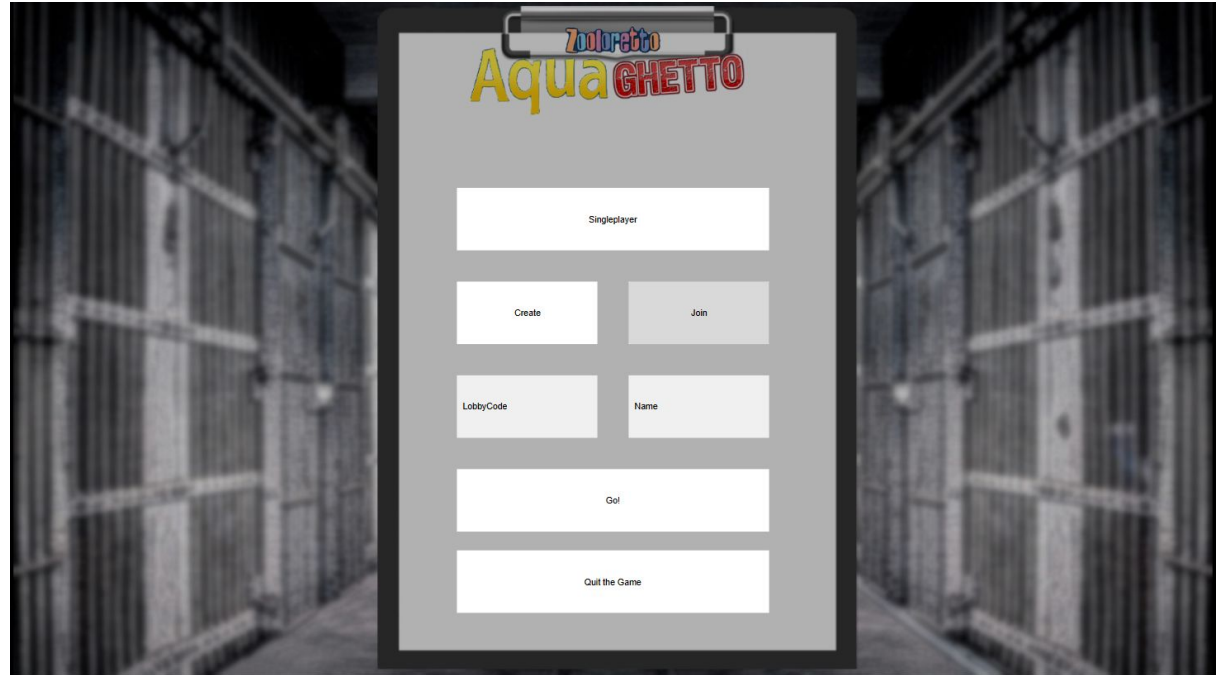
For Network Mode you can
create or you can join a Game



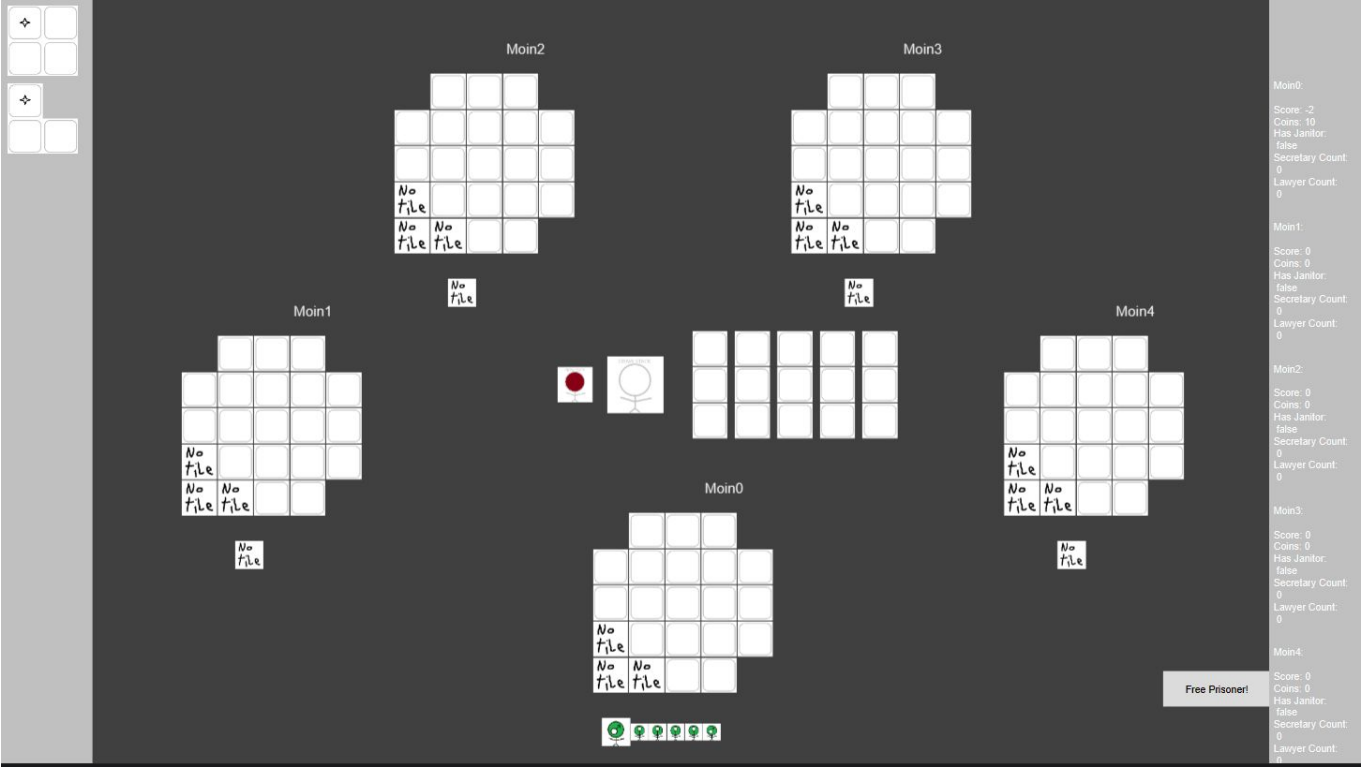
Here How to create a Multiplayer Mode Game



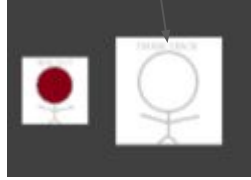
Here How to Join



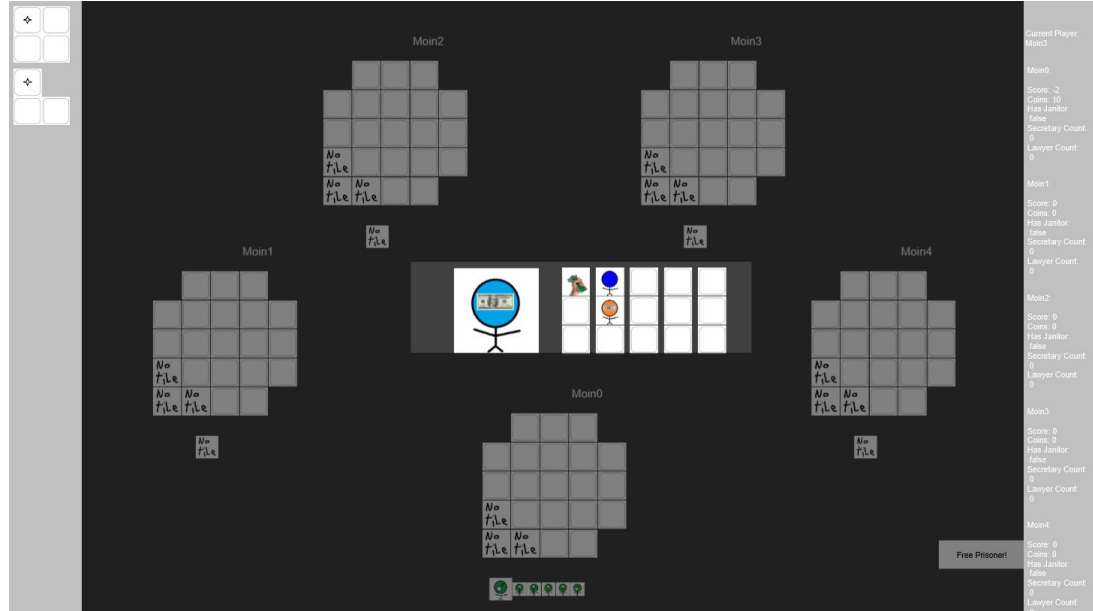
By clicking on
Start Game the
Players land in this
In Game Scene



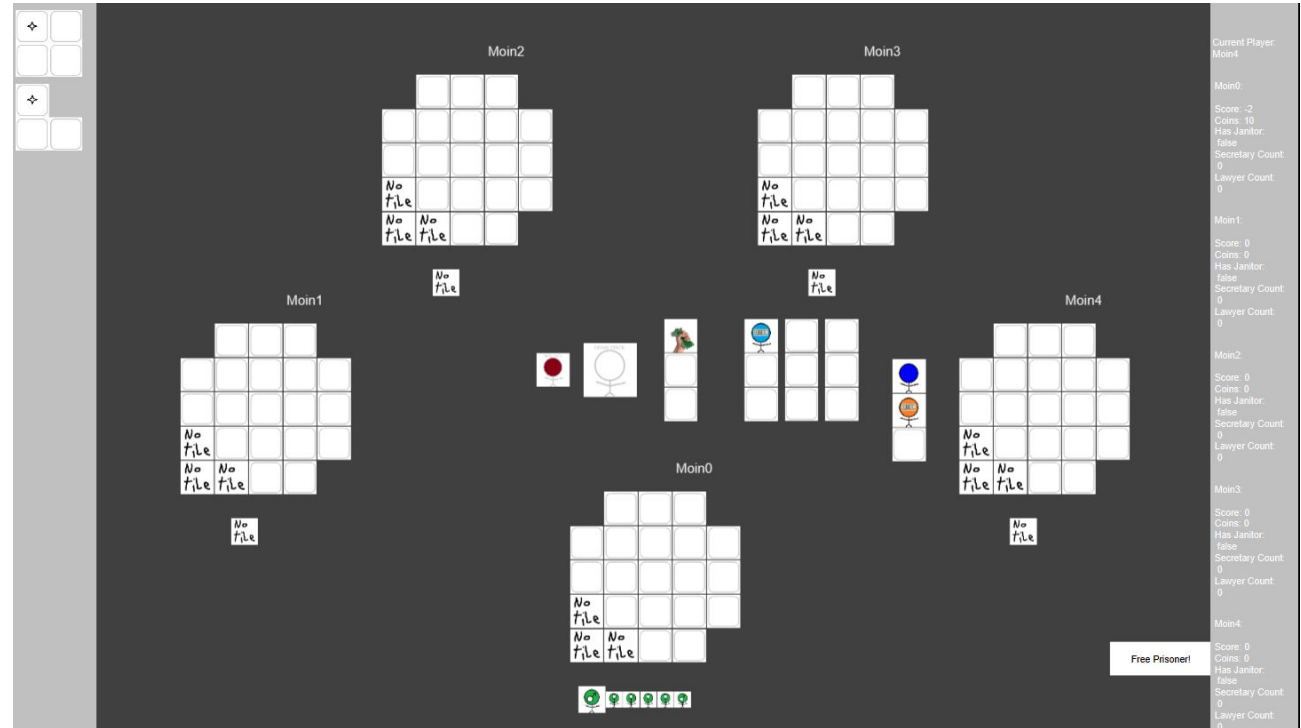
By clicking on this button and then clicking on the bus you want to fill in you get



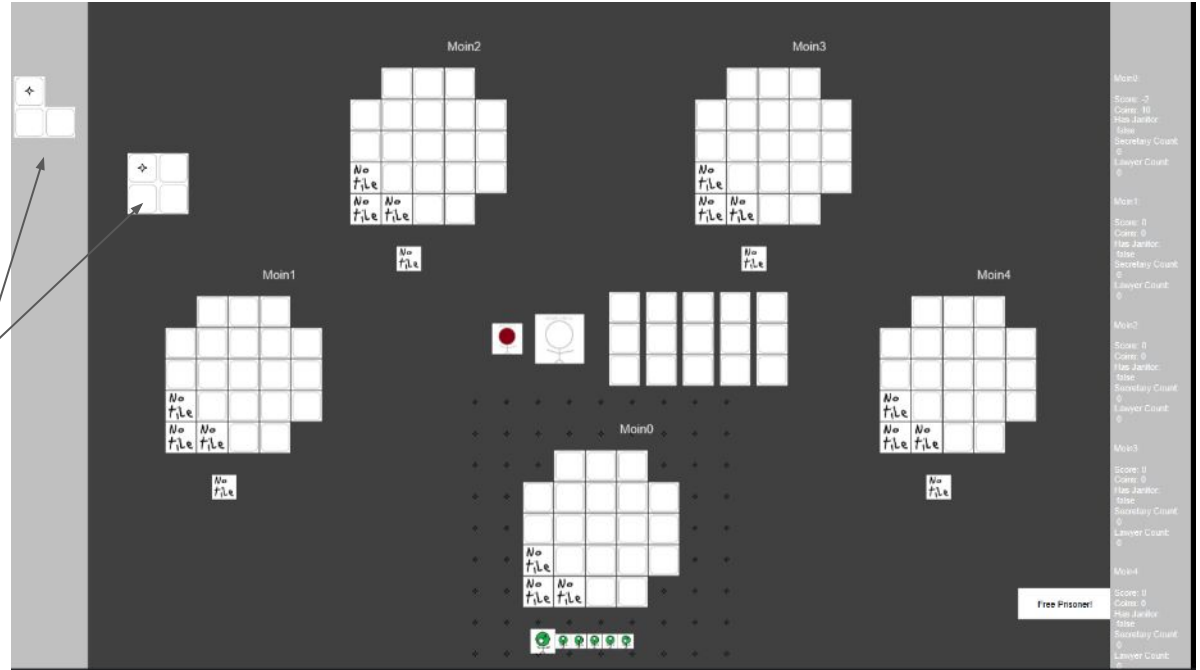
this

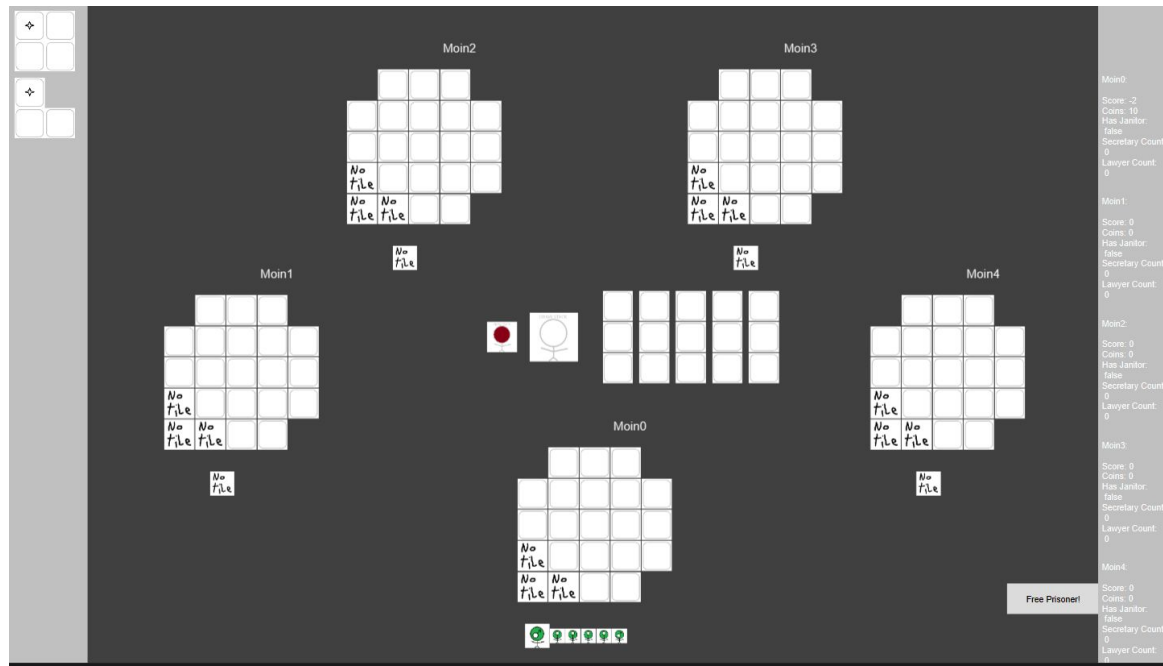


the player can click
on the selected bus
and it will come next
to him then place
tiles.

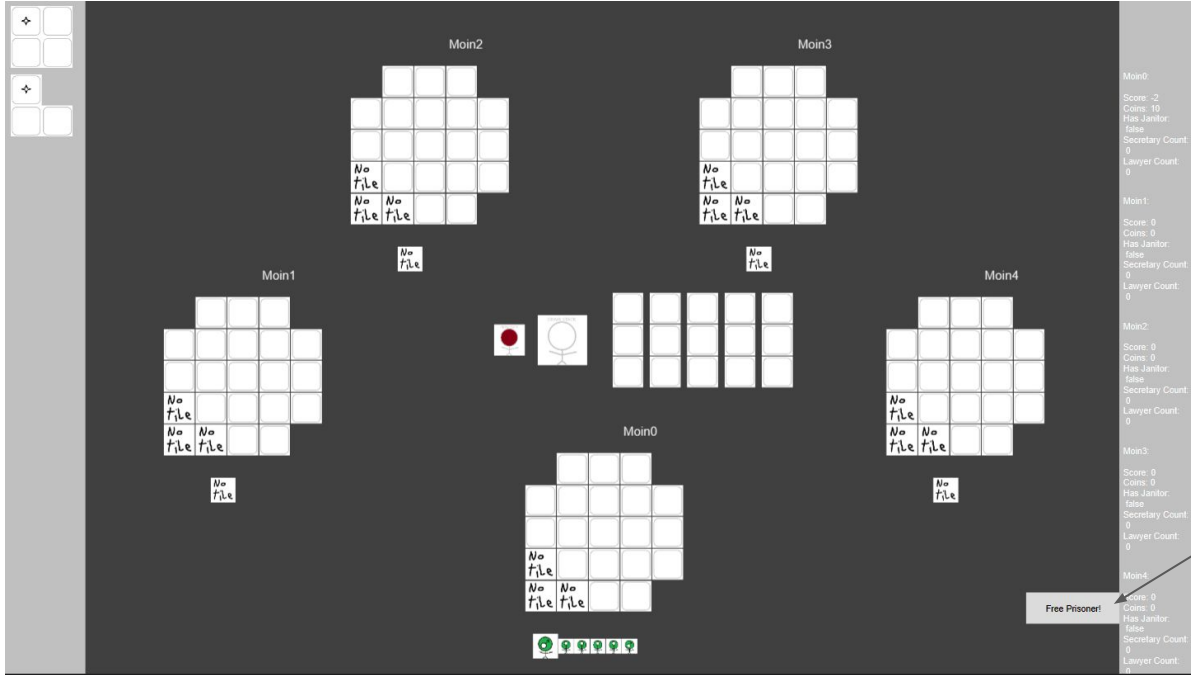


The player can choose which Extension he wants to add by dragging the selected Extension and dropping it in the right position



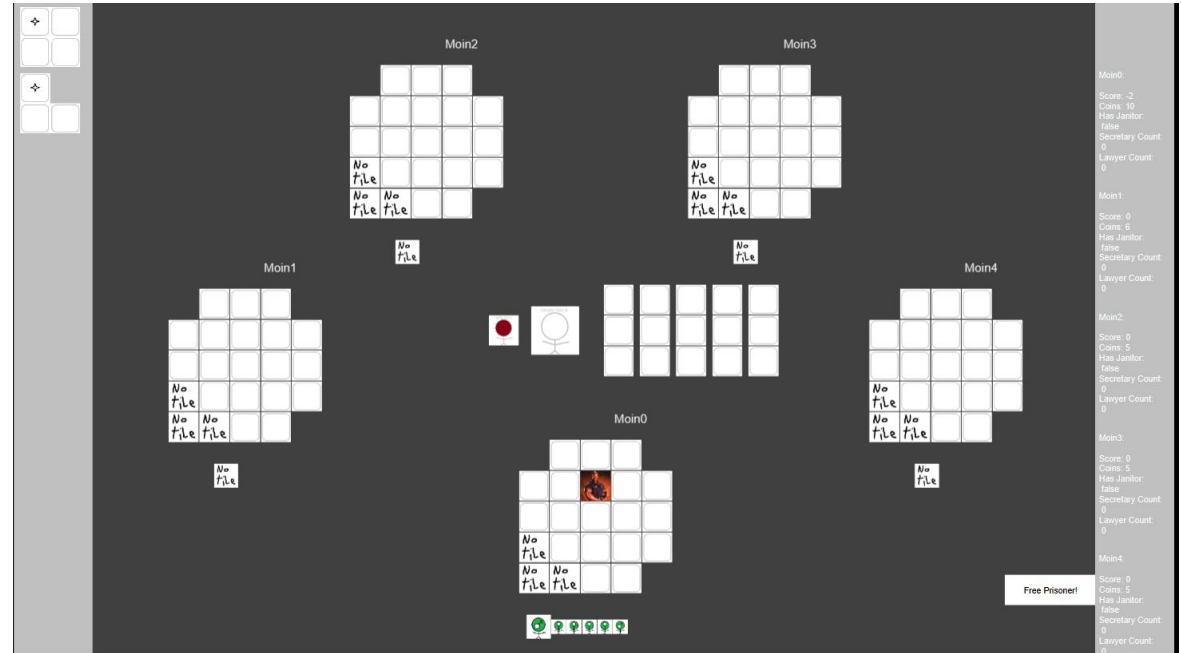



The player can put a Tile in the Isolation (Depot) or choose one tile from other Isolations shown here in the Bottom



Here the player can get
rid of the first Tile in
Isolation

The player can place the
Guard in the Prison Yard
and Janitor, Secretary and
Lawyer Informations for
every player are located in
the right Side



By clicking on  lands the player in Pause Menu where he can do the following actions:

Save Game

Load Game

Undo

Redo

The basics:

Animals ↔ Prisoners

Delivery truck ↔ Prison bus

Basin ↔ Prison cell

Depot ↔ Solitary confinement

Prisoner traits:

Gender ↔ Still gender

Offspring ↔ Infant

Flash ↔ Old

Fish ↔ Rich

Worker types:

Cashier ↔ Secretary

Keeper ↔ Lawyer

Trainer ↔ Guard

Manager ↔ Janitor