1. Open LimaServer.jar
2. Open the client by opening Project\_Lima.jar
3. Enter a name
4. If applicable, In the textfield with “localhost” change “localhost” to the server’s IP address
5. Click the “Connect Server” button
6. Click the “Create Game” button, building the game will take a few moments. (30 seconds on a fast internet connection)
7. Wait for another player to join
8. Open another client by opening Project\_Lima.jar again
9. Repeat steps 3-5
10. Click on the player name you chose before from the top left hand textfield.
11. Click the join game button, this will take a few moments
12. After both players receive the message stating that both players have joined, click the ready to play button
13. The player who created the game can now start his turn.
14. Players end turns by clicking on the “End Turn” button