Use case: ShowRules

Short description: How a user sees the rules.

Priority (low)

Extends or Includes (none)

Participating actors: Any player that wants to see the rules

Normal flow of events

Actor	System
The player clicks on the "Rules" button in the start-view or on the Menu Item "Rules"	
	The Rules pop up on the screen, with a "Back" button (And a "Continue game" button if you are in the middle of a game).
The player clicks the "Back" button (or the "Continue game" button).	
	The start-view is shown again (Or if the "Continue Game" button was clicked the player will be taken back to the game).

Alternate flow

  None

Exceptional flow

   None