How To Configure

What follows is a quick guide on how to configure an INVITE game session.

Launch the Application:

The executable will be in the "Game Configuration" folder, in your game folder. Execute it and you'll see the usual launch screen. Pick whatever resolution and graphics quality you prefer, and then click "Play!"

Configure from scratch, or from template?

Saving the game configuration, as in loading it, does not allow browsing, which means the file needs to be in the same folder as the executable if you are to load it.
So if you wish to load a game configuration from an already existing file, load it.

Either by loading, or creating a new configuration, the application will then load the first game configuration screen, of 3, across which you'll be able to check and edit the parameters for a game session.

Configuration.

An invite game session has plenty of configurable parameters, in order to allow numerous different sessions.

Number of Teams: This parameter defines how many different teams, from 2 to 5, will the game be hosting. Be cautious about this parameter, as the map **must be prepared for more teams.** *(In this version, it can host but 2)*

Number of Players per Team: This parameter defines how many players, from 1 to 5, will each team be comprised off.

Number of Days to Game End: This parameter defines how many days will it take, from 1 up to 10, for the vulcano to erupt and the game to *necessarily* end. (The game can end beforehand if all teams have completed their rafts.)

Number of Hours per Day: This parameter defines how many hours, from 1 up to 20, will each player have for spending on gathering resources.

How much wood/gold is 1 hour worth: These 2 parameters define how many units of wood/gold, from 1 to 20, will a player be able to gather after one hour of work.

Number of Wood Required for Completion of Raft: This parameter defines how many units of wood a team has to gather, from 1 to 200, for its raft to be completed, and their game to be over.

After you're sure about the values of all these parameters, click "Continue", and the next configuration window will show.

This *second* screen will allow you to change the names of the teams, and of each player of each team.

Selecting each team will change the players you can select, and edit, to those respective to that team.

Simply select which you want to change, and click the respective "Edit" button.

Change the name, and click "Edit" again.

Repeat this process for any team and player you wish to change the name of, and when you're ready, click "continue". You will proceed to the last configuration screen.

In that screen, you can decide how much a team will be rewarded for finishing the raft, as well as how the players of that team will split the bonus.

You can declare, by order of completion, how much will each unit of wood, that was put into the raft, be worth.

In the configuration file provided, the first team to finish the raft will gain three units of gold for every unit of wood, and the second team will gain only two.

There's an horizontal scroll in case you can't see the raft-to-gold ratio for all teams.

Keep in mind though, that teams that finish the raft on the same day, <u>are considered tied</u>, and will thus share the same bonus.

Currently, there are only two ways players can share the bonus:
   Egalitarian: The bonus is perfectly split between the players.
   AccordingToEffort: The bonus is split between the players in a way it takes into account how much wood each player individually gathered for the raft.

Once you're happy with your choices, click "Continue", pick a name for the file, and save the configuration.

Remember there is no browsing option. If neither the folders, or this application, have been moved, then the file will be saved exactly on the location the server will need it to be, when it's later told to load it (see How to Launch Guides).

Thank you. We hope this application will make it
easy and flexible to prepare different game sessions.