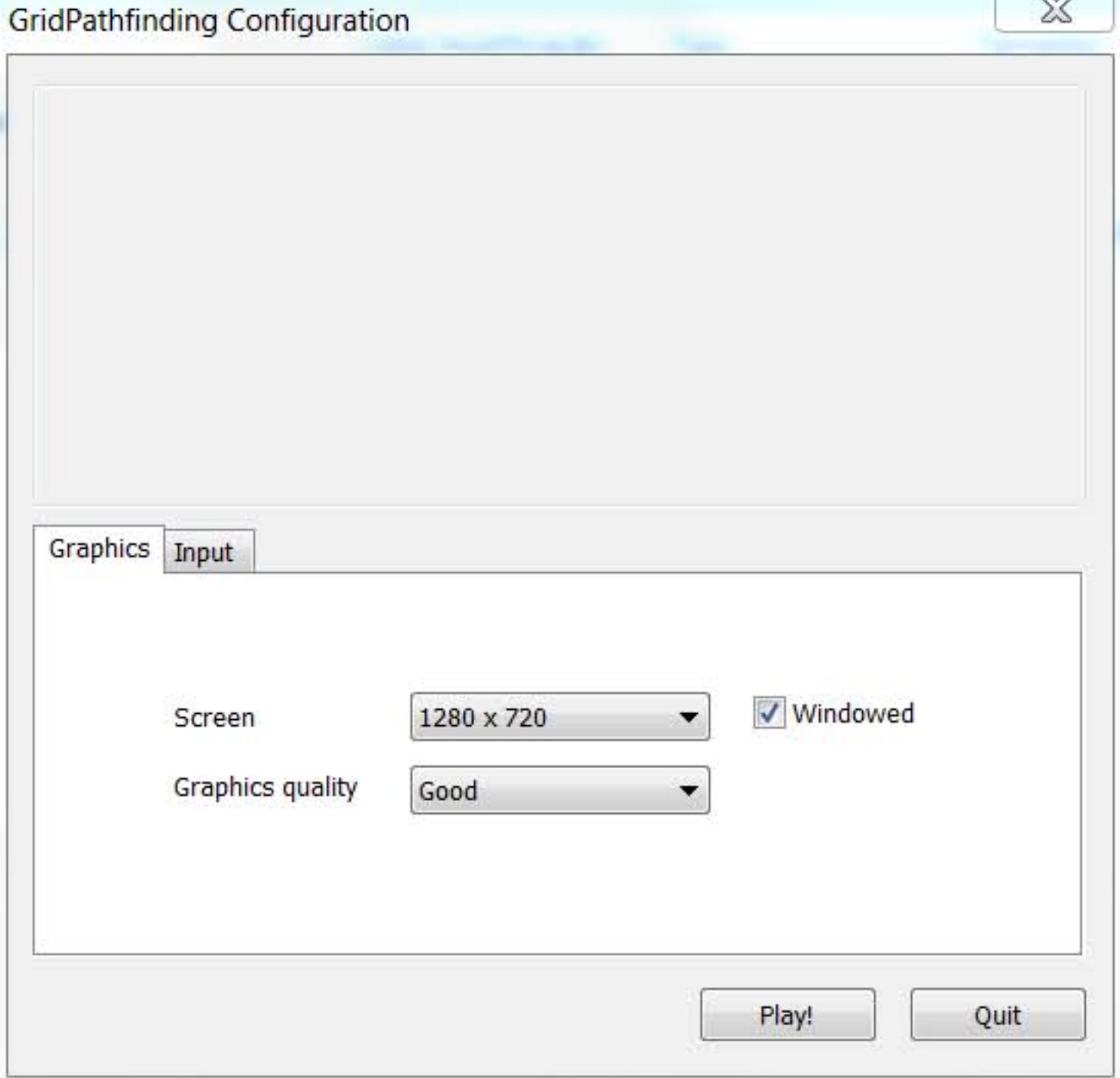


What follows is a step by step guide on how to launch an INVITE game session.

1 - The first step is always the same: run the application.

Inside the INVITE game folder, you will see two folders and the executable. Once you run the executable, the following window will pop up.



Pick any graphics quality the computer can handle.

As well as any resolution, as long as it is above 800x600.

Once you click **play**, the game will start loading, and the first screen you see will have you make a choice: **Start a Server**, **Start a Human Player**, or **Config Game**.

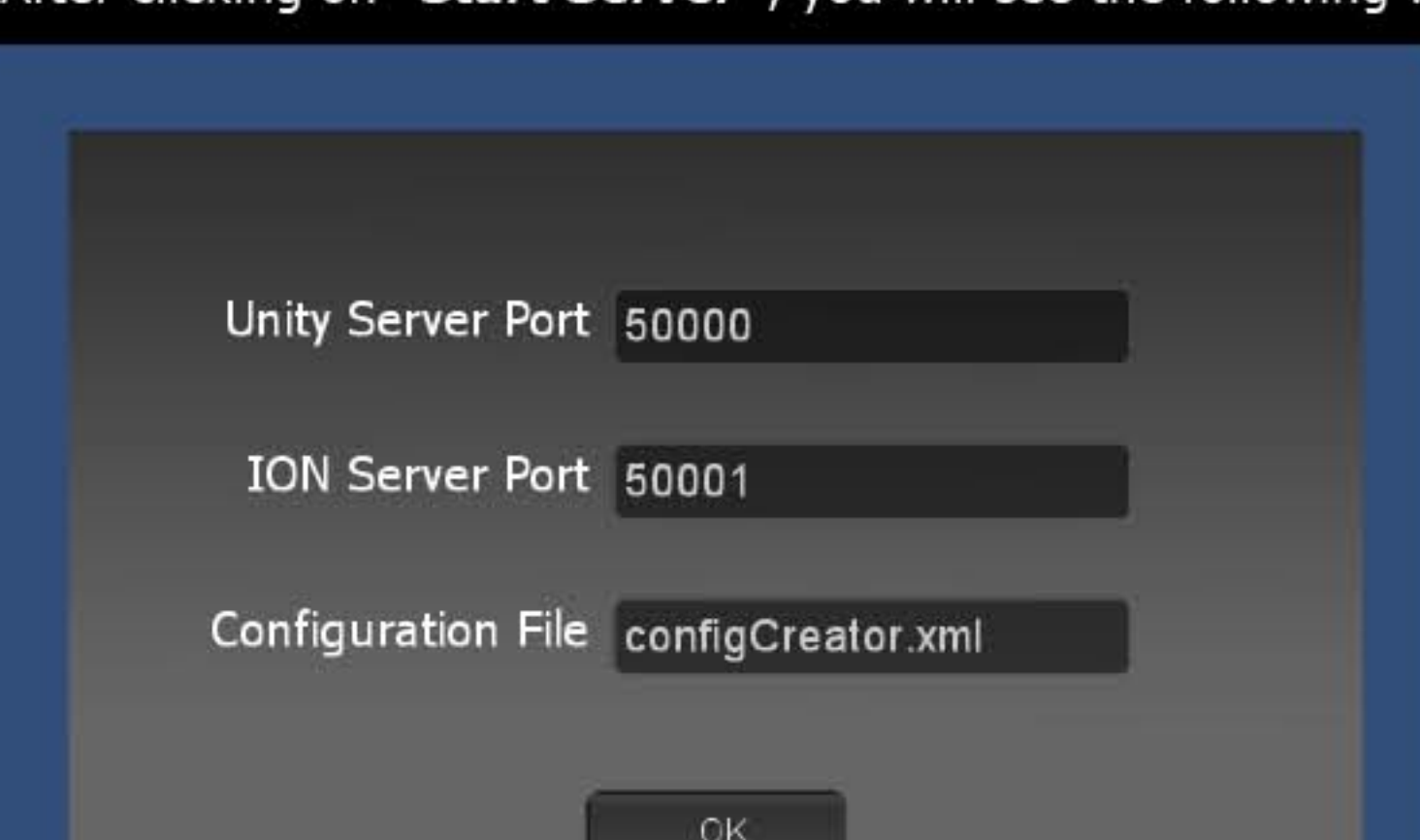
Each Player will connect to a server, so the second step will be to start the server.

We recommend that *one computer, alone, hosts the server.*



2 - Starting the Server.

After clicking on "**Start Server**", you will see the following window:



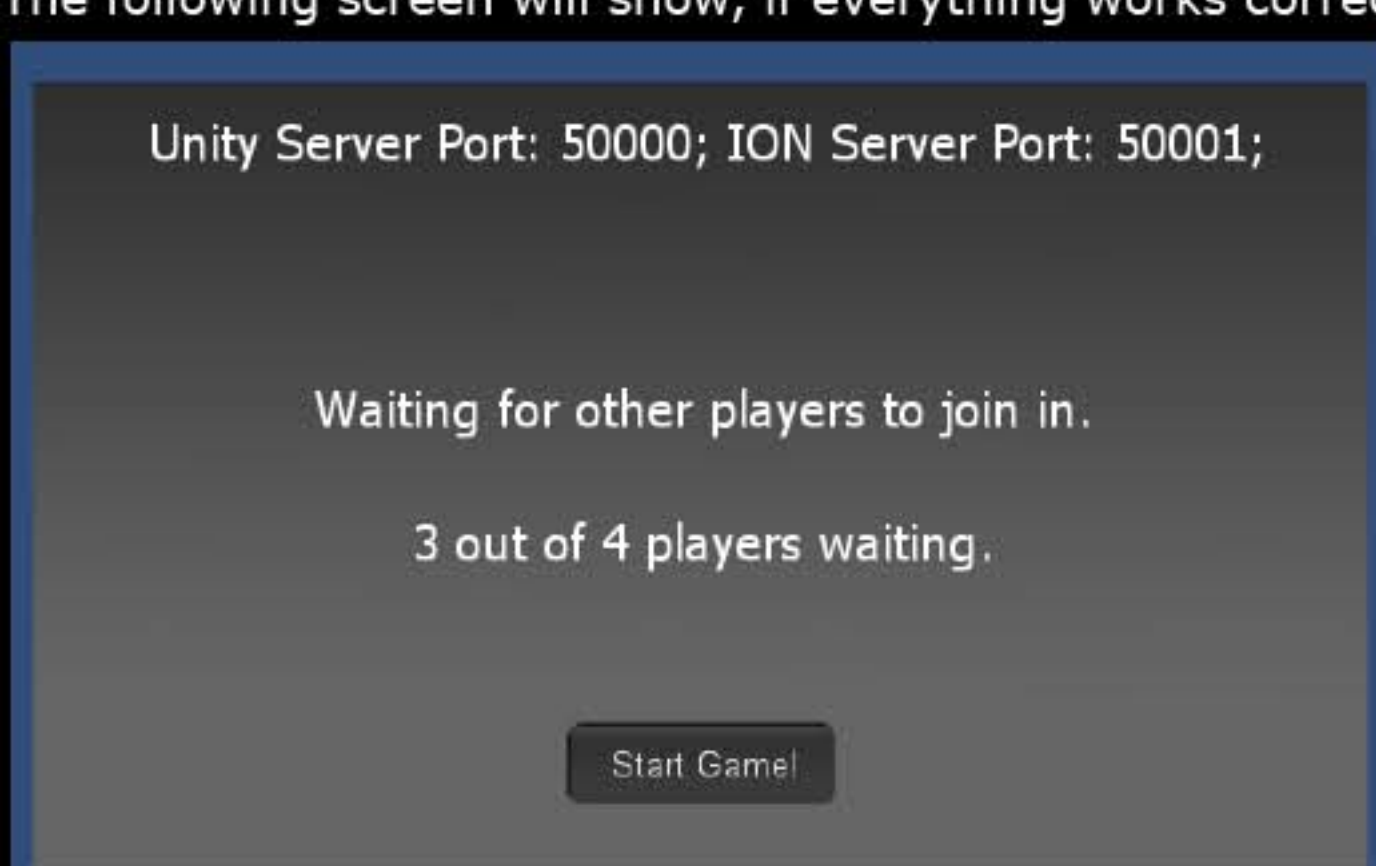
You will be providing a port for the **Unity Server** and for the **ION server**.

Any port will do, as long as it is **open**.

The **Configuration File** is the xml file with the game configurations. (See *How to Configure Guide*)

Once you're done, press **OK**.

The following screen will show, if everything works correctly:



The server will have already launch all the A.I. players (3 in our case) and will now be waiting for all remaining human players to connect (In our case, 1).

Before we continue, though, we need to go to step 3.

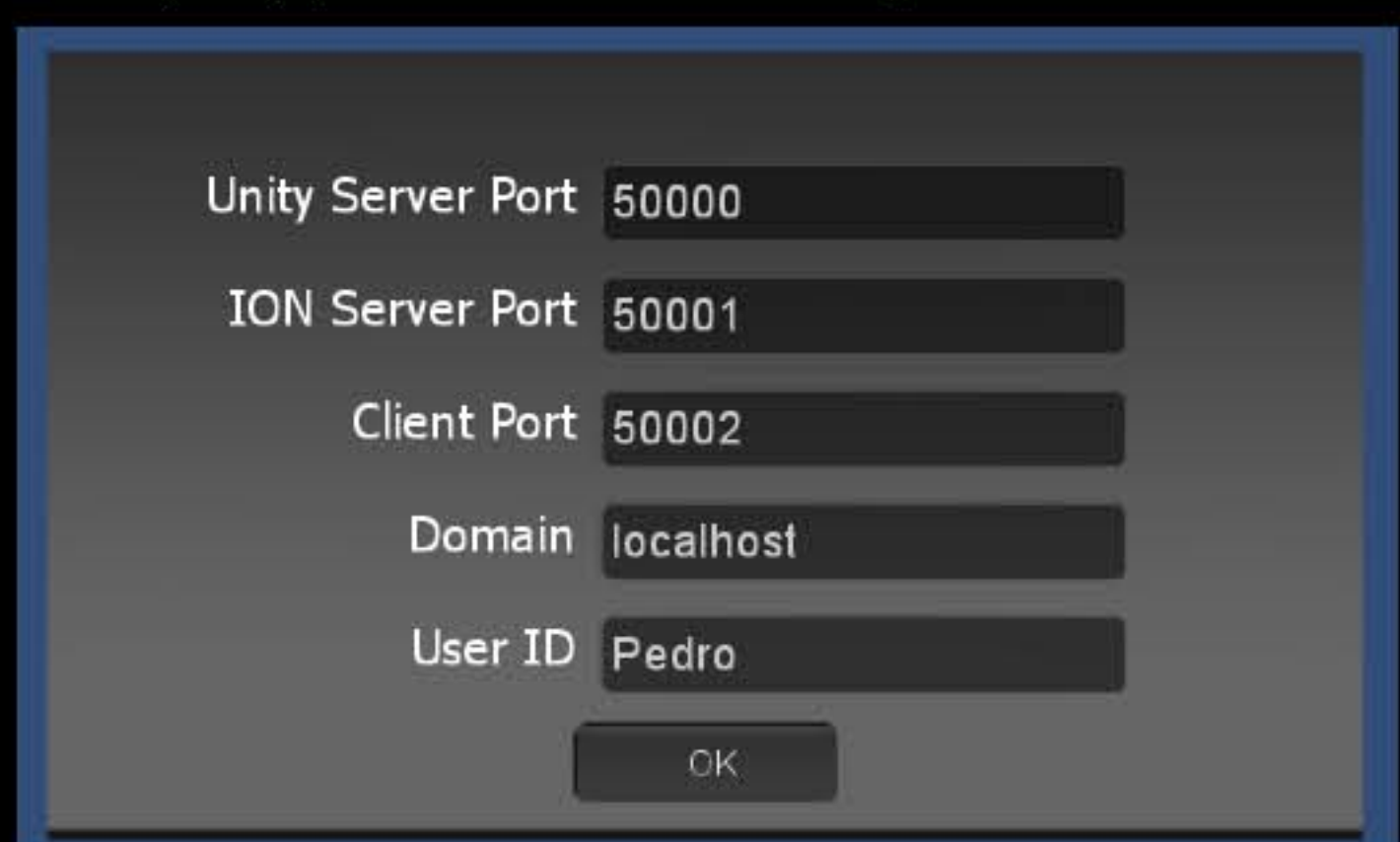
3 - Starting a Human Player.

After clicking on "**Start Human Player**", you will see the following window:

"**Unity Server Port**" and "**ION Server Port**" must be exactly the ones chosen for the server.

Choose any **Client Port**, as long as it is **open**.

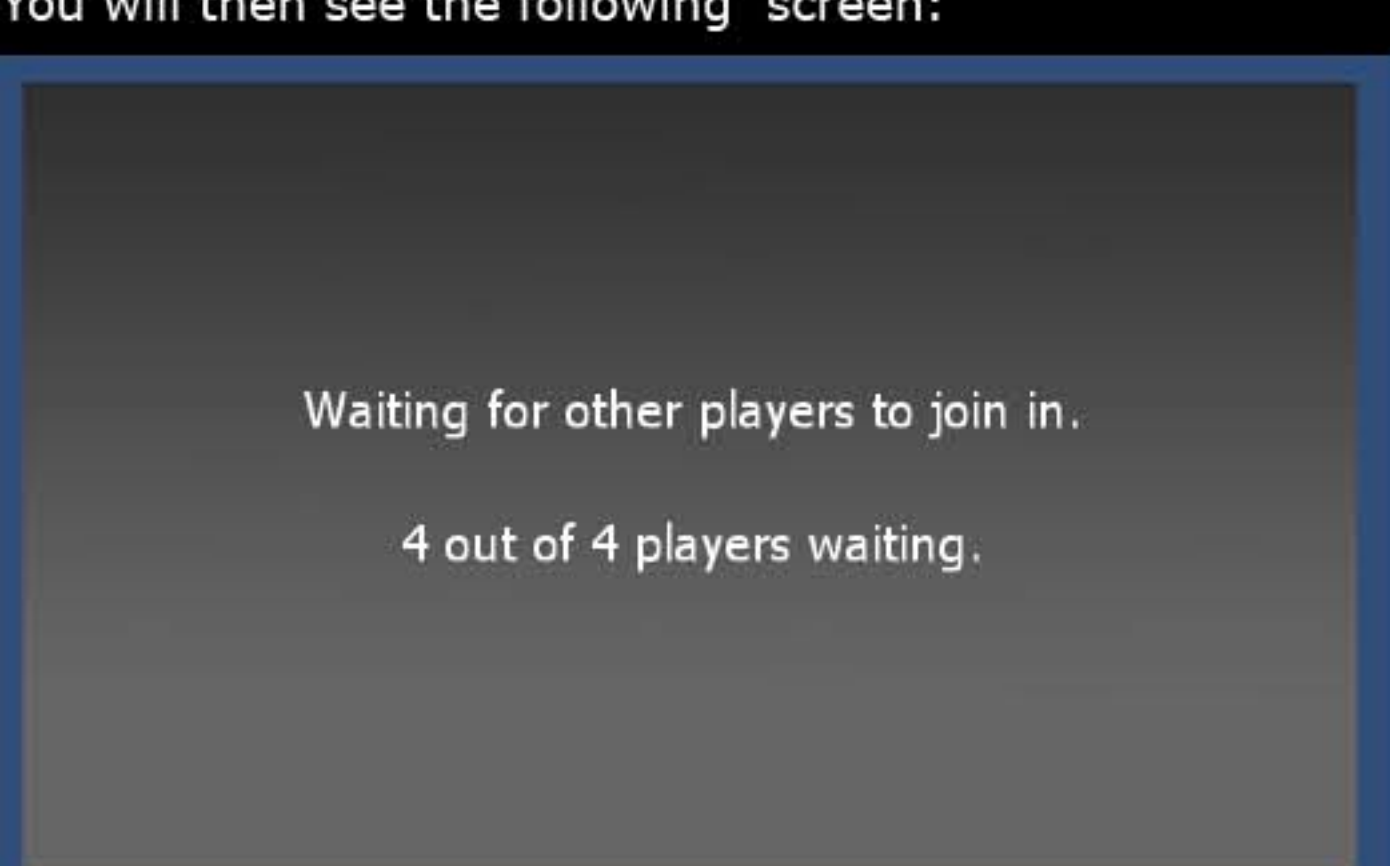
Fill in the **Domain** field with the IP address for the machine hosting the server.



User ID must be one of the unique names made available in the configuration file used by the server. The one we prepared has 4 defined: "**Maria**", "**Teresa**", "**Antonio**" and "**Pedro**".

If everything was filled correctly, simply press "**OK**".

You will then see the following screen:



The player counter on the server window must have also updated.

The player must now wait for the server to start the game.

If you have more than one Human Player, then each player must repeat step 3, and remember **not to use names repeatedly**. Also, unless all the expected number of players (as per defined in the configuration file) are playing, the game session will not be able to advance days, or build rafts. So all the players can do is move around and gather resources.

Once all the players are connected, click "**Start Game**" on the server window, and the game will load for everyone.

Further instructions, particularly on how to play the game, are on "How to Play guide".

If you wish to see about the configuration file, check the "How To Configure Guide".

In case you lack the necessary number of players to play a session, you can define players as being Agents. This is covered on the "How to ConfigureGuide". Note that the available agent AI is yet devoid of any serious complexity. He will gather resources at random, simply simulating a "motivationless" player. Again, the pre-prepared game session has three AI players and expects a Human Player.

Thank you.
We hope you will find it easier
to launch game sessions.