

# How To Play Guide

What follows is a step by step quick-guide on how to play through an INVITE game session.

#### 1 - Click "OK".

The first thing you'll see is a pop up window with some kind of placeholder text. Just ignore it and click "OK", to really start the game.

#### Playing to Win:

In this game, you are trapped on an island which is days from erupting.

You must build a raft in order to survive, but to win at the game, you need to have the best score.

The Hud will constantly keep you informed about everything you need to know: the state of the raft, how much wood and gold you individually have, how many days you have left in the day, etc.

The score is *mostly influenced by the gold* you retrieve, but you will receive a bonus just for *finishing the raft*. This bonus decreases with the number of teams that finish their rafts, so the <u>first</u> to finish receive the <u>best</u> bonus, and the <u>last</u> the <u>worst</u>. If two teams <u>finish in the same day,</u> they will receive the <u>same bonus</u>.

Finally, there's **splitting the money your team makes off the raft** you have built, which **may, or may not, be done equally**.

### Controls:

The game is a point and click, so you will move by clicking on sites using your *left*mouse button. The mouse cursor will change to symbols to let you know what you're clicking. Hold the right mouse button and move the mouse to orbit the camera, and use the mouse scrolling wheel to zoom in and out.

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Additionaly, **avoid clicking dangerous spots like the edges** of the island, or houses, or the sites themselves.

2 - Go to a Resource Site.

As much as you're free to explore, there's nothing to do except at the Resource Site, so either leave your camp site, or zoom out, and look for a spot full of trees. **That's a Resource Site.** 

Click on it and wait for the resource window to launch.

#### A pop-up window will allow you use the hours you have for the day to gather gold

3 - Gather Resources.

and/or wood. Make your choices, preferably using up all your hours, and click "OK".

#### A confirmation window will then show up, where you can survey your choices and make

4 - Confirm that you're set.

sure everything is exactly as you want. It will also warn you if you still have hours left in the day, that you can use.

If everything checks out, click "OK", otherwise, click "Back" and refer back to step 3.

#### Once you finish a resource gathering with all your hours spent, a message will show

5 - Return to Camp Site.

that you are tired, and should go back to the camp site, so you should do that: click on your camp site.

#### Once you're back on your camp site with all your hours spent, the day will be ready to

6 - Finishing the Day.

advance. But it will only do so once every other player has returned to their respective camp site, with all their hours spent.

If there are players still missing, a little window will pop up to let you know, and will

also allow you to keep track of how many have yet to arrive.

Once all players have finished for the day, a pop up window will show you an update of the day's work like team's resources and the state of the raft.

Take a look, and when ready, click "Advance to the next day", to continue on playing.

## The game will end in two ways: - Raft Completion.

7 - Finishing the Game.

- Vulcano Eruption.

- Your team will escape the island on the very **same day your team's raft is**

completed. The scoreboard will show, and if there are still teams trying to build rafts, a little pop up window will show up to let you know, and it will also allow you to keep track of their completion.

The scoreboard will only have the final points of the players belonging to teams

who have finished their rafts.

Once every team has finished the raft, or the vulcano has erupted, the final

scoreboard will show, with the final scores for every player.

If the vulcano erupts before your team's raft is completed, you and your team mates

will have 0 points, since you have failed to escape the island.

That's it!

We hope you have an enjoyable experience.