How To Play Guide

INVITE

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

Click "OK":

This window of placeholder text will pop up right as the game match loads.

Just ignore it and click ***OK***.

Playing to Win:

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

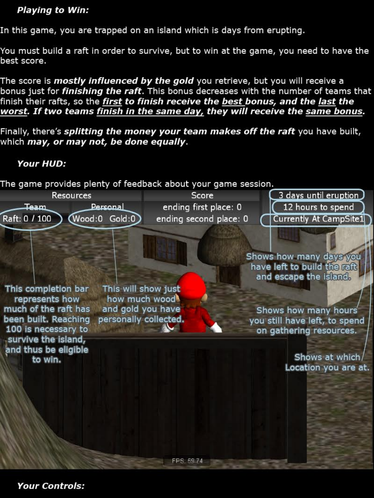
You must build a raft in order to survive, but to win at the game, you need to have the best score.

The 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 ***first to finish receive the best bonus, and the last the worst. If two teams finish in the same day, they will receive the same bonus.***

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

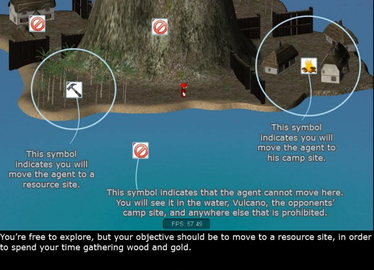
Your HUD:

The game provides plenty of feedback about your game session.



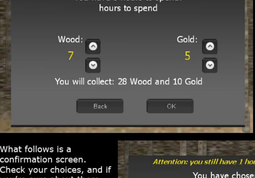
Your Controls:

The game is a point and click, you navigate by left-clicking the ground. You can also hold the right-click and move your mouse, to orbit the player camera, and zoom in or out by using the mouse scrolling wheel.
Additionally, ***avoid clicking dangerous spots like the edges*** of the island, or houses, or the sites themselves.
Also, there's extra hud information that lets you know where you're clicking:



You're free to explore, but your objective should be to move to a resource site, in order to spend your time gathering wood and gold.

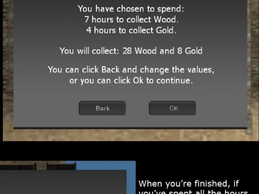
Upon entering a resource site, a menu will pop up where you can use your time to gather wood and/or gold.

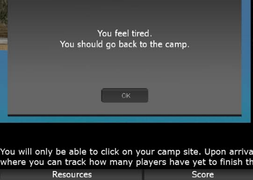


Make whatever choice you're more confortable with, and when ready, click ***"OK"***.

What follows is a confirmation screen. Check your choices, and if you're sure about them, click ***"OK"***.

The game will warn you if you still have hours to spend, mostly because ***the day will not be able to advance until all players have used up all their hours for the day, and have returned to their respective camp sites.***



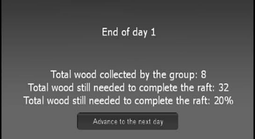


When you're finished, if you've spent all the hours for that day, this screen will show.

It's a warning for you to go back to the camp, so the raft can be built and the day may advance.

You will only be able to click on your camp site. Upon arrival, another box will show where you can track how many players have yet to finish the day.

Once that number reaches zero, the following pop-up window will appear.

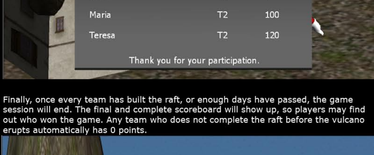


Here, you can check on your progress with the raft, as well as confirm how many days have passed and how much wood the team, in total, has collected.

Once you're ready, click ***"Advance to the next day"*** and the game will do just that.

Your hours will reset, and you will be free to spend them on gathering more resources.

Once you complete your raft, you will flee the island. A scoreboard will appear, along with another window that will help you keep track of how many teams have yet to finish the raft. Note that the only final scores are the ones pertaining to teams who have already completed their raft. You can see an example of this screen below.



Score Table

Player Name	Team	Score
Antonio	T1	0
Pedro	T1	0
Maria	T2	100
Teresa	T2	120

Thank you for your participation.

Finally, once every team has built the raft, or enough days have passed, the game session will end. The final and complete scoreboard will show up, so players may find out who won the game. Any team who does not complete the raft before the vulcano erupts automatically has 0 points.

Score Table

Player Name	Team	Score
Antonio	T1	44
Pedro	T1	60
Maria	T2	100
Teresa	T2	120

Thank you for your participation.

That's it!
We hope you have an enjoyable experience.