

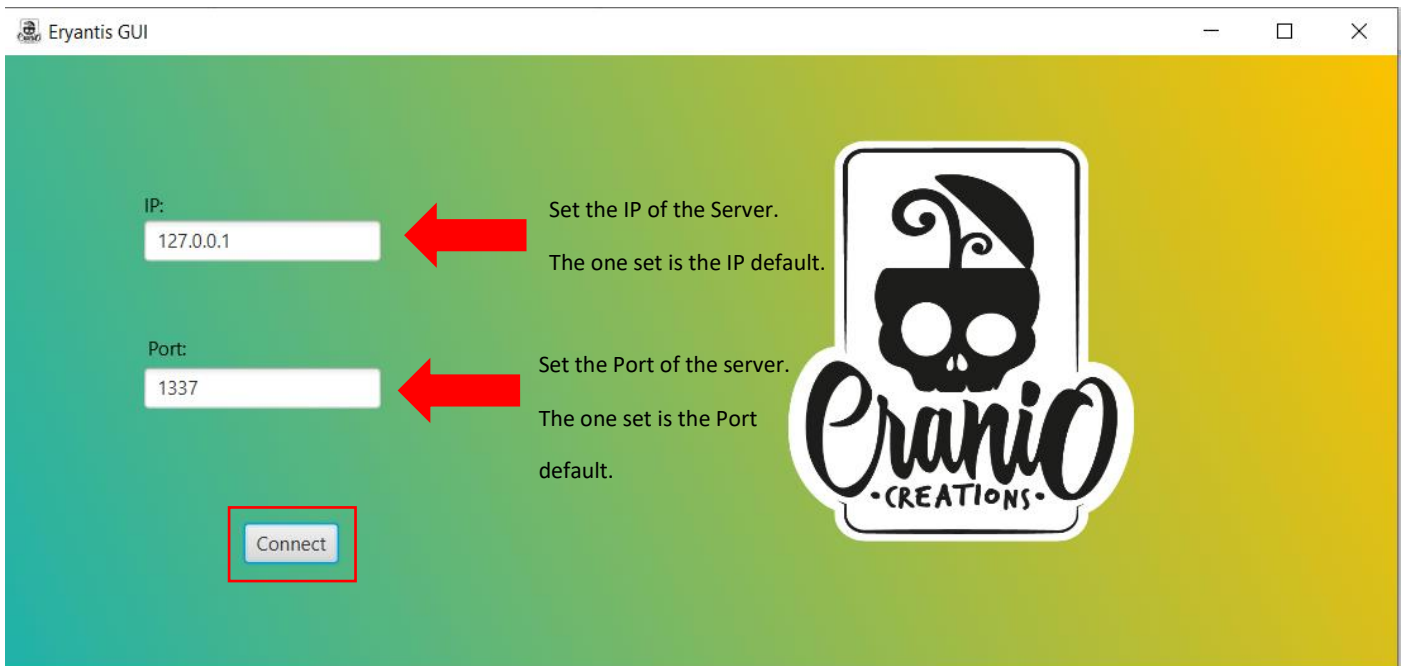
HOW TO PLAY TO ERIANTYS WITH THE GUI

1) Mode to launch server and GUI from the command line:

Write in the command line of the terminal:

- Launch server: `java -jar 'jar path' -server` (optional `-p`: select the port);
- Launch gui: `java -jar 'jar path'`;

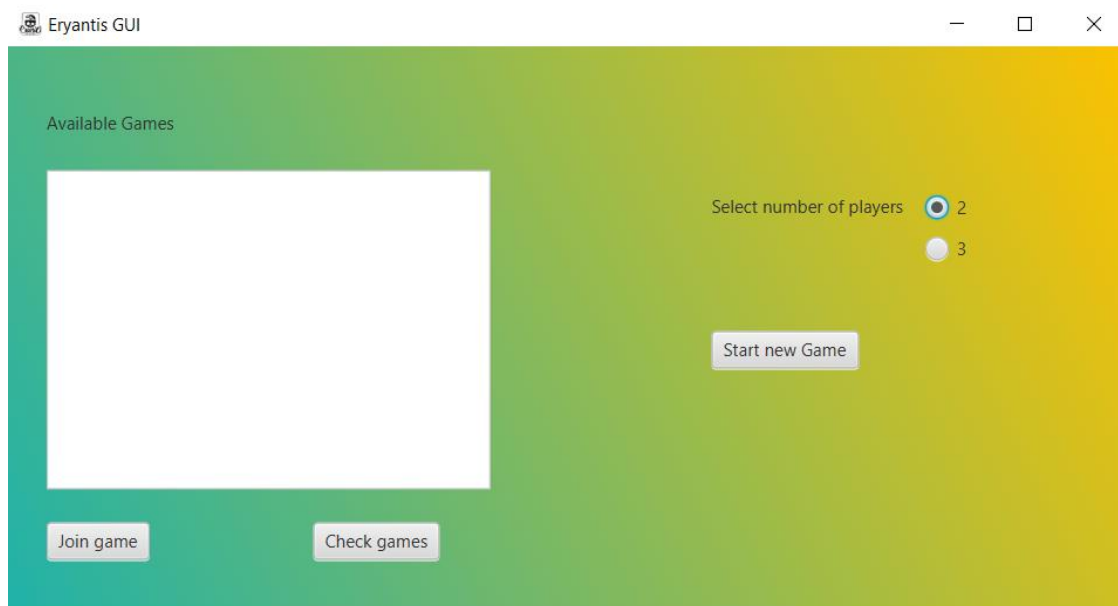
The application will open like this, where you can set the IP and the port of the server of the game.



Then you will just click on the button "Connect".

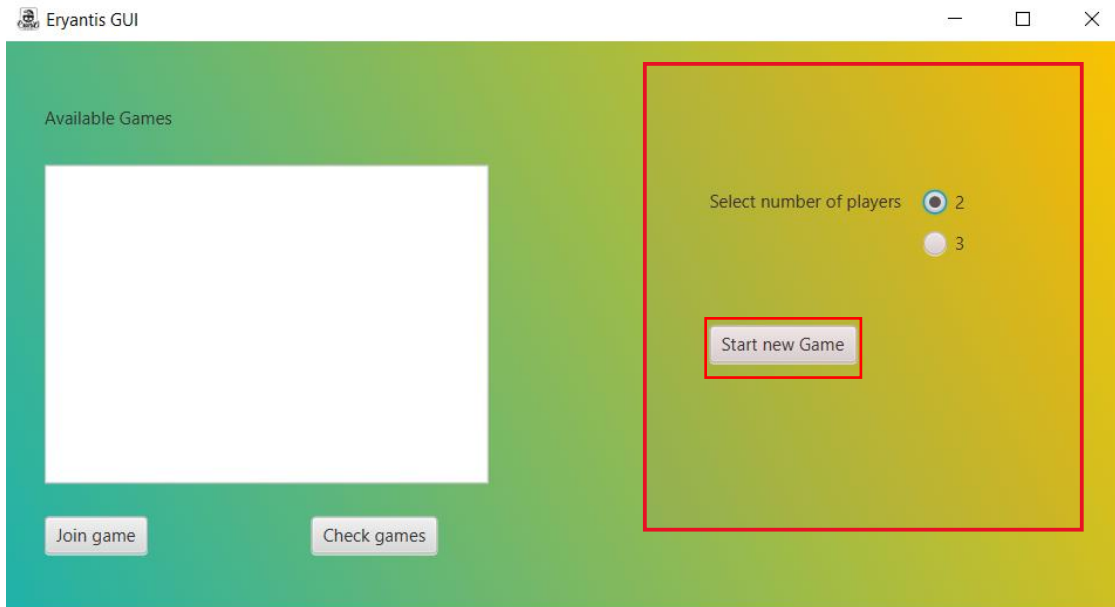
2) Start a new game or join one!

After clicking the button "connect", this will bring you to the lobby of the game



Now, you can do two things:

- Start a new game by selecting first the number of players:



- Check if there are already games on going and join them:
 - Just click the button “Check games” and the table of the “Available Games” will update and you can see the games that are started.

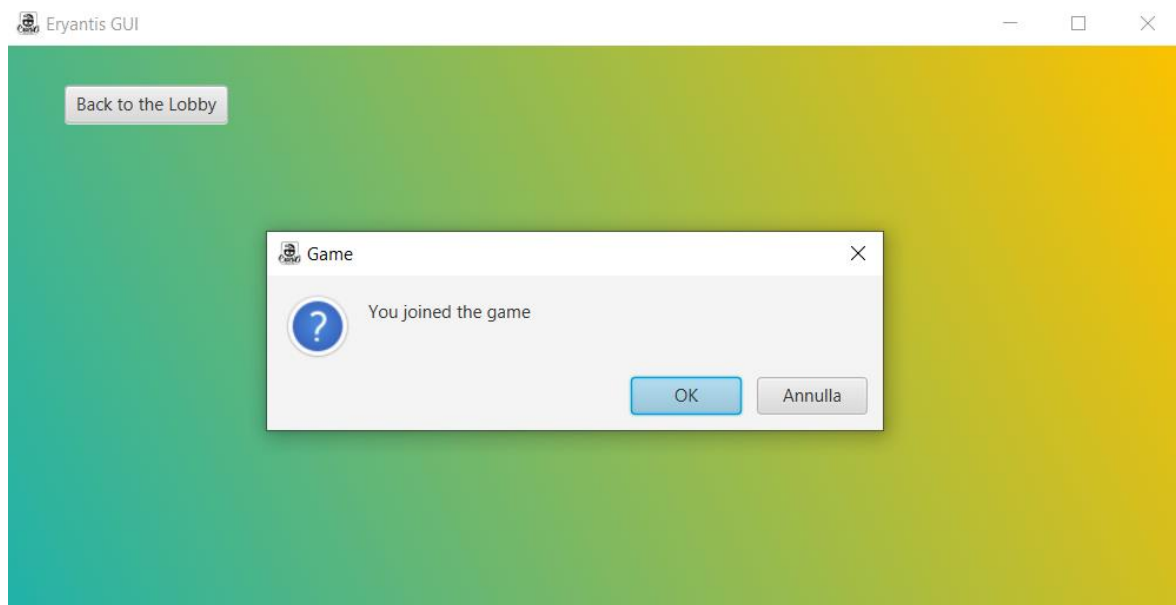


Then after seeing the games that are available just click on the line of the game selected and then click the button “Join game”.

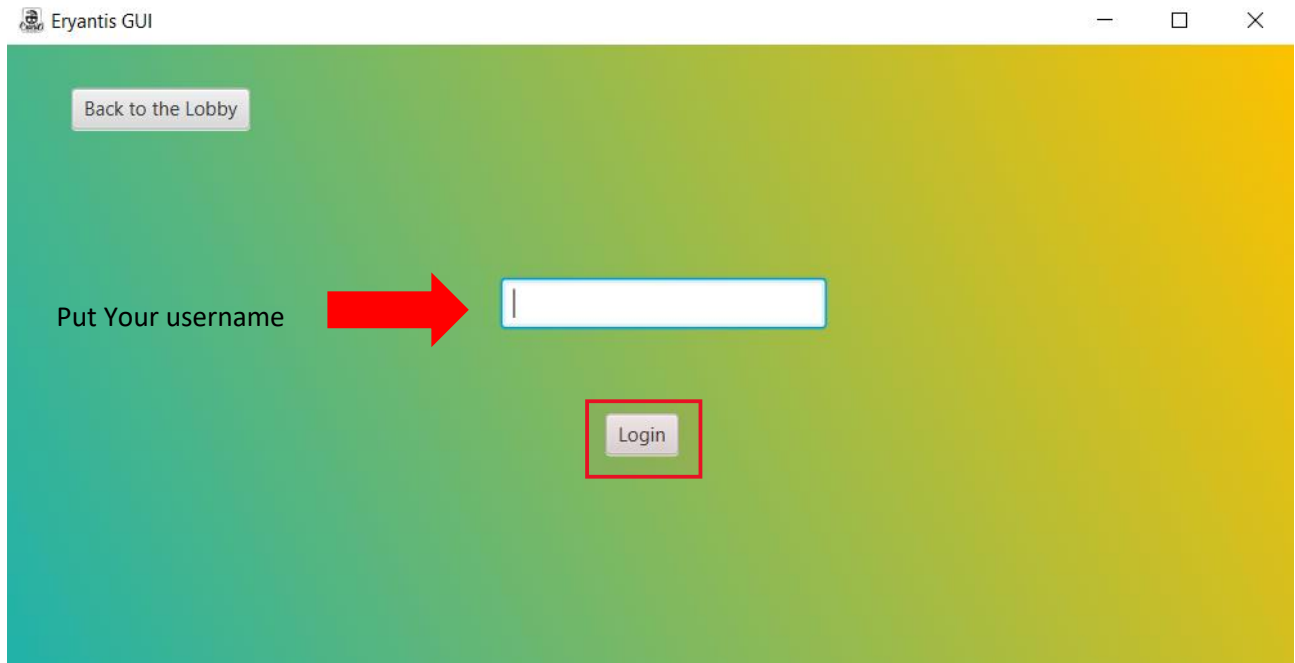


3) Choose a username and login to the game.

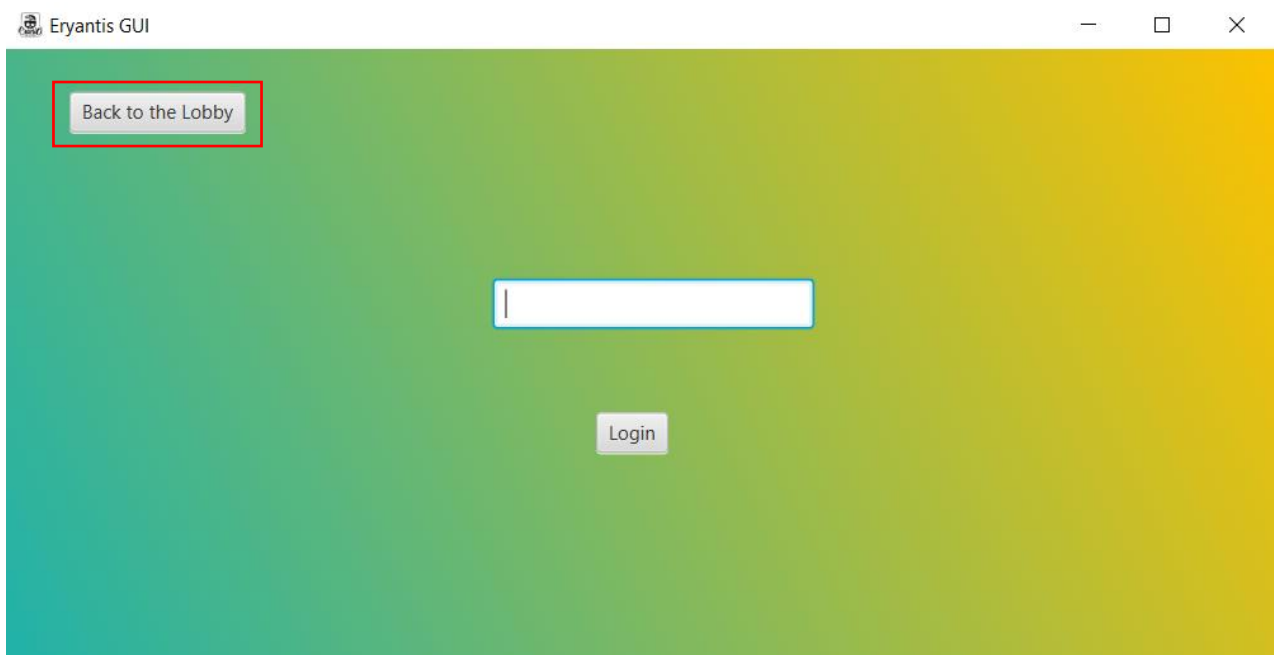
After starting a new game or joining one, you’ll receive a notification that says “You joined the game”. Just click the button “ok” or “Annulla” or the X .



Then you'll see a space where you can put your username during the game and then just click the button "login".

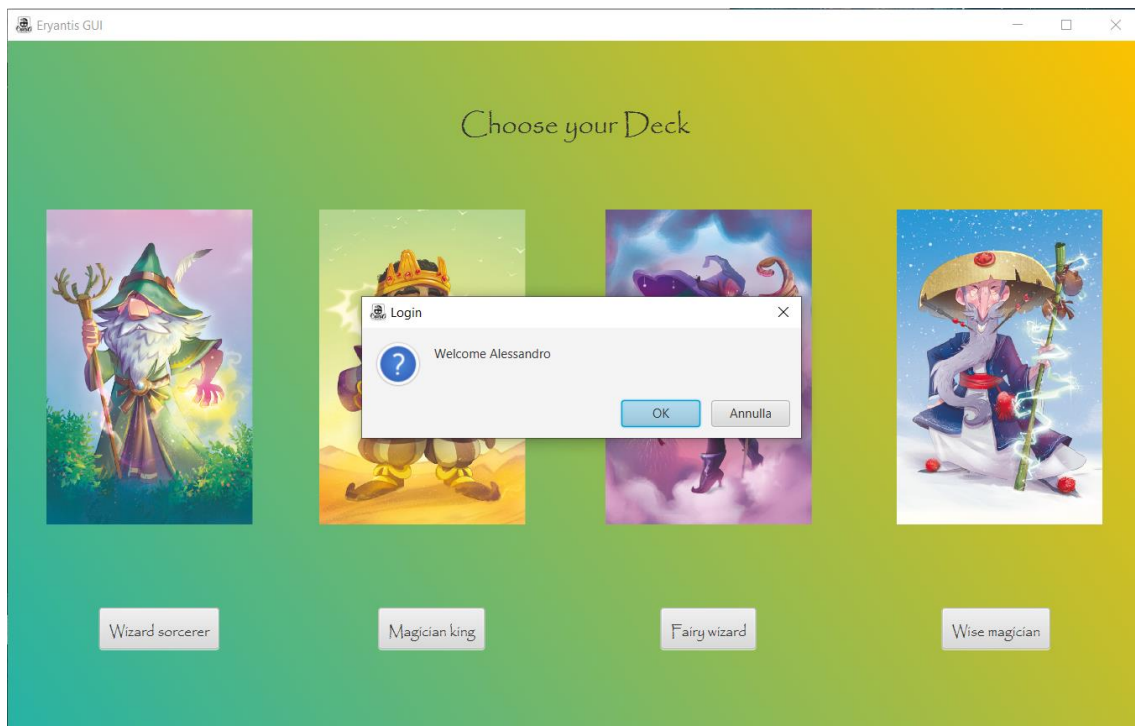


In case you want to go back to the lobby just click to the button "Back to the Lobby" and you will be brought to the page before (Point 2).

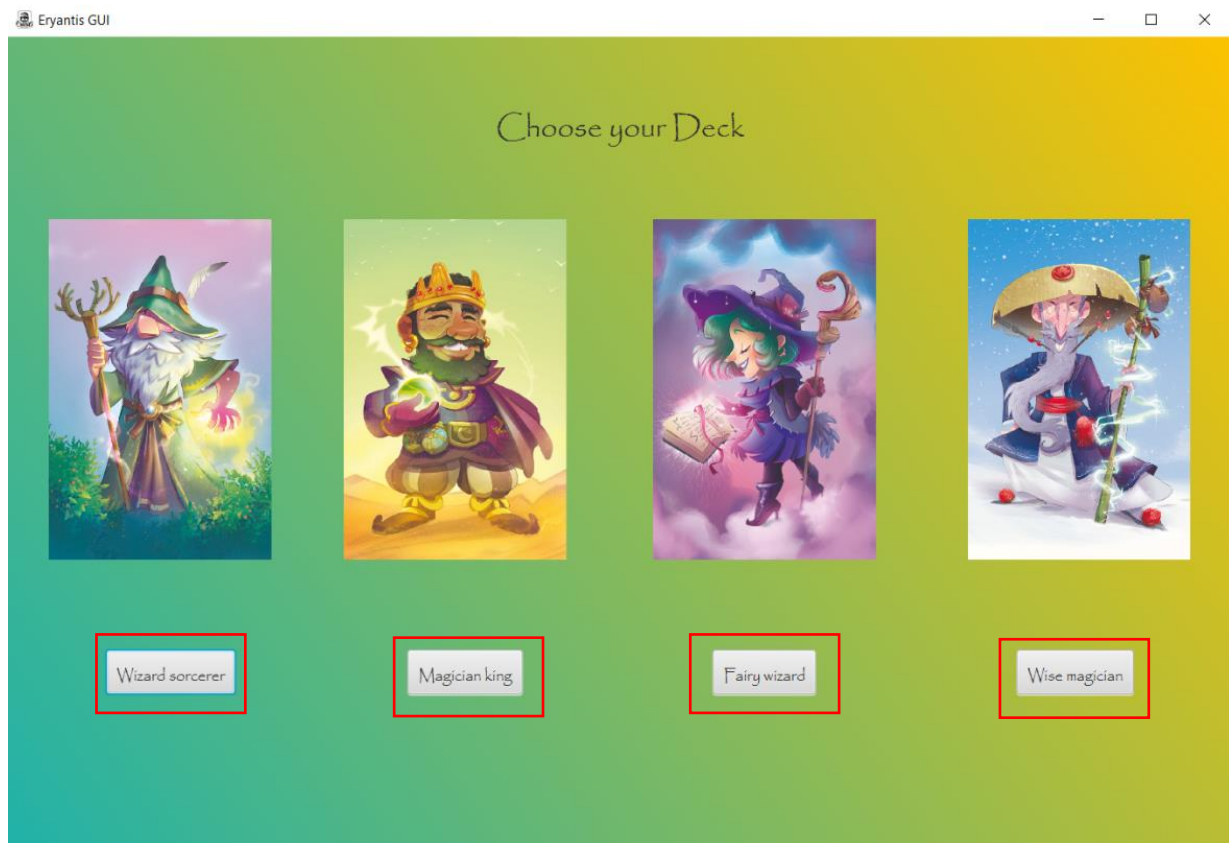


4) Choose your Deck

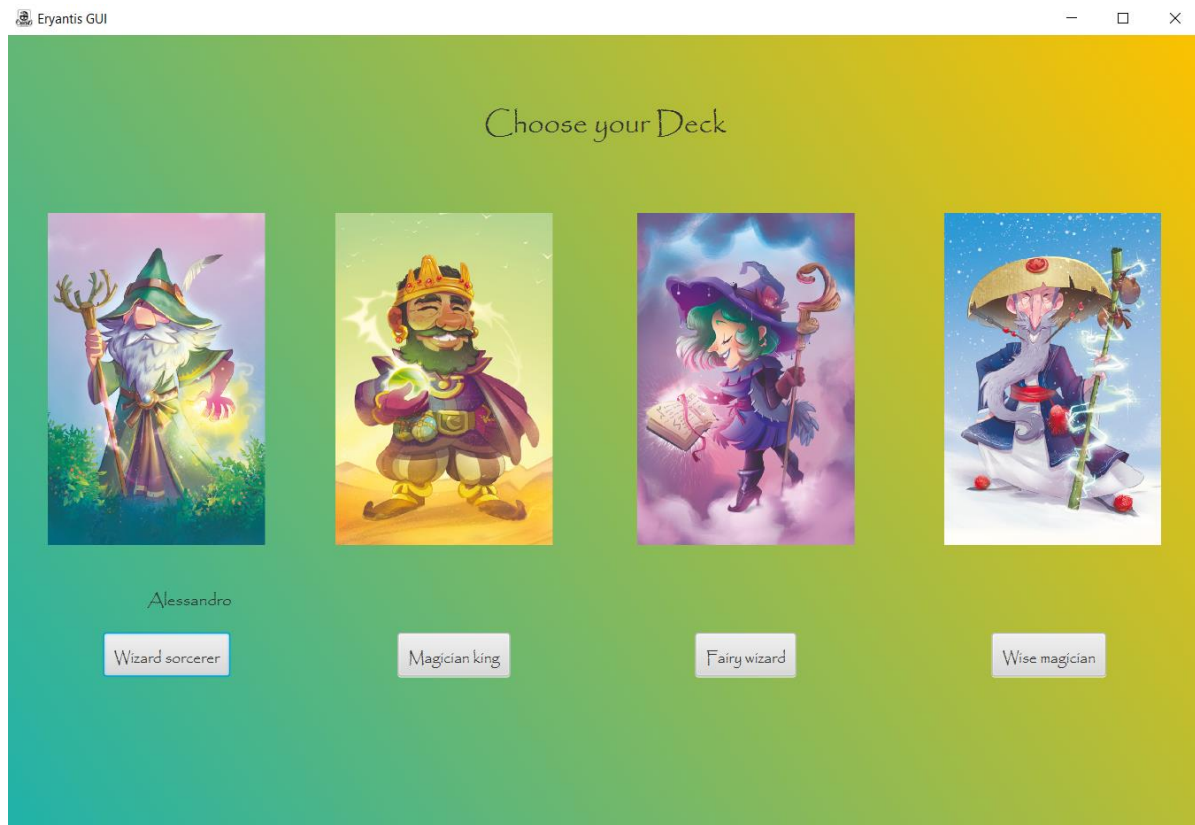
After the login, you'll be welcomed by a notification. Just click the button "ok" or "Annulla" or the X .



Then you have just to choose which deck you want to play with. To choose it just click the button under the one you chose.



If there is another player that logged-in and chose a deck before you, it will appear its username under the deck chosen.



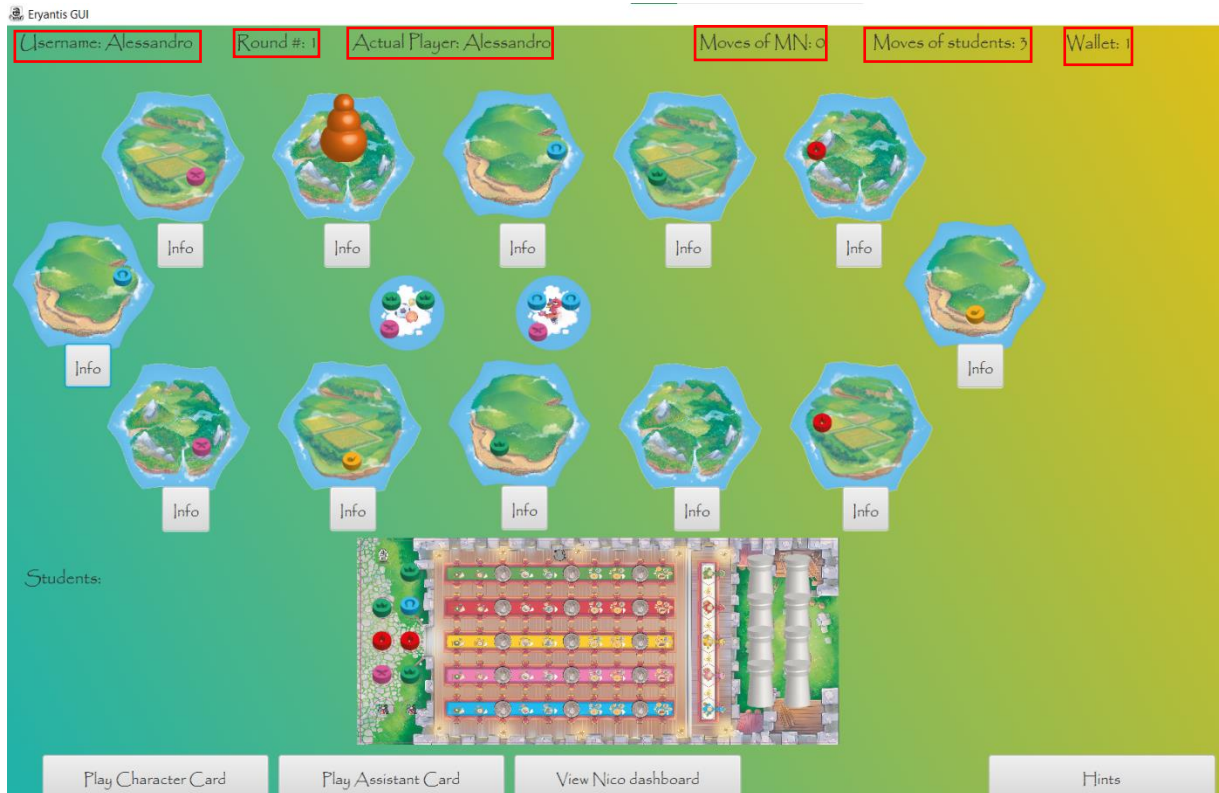
After choosing the deck, you'll wait until every player has chosen its deck.

5) You can now see the set-up of the game.

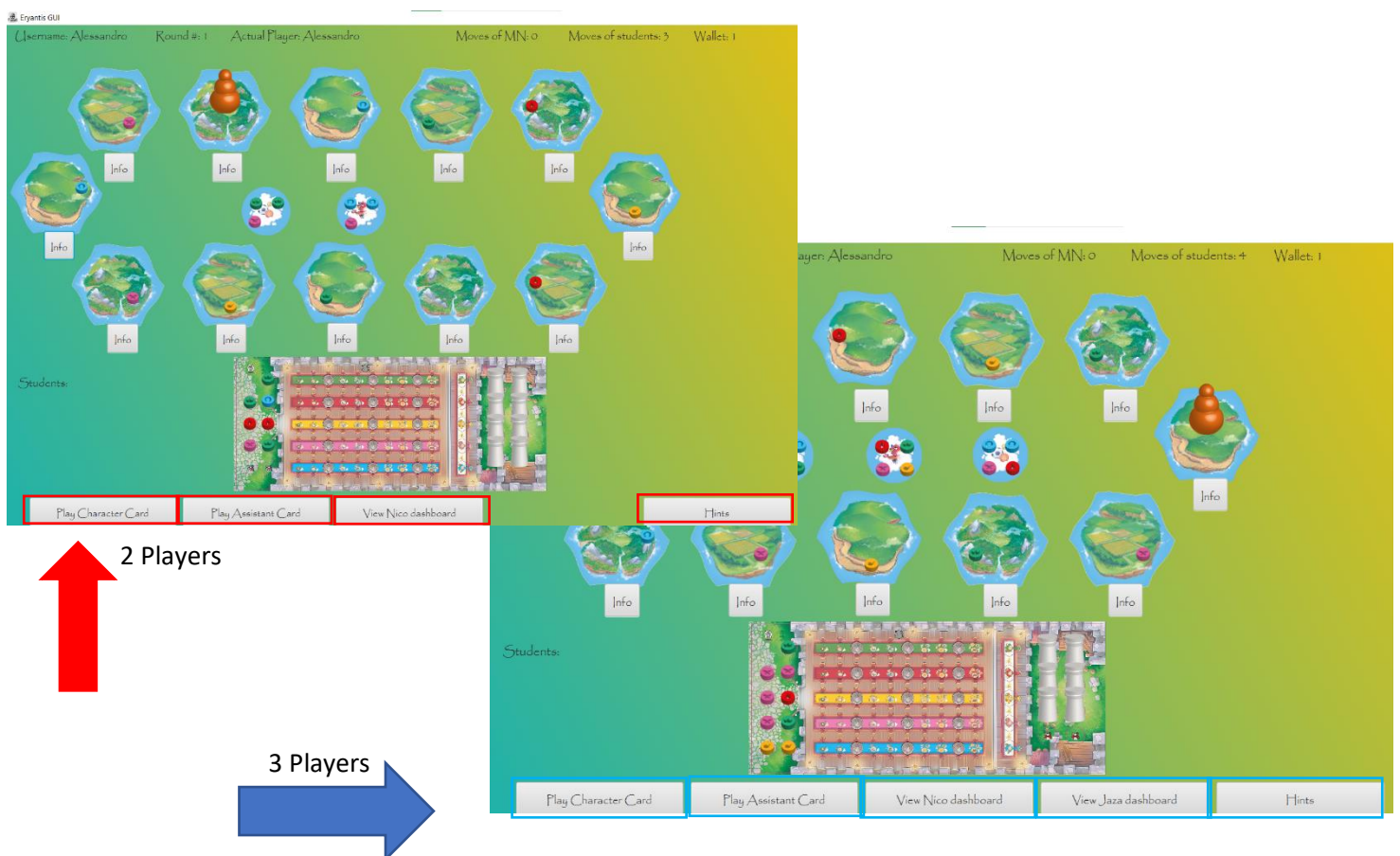


At the top of the screen we have all the information of the game :

- Your username;
- The number of the game's round;
- Who is the actual Player;
- How many moves you have for Mother Nature;
- How many students you can move from the hall;
- How many coins you have on your wallet;



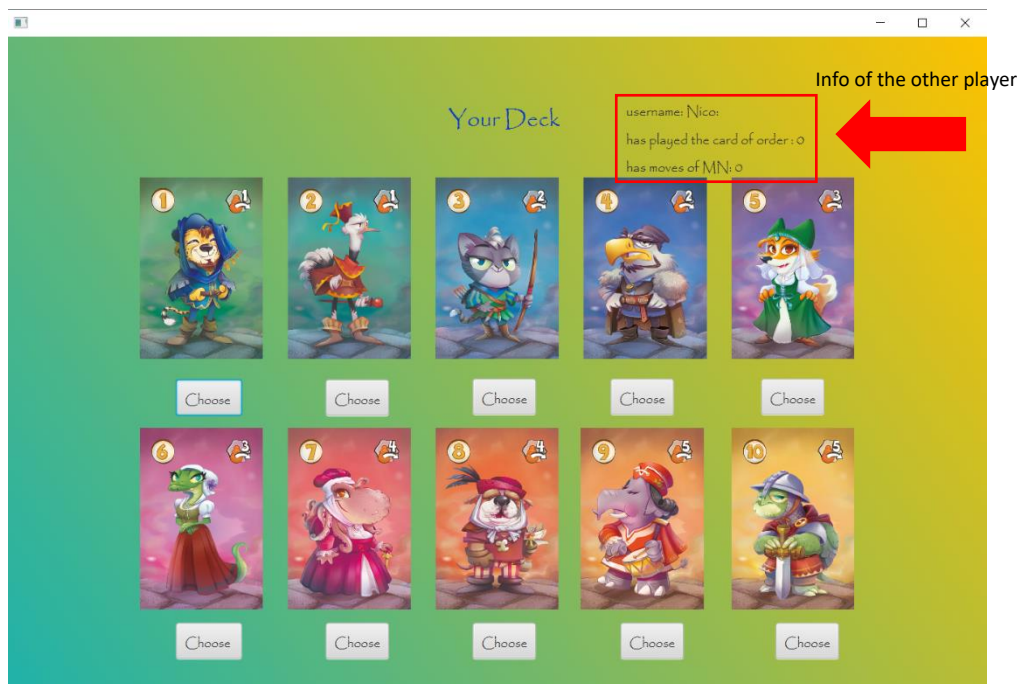
At the bottom of the screen we have 4 buttons (5 if there are 3 players):



1. “Play character Card” shows you the 3 Character Cards in the game that you can play;



2. “Play Assistant Card” shows you the Assistant cards that you can play;



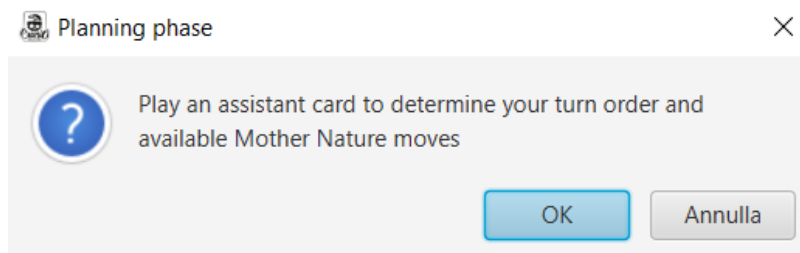
To play an Assistant Card you just have to click to the corresponding button of the card that you chose.
Remember: you can't play a card that has been choose from another player in the same round (it may happened just when you can't choose any other card) and if the “moves of MN” of the other player(s) is 0, it means that they haven't played yet the Assistant card.

3. “View ... dashboard” can show you the Dashboard of the other player with that username;

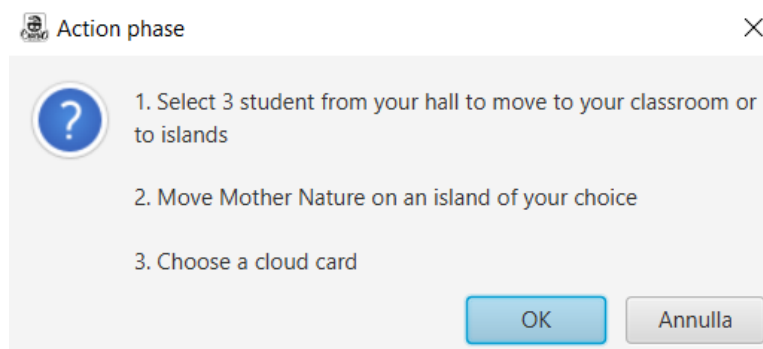


4. “Hints” shows you what are the things you can do:

- In case you are in the Planning Phase :



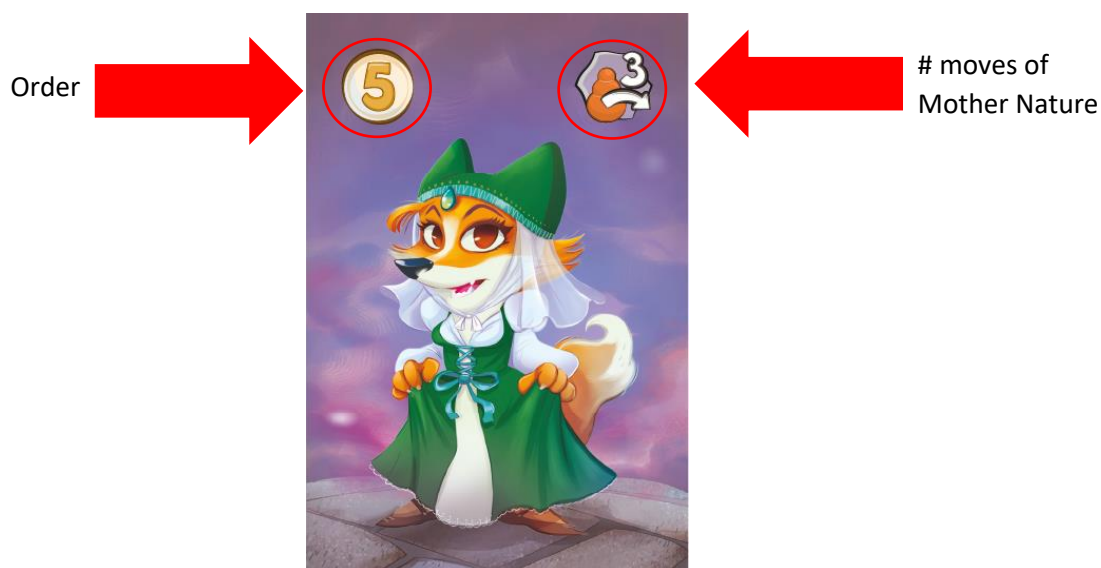
- In case you are in the Action Phase:



6) Planning Phase

Every player has to choose one assistant card and in based of the cards chosen by the players we have the order of the players during the action phase.

Remember : the Assistant Card that you choose, gives you also how many moves Mother Nature can do.



7) Action Phase: move the students from the hall

During the action phase you can move 3 students (4 students in case there are 3 players) from the hall of the dashboard.

Click on the student you want to move:



If you want to move it to the classroom just click on this area:



Remember: you receive one coin every time you put a student on the 3rd, 6th and 9th position of every line of the classroom.

Or if you want to move it to an island, just click on the island where you want it to go:
(example)



Remember: every island has a button, if you click on it will appear the info of that island at the bottom of the screen.



NOTE: During the game remember that the islands can connect if they are next to each other, the “Dimension” of the island is the number of the islands connected. The “Owner” is the one who has the most influence on that island. The “Students” tells you which are the students and how many they are present on that island. The “Tower” indicates how many tower there are on that island.

8) Action Phase: Move Mother Nature!

After moving the students, the “Move of students” is 0. Now you have to move Mother Nature.



To move it you just have to click on it and then click to the island you want it to move it.

Remember: you can move Mother Nature just one time and for a certain number of moves that was decided by the assistant card that you played.

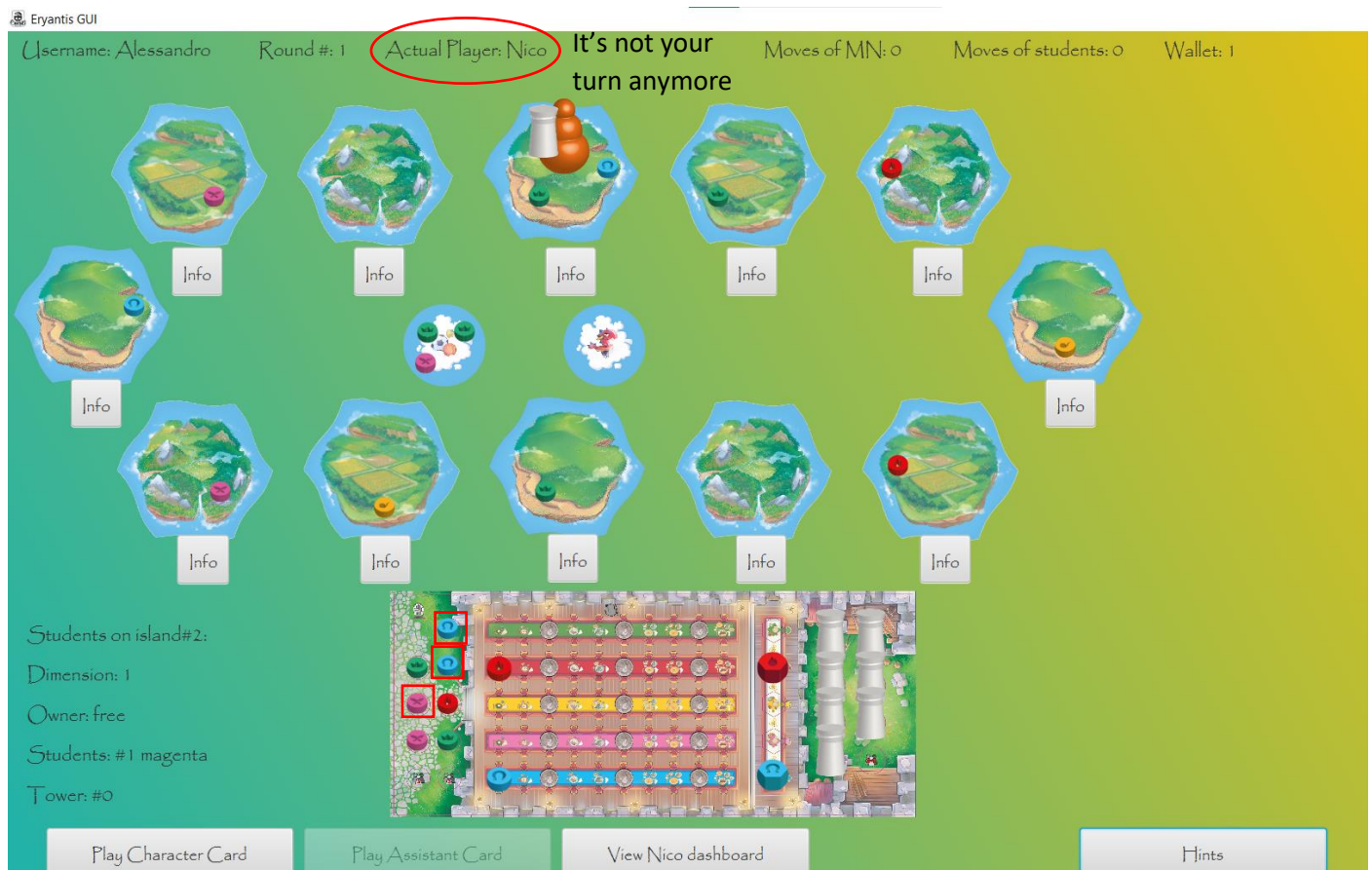


9) Action Phase: Choose a Cloud Card

Now you can choose one of the Cloud Cards by clicking on it.



The students that were on the Cloud Card you chose will appear on your hall and you'll finish your turn.



And now you have to wait that the other player(s) have finished its own turn.

The game goes on from coming back to the point 6 to the point 9 of this guide and finishes when one dashboard doesn't have any tower (the dashboard's owner is the winner), there are 3 groups of islands or you have finished the Assistant Cards(the winner in the last 2 case is the one that has less towers).

Have fun!