# Summary

This document outlines the rules of travel system.

# Goal

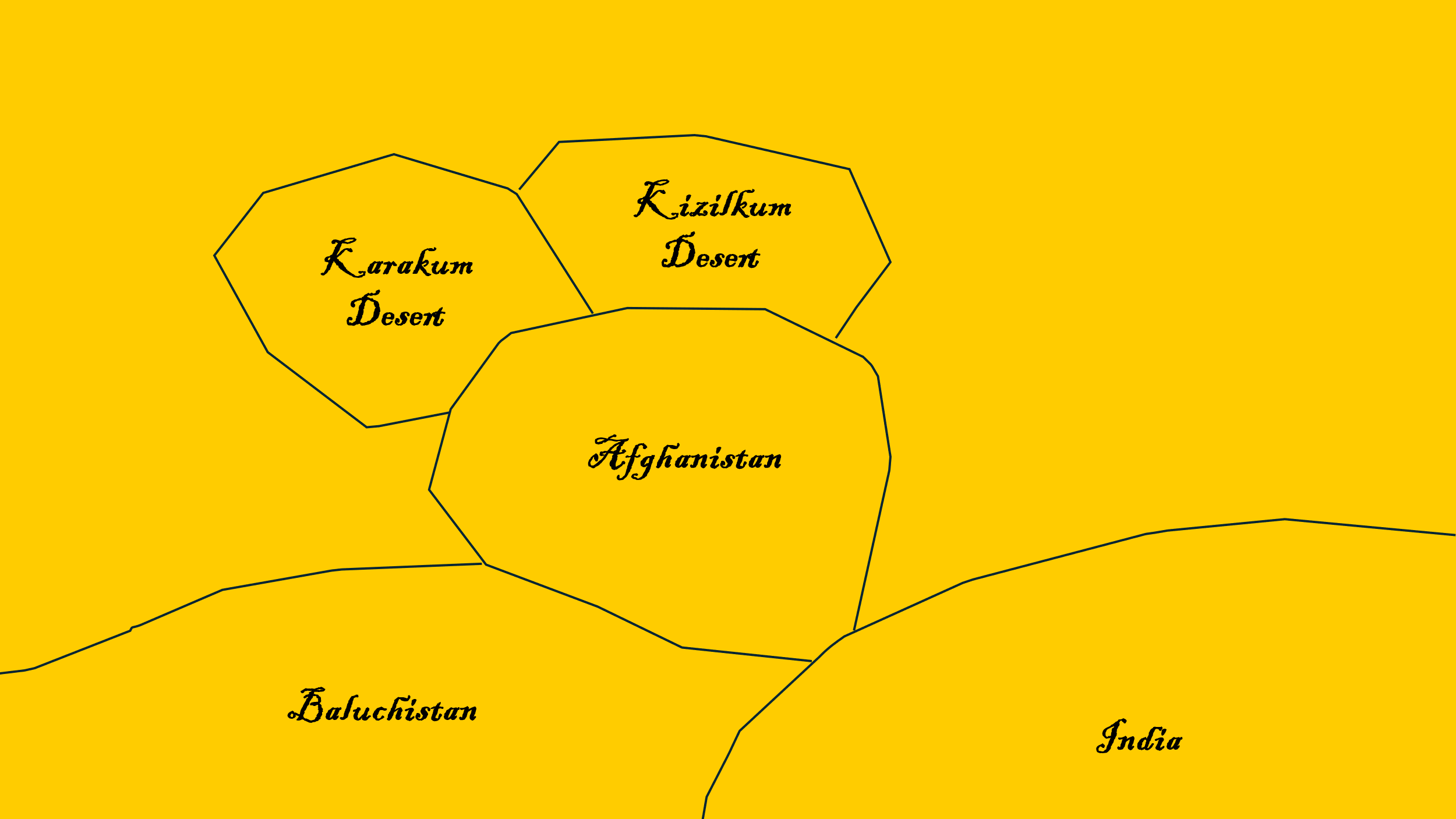
The travel system is to provide a linear travelling experience to the player.

This means once the player moves on to a different area, he cannot go back.

The player will use two maps for travelling, Country Map and City Map.

### Rules

**Country Map :** shows the countries that player can travel to.



* Player can open Country Map when reaches the last city of currently