User's Manual

How to make the game run?

1. Start the Prolog server.
2. Open the game in your browser with the help of Mongoose.
3. Set up the options in the GUI according to your preferences.
4. Play! :D

What are the rules?

The pieces

In this game, you have two type of pieces: **Units** and **Nodes**. Each player has 8 Units and 1 Node.

Moving the pieces

Every piece can only move one space up/down/left/right*. However, Units have another restriction: they must be in a communication line to make a move.

*There is an advanced move called *Jump* that does not follow this rule, and can only be performed by Units. It occurs when a Unit jumps over an adjacent Unit (this cannot happen with a Node). It is only possible when the transmitting node, the unit's starting space and the enemy unit it is jumping all form a straight line.

Communication Lines

When a Node occupies a space, it transmits a signal through the 8 lines connected to that space (2 horizontal, 2 vertical, 4 diagonal), which will act as communication lines. The signal stops at an end of the board, or when it encounters a piece with a different color than the transmitting node.

Game flow

This game is played in turns. You can move as much units as you want during your turn. When your Node is moved, your turn is over.

Game Over

The game is over when a player is not be able to move his Node, which means he loses. A player can also lose if he does not move the Node before the timer is over.

How to customize and play?

Gui

Game options:

- **Mode**: choose how many players/AIs will play.
- **Difficulty**: choose the AI difficulty (if AI is playing).
- **StartGame**: button to start the game.
- **ExitGame**: button to exit the game.
- **TurnTime**: choose the maximum time for each turn.
- **player1**: choose color to be applied to *player1*'s pieces.
- **player2**: choose color to be applied to *player2*'s pieces.

Undo Options:

- **Undo**: goes back one move
- **ResetMoves**: goes back all moves until the beginning of the game

Lights

Menu with several lights to turn ON or OFF.

Scenario

- **Scene**: chooses one of two surrounding scenes.
- **LoadScenario**: loads the scene chosen in the previous item.
- **ChangeView**: changes the view from the scene.

Game Movies

Menu with the movies from past games.

Controls for the game

To move a piece, you must first select it with a left-click of the mouse. Then, you can select one of the highlighted destinations as a destination by left-clicking it.