

Clicksheet (Of How To Play The Game):



Click here to adjust options regarding the game. The function should act immediately, but if nothing is occurring, please wait one moment and then click the button one more time.



Slide this to vary the volume of the audio that is being outputted. This may be a wise decision since the music is quite vibrant and loud at times.



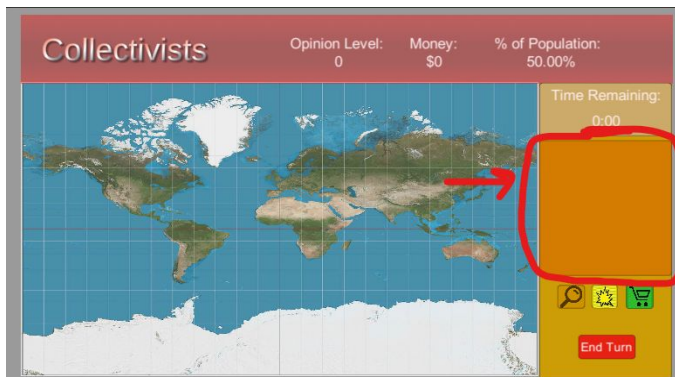
Click this button to exit the options menu. This will take you straight back to the main menu.



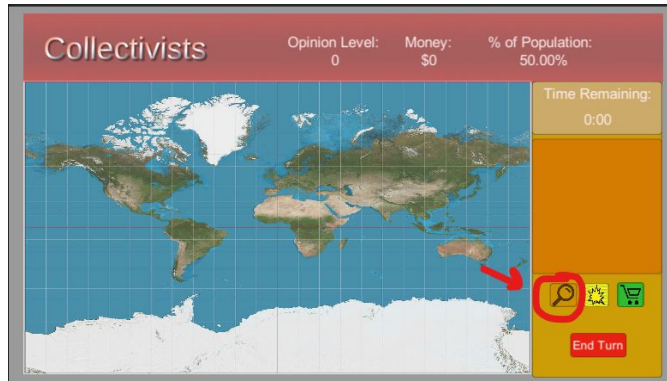
Click here to quit the game. If nothing occurs, please note that this is designed for a specific console and works on some computers rather than others.



Click here to start the game. Play should begin immediately, but if it does not, please click one more time after waiting for a moment.



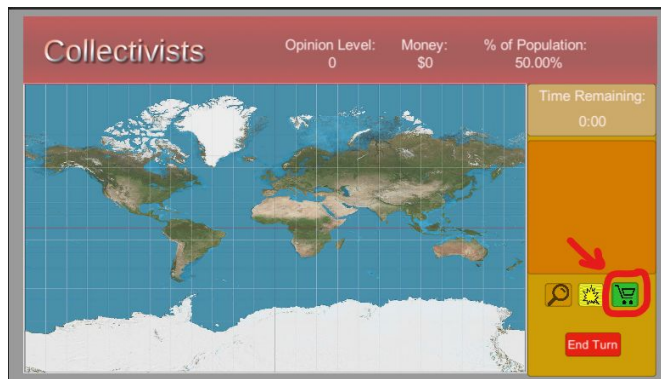
Look here to gather information about current events and other notifications. It is referred to as the "notification panel".



Click here (once) to gather information regarding each tile. Once this button is selected, a new menu will appear, and (depending on which tile your mouse is hovering over), it will pull up the information regarding that tile. Note that this feature was designed for a specific screen size/ type, so it may not work properly on all screens.



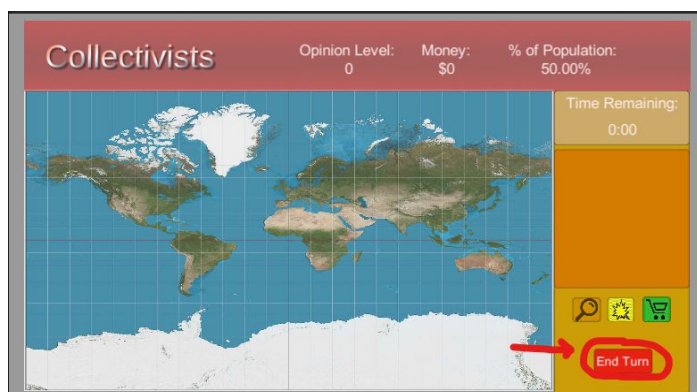
Click here to activate the “move troops” function. This allows the player to move any troops from a designated tile (that already has troops) to another designated tile. To perform this action, click the icon mentioned above and then click on the tile that contains the troops (that you had purchased prior to this event). After clicking once on that tile, click on the tile that you would like to move the troops to. Note- the tile that you are moving the troops to **must** be of the opposing ideology and **must also** be bordering the tile that currently has the troops. If these terms are not met, a notification will arise in the notification window and allow you to select a new position. Also note that you may have to perform this action twice (clicking the attack icon, then clicking the two tiles) since the button does not always react right away.



Click here to buy items for your tiles. These are designated into two types (as discussed in the rules). There are items that you can buy for **regions you control** and items that you can buy for **regions you do not control**. Depending on the player, different items will be allowed to select for each of the tiles, and these can easily be selected by clicking the specific icon that you want to allocate for **your tiles**. Note- if you do not have enough money to afford the type of item that you specified, you will be notified via the notification panel and may select again (by going back into the menu). Also note that to add a specific item to a tile, you must click that tile after clicking the item that you want to place on that tile, and it will be allocated to that tile as long as you are not violating any of the aforementioned rules.



Click here to exit buying items in the menu. This function should act immediately.



Click here to end your turn. This is used if you are finished with your turn before the timer ends, and want to move on to the next player. This function should act immediately.