

# Manual testing of ENUK game

URL <https://ruszkipista.github.io/cims02-enuk/>

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# Rules Page

## Text and image content

icon and title on page tab -> OK



Navbar logo and animated Play button -> OK



Title and lead text -> OK

**RULES OF THE GAME**  
There's a lot to discover on the ice flats of Greenland...  
Peek, the little Polar bear is really excited. He's been looking forward to spending around with his brothers for a long time. Up until now he's only heard stories about all the polar bears and seals, but now he will get to see the animals for himself. He's also going to be allowed to help build a new igloo, and that's what he's looking forward to the most.  
The players will have to try to collect as many animal tiles as possible. The one who has the most tiles at the end is the winner!  
[Game Materials](#)

Game materials with input fields -> OK

## Game Materials

Click to switch off sound effects:

Choose your color



There are 4 types of animal tiles: reindeer (both an evader), polar bear, seal, salmon and herring. The number of evader tiles are determined by the length of the day, the others equal with the number of animal tiles.



Set the number of animal tiles [2-14]



The game board has an island of angles:



Every animal (except the reindeer) leaves one other animal. The herring tiles leave the salmon, the salmon tiles leave the seal. The seal tiles leave the polar bear, the polar bear tiles leave a reindeer turn up with a Polaris.



Click to switch off test mode:

Set the number of opponents [0-3]



Set the number of animal tiles [2-14]



click well for build these 9 tiles:



Each player starts out with 6 meeples under their empty stack. In the example below the human player chose the blue color while the computer used white and orange.



## First Phase -> OK

### Game Sequence

The game runs in two phases:

First Phase: Collecting tiles and building the igloo.

Second Phase: Declaring and collecting tiles.

### First Phase

The game starts with the table covered with all the shuffled tiles facing down:



But Blue player finds another tile - it is a polar bear! If Blue ends their move now they can collect both of those tiles:



Now a salmon turns up!



Player Blue has to turn back the 2 herring tiles,

It is Blue player's turn now. They have won a tile - herring! If Blue ends their move now they can collect it:



However, Blue decides to turn over another tile. Another herring! There is no threat between the herring and the polar bear, so we can flip. Therefore it's still the Blue player's turn:



The herring leaves the salmon as they meet:



and the remaining 2 face up tiles are collected and placed on their stack:



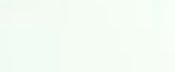
In their next move, they remember the positions of the 2 herring tiles, and, as the herring doesn't leave the seal, they can't turn over a polar bear:



This signals the end of Blue's turn. Now it's Orange's turn. Orange finds a tile - it is a seal.



Orange then decides that 3 tiles are enough and ends their move by collecting the 3 face up tiles and adding them to their stack:



### The rules during First Phase

Turn over any tile you like when it's your move:

When a reindeer is turned over the sun goes across our position to the right. This represents the passing of time. If the sun reaches its last position the First Phase ends.



You can keep turning over tiles until:

You decide you no longer want to turn over more tiles. You can end your move by clicking on the "collect tiles" icon. (You can end your move whenever you like, even if several tiles have already been turned over.)



Or you have an igloo tile:

If you have won an igloo tile, it is removed from the table and placed on the corresponding igloo square on the board, marked with one of your meeples on top of it. If you don't have any more meeples left, the igloo tile remains unmarked. You have then failed to build the igloo.

Note: meeples/igloo tiles are important during the Second Phase.



Off the animals flee:

If animals flee your move ends and the fleeing animals are turned face down:



When your turn has ended, all of the tiles that remain lying face up are collected and put onto your stack in a pile:

It is now the next player's turn...

The First Phase ends when the sun piece is moved onto the last field on the board.

## Finishing Phase -> OK

### Finishing Phase

Blue's last flip turned up a minkie, this round the sun sets the last position.



Blue collects all face-up tiles from the table and it's Orange's turn. There are the remaining tiles on the table.



Orange has one minkie on the igloo. This gives them the right to flip and collect tiles until they can predict what they'll turn over.



Orange removes the position of a polar bear from water. They declare that their next flip is going to be a polar bear by clicking on the polar bear icon.



Next, they select a tile that they think contains the polar bear and the tile is flipped over. It really is a polar bear, so the tile is removed to Orange's stack.



Since they got it right, Orange can continue on guessing. Now Orange wants to have more a seal.



Unluckily, Orange turns over a herring tile and then moves on. The tile remains face up on the table.



The mouse then goes to Blue. Blue has minkies on the igloo so they remove one along with the tile it was on.



Blue wants to have some a salmon.



But it's a herring, so the tile remains on the table and the mouse goes back to Orange.



But Orange does not have any minkies left on the igloo, so the mouse goes back to Blue ...

### The rules during Finishing Phase

When a player has turned over a minkie and the sun goes into its last position, the mouse goes to the next player. If this player has a minkie on the board, it can now remove one minkie tile off its stack. The minkie used for marking the tile remains in the player.

It's important to remember which is around which tile you are going to have over and flip over tile. If you declared correctly, you collect that tile into your stack. If you were wrong, the tile remains face up on the table and can not be collected anymore.

If you name the tile correctly, the mouse remains with you until you win. Then it is the next player's move. If the next player does not have a minkie on the board, then the mouse goes to the next player until another player can move anymore OR no tile remains.

The sequence of play is not interrupted, even if one player has several minkies on the igloo.

## End Of the Game with Copyright -> OK

### End of the Game

The game ends when there are no more minkies on the board or all tiles have been turned over.

Did you manage to collect the most tiles? If you did, you've won the game.



A game by Stefan Danza Illustration: spieglein und Maedchen Rennfeld for 2-4 players, aged 4 and over.  
© Copyright 2008 Queen Games, D-847 Trossingen Germany

## Test Mode Switch

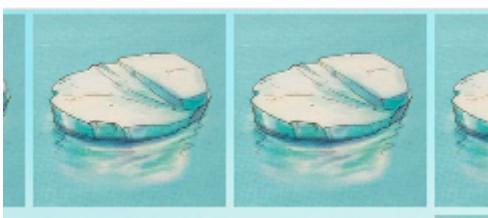
Test mode switch is OFF

Text over the switch offers ON status on clicking on the switch -> OK

Click to switch **On** test mode:



click on Play button -> none of the tiles has title on them -> OK



hard refresh page -> Test mode switch is still OFF, text above is still offering ON upon switching  
click on the Test mode switch -> switch indicates ON status, text above offers OFF mode if clicked on it -> OK

Click to switch Off test mode:



click on Play button -> every tile has its title -> OK



flip some tiles -> each turns up the face what its title promised -> OK

tile type distribution, judged by their title, seems random -> OK

hard refresh -> Test mode switch is still ON, text above still offers OFF mode if clicked on.

From now on the Test Mode Switch is left in ON state, so the testing can be planned instead of randomly clicking.

## Sound Effects Switch:

OFF status -> click on Play button -> flip one tile - no sound -> OK

Click to switch On sound effects:



hard refresh page -> Sound Effects Switch is still OFF -> OK

click on the Sound Effects Switch -> switch indicates ON status, text above offers OFF mode if clicked on it -> OK

Click to switch Off sound effects:



clicked on Play button -> went over the Game Page -> OK

flipped one herring tile -> heard tile flipping sound -> OK

flipped a reindeer -> heard flipping sound and tile collection sound -> OK

flipped an igloo tile -> heard flipping sound and then igloo tile collection sound (ice cube in glass) -> OK

flipped a reindeer and a polar bear -> heard flipping, tile collection sound and also heard polar bear grunt as fleeing -> OK

flipped a polar bear and a seal -> heard flipping and also heard seal's pip -> OK

flipped a seal and a salmon -> heard flipping and also salmon's gurgling sound -> OK

flipped a salmon and a herring -> heard flipping and also heard herring's "fart" sound as fleeing -> OK

flipped a salmon and clicked on the Collect icon -> heard flipping, clicking sound and tiles collection sound -> OK

flipped a polar bear and an igloo -> heard flipping, ice in the glass sound and and tiles collection sound-> OK

after many more flipping... reached the end of the game, heard fanfars -> OK

Hard refresh the page -> the Sound Switch is still ON, text above offers OFF mode if clicked on it -> OK

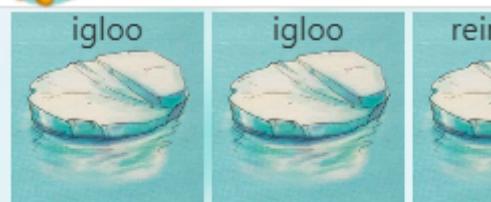
## Choosing color for human player

click on blue meeple -> background turns blue -> OK

## Choose your color



click on Play button -> background of game area also same blue, tile stack with 4 meeples are blue -> OK



hard refresh page -> blue meeple is still selected, background is still blue -> OK

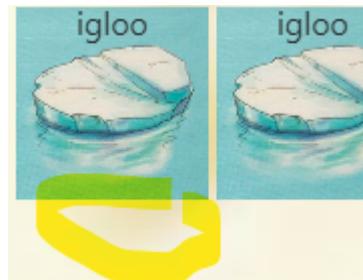
click on green meeple -> background turns blue -> OK

same exercise with green, orange, purple and red meeple -> all OK

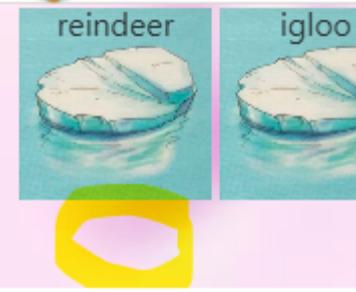
## Choose your color



## Choose your color



## Choose your color



## Choose your color



From now on I will conduct the testing with the chosen GREEN color.

## Setting number of machine agents as opponents

default is 0 opponents -> OK

### Set the number of opponents [0-3]



clicked on the Play button -> no opponents rendered on Board -> OK



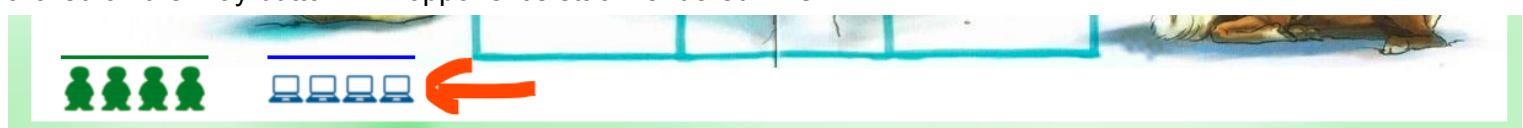
hard refresh -> still 0 opponents selected on Rules page

click on the first laptop (machine agent) icon -> clicked icon got activated -> OK

### Set the number of opponents [0-3]



clicked on the Play button -> 1 opponent's stack rendered -> OK



hard refresh -> still 1 opponent's icon active on the Rules page -> OK

clicked on the third laptop icon -> third icon got activated, first icon is still active -> OK

### Set the number of opponents [0-3]



click on Play button -> 2 opponent's tile stack got rendered -> OK



hard refresh -> still 2 laptop icon is active (although not first and third, but first and second) -> still OK

## Set the number of opponents [0-3]



clicked on the third laptop icon -> third laptop icon got active, first and second are still active -> OK

## Set the number of opponents [0-3]

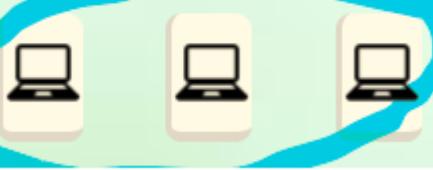


clicked on Play button -> 3 opponents' tile stack got rendered -> OK



hard refresh -> still 3 laptop icons are active -> OK

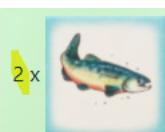
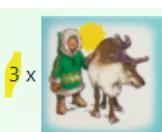
## Set the number of opponents [0-3]



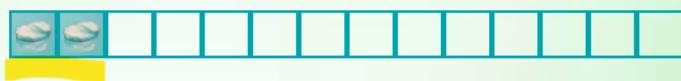
From now on, I will test with ZERO opponents, because the multiplayer mode with machine agent(s) is NOT developed yet.

## Set the number of animal tiles and length of day

default is 2 animal tiles per type and the sun has 3 positions which sets the number of reindeer tiles the same 3



### Set the number of animal tiles [2-14]



### Set the length of the day [3-9]



multipliers in front of the specimen tiles are 3 and 2s -> OK

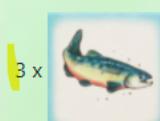
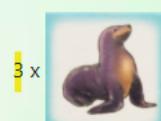
click on the Play button -> Game Page -> OK

there are 3 sun positions, 9 igloo tiles, 3 reindeer tiles, 2 tiles from polar bear, seal, salmon and herring -> OK



hard refresh -> the animal tiles slider still shows 2, length of day 3 -> OK

set animal tiles slider to 3, length of day to 4 -> multipliers in front of the specimen tiles are 4 and 3s -> OK



Set the number of animal tiles [2-14]

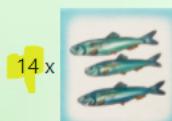
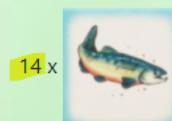
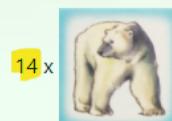
Set the length of the day [3-9]

click on Play button -> Game Page -> OK

there are 4 sun positions, 9 igloo tiles, 4 reindeer tiles, 3 tiles from polar bear, seal, salmon and herring -> OK



set animal tiles slider to 14, length of day to 9 -> multipliers in front of the specimen tiles are 9 and 14s -> OK



Set the number of animal tiles [2-14]

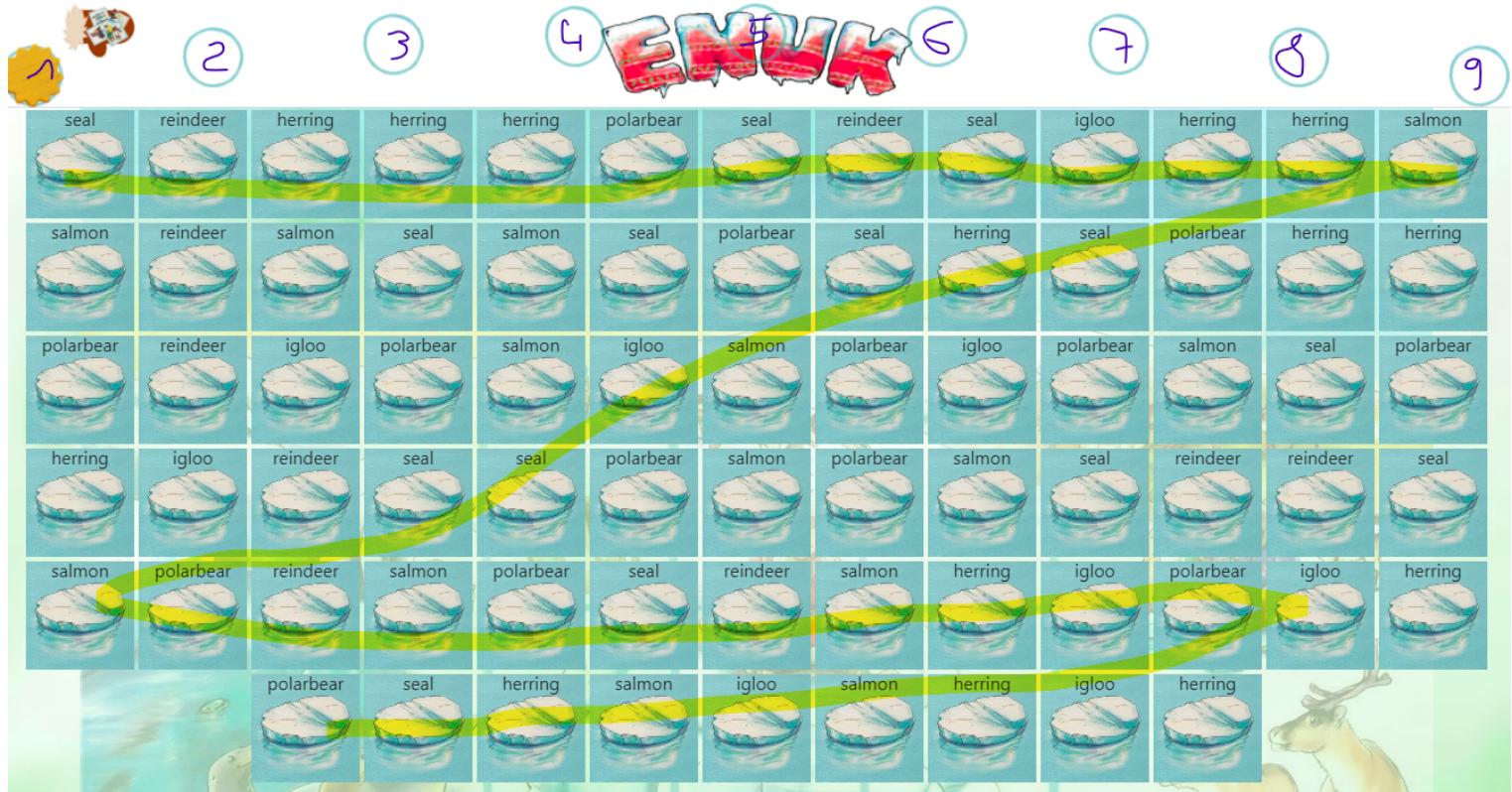


Set the length of the day [3-9]



click on Play button

there are 9 sun positions, 9 igloo tiles, 9 reindeer tiles, 14 tiles from polar bear, seal, salmon and herring -> OK



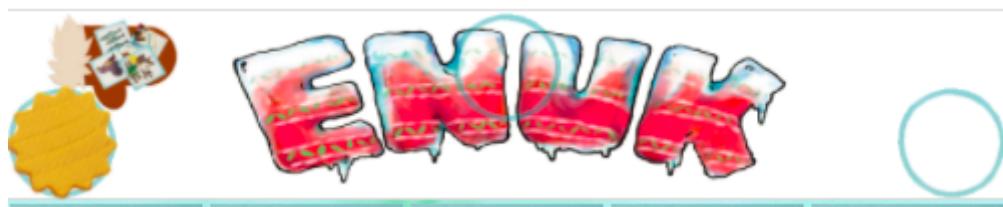
from now on I will conduct further testing with the MINIMUM NUMBER OF TILES:

9 igloo tiles, 3 reindeer tiles, 2 tiles from polar bear, seal, salmon and herring

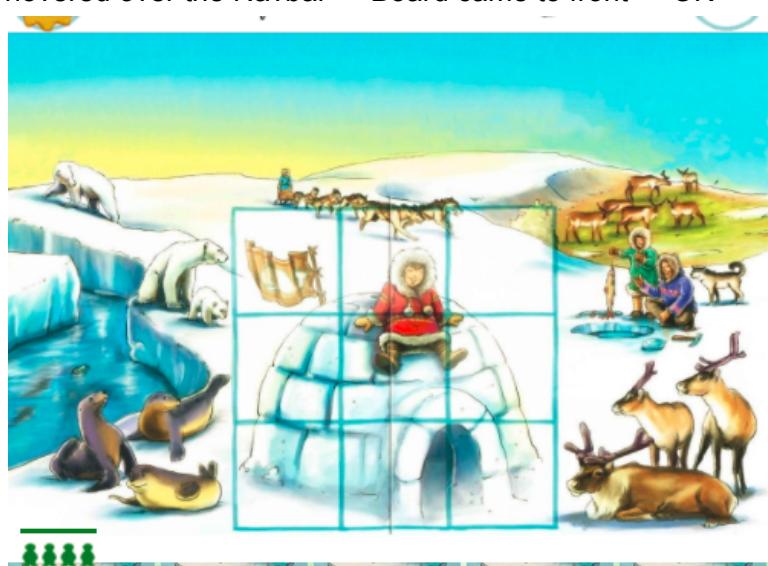
## Game Page - First Phase

Navbar and Board content - Sun piece and Collect icon (-> tiles stack)

Navbar consists of 3 sun positions, sun pice in the first position, a Collect icon (eskimo glove), ENUK logo -> OK



hovered over the Navbar -> Board came to front -> OK

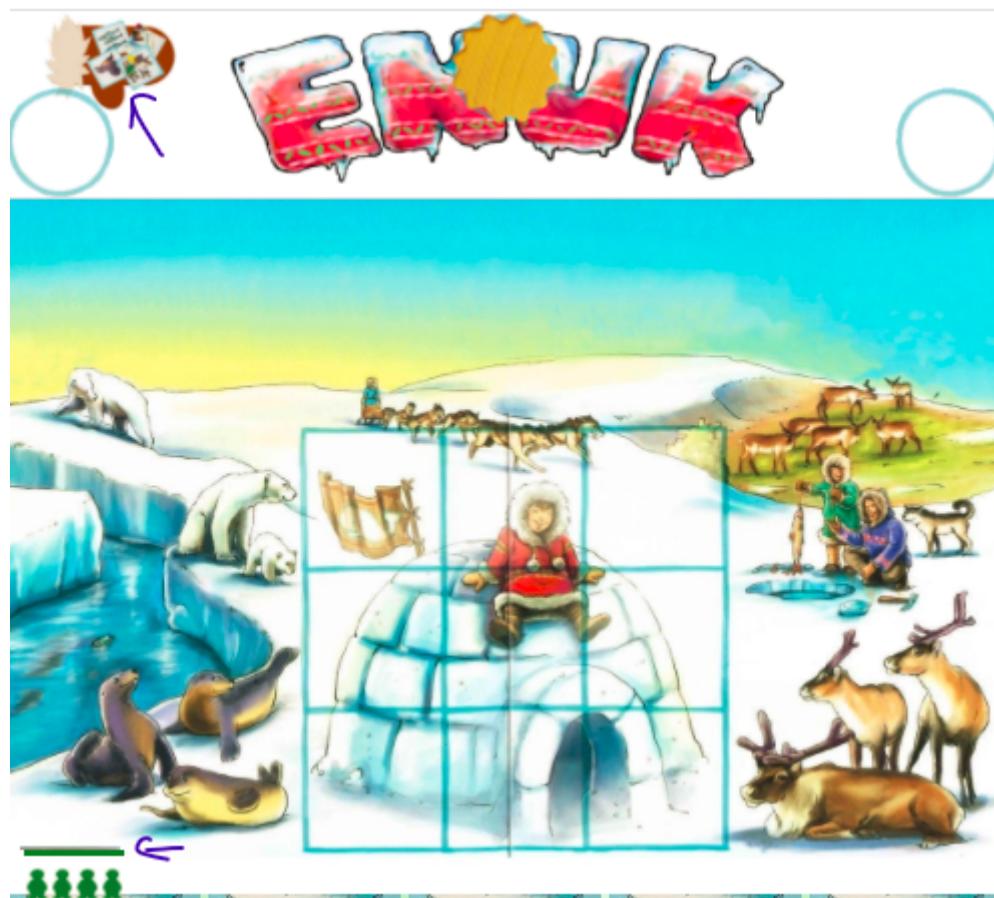


Board has 4 green meeples and above them a horizontal green bar (bottom of tile stack) -> OK

flipped a reindeer tile -> sun pice moved to the second position -> OK



clicked the Collect icon -> reindeer tile is removed from game area, one tile edge had been added to the player's tile stack -> OK

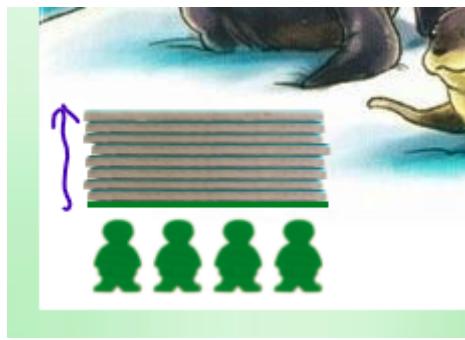


clicked on a polar bear and clicked on the Collect icon -> polar bear tile is removed from the game area, a second tile edge had been added to the tile stack -> OK



restarted the game

flipped 2 polar bear tiles, clicked Collect icon, flipped 2 seal tiles, Collected, flipped 2 salmons, Collected, flipped 2 herrings, Collected -> there are 8 tile edges accumulated in the player's stack -> OK



restarted the game

clicked a reindeer -> Sun moved into 2nd position,

clicked an other reindeer -> Sun moved into 3rd (last) position -> slight pause -> all sun positions and the Sun piece are removed from Navbar, because it arrived into the Final phase -> OK

the 2 reindeer tiles are removed into the tile stack and a fish crown got placed on top of the stack, because the game had ended -> OK



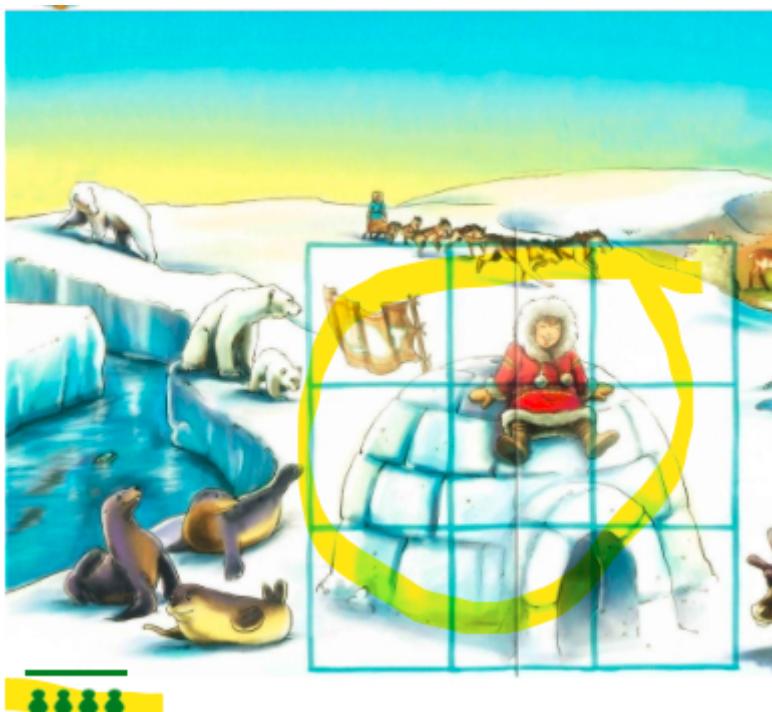
# Igloo pieces and meeples in First Phase

restarted the game

there are 9 igloo pieces among the tiles -> OK



on Board there are 4 meeples in place, 3x3 igloo placeholder is empty, no tile edges on the stack -> OK



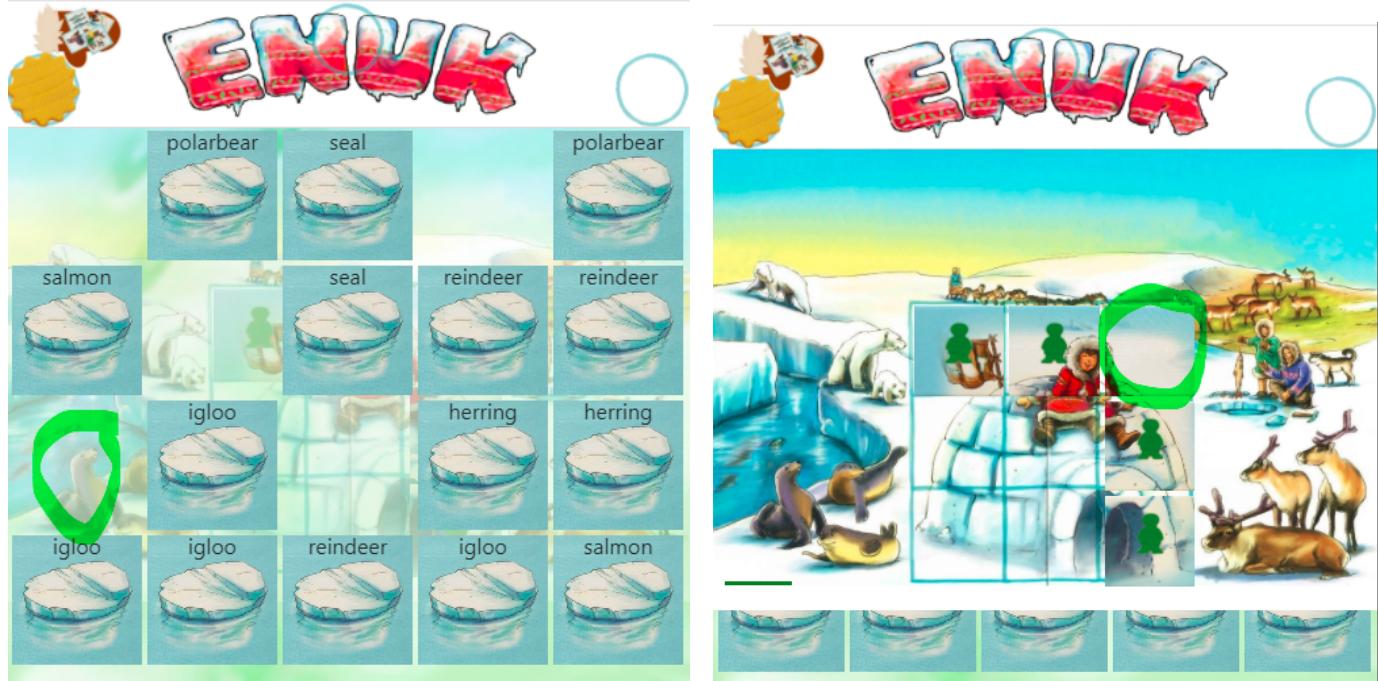
flipped an igloo -> igloo tile removed from game area, igloo tile is placed on the placeholder at the right position, one meeple is removed from under the tile stack, one meeple is placed on top of that tile, no tile edges on the stack -> OK



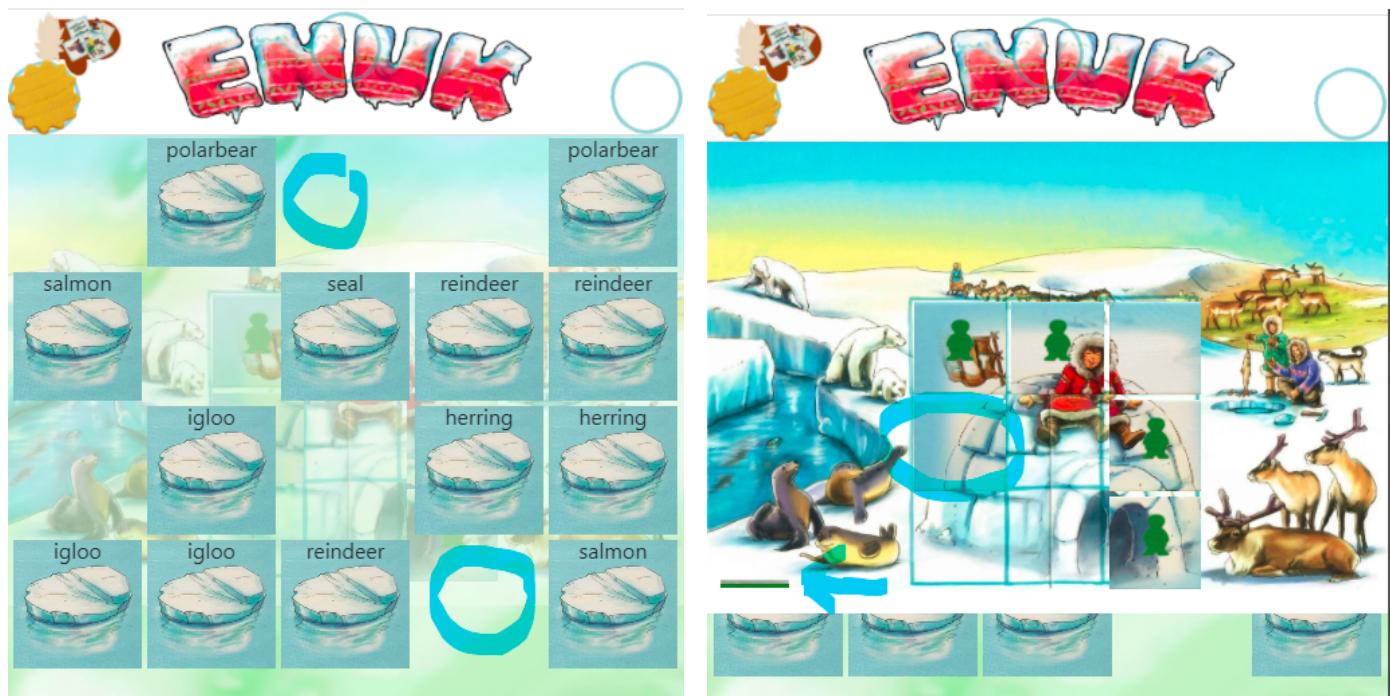
flipped 3 other igloo tiles -> all 3 igloo tiles are removed from game area, all those 3 igloo tiles are placed on the placeholder at the right position, all 3 got a meeple on top, no meeple remained under the stack -> OK



flipped another igloo tile -> tile is removed from game area onto the placeholder at the right position, NO meeple is put on top (because there are no more left), no tile edges on the stack -> OK



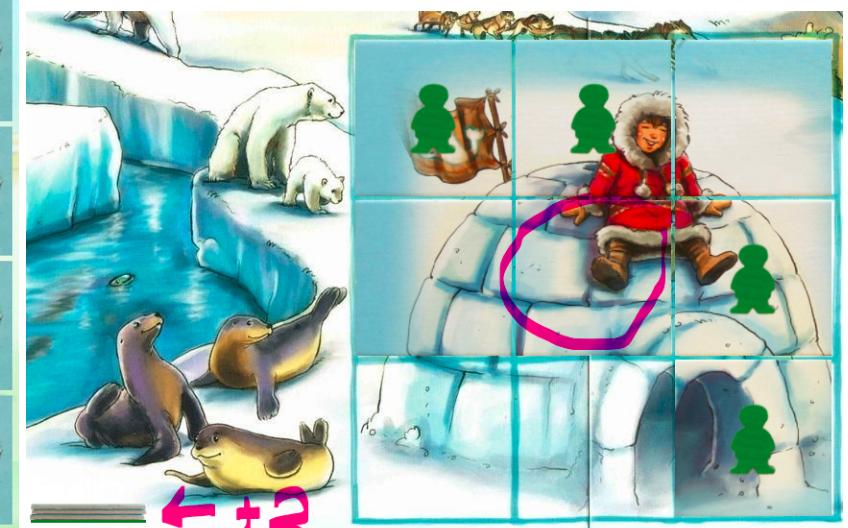
flipped a seal tile and an igloo tile -> both tiles are removed from game area, seal tile is placed on the stack (as a tile edge), seal tile is placed on the placeholder with no meeple on top -> OK



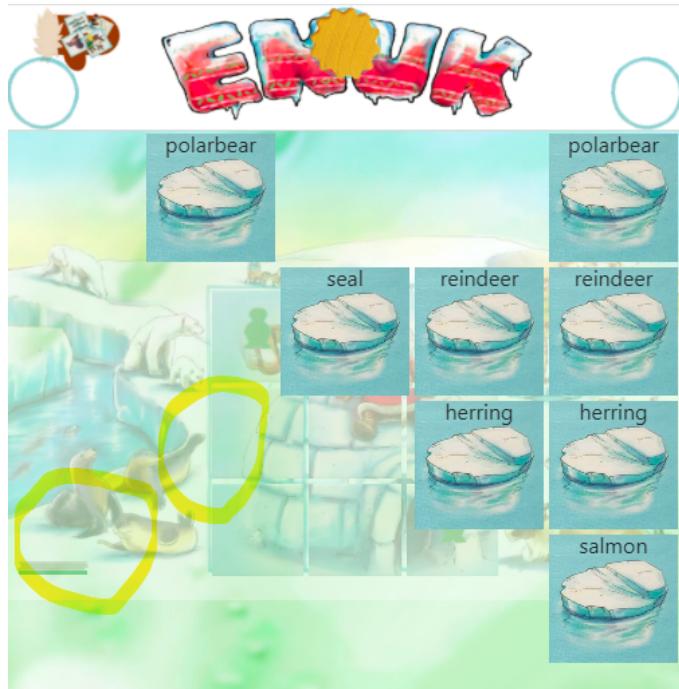
flipped a salmon and a reindeer tile -> salmon and reindeer stayed face-up, Sun piece advanced to 2nd position, NO change to tile stack, NO new igloo piece on the placeholder -> OK



flipped an igloo tile -> igloo, salmon and reindeer tiles are removed from the game area, salmon and reindeer tiles are added to the stack, igloo tile is placed on the placeholder at the right position -> OK



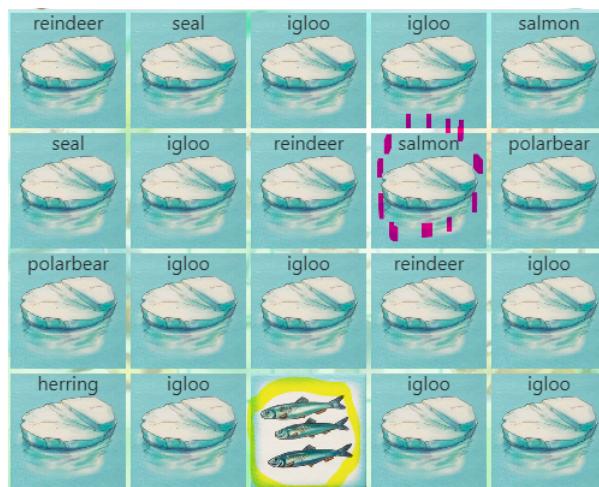
flipped the last 2 igloo tiles on the game area -> both igloo tiles are placed on the placeholder, the igloo is complete, no change in the tile stack -> OK



## Fleeing Animals in First Phase

restarted the game, clicked Play icon -> there are 3 reindeer tiles, 2 polar bear, 2 seal, 2 salmon, 2 herring (and 9 igloo) tiles are on the game area -> OK

flipped herring tile -> no change to tile stack -> OK  
(marked a salmon tile which going to be the next flip)



flipped above marked salmon tile -> herring tile turned face down, salmon tile removed into the tile stack -> OK



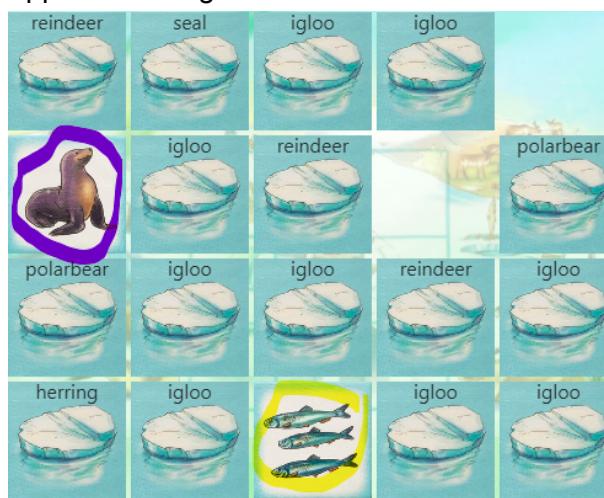
flipped another salmon tile -> no change to tile stack -> OK  
(marked another herring tile which going to be flipped next)



flipped the above marked herring tile -> herring tile turned face down, salmon tile removed into the tile stack -> OK

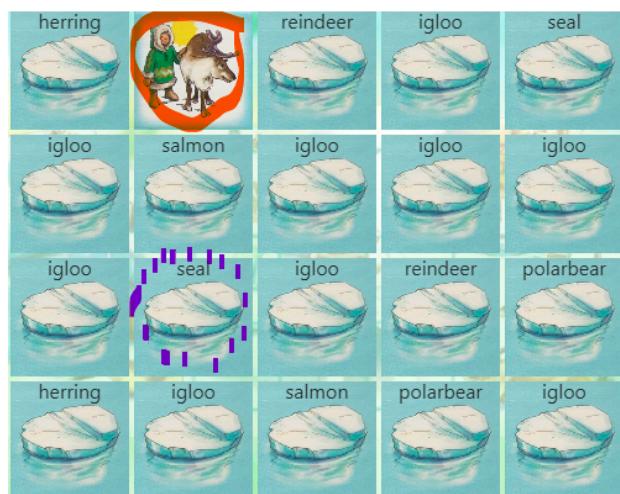


flipped a herring tile and then a seal tile -> both tiles remained face-up, no change to tile stack -> OK



restarted the game, clicked Play icon -> there are 3 reindeer tiles, 2 polar bear, 2 seal, 2 salmon, 2 herring (and 9 igloo) tiles are on the game area -> OK

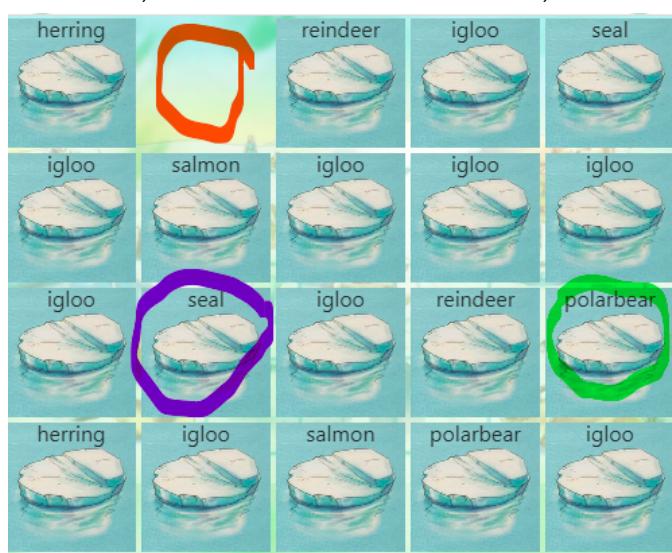
flipped a reindeer tile -> no change to the tile stack, reindeer remained face-up -> OK  
(marked the seal tile going to be flipped next)



flipped the above marked seal tile -> both reindeer and seal tiles remained face-up, no change in tile stack -> OK



flipped the above marked polar bear -> polar bear fled from reindeer, seal fled from polar bear so both turned face-down, reindeer removed to tile stack, because there was a fleeing animal -> OK



restarted the game, clicked Play icon -> there are 3 reindeer tiles, 2 polar bear, 2 seal, 2 salmon, 2 herring (and 9 igloo) tiles are on the game area -> OK

flipped a reindeer, a seal and a herring tile -> all 3 remained face-up, no change in tile stack -> OK  
(marked the polar bear which going to be flipped next)



flipped the above marked polar bear -> (seal fled from polar bear, polar bear fled from reindeer -> both turned face-down, herring and reindeer removed to stack, because there were fleeing animals) -> OK



restarted the game, clicked Play icon -> there are 3 reindeer tiles, 2 polar bear, 2 seal, 2 salmon, 2 herring (and 9 igloo) tiles are on the game area -> OK

flipped a polar bear and a salmon -> both remained face-up, no change in stack -> OK  
(marked a seal, which going to be flipped next)



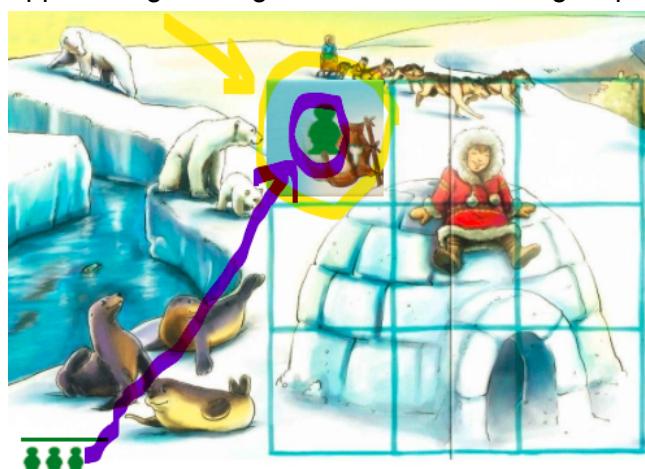
flipped the above marked seal tile -> seal fled from polar bear, salmon fled from seal, so both turned face-down, polar bear had to be removed to the stack, because there was a fleeing animal -> OK



## Game Page - Finishing Phase

restarted game > First Phase -> OK

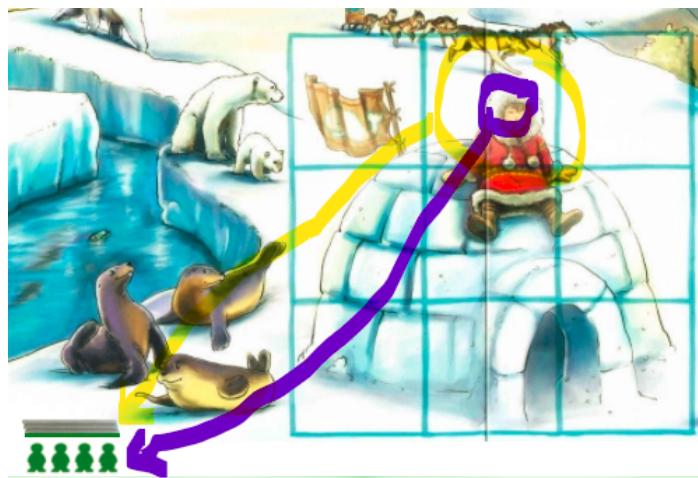
flipped an igloo -> igloo tile is removed to igloo placeholder and a meeple from stack put on top of it -> OK



flipped 2 reindeers -> sun reached last position -> game reached Finishing Phase -> Navbar is cleared from Sun piece and sun positions, added 6 tile type radio buttons -> OK



after a moment -> 2 face-up reindeers removed from game area to tile stack -> player's meeple removed from an igloo tile on the igloo placeholder and put back under the stack, the igloo tile which the meeple was on is removed to the stack -> OK

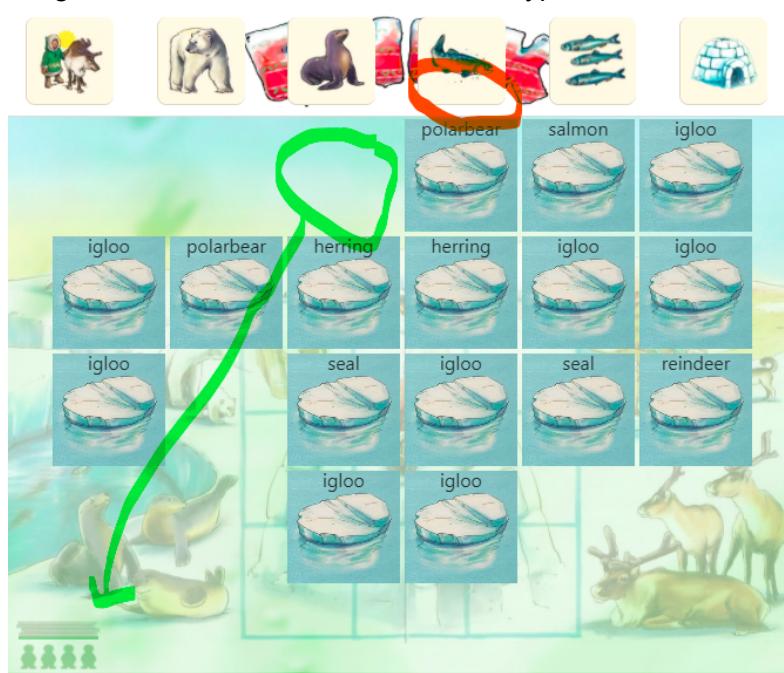


clicked on salmon tile type icon in Navbar to predict that the player's next flip is going to be a salmon -> button gets elevated -> OK

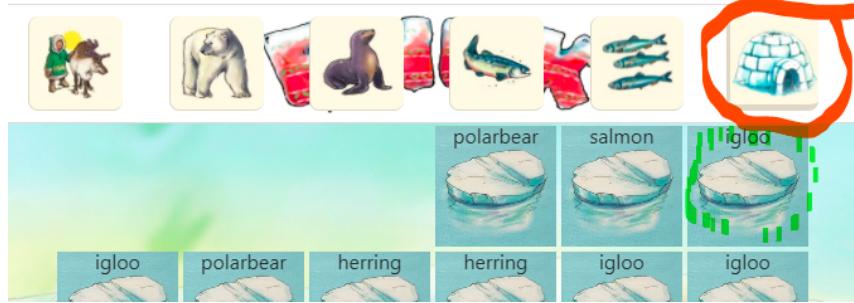
(marked a salmon tile also which is going to be flipped next)



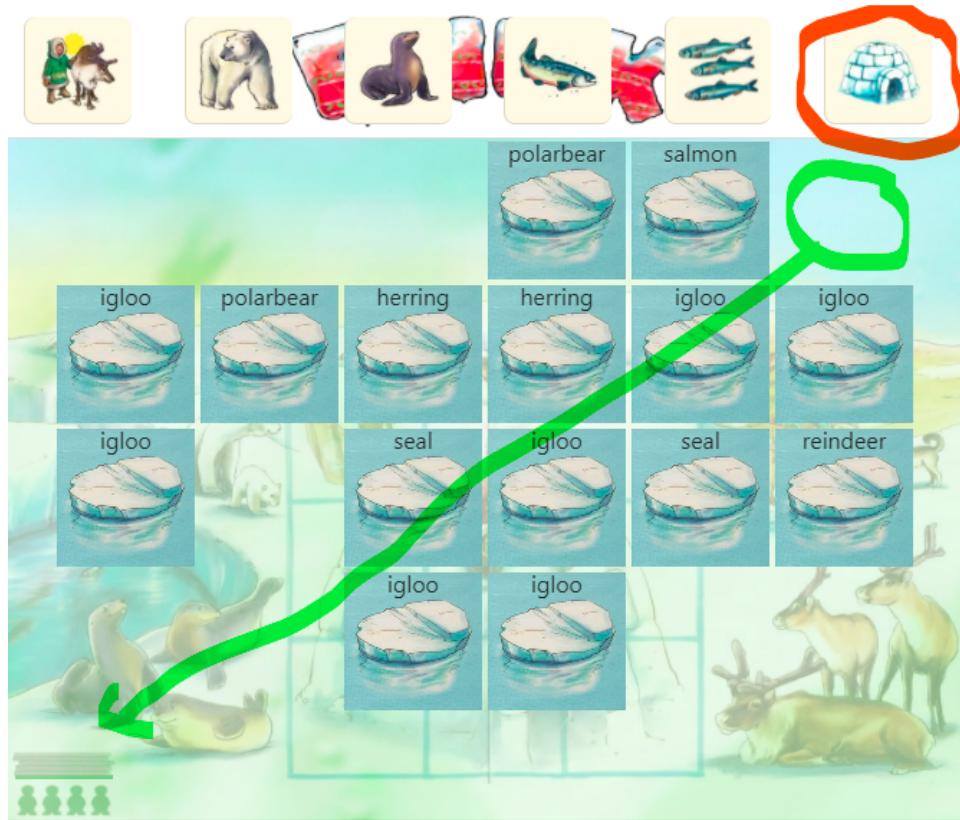
flipped the above marked salmon tile -> predicted tile type and flipped tile matches -> salmon tile is removed from the game area to the stack, salmon tile type icon is reset to be normal height -> OK



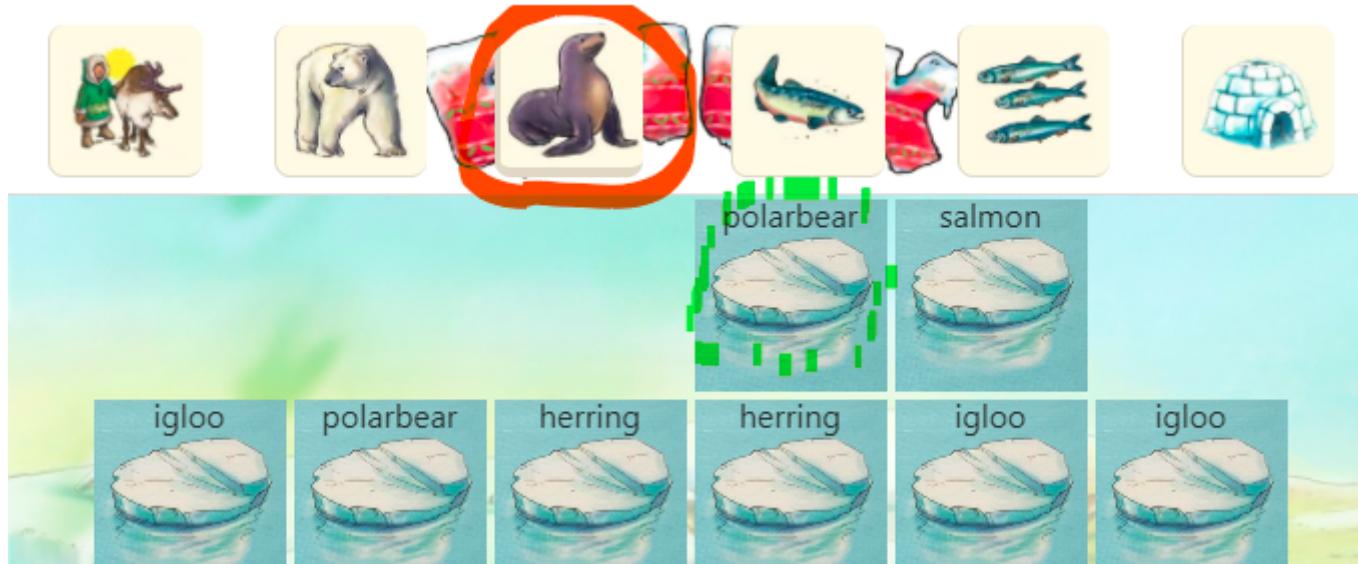
as the last prediction was correct, player allowed to guess again  
clicked on igloo tile type icon in Navbar to predict that the player's next flip is going to be an igloo -> button gets elevated -> OK  
(marked the igloo tile also which is going to be flipped next)



flipped the above marked igloo tile -> predicted tile type and flipped tile matches -> igloo tile is removed from the game area to the stack, igloo tile type icon is reset to be normal height -> OK



the next prediction is going to be wrong  
clicked on seal tile type icon in Navbar to predict that the player's next flip is going to be a seal -> button gets elevated -> OK  
(marked the (incorrect) polar bear which is going to be flipped next)



flipped the above marked polar bear tile -> predicted tile type and flipped tile DOES NOT MATCH -> polar bear tile remains face-up on the game area, seal tile type icon is reset to be normal height -> OK



## Game Page - End Of Game Phase

as the player (above) did not have any igloo tile left on the placeholder, the game ended there  
-> 6 tyle types removed from Navbar, added a Replay icon and a Rules icon -> OK



-> the winner's stack is marked with a golden fish crown -> OK



all remaining tiles on the game area become flippable back and forth -> OK



clicked on Replay icon -> the game restarted with same parameters, but different tile arrangement -> OK



flipped 2 reindeers -> End Of Game -> clicked on the Rules icon -> the Rules page got loaded -> OK



## RULES OF THE GAME

There's a lot to discover on the ice floes of Greenland ...