

User Manual

Goal:

The goal of the game is to control all the territories on the map. At the start of each turn a player will receive new armies after which they can choose 3 options: attack, fortify, or pass. Attack is how you can defeat an opponent and conquer a territory. This is done by choosing the attacking country, the country attacking from, and the number of dice to roll. Fortify is used to move armies from one territory to another territory own. A player can attack/fortify multiple times during one turn. Pass is chosen once a player has completed their turn.

Rules:

- The winner is the first person to control all 42 territories
- At the start of each turn each player receives 3 armies or # of territories/3 (which ever option is higher)
- At the start of each turn if a player controls a continent, they get additional bonus armies
- Attack:
 - A player can only attack a country that is adjacent to a country they rule
 - A player must have at least 2 armies in the attacking country to attack
 - A player can roll 1, 2 or 3 dice but must have at least one more army than the number of dice they want to roll
 - The winner of an attack is determined by the highest pairs (if more than 1 dice then second highest pair is also included)
 - The attacking player wins an attack if they have the highest pair. If the pair is equal or less than the attacking players loses the attack
 - If a player conquers a country, they must move at least as many armies as the number of dice rolled in the attack
- Fortify:
 - A player can only fortify from a country that is adjacent to the country they want to fortify
 - A player must leave at least 1 army in the country they are fortifying from
- Troupe Movement:
 - A player can do troupe movement after they attack
 - A player must leave at least 1 army in the country they are moving troop's from
 - You can only do troupe movement through a chain of adjacent countries you own

Gameplay:

- The first screen that pops is the main screen. The user can choose to play by pressing Start or see the rules by pressing Rules
- Once the user presses start, they must choose the number of players (press one of the options) and then press Start Game
- After this a pop up will come up that will ask the user which players would like to play with the AI option. Select which players would like to be AI
- Then the game will have a pop up that states that it is player 1's turn.
- Now the player has 3 options (Attack, Fortify, Pass)
- To attack the user needs to first press the country they are attacking from, the country they want to attack, the number of dice to roll and then press Attack
- **Important Note:** After the user attacks they have the option of doing troupe movement. If the user wants to do troupe movement enter in yes(lower case). After this enter the country moving troops from, the country moving troops too, and the number of armies to move
- To fortify the user needs to first press the country they are fortifying from and the country they want to fortify to, and press Fortify. The game will then prompt the user for #of armies they would like to move
- **Important Note:** If during attack or fortify a clause is triggered (example, country is not adjacent, you own the country, etc.) restart move from beginning.
- To pass the user needs to press Pass. The game will then have a pop up which will state the next players turn
- In the menu bar (Options) the user has some additional options to click:
- If the user clicks Rules the rules will be displayed
- If the user clicks Map State, the state of the map will be displayed with which players owns which country and how many armies in each country
- If the user clicks Quit, they exit the game
- There is another menu item(Help). This provides help on the how the game is play
- **Important Note:** For the AI player it does all the commands in the background and only prints the results/all the moves made at the end of each turn

Save/Load:

- A player can save a game by pressing options and pressing save
- There are 3 slots to save a game (1,2,3). The user must select which slot to save the game in
- To load a game there are 3 slots (Load game 1,2, or 3). The player must select the option based on where they saved it. Example if the player saved the game in slot 2 they must press load game
- **Important:** To save a custom map game click on save custom map.

Custom Map:

- To create a custom map the user must click on create custom map button
- The player will be prompted to enter the number of continents they would like to create, the names of those continents and the bonus armies assigned to each of them
- Then to add a country the player must select on options and then press add country
- The user will be prompted to enter the country name and the continent the country belongs too
- A box will be created which the user can drag and place on the screen
- To add more countries, click on add country
- **Assumption:** It is assumed the player places the countries in each continent separate (not mixes them)
- When the user is done they should click on done by pressing options and then done
- Now the user needs to enter the adjacent countries for each country
- The user will be prompted to enter the number of adjacent countries for the listed countries and then each adjacent country one by one
- **Assumption:** It is assumed that the player enters the correct adjacent countries
- Next the program will check if the map is valid (there is a path from each country to each country)
- If the map is not valid it will output a message and go to the main screen
- If the map is valid it will save the map and exit the game
- To play a game using a custom map the user must start the game again and press on play game with custom map

NOTE:

If you are using windows there is one issue that happens when you create a custom map. When you press add a country it will add it to the top left corner, but it will not be visible until you hover of the top left corner of the screen. This only happens when using windows. If you use a mac it shows up right away.