

Creating a New Game

Selecting a Save Location

- Click "Pick File" which will prompt you to select a directory and choose a file directory for your game.

Configuring Game Stage

Selecting Groups:

- Select the groups that you want to include in your game. Hold `Shift` or `Ctrl/CMD` to select multiple groups.

Configuring Computer Actions:

Select either "Do Before" or "Do After" to configure Before or After actions for a stage.

There are NO After Actions for the Game Stage

- Click the first dropdown and select an **action**
- **Parameters:** populate the "Action Wizard" window that appears with all required **parameters**
 - Key: Name of the parameter
 - Value: Content of the parameter
 - Click "Add" to add the new parameter. It will appear in the Action Parameters list.
 - *You will not be able to an incomplete action (all parameters must be filled in)*
- Click "Save" at the bottom right of the window to save the completed Computer Action.

A Game consist of Multiple Rounds:

- To Create a New Round, click "Add" in the Bottom Left.
- Select an existing Round and click "Edit" to update that Round.

For most, simple games there will be only one round.

Configure Round Stage

Configuring a Round is similar to the Game Stage. However, you can specify Before AND After Actions.

Rounds consist of Multiple Turns.

- To Create a New Turn, click "Add" in the Bottom Left.
- Select an existing Turn and click "Edit" to update that Turn.

See Turn section for instructions on creating a turn. For most simple games, there will be only one Turn type

Configure Turn Stage

Configuring a Turn is the same as a Round. Turn consist of Multiple Phases.

- To Create a new Phases, click "Add" in the Bottom Left.
- Select an existing Phases and click "Edit" to update that Phases.

Configure Phases:

- Adding a Phase brings up the Phase Wizard. Which includes a field to provide a name for the Phase of the Turn.

The Phase wizards is split into two sections:

- Player Actions
- Conditions

Player Actions can be specified by clicking "Add" and will bring up the Action Wizard (this window is identical to the Computer Action Wizard, but it will present a list of possible Player Actions to permit a player to execute in the Phase).

Conditions can be specified by clicking "Add" and will bring up the Condition Wizard. **This includes a list of possible conditions that ALL need to be verified at the end of a phase for a user to advance to the next phase.**

Once the phases have been populated. Click "Save" This will save the phase to your Turn.

Completing a Game

Clicking Save on a Turn will save that turn and return you to the Round Builder screen. From here, you can either add additional Turns or save the Round.

Saving the Round will return you to the Game Builder. You can add additional rounds or save the game. **Saving the Game will close the Builder and your game file is ready to be imported and run by the Game Runner**