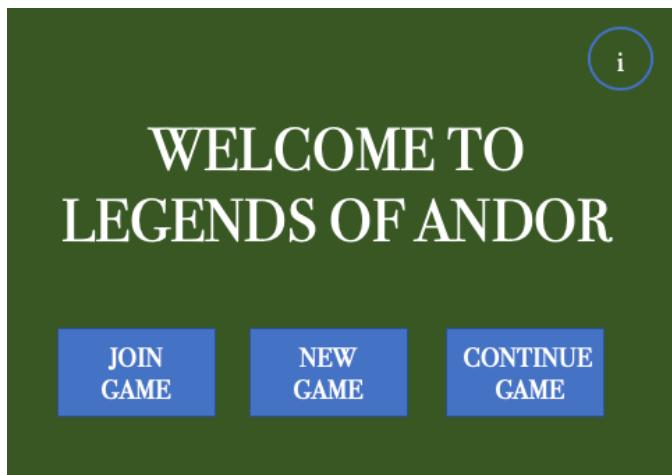
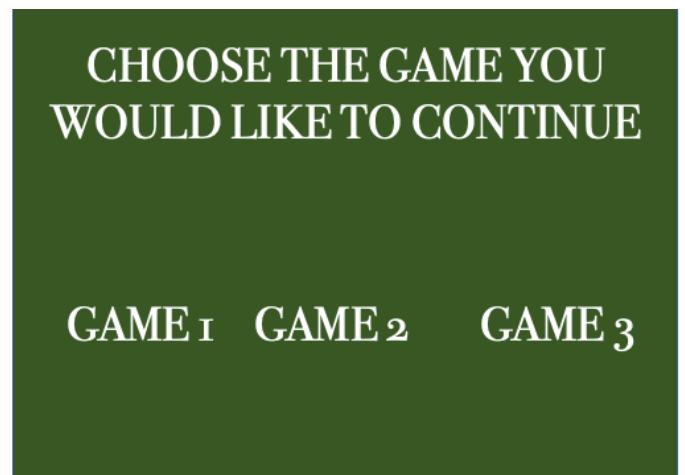


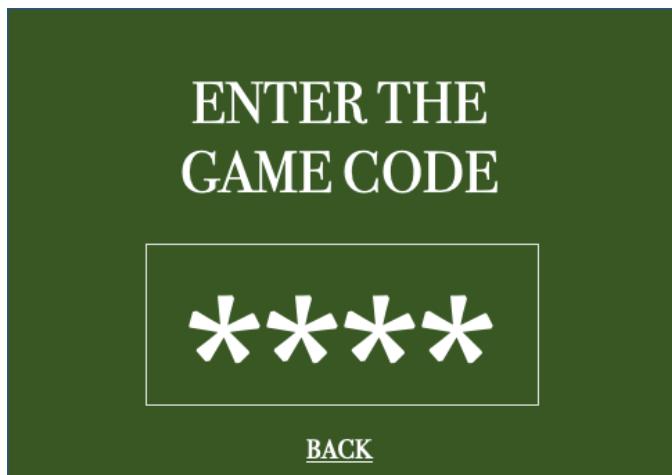
A1



A2



A3



A4



A5



A6



A7

CHARACTER NAME



SELECT

BACK

M

END TURN
END DAY

Strength Will power Gold

PASS TURN EXIT i

Castles: click to see status (shields, monsters etc)

Sunrise Tokens: moves automatically

Character on the board

Merchant Icon: click for stock. Once in that area > Y/N to go to there > Screen C

this is not on the board at all times (just during fight or click on monster to see stats)

Monster: click for stats, once in their spot (or adjacent to) if Archer pop up asks if you want to fight > Screen B

N M L K J I H G F E D B A

Strength Will power Gold

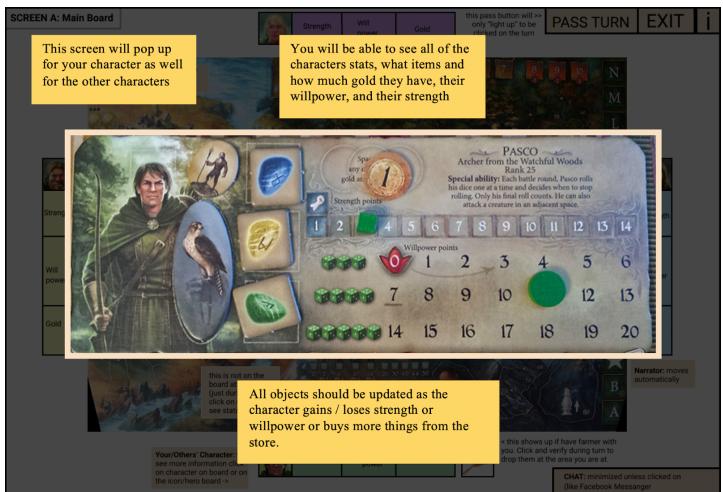
Narrator: moves automatically

Your/Others' Character: to see more information click on character on board or on the icon/hero board ->

< this shows up if have farmer with you. Click and verify during turn to drop them at the area you are at.

CHAT: minimized unless clicked on (like Facebook Messenger)

B1



B2



C1

note: if you hover over any of the items, a tool tip description of what the item does comes up
 - if your character board is full the system will stop you from adding more than allowed.

color of this is character color

Screen C: MERCHANT

EXIT STORE	COST = 2 gold per item	Current Gold Available (4)					
Wineskin	+	1	-	Shield	+	0	-
Helm	+	1	-	Telescope	+	0	-
Falcon	+	0	-	Bow	+	0	-
CART: 1 helm 2 1 wine skin 2							
TOTAL 4 Gold left over 0							
CHECK OUT							

CHAT

C2

WITCHES BREW:



- acts like the merchant does if on the witch square once found
- cost depends on # players

** description of what the purpose of it is here **

D1

You are now near the troll. Would you like to fight it?

Yes No Invite my friends

Leave Fight

Warrior	Monsters
Total score	Total score
9	7
Willpower	Willpower
Strength	Strength
9	5
2	4

D3

The dices were rolled...
Here are the available items

Potion

Herbs



D4

Congratulations.
The troll is defeated
Please collect your reward

Gold	Willpower	Gold	Willpower
2	0	0	0

D5

The troll is undefeated
You also lost 3 willpower points

P6

The warrior invited you to fight the troll. Would you like to fight it?

Yes No

E1

- Farmers
 - Rune Stones
 - Medicinal Herb Tokens
 - Rika the Witch
 - Prince Thorald
 - Gemstone Tokens
 - Poison Token
 - Parchment Token
 - Wells
 - A hero who is standing on a space with a well can empty the well to get 3 willpower points. He cannot do that just by passing through a well space, though. All wells are "refreshed" at sunrise, unless the space with the well has a hero on it.
 - For more explanations, check out the [game manual](#)

SCREEN A: Main Board

Character on the board

Store icon: click for stock. Once in that area -> WIN (go to store -> Screen C)

Monster icon: click for stats, once in their spot (or for adjacent tile). Click again and you will ask if you want to fight - Screen B

Castle: click to see status (shields, monsters etc)

Sunrise Tokens: moves automatically

Strength

Will power

Gold

N
M
L
K
J
I
H
G
F
E
D
C
B
A

Strength

Will power

Gold

CHAT BOX

- PLAYER ONE
- PLAYER TWO
- PLAYER THREE

Player One Tuning

A1: This is the initial screen shown when the game is started. The “i” in the top right corner opens the game manual when clicked.

Transitions:

- “Join Game” → A3
- “New Game” → A4
- “Continue Game” → A2
- ‘i’ in top right corner → pdf of game manual

A2: The user selects the game that they want to continue. When a game’s name is clicked, that game loads and opens.

A3: If the user wants to play with friends, they can all enter the same code to start a game together. Entering a code takes you to that game.

A4: The user must choose how many players they want to play with. After a number is clicked, go to A5

A5: This screen is shown until the specified number of players has joined.

A6: Once enough players are in the game, the user can choose their character, which must be different than the other players’ characters. Once a character is selected, go to A7.

A7: The user must confirm their character choice, and they can see the character’s stats and special abilities. If user selects “Back”, go to A6. If user selects “Select”, go to M.

M: This is the main screen of the game where the board is displayed. Most transitions are explained on picture.

Transitions:

- Click on any character → B1
- Click on any monster that you aren’t in range of → B2
- Click on merchant icon when you are on it → C1
- Click on merchant icon when you aren’t on it → C1 but view-only ie. can’t buy anything
- Click on the witch when in her square → C2
- Click on monster that you are in range of at beginning of your turn → D1
- ‘i’ in top right corner → E1
- “Exit” → Screen that asks whether you want to “Save and Quit” or “Quit”, notifies other players when you leave
- Click a space during your turn → Screen that lets you confirm whether to move there and tells you how many hours it costs, extra confirmation if you are using overtime hours
- Land on space with farmer → Popup asking if you want to pick them up
- Land on space with well/runestone/gemstone → Popup asking if you want to drink it/pick it up
- Land on space with fog → automatically flipped over, popup showing what it is

- Click on rubble you are adjacent to during your turn → popup similar to D1 since clearing rubble is like a fight
- Click on chat → F1
- Click on farmer in your inventory → popup asking if you want to drop off the farmer
- It is another player's turn and they ask you to join a fight → D6
- Click "End Turn" → go to next player's turn
- Click "End Day" → go to sunrise box, next player's turn
- Click "Pass Turn" at beginning of turn → go to next player's turn, costs 1 hour

B1: This is how the character boards will be displayed. If you click on an item in your inventory, there will be a popup where the user decides whether to use the item and how to use it.

C1: This is the merchant screen where players can buy items. When user clicks "check out" it takes them back to M.

C2: This screen is where players can buy the witch's brew. There will be a "Buy" button and an "Exit" button which both take you back to M when clicked.

D1: This is the screen where players can initiate a fight with a monster

Transitions:

- "Yes" → D2
- "No" → M
- "Invite friends" → screen where player chooses friends (must also be in range) → D2

D2: This is the screen where the player(s) fighting the monster roll their dice. The dice rolling follows any special abilities that the player has. If there is more than one player participating, the screen will be split so that you can see everyone's roll.

Transitions:

- "Leave fight" (can only be clicked between rounds) → M
- Dice rolled and player has special ability or useful item → D3
- Dice rolled and no special abilities/items → D4 if win, D5 if loss, if they haven't won yet but still have willpower points, there will be a popup asking if they want to fight another round

D3: This is the screen where players can use special powers, like the wizard flipping the dice, or use items like the medicinal herb or helm to improve their roll. When the user clicks on an item, they can use that item in the fight as specified by the game rules.

D4: This screen is displayed when a fight is won. It allows the winning player(s) to choose their reward, split amongst whoever participated in the final round. After selecting reward, return to M.

D5: This screen is displayed when a fight is lost. After a few seconds the game will return to M.

D6: This screen lets players join in a fight. “Yes” → D2 and “No” → M

E1: when the Info button is clicked on, the Info Pop-Up will appear onto the screen. When a certain item in the menu is clicked, detailed information for that item will appear below the item clicked.

F1: When the Chat Box is clicked on, the names of the players online will appear and the player can send them messages. There will be an x in the corner which minimizes the chat and goes back to M.

Legend Cards: These cards will glow and become the only thing the players are able to click on screen M when it is time to read a card. This way the system ensures that the users won’t be making mistakes like viewing cards too early or too late while they play the game. When clicked, the correct card will be displayed over screen M. The user can dismiss it when they are done reading.

Event Cards: These can be triggered from fog, a new day, or stars on the narrator track. When a card is triggered, a randomized event card will be displayed over screen M. The user can dismiss it when they are done reading.

Helpful Features:

- When you hover over certain things on the main screen (castle, merchant, monsters, etc) a tool tip will pop up giving a brief description of what it is / what it does
- When it is your turn, the spaces that you are able to move to (within range) will glow