```
                                    ┌─────────┐
                                    │  Start  │
                                    └─────────┘
                                         │
                                         ▼
                              ┌───────────────────┐
                              │ Ask user for amount│
                              │ of amazons, size of│◄──────┐
                              │ the board,count of │       │
                              │     players        │       │ No
                              └───────────────────┘        │
                                         │                 │
                                         ▼                 │
                                    ╱─────────╲            │
                                   ╱ Are given  ╲──────────┘
                                   ╲ values valid?╱
                                    ╲─────────╱
                                         │ Yes
                                         ▼
                              ┌───────────────────┐
                              │ Create a score board,│
                              │ create a board with  │
                              │ randomly set objects │
                              │       on it          │
                              └───────────────────┘
```

Flowchart nodes:

- **Start**
- **Ask user for amount of amazons, size of the board, count of players**
- **Are given values valid?** → No: back to "Ask user..."; Yes: continue
- **Create a score board, create a board with randomly set objects on it**
- **Does the player has any Amazons left?**
  - Yes → **Player chooses a field**
    - **Is the field occupied?** Yes → back to "Player chooses a field"; No → **Player sets Amazons** → **Next player**
  - No → **Is there any legal move accessible?**
    - Yes → **Player chooses a field** → **Is the move legal?** No → back to "Player chooses a field"; yes → **Player moves Amazon**
    - No → **Player ends the game** → **Are there any players still in the game?**
      - Yes → **Next player**
      - No → **End the game, count points, select a winner**
- **Player moves Amazon** → **Player chooses a field** → **Is it a legal field?** No → back to "Player chooses a field"; Yes → **Shoots an arrow** → **Is in occupied field a treasure?**
  - Yes → **Collect points** → **Next player**
  - No → **Is there an artifact?**
    - No → **Next player**
    - Yes → **Spear?**
      - Yes → **Shoot**
      - No → **Broken arrow?**
        - Yes → (to Next player / Shoot area)
        - No → **Player chooses a field** → **Is there any legal field?**
          - Yes → back to "Player chooses a field"
          - No → **Is it a legal field?** No → **Is there any legal field?**; Yes → **Shoots an arrow**

Side note (right):

HORSE isn't mentioned but when programm checks that *THERE IS* an artifact and it is not a spear nor broken arrow it knows that we landed on horse that is why this reference goes back to the beginning to make another move