i want you to take all this information and separate in into logical sections for me Game Overview Players take on the roles of historical and ideological figures—Revolutionary, Historian, Colonialist, Entrepreneur, Politician, or Artist—navigating through four thematic Ages inspired by critical and postcolonial theory. The objective is to accumulate Money, Knowledge, and Influence while facing historical dilemmas, alliances, and sabotage. The player with the highest combined total of resources at the end wins. However, if a player reaches zero in any category, they are eliminated. Game Board Design The board is made up of 4 linear pathways, each one an Age, each inspired by historical themes and key texts: The Age of Expansion (Colonization & Exploitation) Pink Inspired by Aimé Césaire’s Discourse on Colonialism. Events: The Scramble for Africa, The Atlantic Slave Trade, Indigenous Displacement. Pros/Cons: Accumulate wealth and power while navigating resistance. The Age of Resistance (Revolts & Intellectual Awakening) Blue Inspired by Walter Benjamin’s Angel of History and anti-colonial movements. Events: Haitian Revolution, Gandhi’s Salt March, The Printing Press Revolution. Pros/Cons: Risk political resistance, rewrite history, or maintain control. The Age of Reckoning (Decolonization & Narrative Battles) Purple Inspired by The Death of the Author (Roland Barthes) and postcolonial struggles. Events: End of Apartheid, Museum Artifact Repatriation, Rise of Postcolonial Literature. Pros/Cons: Risk reputations, lose or solidify power, influence historical narratives. The Age of Legacy (Who Controls History?) Cyan Inspired by Benjamin’s Concept of History and modern historiography. Events: Social Media Debates on History, AI & Digital Archives, Monument Controversies. Pros/Cons: Risk knowledge and influence, historical revisionism, gain money through new technologies and opportunities Game Components Game Board: A linear map with 4 interconnected pathways and special event spaces. The elements on the game board will all be transparent. The board itself will be the .png image used as the background image with ALL the objects transparently overlayed on top it. The objects are as follows: Regular Spaces: Purple Path Player spaces: players must follow the progression of the sequential coordinates of each of the four paths when moving unless they are able to switch to another path in which case they follow that sequence thereafer [164,465] [179,440] [187,407] [205,377] [216,350] [257,304] [280,286] [311,277] [350,270] [383,272] [417,268] [454,275] [483,285] [505,291] [569,328] [611,371] [633,401] [644,431] [664,463] [703,518] [720,542] [774,602] [794,631] [835,686] [854,714] [884,729] [911,750] [929,758] [994,784] [1049,793] [1080,797] [1111,796] [1174,785] [1207,777] [1236,763] [1281,724] [1300,696] [1319,666] [1328,636] [1340,576] Blue Path Player Spaces [203,492] [231,468] [287,416] [313,383] [344,356] [382,340] [416,337] [443,367] [458,402] [502,529] [515,565] [534,636] [541,676] [548,705] [559,743] [587,837] [606,871] [644,896] [676,908] [717,919] [753,916] [792,916] [836,909] [910,868] [934,843] [950,811] [985,711] [997,679] [999,647] [984,579] [984,543] [1078,531] [1090,501] [1080,470] [1069,409] [1080,384] [1107,359] [1141,357] [1167,370] [1194,394] [1216,414] [1263,454] [1288,475] Cyan Path Player Spaces [205,546] [224,573] [243,596] [266,619] [324,656] [351,672] [387,675] [412,669] [434,659] [458,646] [456,611] [450,582] [435,550] [453,503] [523,476] [532,443] [523,417] [512,386] [516,351] [566,273] [585,248] [638,210] [672,205] [705,197] [739,196] [803,200] [833,205] [864,218] [919,254] [941,276] [980,347] [989,414] [996,453] [996,453] [999,479] [1050,594] [1065,620] [1093,645] [1124,655] [1193,658] [1231,639] [1247,613] [1273,594] [1310,544] Pink Path Player Spaces [168,579] [179,604] [194,640] [204,672] [237,724] [255,745] [286,764] [315,777] [347,786] [382,793] [417,794] [450,794] [529,780] [587,758] [615,744] [640,716] [683,667] [704,635] [720,608] [776,536] [795,513] [816,488] [834,454] [852,424] [887,370] [902,350] [925,330] [988,289] [1050,274] [1082,263] [1118,270] [1149,271] [1181,277] [1238,302] [1258,322] [1279,351] [1308,405] [1319,438] [1334,459] There are also special event spaces. If a player land on a special event space they must draw a card from the correspondingly colored card deck, the four ages mentioned at the beginning. This is why the paths must be color tagged even though they are transparent, a player can only be allowed to pick a card from the deck matching the color of the age they are in/path they are on. All these points are transparent. The special event spaces are as follows: purple special event card spaces. if a player lands on any of these they must pick a card only from Purple card box hex color code 9C54DE all transparent [231,329] [590,346] [681,487] [811,659] [1019,789] [1142,792] [1262,746] [1336,602] blue special event card spaces. if a player lands on any of these they must pick a card only from blue card box hex color code 1B3DE5 all transparent [266,444] [477,437] [525,601] [574,808] [872,896] [979,739] [991,611] [1051,533] [1066,437] [1242,438] [1319,502] cyan special event card spaces. if a player lands on any of these they must pick a card only from cyan card box hex color code 00FFFF all transparent [293,641] [431,522] [610,227] [768,196] [892,231] [983,377] [1036,573] [1157,659] [1293,563] pink special event card spaces. if a player lands on any of these they must pick a card only from pink card box hex color code FF66FF all transparent [214,694] [499,789] [662,690] [867,395] [1015,281] [1213,287] [1298,374] The coordinates for the rectangular Start box where players start all transparent 4 corners coordinates [8,472] [188,472] [188,562] [8,562] Finish box where players finish also all transparent 4 corners coordinates are: [1331,471] [1331,559] [1511,559] [1511,471] In addition to special event spaces cards players must also at the end of each turn draw a card from the end of turn card deck but they may draw from either deck. All decks of cards need to be clickable so that a player clicks on the top card to draw it. players must pick one at the end of each turn but may choose to pick from either box End of turn card box 1 is also transparent 4 corners coordinates are: [299,441] [392,441] [392,585] [299,585] End of turn card box 2 all transparent 4 corners coordinates are [1124,454] [1217,454] [1217,600] [1124,600] These are the coordinates for the rectangular boxes for the 4 colored Age cardscards must match the color of box The Age of Reckoning - Purple card box hex color code 9C54DE all transparent 4 corners coordinates all purple cards go in here [559,469] [658,468] [659,624] [559,624] The Age of Expansion - pink card box hex color code FF66FF all transparent 4 corners coordinates all pink cards go here [685,246] [812,246] [812,404] [685,404] The Age of Resistance -blue card box hex color code 1B3DE5 all transparent 4 corners coordinates all blue cards go here [841,468] [948,468] [948,622] [841,622] The Age of Legacy cyan card box hex color code 00FFFF all transparent 4 corners coordinates all cyan cards go here [686,694] [811,694] [811,870] [686,870] Multi-directional space coordinates - these are not spaces players can land on but when players come to them they can choose one of two directions to travel in they are squares and there are 7 of them. These are transparent polygons in shape and style their exact coordinates are: [460,476] [504,458] [522,506] [477,518] [460,476] Players May move to space [523,476] or [502,529] [533,759] [540,805] [590,788] [578,745] [532,758] Players May move to space [587,758] or [574,808] [524,276] [505,321] [547,339] [568,300] [524,276] Players May move to space [566,273] or [569,328] [750,535] [777,566] [746,604] [716,569] [752,532] Players May move to space [776,536] or [774,602] [962,272] [925,295] [952,334] [990,314] [970,277] Players May move to space [988,289] or [980,347] [980,514] [1029,513] [1044,557] [996,556] [978,517] Players May move to space [1036,573] or [1051,533] [951,742] [991,758] [978,805] [932,786] [948,742] Players May move to space [979,739] or [994,784] Role Cards: Players select a role, each with unique strengths and weaknesses. Resource Tokens: Three resources—Money, Knowledge, and Influence. Players resources will be tallied as they go along and stored in their resource bag. Event Cards: Two types— End of Turn Cards, each having a specific consequence for each possible player role Special Event Space Cards which allow for player alliances, negotiations, sabotages, rewards or movements 1 Dice: Determines movement. Standard six sided dice. There will need to be a button added allowing players to roll the dice and allowing them to move. Players will also determine order by a roll of the dice before the game starts highest goes first then down the list alphabetically by role (Historian, Entrepreneur, Artist, Colonialist, Politician and Revolutionary) Player tokens. PNG files located at \board game\assets\tokens\ one png file for each player H.png for historia A.png for Artist R.png for Revolutionary E.png for Entrepreneur C.png for Colonialist P.png for politician Setup Choose a Role: Revolutionary: 14 Knowledge, 8 Influence (Opposes Colonialist) Historian: 14 Knowledge, 8 Money (Opposes Politician) Colonialist: 14 Money, 8 Influence (Opposes Revolutionary) Entrepreneur: 14 Money, 8 Knowledge (Opposes Artist) Politician: 14 Influence, 8 Money (Opposes Historian) Artist: 14 Influence, 8 Knowledge (Opposes Entrepreneur) Distribute Starting Resources. Shuffle Cards. There are 4 different event cards matching the colors of the paths on the board. Place the cards in the color coded boxes that match the colors of the cards. Place the End Of Turn cards in either or both of the end of turn boxes. Decide First Player: Roll a die. Gameplay Each turn, a player: Rolls a standard 6 sided dice and moves Lands on a game space: Regular Spaces: No effect. Event Spaces: Draws a Special Event Space Card. Draws an End of Turn Card (mandatory). Resolves effects based on their role. Ends turn. Strategic Mechanics These are all entirely dictated by the special event cards. Some of the cards may allow players for trade resources, form temporary alliances, steal resources, etc. Alliances: Temporary partnerships to share or mitigate losses/gains. Players may switch paths whenever they pass a multi-directional space, the coordinates of which were already noted above. Cards must always be returned to the bottom of the respective deck before the next player's turn starts unless it is an alliance card or a trade card. Sabotage cards must be used that turn Victory Conditions The game ends when after all players reach the finish square. Some players may take more turns than others to finish depending on their paths and cards so the game may go one even after another player or all other players have crossed the finish line. The player with the highest combined total of Money, Knowledge, and Influence wins. Players with zero in any category are eliminated. Computer players should not have AI. Their behavior should be dictated by the cards they get, they will not change paths, land on no more then 2 special event spaces and always agree to anything offered them by a human player be it an alliance, a trade, a sabotage or anything else. everything, every element must be responsive All End of turn cards can be found at \board game\assets\cards\endofturncards.json All Special event cards can be found separated by their name and color at \board game\assets\cards\specialeventcards.json Listeners will have to be set up for dice rolls, space clicks, direction change clicks, resource management, other. The board image in located at \board game\board.png My file structure is: \Board Game │ board.png │ index.html ├───assets │ ├───Cards │ │ Endofturncards.json │ │ specialeventcards.json │ │ │ └───tokens │ A.png │ C.png │ E.png │ H.png │ P.png │ R.png│ ├───css │ style.css │ └───js │ script.js │ you have all the rules all the game play all the coordinates, all the cards, or at least the place the cards are so you can code them to be called, you have everything you need to code this game entirely start to finish including all gameplay, animations, listeners, and mechanics. do not leave anything out. remember you are not coding anything. just separate all the info here in to logical sections

Revolutionary ignores 1 sabotage per game, money cannot be stolen from politician, artist cannot be forced to change paths, historian cannot have knowledge stolen colonialist is immune to influence theft and entrepreneur never has to miss a turn. each role is immune from any attack from the role who opposes them. add turn order tie breaker logic. i uploaded the json card files already you have them cards should have flip animation animate token movement and players should see a popup of the cards. yes bag should contain cards and always be visible as stated first to the finish does not win players keep going until they all finish then resources are tallied and winner is announced. players who finish early are dead to all actions players have until the end of game before being disqualified for having a 0 in any resource category

card effects are always processed instantly, cards go to bottom of deck reshuffle at start of every game.players can all see board token positions and each others' resources, game ends in draw if players tie. reshuffle deck if they run out. No player is disqualified until all players have finished

include card animations, player tokens found at \assets\tokens\. All the cards should be loaded as well. a UI prompt and logic to handle multiple possible next steps. add a function like handleJunction(player, options) that pauses movement and prompts the user to choose. **logic checking or applying immunity effects**. **Animations** for dice roll and card flipping. A button to start the game, mechanics to pick the number of human players, and which role you want and to roll for who goes first

when the start game button is hit the first thing that happens is a player select drop down menu where you set the amount of human players. Then you choose your role. Then roll the dice to see who goes first. Then the computer will distribute starting resources. All players’ token will go to the start box (see above for coordinates) and from there they will have a choice of which of the four paths they can take ([168,579] [205,546] [203,492]or [164,465] space). The background should be plain black. On top of the background is the image of the game board located at /board.png. the next layer should hold all the transparent board elements. On top of that layer should be the cards matching colors held in the matching boxes (coordinates of all rectangular card boxes mentioned above)

**. Game Overview**

* **Title:** Critocracy
* **Players:** 1-6 human players.
* **Objective:** Accumulate the highest combined total of Money, Knowledge, and Influence.
* **Winning Condition:** Player with the highest combined total of resources at the end wins.
* **Elimination Condition:** Player reaches zero in any resource category.
* **End of Game:** After all players reach the finish square. Players continue taking turns until everyone has finished.
* **Draw Condition:** Game ends in a draw if players tie in total resources.
* **Card Effects:** Processed instantly.
* **Card Return:** Cards go to the bottom of the respective deck.
* **Deck Reshuffle:** Reshuffle at the start of every game and if they run out during the game.
* **Visibility:** All players can see the board, token positions, and each other's resources.
* **Disqualification:** No player is disqualified until all players have finished.

**II. Players**

* **Roles:** Revolutionary, Historian, Colonialist, Entrepreneur, Politician, or Artist.
* **Unique Strengths and Weaknesses:** Each role has different starting resources and an opposing role.
  + **Revolutionary:** 14 Knowledge, 8 Influence (Opposes Colonialist) - Ignores 1 sabotage per game.
  + **Historian:** 14 Knowledge, 8 Money (Opposes Politician) - Cannot have knowledge stolen.
  + **Colonialist:** 14 Money, 8 Influence (Opposes Revolutionary) - Immune to influence theft.
  + **Entrepreneur:** 14 Money, 8 Knowledge (Opposes Artist) - Never has to miss a turn.
  + **Politician:** 14 Influence, 8 Money (Opposes Historian) - Money cannot be stolen from.
  + **Artist:** 14 Influence, 8 Knowledge (Opposes Entrepreneur) - Cannot be forced to change paths.
* **Opposing Roles:** Each role is immune from any attack from their opposing role.
* **Resource Tracking:** Players' resources (Money, Knowledge, Influence) will be tallied and stored in their resource bag (always visible).
* **Player Tokens:** PNG files located at \board game\assets\tokens\:
  + H.png (Historian)
  + A.png (Artist)
  + R.png (Revolutionary)
  + E.png (Entrepreneur)
  + C.png (Colonialist)
  + P.png (Politician)

**III. Game Board Design**

* **Structure:** Linear map with 4 interconnected pathways (Ages) and special event spaces.
* **Visuals and Layers:**
  1. **Background:** Plain black.
  2. **Game Board Image:** The board.png image located at /board.png.
  3. **Transparent Board Elements:** All regular spaces, special event spaces, path indicators, card boxes, Start and Finish boxes are transparent overlays.
  4. **Cards:** Cards matching the color of the Age are held in the corresponding rectangular card boxes.
* **Ages/Pathways:**
  1. **The Age of Expansion (Colonization & Exploitation) - Purple:** Inspired by Aimé Césaire’s Discourse on Colonialism.
     + **Events:** The Scramble for Africa, The Atlantic Slave Trade, Indigenous Displacement.
     + **Pros/Cons:** Accumulate wealth and power while navigating resistance.
     + **Player Spaces Coordinates (Purple**
  2. **The Age of Resistance (Revolts & Intellectual Awakening) - Blue:** Inspired by Walter Benjamin’s Angel of History and anti-colonial movements.
     + **Events:** Haitian Revolution, Gandhi’s Salt March, The Printing Press Revolution.
     + **Pros/Cons:** Risk political resistance, rewrite history, or maintain control.
     + **Player Spaces Coordinates (Blue**
  3. **The Age of Reckoning (Decolonization & Narrative Battles) - Cyan:** Inspired by The Death of the Author (Roland Barthes) and postcolonial struggles.
     + **Events:** End of Apartheid, Museum Artifact Repatriation, Rise of Postcolonial Literature.
     + **Pros/Cons:** Risk reputations, lose or solidify power, influence historical narratives.
  4. **The Age of Legacy (Who Controls History?) - Pink:** Inspired by Benjamin’s Concept of History and modern historiography.
     + **Events:** Social Media Debates on History, AI & Digital Archives, Monument Controversies.
     + **Pros/Cons:** Risk knowledge and influence, historical revisionism, gain money through new technologies and opportunities.
* **Start Box:** Coordinates: [8,472] [188,472] [188,562] [8,562]. Each path starts here. Is multidirectional leading to every other path
* **Finish Box:** Coordinates: [1331,471] [1331,559] [1511,559] [1511,471]
* Purple Path
* [164,465]
* [179,440]
* [187,407]
* [205,377]
* [216,350]
* [257,304]
* [280,286]
* [311,277]
* [350,270]
* [383,272]
* [417,268]
* [454,275]
* [483,285]
* [505,291]
* [569,328]
* [611,371]
* [633,401]
* [644,431]
* [664,463]
* [703,518]
* [720,542]
* [774,602]
* [794,631]
* [835,686]
* [854,714]
* [884,729]
* [911,750]
* [929,758]
* [994,784]
* [1049,793]
* [1080,797]
* [1111,796]
* [1174,785]
* [1207,777]
* [1236,763]
* [1281,724]
* [1300,696]
* [1319,666]
* [1328,636]
* [1340,576]
* Blue Path
* [203,492]
* [231,468]
* [287,416]
* [313,383]
* [344,356]
* [382,340]
* [416,337]
* [443,367]
* [458,402]
* [502,529]
* [515,565]
* [534,636]
* [541,676]
* [548,705]
* [559,743]
* [587,837]
* [606,871]
* [644,896]
* [676,908]
* [717,919]
* [753,916]
* [792,916]
* [836,909]
* [910,868]
* [934,843]
* [950,811]
* [985,711]
* [997,679]
* [999,647]
* [984,579]
* [984,543]
* [1078,531]
* [1090,501]
* [1080,470]
* [1069,409]
* [1080,384]
* [1107,359]
* [1141,357]
* [1167,370]
* [1194,394]
* [1216,414]
* [1263,454]
* [1288,475]
* Cyan Path
* [205,546]
* [224,573]
* [243,596]
* [266,619]
* [324,656]
* [351,672]
* [387,675]
* [412,669]
* [434,659]
* [458,646]
* [456,611]
* [450,582]
* [435,550]
* [453,503]
* [523,476]
* [532,443]
* [523,417]
* [512,386]
* [516,351]
* [566,273]
* [585,248]
* [638,210]
* [672,205]
* [705,197]
* [739,196]
* [803,200]
* [833,205]
* [864,218]
* [919,254]
* [941,276]
* [980,347]
* [989,414]
* [996,453]
* [996,453]
* [999,479]
* [1050,594]
* [1065,620]
* [1093,645]
* [1124,655]
* [1193,658]
* [1231,639]
* [1247,613]
* [1273,594]
* [1310,544]
* Pink Path
* [168,579]
* [179,604]
* [194,640]
* [204,672]
* [237,724]
* [255,745]
* [286,764]
* [315,777]
* [347,786]
* [382,793]
* [417,794]
* [450,794]
* [529,780]
* [587,758]
* [615,744]
* [640,716]
* [683,667]
* [704,635]
* [720,608]
* [776,536]
* [795,513]
* [816,488]
* [834,454]
* [852,424]
* [887,370]
* [902,350]
* [925,330]
* [988,289]
* [1050,274]
* [1082,263]
* [1118,270]
* [1149,271]
* [1181,277]
* [1238,302]
* [1258,322]
* [1279,351]
* [1308,405]
* [1319,438]
* [1334,459]
* purple special event card spaces. if a player lands on any of these they must pick a card only from Purple card box hex color code 9C54DE all transparent
* [231,329]
* [590,346]
* [681,487]
* [811,659]
* [1019,789]
* [1142,792]
* [1262,746]
* [1336,602]
* blue special event card spaces. if a player lands on any of these they must pick a card only from blue card box hex color code 1B3DE5 all transparent
* [266,444]
* [477,437]
* [525,601]
* [574,808]
* [872,896]
* [979,739]
* [991,611]
* [1051,533]
* [1066,437]
* [1242,438]
* [1319,502]
* cyan special event card spaces. if a player lands on any of these they must pick a card only from cyan card box hex color code 00FFFF all transparent
* [293,641]
* [431,522]
* [610,227]
* [768,196]
* [892,231]
* [983,377]
* [1036,573]
* [1157,659]
* [1293,563]
* pink special event card spaces. if a player lands on any of these they must pick a card only from pink card box hex color code FF66FF all transparent
* [214,694]
* [499,789]
* [662,690]
* [867,395]
* [1015,281]
* [1213,287]
* [1298,374]
* Start box where players start all transparent 4 corners
* [8,472]
* [188,472]
* [188,562]
* [8,562]
* Finish box where players finish all transparent 4 corners
* [1331,471]
* [1331,559]
* [1511,559]
* [1511,471]
* players must pick one at the end of each turn but may choose to pick from either box
* End of turn card box 1 all transparent 4 corners
* [299,441]
* [392,441]
* [392,585]
* [299,585]
* End of turn card box 2 all transparent 4 corners
* [1124,454]
* [1217,454]
* [1217,600]
* [1124,600]
* cards must match the color of box
* Purple card box hex color code 9C54DE all transparent 4 corners. all purple cards go here
* [559,469]
* [658,468]
* [659,624]
* [559,624]
* pink card box hex color code FF66FF all transparent 4 corners all pink cards go here
* [685,246]
* [812,246]
* [812,404]
* [685,404]
* blue card box hex color code 1B3DE5 all transparent 4 corners all blue cards go here
* [841,468]
* [948,468]
* [948,622]
* [841,622]
* cyan card box hex color code 00FFFF all transparent 4 corners all cyan cards go here
* [686,694]
* [811,694]
* [811,870]
* [686,870]

* Multi-directional space coordinates - these are not spaces players can land on but when players come to them they can choose one of two directions to travel in they are squares and there are 7 of them. These are transparent polygons
* [460,476]
* [504,458]
* [522,506]
* [477,518]
* [460,476]
* May move to space [523,476] or [502,529]
* [533,759]
* [540,805]
* [590,788]
* [578,745]
* [532,758]
* May move to space [587,758] or [574,808]
* [524,276]
* [505,321]
* [547,339]
* [568,300]
* [524,276]
* May move to space [566,273] or [569,328]
* [750,535]
* [777,566]
* [746,604]
* [716,569]
* [752,532]
* May move to space [776,536] or [774,602]
* [962,272]
* [925,295]
* [952,334]
* [990,314]
* [970,277]
* May move to space [988,289] or [980,347]
* [980,514]
* [1029,513]
* [1044,557]
* [996,556]
* [978,517]
* May move to space [1036,573] or [1051,533]
* [951,742]
* [991,758]
* [978,805]
* [932,786]
* [948,742]
* May move to space [979,739] or [994,784]
* **End of Turn Card Boxes:**
  1. **Box 1:** Coordinates: [299,441] [392,441] [392,585] [299,585]
  2. **Box 2:** Coordinates: [1124,454] [1217,454] [1217,600] [1124,600]
* **Age Card Boxes:**
  1. **The Age of Reckoning (Purple):** Coordinates: [559,469] [658,468] [659,624] [559,624]
  2. **The Age of Expansion (Pink):** Coordinates: [685,246] [812,246] [812,404] [685,404]
  3. **The Age of Resistance (Blue):** Coordinates: [841,468] [948,468] [948,622] [841,622]
  4. **The Age of Legacy (Cyan):** Coordinates: [686,694] [811,694] [811,870] [686,870]
* **Multi-directional Spaces (Path Switching):** 7 transparent polygons. Players can choose one of two directions when they reach these.
  1. [460,476] [504,458] [522,506] [477,518] [460,476] - May move to [523,476] or [502,529]
  2. [533,759] [540,805] [590,788] [578,745] [532,758] - May move to [587,758] or [574,808]
  3. [524,276] [505,321] [547,339] [568,300] [524,276] - May move to [566,273] or [569,328]
  4. [750,535] [777,566] [746,604] [716,569] [752,532] - May move to [776,536] or [774,602]
  5. [962,272] [925,295] [952,334] [990,314] [970,277] - May move to [988,289] or [980,347]
  6. [980,514] [1029,513] [1044,557] [996,556] [978,517] - May move to [1036,573] or [1051,533]
  7. [951,742] [991,758] [978,805] [932,786] [948,742] - May move to [979,739] or [994,784]

**IV. Game Components**

* **Game Board:** Visualized by board.png with transparent overlays for interactive elements.
* **Regular Spaces:** Transparent overlays on the board, following the coordinates provided for each Age path.
* **Special Event Spaces:** Transparent overlays on the board at the specified coordinates for each color (Age).
* **Card Decks:**
  + **Special Event Space Cards:** Four decks, one for each Age (Pink, Blue, Purple, Cyan). Located at \board game\assets\cards\specialeventcards.json (separated by name and color).
  + **End of Turn Cards:** Two decks, located at \board game\assets\cards\endofturncards.json.
* **Resource Tokens:** Three types: Money, Knowledge, and Influence (tracked in the UI).
* **1 Dice:** Standard six-sided die.
* **Player Tokens:** PNG files for each of the 6 roles (located at \board game\assets\tokens\).
* **Resource Bags:** Display in the UI to show the current amounts of each resource for each player (always visible).

**V. Setup**

1. **Start Game Button:** When clicked, initiates the setup sequence.
2. **Player Select Dropdown:** Allows setting the number of human players.
3. **Role Selection:** Each player chooses their desired role from a selection.
4. **Roll for First Player:** Players roll a die to determine the turn order. Highest roll goes first. Tiebreaker: Alphabetical order by role (Artist, Colonialist, Entrepreneur, Historian, Politician, Revolutionary).
5. **Distribute Starting Resources:** Based on the chosen role (as detailed in the "Players" section).
6. **Shuffle Cards:** Shuffle the four decks of Special Event Space Cards and the two decks of End of Turn Cards at the start of every game.
7. **Place Cards:** Place the Special Event Space Cards in the color-coded boxes on the game board. Place the End Of Turn cards in either or both of the end of turn boxes.
8. **Initial Token Placement:** All players' tokens are placed on the Start Box (coordinates: [8,472] [188,472] [188,562] [8,562]).

**VI. Gameplay**

* **Turn Order:** Determined during setup.
* **Each Turn, a Player:**
  1. **Rolls a standard 6-sided die** (via a button in the UI with animation).
  2. **Moves:** Moves their token the number of spaces indicated by the dice roll along their current path. Players follow the sequential coordinates of their chosen path. Token movement should be animated.
  3. **Lands on a game space:**
     + **Regular Spaces:** No immediate effect.
     + **Special Event Spaces:** Draws a Special Event Space Card from the deck matching the color of the Age/path they are currently on. The card should be loaded, and a popup displayed with a flip animation.
     + **End of Turn Card Box:** Draws one End of Turn Card (mandatory) from either of the two End of Turn card boxes (player's choice). The card should be loaded, and a popup displayed with a flip animation.
  4. **Resolves effects:** Processes the effects of any drawn cards instantly.
  5. **Ends turn.**
* **Initial Path Choice:** After all players' tokens are placed on the Start Box, each player, on their first turn, will have a choice of which of the four paths they can take (the first space of each path): [168,579] (Pink), [205,546] (Cyan), [203,492] (Blue), or [164,465] (Purple).
* **Path Switching:** Players may switch paths whenever they pass a multi-directional space. A UI prompt using a function like handleJunction(player, options) will pause movement and present the player with the choice of the next space on either of the two available paths. The Artist role is immune to being forced to change paths.

**VII. Strategic Mechanics**

* **Special Event Cards:** Dictate strategic mechanics. Some cards may allow players to:
  + Trade resources.
  + Form temporary alliances.
  + Steal resources (money cannot be stolen from the Politician, Colonialist is immune to influence theft, Historian cannot have knowledge stolen).
  + Sabotage other players (Revolutionary ignores 1 sabotage per game).
  + Receive rewards.
  + Move other players.
* **Alliances:** Temporary partnerships to share or mitigate losses/gains. Alliance cards are kept (not returned to the deck immediately).
* **Trading:** Enabled by certain Special Event Cards. Trade cards are kept (not returned to the deck immediately).
* **Sabotage:** Enabled by certain Special Event Cards. Sabotage cards must be used that turn. Logic checking or applying immunity effects will be needed.

**VIII. Victory Conditions**

* The game ends after all players have reached the finish square.
* The player with the highest combined total of Money, Knowledge, and Influence wins.
* Players with zero in any resource category are eliminated at the end of the game (after everyone has finished).

**IX. Computer Player Logic**

* No AI.
* Behavior dictated by the cards they draw.
* Will not intentionally change paths.
* Will land on no more than 2 special event spaces throughout the entire game.
* Always agrees to anything offered by a human player (alliance, trade, sabotage, etc.).

**X. Responsiveness**

* Everything, every element (board, tokens, UI, etc.), must be responsive and adapt to different screen sizes.

**XI. Card Data and Locations**

* **End of Turn Cards:** Located at \board game\assets\cards\endofturncards.json.
* **Special Event Cards:** Located at \board game\assets\cards\specialeventcards.json, separated by name and color. All cards should be loaded from these files.

**XII. Listeners**

* Listeners will need to be set up for:
  + Start Game button click.
  + Player number selection.
  + Role selection.
  + Initial dice roll for turn order.
  + Dice roll button click (with animation).
  + Space clicks (though most spaces have no direct click interaction).
  + Direction change clicks at multi-directional spaces (using handleJunction).
  + Resource management interactions.
  + Clicking on card decks to draw cards (with popup and flip animation).

**XIII. File Structure**

\Critocracy

│ board.png

│ index.html

├───assets

│ ├───Cards

│ │ Endofturncards.json

│ │ specialeventcards.json

│ │ └───tokens

│ │ A.png

│ │ C.png

│ │ E.png

│ │ H.png

│ │ P.png

│ │ R.png

│ └───css

│ style.css

└───js

script.js

This updated organization includes all the new details you've provided and should give you a very solid foundation for coding your game. Remember to focus on the specific logic and visual implementation for each of these sections.