The Magical Showdown - tutorial

Technical requirements for the game & installation:

The game is run in Windows-PC. Players need to have **MagicalShowdown.zip** downloaded from **http://bit.ly/hanseoulu** and extracted into their PC's hard drive to a folder of their choosing

Once the zip file is extracted, following files/folders should be visible in the folder:
- MagicalShowdown.exe
- MagicalShowdown_data
- UnityPlayer.dll

When the game is played one the players acts as host, others join the game. See instructions below how to setup and join a game.

The game is started by running the **MagicalShowdown.exe**
The game main menu is displayed:

Audio settings can be changed from the **"Audio settings"**.

To start a new game select **"Start",** and the **Lobby screen** is displayed:
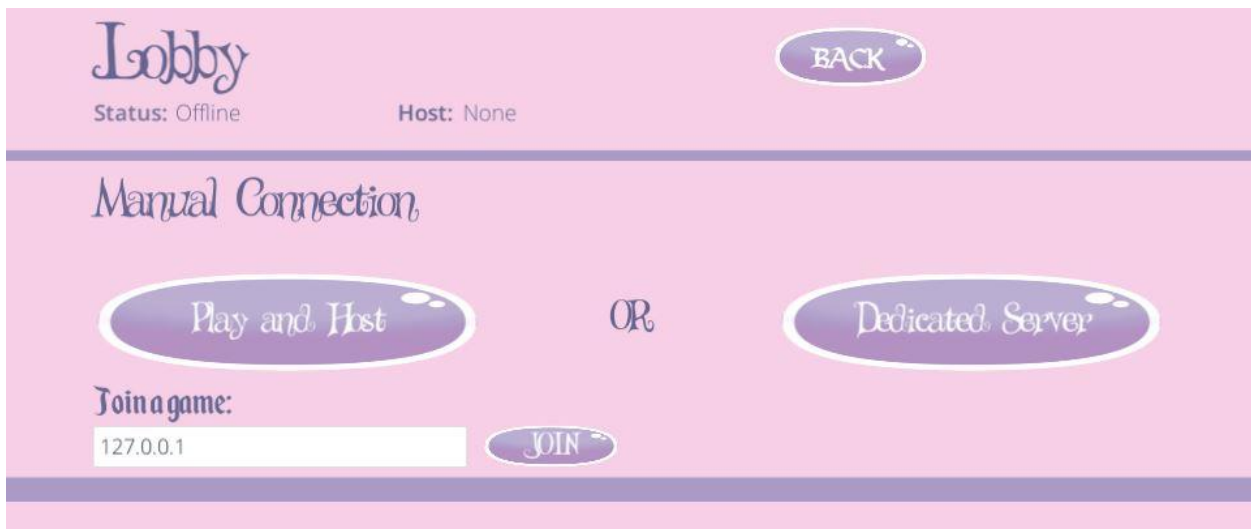
To start a new game, one computer/player needs to host a game. Choose "**Play and host"** to do this. Following screen is displayed:

Lobby
Status: Hosting   Host: localhost   BACK

Player1   JOIN   ✕

This is a direct play server, it is not listed in "List servers"
Other players have to connect using your IP address

Insert player name into the text box and choose **"Join".**

NOTE: Other players need the hosting computer's IP address to join the game. IP address can be resolved for example by entering the "ipconfig" command in Windows command prompt. Game host needs to tell the IP address to other players so they can join the game.

NOTE: Hosting computer needs a connection through Windows firewall, so in case there is a Windows notification screen about firewall access, the host needs to accept it. Players joining the game do not get the firewall notification

For the players joining a hosted game:

In the **Lobby screen:** Input the IP address of the hosting computer and choose **Join**

Once you have joined the game you will see the main play screen:

HOW TO PLAY

The game will be played in turns of 60sec by 2 to 5 players.

Phase 1

At the start of the game players will have to defeat a boss together. Players can defeat the boss by using the amount of resources that the boss demands of them each turn (for 10 turns).

Asking for resources (not bluffing)

If the player does not have enough resources player can ask for resources from other players.

The other have certain amount of time to, give the asking player some of their resources, or they can call the asking players bluff.

If the one of the other player decides to give the asking player, the asked amount of resources, the turn ends and the next round begins.

If the one of the other players thinks that the asking player is bluffing, they can call their bluff. If the asking player was not bluffing, the calling player will have to pay the asked amount of resources and little bit more.

If nobody doesn't anything all the other players will have to give the asking player some of their resources to combine the amount that was asked.

Asking for resources (bluffing)

If the player bluffs and asks for resources, the other players can give some of their resources and then the turn ends and the next one begins.

If one of the other players calls the asking players bluffs, and the calling one is right the bluffing player will have to give the calling player the asked amount and little bit more.