

EUROMED

GAME

HELP MANUAL

OVERVIEW	4
PLAYING THE GAME:	4
ANSWERING THE QUIZ:	4
AIMS OF THE EM GAME	5
GAME	5
QUIZ	5
STRUCTURE AND RULES	6
GAME	6
<i>TIME</i>	<i>6</i>
<i>BOARD AREA</i>	<i>6</i>
<i>PLAYERS</i>	<i>7</i>
<i>TURN MOVES</i>	<i>8</i>
<i>CONVERTING RESOURCES</i>	<i>10</i>
<i>CARDS</i>	<i>10</i>
<i>CERTIFICATES AND DEGREES</i>	<i>14</i>
<i>CREDITS AND PENALTIES</i>	<i>15</i>
QUIZ	17
<i>BASIC QUIZ</i>	<i>17</i>
<i>EXPERTISE QUIZ</i>	<i>19</i>
<i>TIME</i>	<i>19</i>
<i>PLAYERS</i>	<i>19</i>
INTERFACE	20
MAIN MENU AND QUIZ	20

<i>MAIN MENU:</i>	20
<i>GLOBAL OPTIONS:</i>	21
<i>TOP BUTTONS</i>	22
<i>QUIZ:</i>	22
<i>EXPERTISE QUIZ:</i>	24
GAME INTERFACE	26
<i>PLAYERS REGISTRATION</i>	26
<i>PLAYERS PANEL</i>	27
<i>QUESTIONS WINDOW</i>	29
<i>NEGOTIATION WINDOW</i>	31
<i>KEYBOARD SHORTCUTS</i>	33
SAVING AND LOADING A GAME	35
<i>SAVING A GAME</i>	35
<i>LOADING A GAME</i>	37
<i>TROUBLESHOOTING</i>	39

OVERVIEW

The EM GAME has **two main options of playing**, with sub-options in order to give everyone the ability to adapt it for every possible activity and participants.

The options are:

PLAYING THE GAME:

- **COMPLETE GAME** (no extra choices, all difficulty levels included)
- **CUSTOM GAME** (players can select the level of difficulty)

ANSWERING THE QUIZ:

- **QUIZ** (with the choice of the activity, area and the level of difficulty)
- **EXPERTISE QUIZ** (with questions on specific fields: gender mainstreaming, geopolitical issues, scratches from real life, i.e. various questions on culture, traditions)

AIMS OF THE EM GAME

GAME

To have an EM project approved by the EC, by building a PARTNERSHIP with one or more areas, and accessing to the FUNDING

Partnership:

To obtain an area partner the players have to get an **area expert degree** of that area, through the achievement of the 3 different **topic certificates**, gained by answering correctly to all the 3 TOPICS QUESTIONS of the geographical area (see the [certificates and degrees paragraph](#)).

Funding:

To obtain the funding requested the players will have from the beginning a **lump sum** to manage and will have the possibility of gaining more money through the FUNDS cards, NEGOTIATION and CONVERSION of credits and degrees.

Objective:

Even if this is the main common goal, each player has a **different objective** (determined randomly at the beginning of the game), that defines with which areas he/she has to establish a partnership and which sum of funds he/she has to collect (see the [cards paragraph](#) for more info)

QUIZ

To answer correctly to the questions given

In the **BASIC QUIZ** you can choose:

- A specific **activity** (EVS, youth exchange, training)
- A restricted **area**
- The level of **difficulty** (*compulsory, recommended or optional*)

In the **EXPERTISE QUIZ** you can choose:

- The **topic** transversal to all areas (gender mainstreaming, geopolitical issues, scratches from real life, i.e. various questions on culture, traditions..)

STRUCTURE AND RULES

GAME

The GAME has *two different options of playing*:

- **COMPLETE GAME** - no extra choices, all difficulty levels included
 - **CUSTOM GAME** - with the choice of level of difficulty, among:
 - COMPULSORY (i.e. what you should know)
 - RECOMMENDED (i.e. what would be better to know)
 - OPTIONAL (i.e. what makes you an EXPERT)
 - The topics are *subsequent*: by choosing the following, the previous are included.
- After this main option the game develops in the same way.

TIME

The gaming time should be around *90 minutes*, while there is no limit to a game session.

BOARD AREA

The board area consists of the Euro-Med map, divided into **6 sector areas**, characterised by different *colours*:

- **Centre Europe** (in yellow)
- **East Europe** (in violet)
- **Middle East** (in blue)
- **North Africa** (in brown)
- **North Europe** (in orange)
- **South Europe** (in green)

The areas are divided into the corresponding countries, but the questions will be related to all the countries in the area, and not specifically to the one the player moved to.

Minimum 2 maximum 6 individual players, with possibility to work in teams. So a maximum of 6 PAWNS will be on the board map (*1 for every area*)

In the registration window, at the beginning of the game, the **players have to indicate**:

- Their NAME (optional)
- The AREA of belonging of their pawn
- Their NATIONALITY



N.B.: the country borders are based on the maps indicated by the UN and the EC

PLAYERS

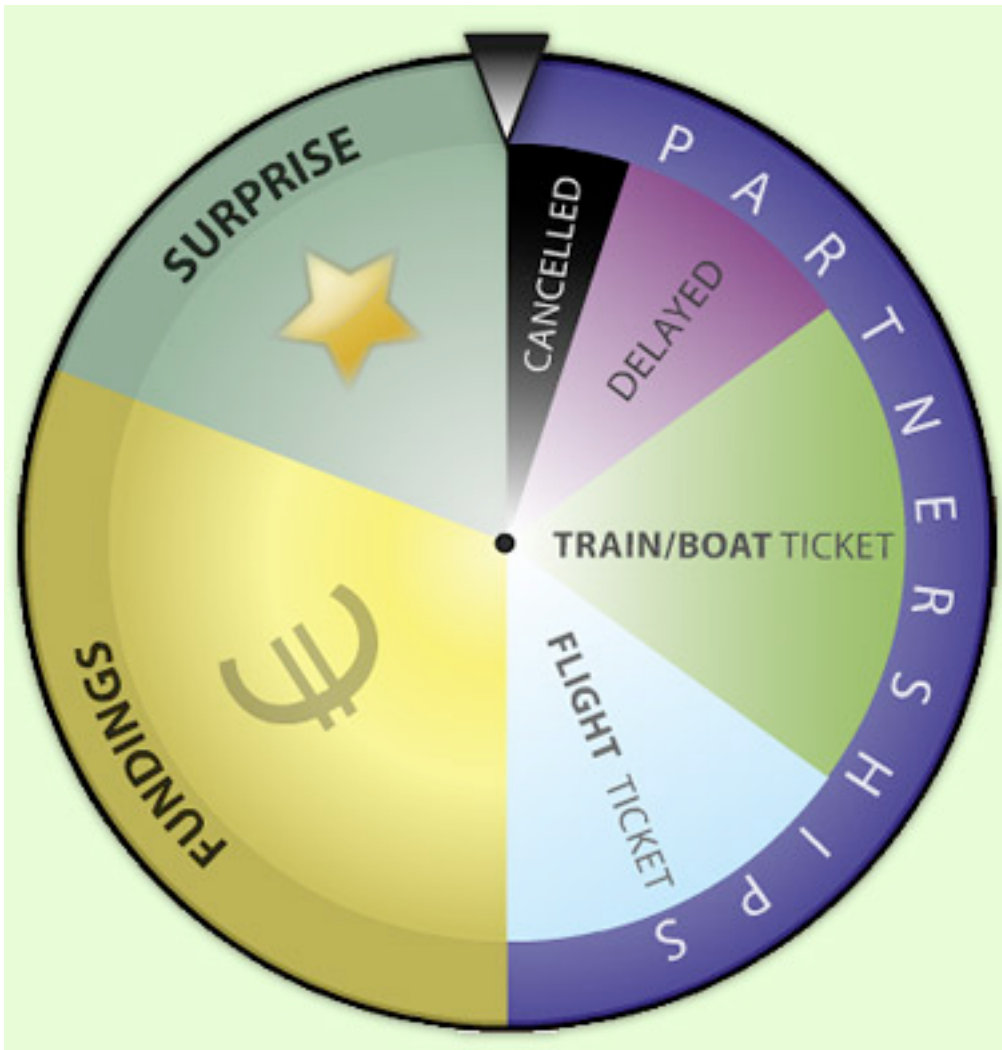
Minimum **2** maximum **6** individual players, with possibility to work in **teams**.

So a maximum of 6 PAWNS will be on the board map (1 for every area)

- In the [registration window](#), at the beginning of the game, the players have to indicate:
 - Their NAME (*optional*)
 - The AREA of belonging of their pawn
 - Their NATIONALITY
- The **starting country** of the pawn is assigned at the beginning of the game (choosing randomly between the countries of the player's area)
- The in-game **players' order** is determined randomly at the beginning of the game

TURN MOVES

For drawing turn moves a **roulette arrow system** is used. A simple roulette system, where an arrow is made turn on a circular base where there are the following options, with a different percentage of drawing possibility:



- **PARTNERSHIP OPTIONS**
The only occasion where the player moves
 - **Trip cancelled** [5%] (1 turn stop)
 - **Trip delayed** [10%] (the player doesn't move but has to pick another partnership card for the area he/she's in)
 - **Train/boat ticket** [20%] (just 1 move to a neighbour country and picking of a relative [partnership card](#))
 - **Flight ticket** [15%] (1 move everywhere in the map and picking of a relative [partnership card](#))
- **FUNDING OPPORTUNITIES** [35%]
The player doesn't move and picks up a [funding card](#)
- **SURPRISE CARDS** [15%]
The player doesn't move and picks up a [surprise card](#)

CONVERTING RESOURCES

At the very beginning of the turn (just *before turning the roulette wheel*) each player can also **convert and exchange** his/her resources with:

- **NEGOTIATION:** all the players can negotiate and bargain their degrees, funds and credits (but not their objectives) and create teams (see the [negotiation window](#) paragraph for more info). *Calling a negotiation will make the player turn to end afterwards.*
- **CONVERT CREDITS:** the player can convert its credits to funds or certificates (see [players panel](#) for more info)
- **CONVERT DEGREES:** the player can convert its degrees to funds (see [players panel](#) for more info)

CARDS

The cards are divided into:



Objective cards:

They contain the objectives every player has to achieve (each one is different and it is based on the basic elements of the game aim: having a project approved by creating a certain partnership and raising the necessary funds).

They are **drawn randomly** at the beginning and they remain secret for all the game.

They can be mixed and redistributed just in case the "mix the objectives" surprise card is drawn by one player. In this case the game continues, by being easier for someone and more difficult for others.



*** Partnership cards:**

They are drawn when a player gets into the PARTNERSHIP AREA of the roulette.
They contain the question with possible answers where to choose from.

- They are related with the **areas** by different colours (the same of the board map), and to a specific **country** (belonging to the area the player moved to but not necessarily to the specific country the player moved to)
- The **topics** in the questions are related to the following fields:
 - HISTORY AND GEOGRAPHY
 - CULTURE, TRADITIONS AND LANGUAGE
 - ECONOMY AND POLITICS
- The questions are divided into **3 levels of difficulty**, mixed in the COMPLETE GAME and chosen in the CUSTOM GAME, in order to encounter different knowledge and expertise (i.e. compulsory / recommended / optional)
- For the CUSTOM GAME the division in difficulty levels has been structured as follows:

COMPULSARY	RECOMMENDED	OPTIONAL
what you should know	what would be better to know	What makes you an EXPERT
Language	Artistic monuments and artists	Curiosities
Capital	Music artists and songs	Dates
Currency	Literature production and authors	Measures
Government	Science and technology	
Cooking	History (with specific attention to modern history)	
National sport and famous players and teams		
Praying sites (related to places)		
Holy books		
Religious feasts (related to places)		
Environment and religion		
Rivers		
Mountains		
Curiosities		
Traditional music		
Cinema		
Famous people		

- Both in case of correct and incorrect answer it is possible to **check the reference** to have an explanation



Funding cards:

They are drawn when a player gets into the FUNDING OPPORTUNITIES AREA of the roulette.

They give the opportunity to raise funds, or the problem to have funds blocked or withdrawn.
They are divided into 2 kinds:

- * **Question cards:** players obtain the funds indicated according to the correctness of their answer (in case of incorrect answer no fund is withdrawn).
They are related to *3 different fields* (transversal to all the areas):
 - Question on the EU, EMP, YIA, EMYP programmes (considered **COMPULSARY** in the **CUSTOM GAME**)
 - Questions on religions, related to the essence and creed and not to the belonging to a specific country (considered **COMPULSARY** in the **CUSTOM GAME**)
 - Expertise questions: gender mainstreaming, geopolitical issues, scratches from real life, i.e. various questions on culture, traditions (considered **OPTIONAL** in the **CUSTOM GAME**)
- **Funding cards:** there is no question to answer but just an amount of money which can be:
 - **GRANTED:** the player obtain the money indicated
 - **REDUCED:** the implementation of the project has a lower participation than previewed, therefore the funding is reduced
 - **BLOCKED:** the player's project is blocked for 1 turn (i.e. the player can continue his game but not using money as in negotiation or even winning the game)
 - **WITHDRAWN:** the player's project has been evaluated negatively and all the money collected –apart from the initial lump sum of 5.000€ - is withdrawn



Surprise cards:

As explicit into the name, they serve as element of shocker or for creating and intercultural atmosphere in the game.

They are of 2 different options:

- **Intercultural cards:** they do not have any practical impact in the game but serve to create an intercultural atmosphere through the sharing of traditions and words
- **Shocker cards:** they give different options, as follows (the number of surprise cards in the bunch differs from the option)
 - **JOLLY:** get 1 partner (just 1 card)
 - **BLACK JOLLY:** lose 1 partner (just 1 card). if the player doesn't have any partner yet has

to wait until he/she gets and then will lose it. With a black jolly in the player's hands he/she cannot win

- MIX THE OBJECTIVES (just 1 card) Players around the table have to mix the objectives and start again their play
- 1 MOVE OF YOUR CHOICE (train or flight)
- 1 MORE TOPIC (for the area you are in)
- PASS 1 CARD (fund or partnership) to the player on the left
- GET 1 CARD (fund or partnership) from the player on the right
- GIVE FUNDS TO NEXT PLAYER (the amount written in the card)
- GIVE FUNDS TO PREVIOUS PLAYER (the amount written in the card)
- GET 1 CREDIT
- GET 1 PENALTY
- LEAVE 1 CREDIT
- LEAVE 1 PENALTY

* = questions have been provided by trainers, youth workers and young people (as listed in the "Credits" page) from different countries in the Euro Mediterranean region as a free contribution.

CERTIFICATES AND DEGREES

- The **Topic Certificates** are obtained by answering correctly to the partnership questions. They are divided by area (with the colour related) and then by topic (with the number related).
- The **Area Expert Degrees** are obtained when a player collects all the 3 topic certificates of the area concerned. They are marked by the area different colours



- OBTAINING AN AREA EXPERT DEGREE is equivalent to establishing a **partnership** with that area

CREDITS AND PENALTIES

CREDITS are given in certain situations (surprise cards or correct answers). They're necessary to annul penalties.

- If the question is related to the exact country where the player stands, and the answer is correct, the player gets 1 credit
- If the question is related to the country of belonging of the player, and the answer is correct, the player gets no credits (he's supposed to know!)
- If the question is related to the country of the same area of the pawn, and the answer is correct, the player gets 2 credits
- If a player gets two certificates of the same topic for the same area gets 1 credit

PENALTIES are given in certain situations (surprise cards or incorrect answers). They have to be annulled by credits.

- If the question is related to the exact country where the player stands, and the answer is incorrect, the player gets 1 penalty

- If the question is related to the country of belonging of the player , and the answer is incorrect, the player gets 2 penalties
- If the question is related to the exact country of the same area of the pawn, and the answer is incorrect, the player gets 1 penalty
- If the question is related to the same area of the pawn and also to the country of belonging of the player , and the answer is incorrect, the player gets 3 penalties

With **8 credits** the player can obtain a certificate of his/her choice or 2000 euros (see [players panel](#) for more info)

QUIZ

BASIC QUIZ

Players can create a **quiz session** by choosing:

- A specific **activity**:
 - Youth exchange
 - EVS
 - Training course
- A restricted **area** (with the possibility of choosing 1 single country for the EVS activity, otherwise with a minimum of 2)
- The level of **difficulty** (with the possibility of choosing 1 single topic, 2 or all of them):
 - COMPULSORY (i.e. what you should know)
 - RECOMMENDED (i.e. what would be better to know)
 - OPTIONAL (i.e. what makes you an EXPERT)

COMPULSARY what you should know	RECOMMENDED what would be better to know	OPTIONAL
<p>PARTNERSHIP QUESTIONS:</p> <p>Language Capital Currency Government Cooking National sport and famous players and teams Praying sites (related to places) Holy books Religious feasts (related to places) Environment and religion Rivers Mountains Curiosities Traditional music Cinema Famous people</p> <p>FUNDING QUESTIONS:</p> <p>Religions: Baha'i Buddhism Christianity Hinduism Islam Judaism Shintoism Taoism</p> <p>CONTEXT AND THE EM GAME: European Union structure (EU) EuroMed Partnership (EMP) Youth in Action Programme (YIA) EuroMed Youth Programme (EMYP)</p>	<p>PARTNERSHIP QUESTIONS: Artistic monuments and artists Music artists and songs Literature production and authors Science and technology History (with specific attention to modern history)</p> <p>FUNDING QUESTIONS:</p> <p>Religions: Baha'i Buddhism Christianity Hinduism Islam Judaism Shintoism Taoism</p> <p>CONTEXT AND THE EM GAME: European Union structure (EU) EuroMed Partnership (EMP) Youth in Action Programme (YIA) EuroMed Youth Programme (EMYP)</p>	<p>PARTNERSHIP QUESTIONS: Curiosities Dates Measures</p> <p>FUNDING QUESTIONS:</p> <p>Religions: Baha'i Buddhism Christianity Hinduism Islam Judaism Shintoism Taoism</p> <p>CONTEXT AND THE EM GAME: European Union structure (EU) EuroMed Partnership (EMP) Youth in Action Programme (YIA) EuroMed Youth Programme (EMYP)</p> <p>EXPERTISE QUESTIONS: geopolitics gender mainstreaming scratches of real life</p>

EXPERTISE QUIZ

Players can create a **quiz session** by choosing the **topics**, transversal to all the areas (1 topic, 2 or all of them):

- Gender mainstreaming
- Geopolitical issues
- Scratches from real life (i.e. various questions on culture, traditions, etc...)

TIME

Players can **end the quiz** at any time and a summary of the answers (correct + wrong) will be shown.

A maximum of **25 questions** can be answered for each *quiz session*.

Players can choose if having or not a *timer* in every question (from the [global options](#))

PLAYERS

Each quiz session can be played by **one single player up to four players at a time**. Players will answer the questions sequentially, in their respective turns (i.e. first question to player 1, second question to player 2, etc...).

Players can compete between each other by *comparing the results* (i.e. correct answers or final score).

INTERFACE

MAIN MENU AND QUIZ

MAIN MENU:

The EM Game will start with *this screen*:



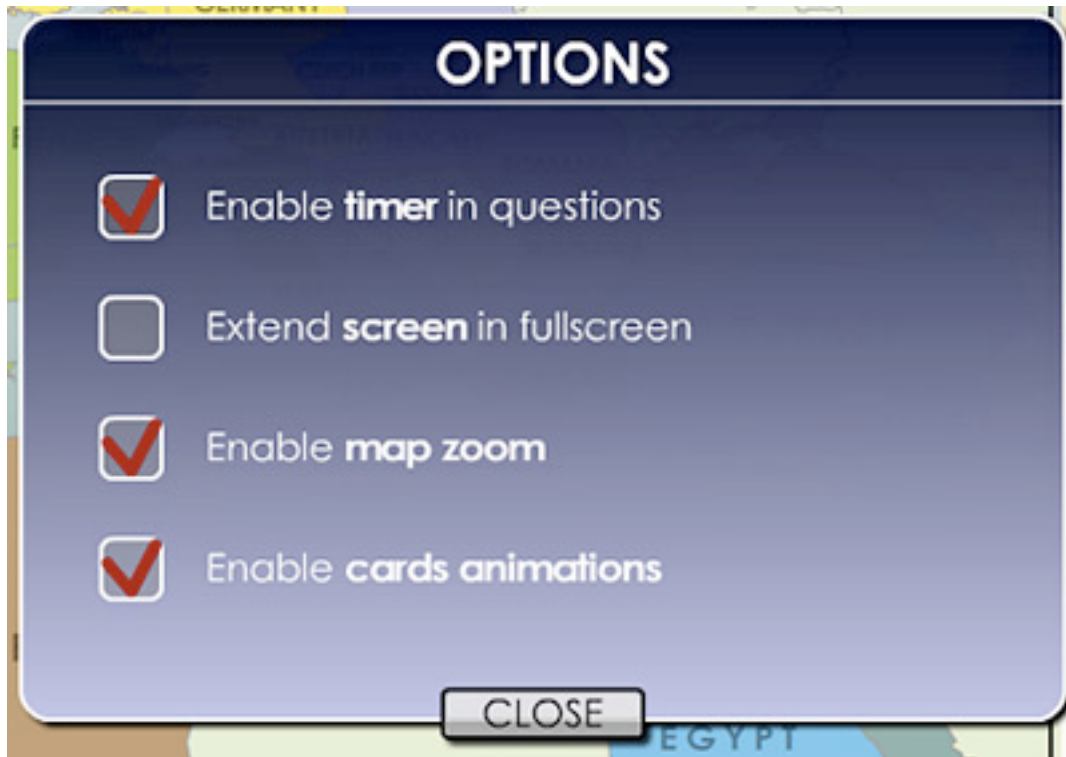
With the *main menu* (the big colored buttons at the top) you can **choose the type of game to play**:

- COMPLETE GAME
- CUSTOM GAME (a window will open before the [players registration](#), to let you choose between the 3 difficulty levels)
- QUIZ
- EXPERTISE QUIZ

With the *secondary menu* at the bottom of the screen you will be able to [load a game](#), open the [options](#), and view the help and credits.

GLOBAL OPTIONS:

When you click on the **options button** (from the [top buttons](#) or from the [main menu](#)) the following window will open:

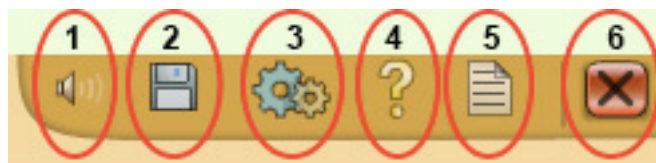


- **ENABLE TIMER IN QUESTIONS** : if checked there is a maximum **time** in which the players can answer to a question (represented by the red bar at the top of the [questions window](#))
- **EXTEND SCREEN IN FULLSCREEN** : the game screen is extended to cover the monitor resolution (mantaining the correct proportions). On slower computers this can result in a loss of performance and speed
- **ENABLE MAP ZOOM** : when the pawns moves on the map a camera zoom is performed. Uncheck this to remove the effect (for performance reasons)
- **ENABLE CARDS ANIMATIONS** : the cards (objective, surprise and funding) appears and disappears with an animation. Uncheck this to speed-up the game transitions and for increasing the performance on slower computers

Click the **CLOSE BUTTON** to close the window and to **make the changes effective**.

TOP BUTTONS

During the GAME and the QUIZ some important buttons are located at the *top right of the screen*:



1. DISABLE IN-GAME BACKGROUND MUSIC (only in GAME mode)
2. SAVE CURRENT GAME (only in GAME mode. See [save and load](#) chapter)
3. OPEN GAME OPTIONS WINDOW (see [global options](#) paragraph)
4. OPEN HELP MANUAL (this document)
5. OPEN REFERENCE MANUAL
6. CLOSE GAME (return to main menu)

QUIZ:

Once you enter the QUIZ from the main menu, a **quiz creation window** will open, letting you to *configure the quiz session*:

CREATE A NEW QUIZ:

N. PLAYERS: 3

PLAYER 1: Daniel PLAYER 2: Sara

PLAYER 3: Charlotte PLAYER 4:

ACTIVITY: Youth Exchange
 Youth Exchange
 EVS
 TC

AREA:
 Brown Blue Green Yellow Violet Orange
 Fundings

LEVEL OF DIFFICULTY:
 COMPULSARY (easy) RECOMMENDED (medium) OPTIONAL (difficult)

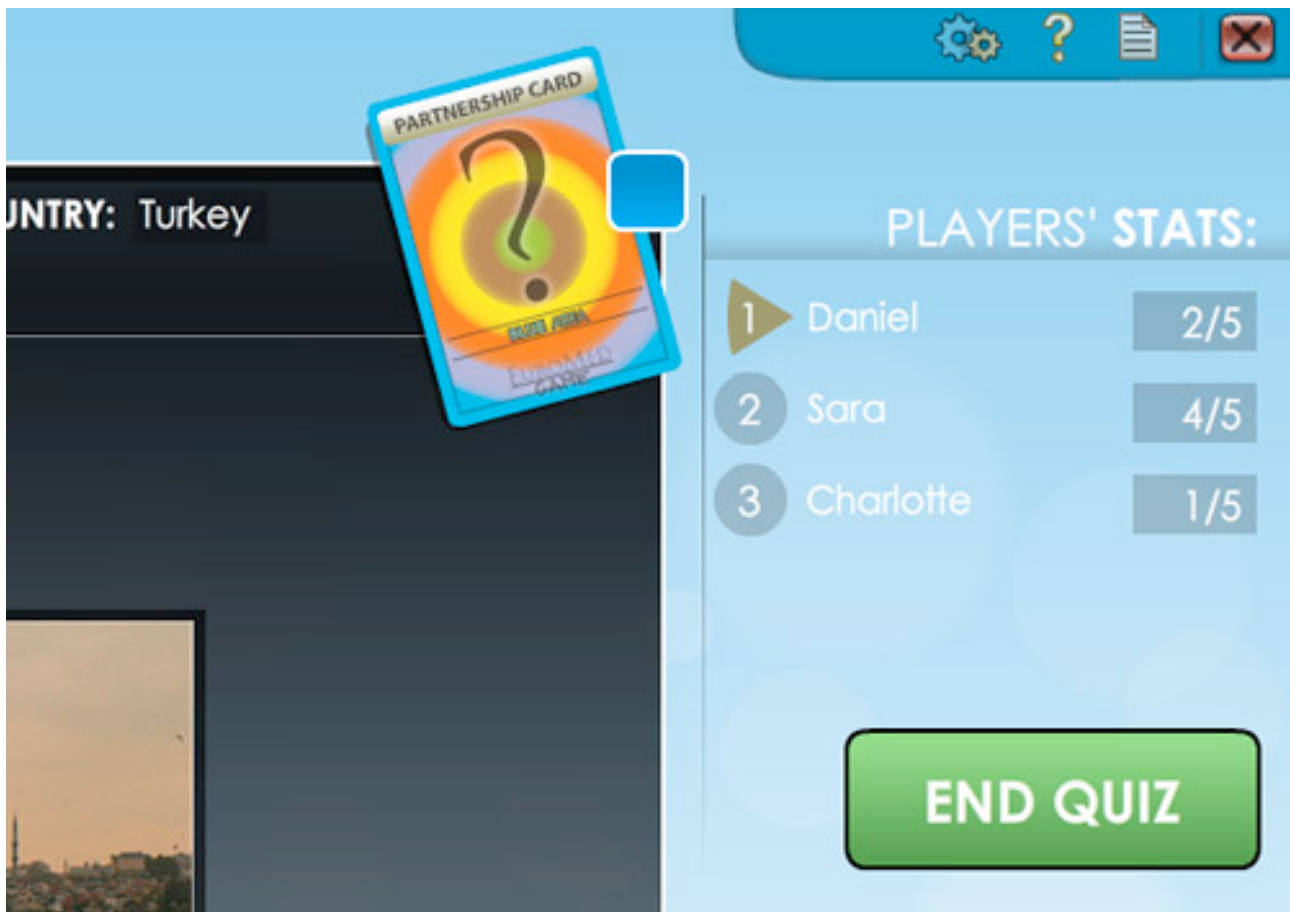
START QUIZ

From here you can set:

- NUMBER OF PLAYERS AND THEIR NAME
- ACTIVITY (will affect how many areas you can choose)
- AREAS (including fundings questions)
- LEVEL OF DIFFICULTY

Once started the questions will follow one after the other.

On the right there is always a **panel**, which will *summarize the quiz result* (players' names and total correct answers on total answers) and will let the players to **end the quiz** at every time, with the green END QUIZ button.



There is a *maximum of questions* a player can answer for each quiz session, which is **25**.

Once the quiz is ended a **quiz result window** will summarize how the quiz went (with the total amount of *correct* answers, *wrong* answers, and a *final score*).

From here the player can configure a new quiz or return to the main menu.

EXPERTISE QUIZ:

The expertise quiz will work exactly the same way as the basic quiz, except for the creation window:

CREATE A NEW EXPERTISE QUIZ:

N. PLAYERS: 1

PLAYER 1: Daniel PLAYER 2:

PLAYER 3: PLAYER 4:

TOPIC:

Gender Mainstreaming (GMS)

Geopolitical Issues

Scratches Of Real Life

START EXPERTISE QUIZ

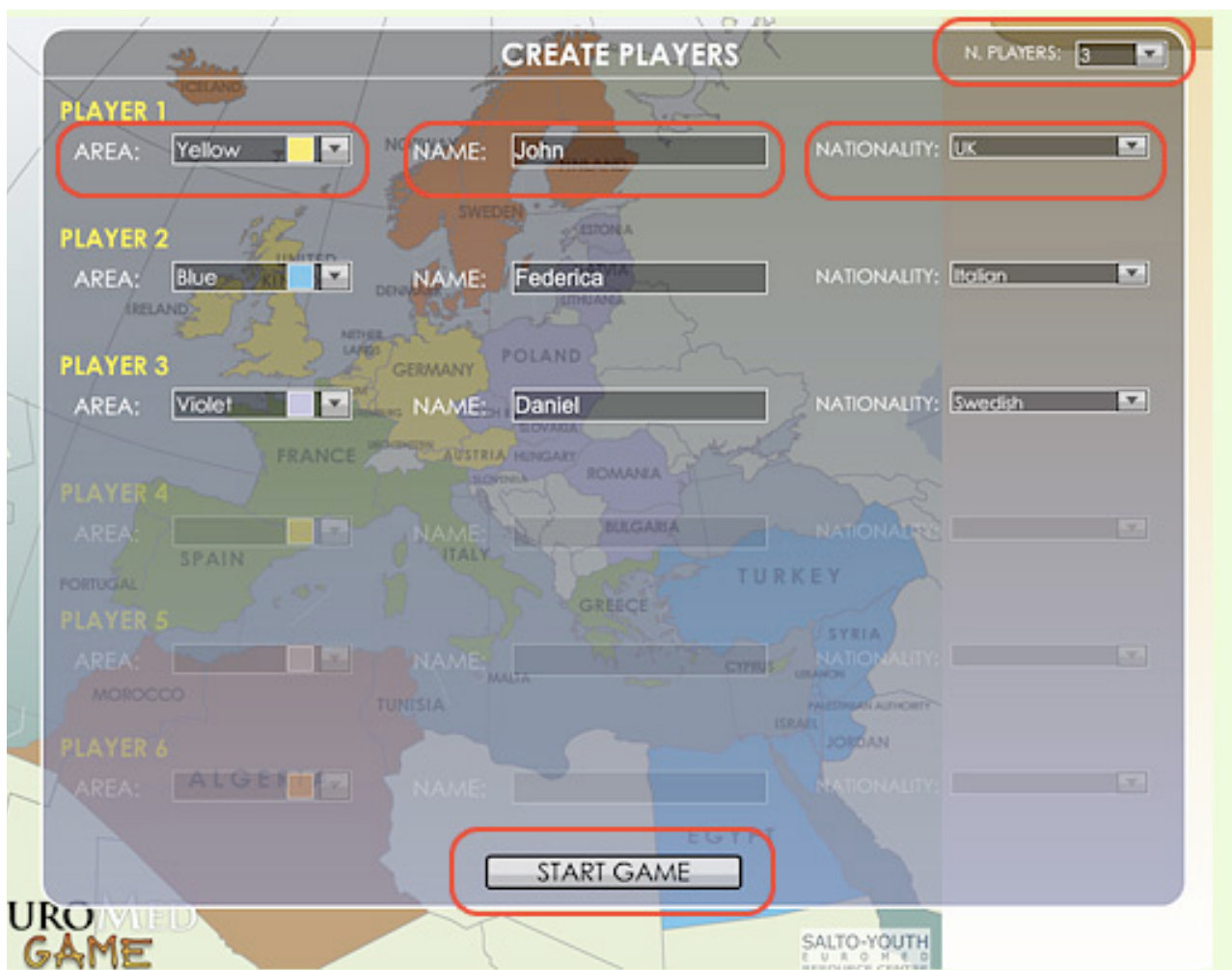
From there you can set only the **topic** of the expertise questions, choosing from:

- Gender Mainstreaming
- Geopolitical Issues
- Scratches Of Real Life

GAME INTERFACE

PLAYERS REGISTRATION

Once you have started a **NEW GAME** (complete or custom) from the **main menu**, the first thing to do is to **create the players** from the following window:



- You can choose the **NUMBER OF PLAYERS** from the *select* at the *top right* of the window.
- For each player you have to insert their **NAME** (optional), their **NATIONALITY** and the **AREA** of belonging of their pawn
- Once you have finished with the players' data just click **START GAME** to close this window and to enter the game

PLAYERS PANEL

The players panel is always visible on the right side of the game screen and it shows automatically the **stats** of the current player, together with the other players' data if requested.



- The pawn inside the **red circle** is the one of the player who is playing in this turn (the ACTIVE PLAYER)
- The little **black arrow** under the pawn point to the player which stats are currently shown. By default this corresponds to the active player, but you can **CLICK ON THE OTHER PAWNS** in the panel to show the corresponding players' stats and data (the black arrow will move)

- The **players stats** are:
 - NAME
 - NATIONALITY : it has influences on the answering on questions related to that nation
 - AREA OF BELONGING : it has influences on the answering on questions related to that area
 - FUNDS : indicates the funds in hands/funds to be reached
 - CREDITS/PENALTIES : shows the *credits* minus the *penalties* (so a "+" stands for credits and "-" stands for penalties)
 - DEGREES : represents the certificates (and as a result the area degrees) obtained by the player. The certificates are the smaller rectangles (with "H" the one in History and Geography is indicated , with "C" the one in Culture, Traditions and Language and with "G" the one in Geopolitical and Socioeconomic contexts), divided into the different areas by their color. The degrees to be obtained are highlighted by a black contour line.

Under the players stats you can find the **conversion panel**, where (if the option is available) the active player can start a **negotiation**, convert his/her **credits** to *funds* or *certificates*, and convert his/her **degrees** to *funds*.

CONVERSION RULES:

- The player can convert **8 credits** to:
 - a certificate of his/her choice
 - 2000 euros
- The player can convert **a degree** of his/her choice to 5000 euros

When you click on the *convert buttons* (second and third button from the left) **2 different windows** could open, asking for confirmation and for conversion options:





- To **choose a certificate or a degree** just click on their representations on the *players panel*
- The conversion to funds is automatic (you could see the funds update in the players panel)
- Clicking on the "NO THANKS" button will cancel the whole operation and nothing will happen

N.B.: only the active player can convert its credits or degrees, so when you go for the selection of a certificate or a degree be sure that the players panel is showing the active player' stats [check the black arrow]

QUESTIONS WINDOW

Drawing a **question card** (partnership or funding) will open the following window:

The screenshot shows the game interface with a map of Europe in the background. At the top, there are two red-bordered boxes: "LEVEL: COMPULSARY" and "COUNTRY: Italy". Below them is a red-bordered box for "TOPIC: CULTURE, TRADITIONS AND LANGUAGE [cooking]". A "PARTNERSHIP CARD" with a question mark is in the top right. The main question is "QUESTION: When is pasta 'al dente'?", followed by an image of a bowl of pasta. Below the image are four options in white boxes: A) When thrown to the ceiling, it remains stuck; B) When it sticks to the teeth when chewed; C) When it is overcooked; D) When its cooking results firm but not hard. At the bottom, a green bar displays "TIME LEFT".

The main elements are:

- QUESTION TEXT, sometimes with an additional image, audio or video (related with the question)
- ANSWER INTERFACE, that could be of 3 different kinds:
 - true / false
 - 1 correct answer from 4 possible choices
 - multiple correct answers
 With the first two you just have to click on the correct answer. With the third case you have to "check" the correct answers and then press the **answer button**
- LEVEL of the question

- TOPIC and SUBTOPIC
- AREA OF THE QUESTION (only for partnership questions)
- COUNTRY RELATIVE WITH THE QUESTION (only for partnership questions)
- TIMER (if enabled), represented by the bar at the bottom of the window

Once answered to the question the game will immediately communicate the result, with its relative effects (gaining of credits, penalties, certificates, funds or degrees).

In the RESULT WINDOW (right or wrong) you can **open the reference document**, clicking on the button at the bottom right of the window, to have an explanation on that particular question.

NEGOTIATION WINDOW

When a player chooses the **negotiation option** all the players can negotiate their funds, certificates and credits, and can create a team.

A negotiation window will open:



- The *current player* (the one that has just turned the roulette wheel) can **start** the negotiation
- For each player in game a **small stats summary** is always shown near their pawn, displaying also the "currently active" negotiations effects (they are *temporary*, they will become permanent only when the negotiation time has ended)
- To create a **negotiation proposal** between 2 players just DRAG AND DROP an **arrow** with the mouse, from a pawn to another.
To *drag and drop* just start pressing the *left mouse button* when the mouse cursor is on a pawn (the pawn will become highlighted). Keep pressing the button until the arrow reaches the second pawn



- When an **arrow is drawn** (releasing the left mouse button) a *negotiation proposal window* will open. In this window the two players can define what to exchange. If the *Create a Team* checkbox is available the two players can create a TEAM just by checking it
- When the two players are *satisfied* of the negotiation proposal just press the ACCEPT PROPOSAL button
- Players can create as much negotiation proposals as they want. To **remove** an already defined proposal just press the "X" button on the **proposal arrow**
- All the negotiation proposals are **made effective** only when the negotiation time ends. To **end the negotiation time** just click on the RESOLVE NEGOTIATIONS button

KEYBOARD SHORTCUTS

You can use the keyboard to speed-up interaction.

- **SPACE BAR, ENTER**, press these keys to:
 - turn the roulette wheel
 - draw a card
 - close a card (except question cards)
 - close result window
- **TAB**, during the [players registration](#) you can use this key to switch the different name fields

SAVING AND LOADING A GAME

SAVING A GAME

The game lets you **save a running game** on a file, for future loading and playing, which will save all the game and players' stats and progresses.

You can for example save a game on a computer (Mac or Windows) and then continue that game later on a *different computer*, just by bringing with you the **savegame file** you created.

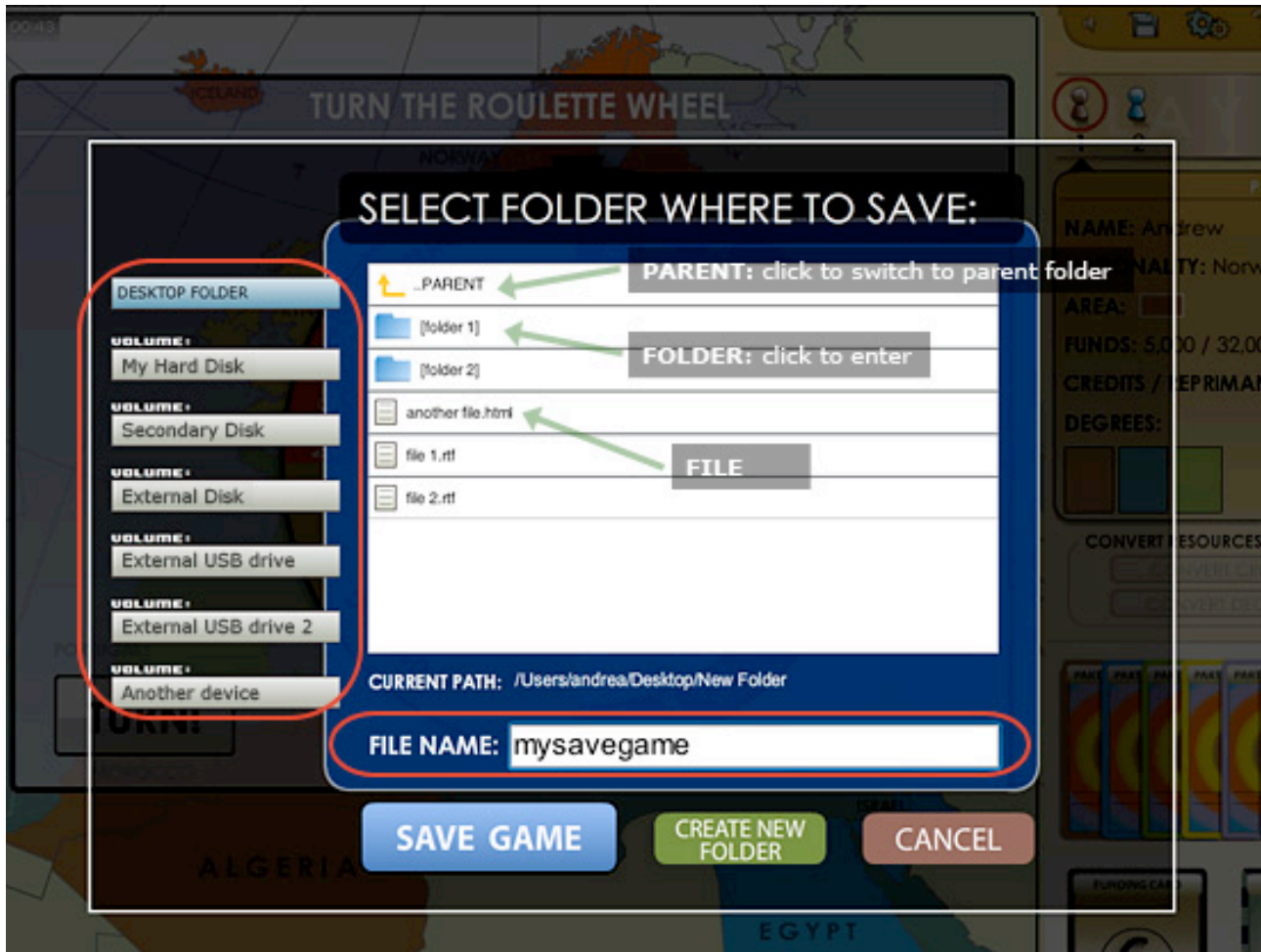
TO SAVE A GAME:

The players can save a game at the BEGINNING of *every player's turn*, when the roulette appears (so when the game is in pause).

A little "disk" icon will appear in the *top right panel*:



Click on that icon and a **file browser** will appear:



- **MAIN AREA:** list of the folders and files of the *current* volume or drive.
- **LEFT PANEL:** list of **Volumes** (for Mac) or **Drives** (for Windows) present in your system. They can be internal/external hard drives or memory devices like usb pens. Click on that buttons to switch to these paths.
At the top there is also a shortcut button for the **user's desktop**.
- **FILE NAME:** the name of the savegame file. It's not necessary to insert an extension here, it will be automatically set to ".ems", to recognize an EuroMedGame save file later.
- **CURRENT PATH:** tells the user the *current path*, whose content is shown in the main area.
- **BUTTONS:** press **SAVE GAME** to write the savegame file, **CREATE NEW FOLDER** to create a new folder in the current path ([see below](#)), or **CANCEL** to return to the roulette without saving.

To successfully **save a game** you just have to navigate into the folder (of your volume or drive) where you want to store it, write a name in the field below and then hit "save game".

TO CREATE A NEW FOLDER:

The players can **create a new empty folder** in the path where they are currently navigating.

To do this just click on the button CREATE A NEW FOLDER, in the *save game panel*, and a dialog will appear:



Enter the desired **name** for **your new folder** and click CREATE. Another dialog will confirm the outcome of the operation (if no name has been inserted the new folder will be simply called "new folder").

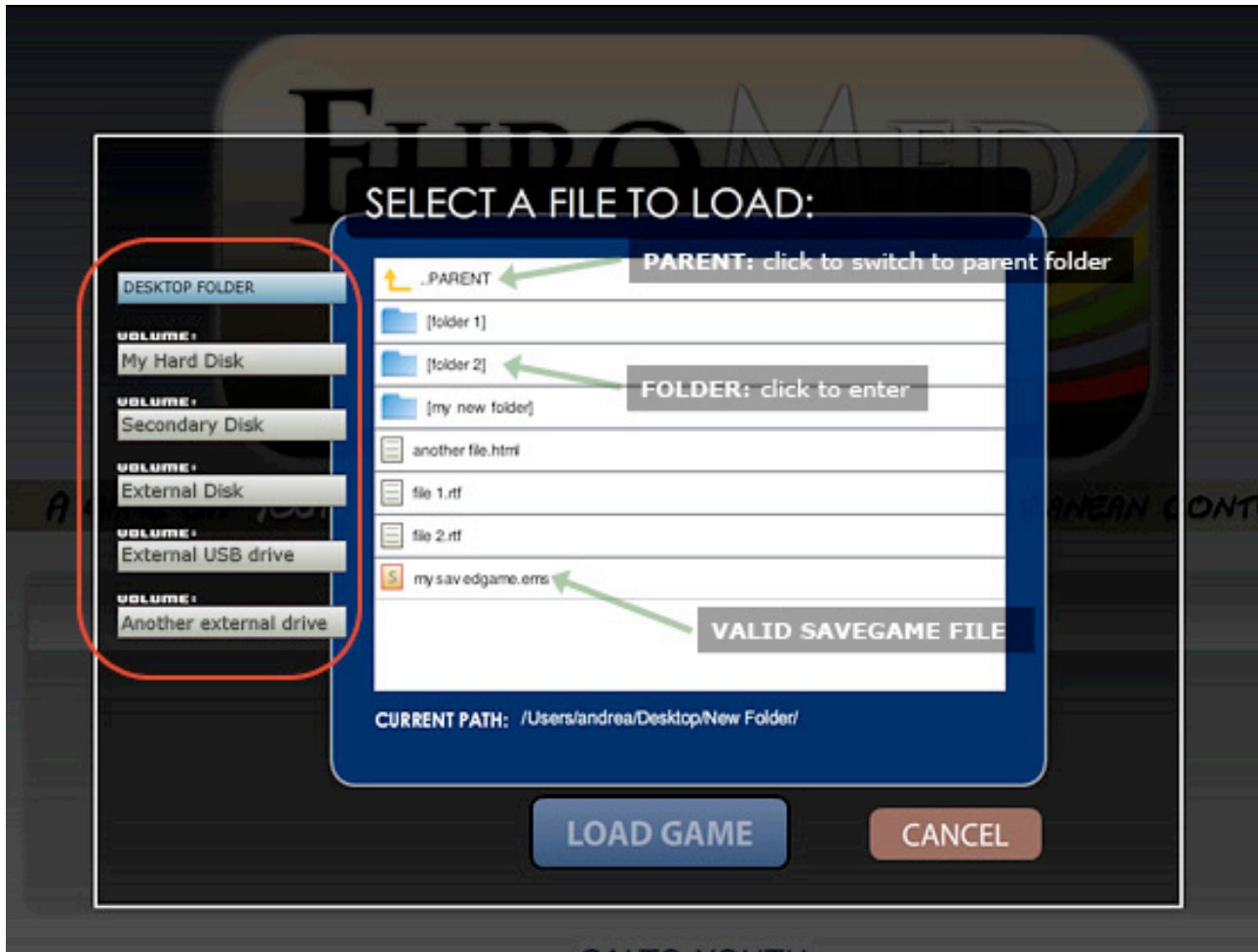
The folder will be created in the *current path* only, and will not be created if *another folder with the same name* already exists.

LOADING A GAME

You can **load** a *previously saved game* from the main menu:



This will open a **file browser**, where you can navigate through your system files and folders:



- MAIN AREA: list of the folders and files of the *current* volume or drive. If the file has a yellow icon with an "S" inside it means that it's a **valid EMG save file**.
- LEFT PANEL: list of **Volumes** (for Mac) or **Drives** (for Windows) present in your system. They can be internal/external hard drives or memory devices like usb pens. Click on that buttons to switch to these paths.
At the top there is also a shortcut button for the **user's desktop**.
- CURRENT PATH: tells the user the *current path*, whose content is shown in the main area.
- BUTTONS: press **LOAD GAME** to load the selected savegame file or **CANCEL** to return to the main menu without loading.

To successfully **load a game** you just have to find and select your previously saved savegame file and then hit "load game".

TROUBLESHOOTING

ERROR MESSAGE DIALOG WHEN OPENING THE FILE BROWSER [WINDOWS]:

On some Windows computers when the file browser (load or save) is being opened the system shows an **error dialog** at the time of creation of the drives list.

This happens especially with **memory card readers**, when there is no memory card inserted, because the game tries to access this drive (that in some computer is indeed marked as present even if there is no memory card really inserted) and generates an error because it can't be read.

This error will not affect the continuation of the game, but you will need to close the Windows error message dialog repeatedly.

SOLUTION: insert a memory card into the reader, or temporarily *disable the memory card reader* (or any other drives that generates this error) from your Windows control panel.