

This outline encompasses all potential events that a player may experience in the course of a game and the outcomes of each event:

- I. Player's turn begins
  - A. Receive new units (and resources)
    1. New unit for every landmark held
  - B. Move a unit up to 2 sectors, or move two units one sector each
    1. Sector entered is friendly
      - a) Friendly sector contains units
        - (1) Switch the two units
      - b) Friendly sector does not contain units
        - (1) Move unit into the sector
    2. Sector entered is hostile
      - a) Hostile sector contains units
        - (1) Combat (see C)
        - (2) End turn
      - b) Hostile sector does not contain units
        - (1) Free capture - unit moves into and captures the sector
        - (2) End turn
    3. Sector contains the Pro-Vice Chancellor
      - a) Move unit into sector and capture it
      - b) Minigame
      - c) Award bonus to the player who captured the PVC and the player who won the minigame - if same player, award an increased bonus
      - d) PVC moves
  - C. Attack a sector held by a different player
    1. Success
      - a) Defending unit is destroyed
      - b) Attacking unit moves into the sector
      - c) Other players still hold sectors
        - (1) Game continues
      - d) Captured last sector of last opposing player
        - (1) Player wins
    2. Failure
      - a) Attacking unit is destroyed
  - D. May pass turn at any point
- II. Player's turn ends
  - A. Player successfully captured a sector this turn
    1. Bonus
      - a) Unit which captured the sector levels up
    2. Next player's turn
  - B. Player did not capture a sector this turn
    1. Next player's turn

- III. During another player's turn
  - A. Held sector is attacked by another player
    - 1. Attack successful
      - a) Player has no more sectors
        - (1) Defending unit is destroyed
        - (2) Player loses and is removed from turn order
      - b) Player still has some sectors
        - (1) Defending unit is destroyed
    - 2. Attack failed
      - a) Attacking unit is destroyed
- IV. Between turns
  - A. Pro-Vice Chancellor has been captured in the last turn
    - 1. PVC appears in a new sector
  - B. Pro-Vice Chancellor has not been captured in the last turn
    - 1. It has been more than 5 full turn cycles since the PVC was last captured
      - a) PVC's position is revealed

**Case:** Move a unit into a sector

**Context:** A player attempts to move one of their units into another sector

**Actors:** Primary player, defending player (possible), primary player's unit, defending player's unit (possible), Pro-Vice Chancellor (possible), winning player (possible; may be the same as the primary player)

**Precondition:** The sector the primary player is moving the unit into must be adjacent to the sector the unit currently occupies

**Minimal Postcondition:** If the primary player has already made a move this turn, the turn passes to the next player.

**Success Postcondition:** The unit moves into the sector, and any unit already in the sector is displaced or destroyed.

**Trigger:** The player selects a unit and the sector they wish to move it into

**Main Success Scenario:** The primary player tries to move a unit into an unoccupied sector. The unit moves into the sector. The sector is captured and becomes part of the primary player's territory, if it is not already. If the primary player has already made a move this turn, the turn passes to the next player.

**Secondary Scenarios:**

- *Sector is occupied by a friendly unit:* The primary player tries to move a unit into a sector occupied by one of their own units. The two units switch places. If the primary player has already made a move this turn, the turn passes to the next player.

- *Sector is occupied by the defending player's unit and the primary player wins the conflict:* The primary player tries to move a unit into a sector occupied by the defending player's unit. A conflict occurs and the primary player wins. The defending player's unit is destroyed. The primary player's unit moves into the sector. Turn passes to the next player.

- *Sector is occupied by the defending player's unit and the primary player loses the conflict:* The primary player tries to move a unit into a sector occupied by the defending player's unit. A conflict occurs and the primary player loses. The primary player's unit is destroyed. Turn passes to the next player.

- *Sector is occupied by the Pro-Vice Chancellor:* The primary player tries to move a unit into the sector occupied by the PVC. The sector is captured and becomes part of the primary player's territory, if it is not already. The PVC's minigame begins, and the winning player wins. The primary player and the winning player are awarded a bonus. If the primary player is the same as the winning player, the primary player gets an improved bonus. If the primary player has already made a move this turn, the turn passes to the next player.