

Casino Royale Strategy Game Demonstration



OBJECTIVE

- * As an MI6 team leader, your goal is to help your team find the briefcase of terrorist funds before Le Chiffre's henchmen do, and then to escape from the airport.

CASINO ROYALE

LOADING BOARD
LOADING OPERATIVES

YOUR MISSION: FIND THE BRIEFCASE AND ESCAPE

MI6 YOUR TEAM:
This is your team of MI6 operatives.
Move them around the airport to find the briefcase.

YOUR MISSION:
Direct one of your team members to the monitors in the surveillance room to locate the opponent's team and briefcase.

INFO

GUEST10846

GUEST3121

FORFEIT

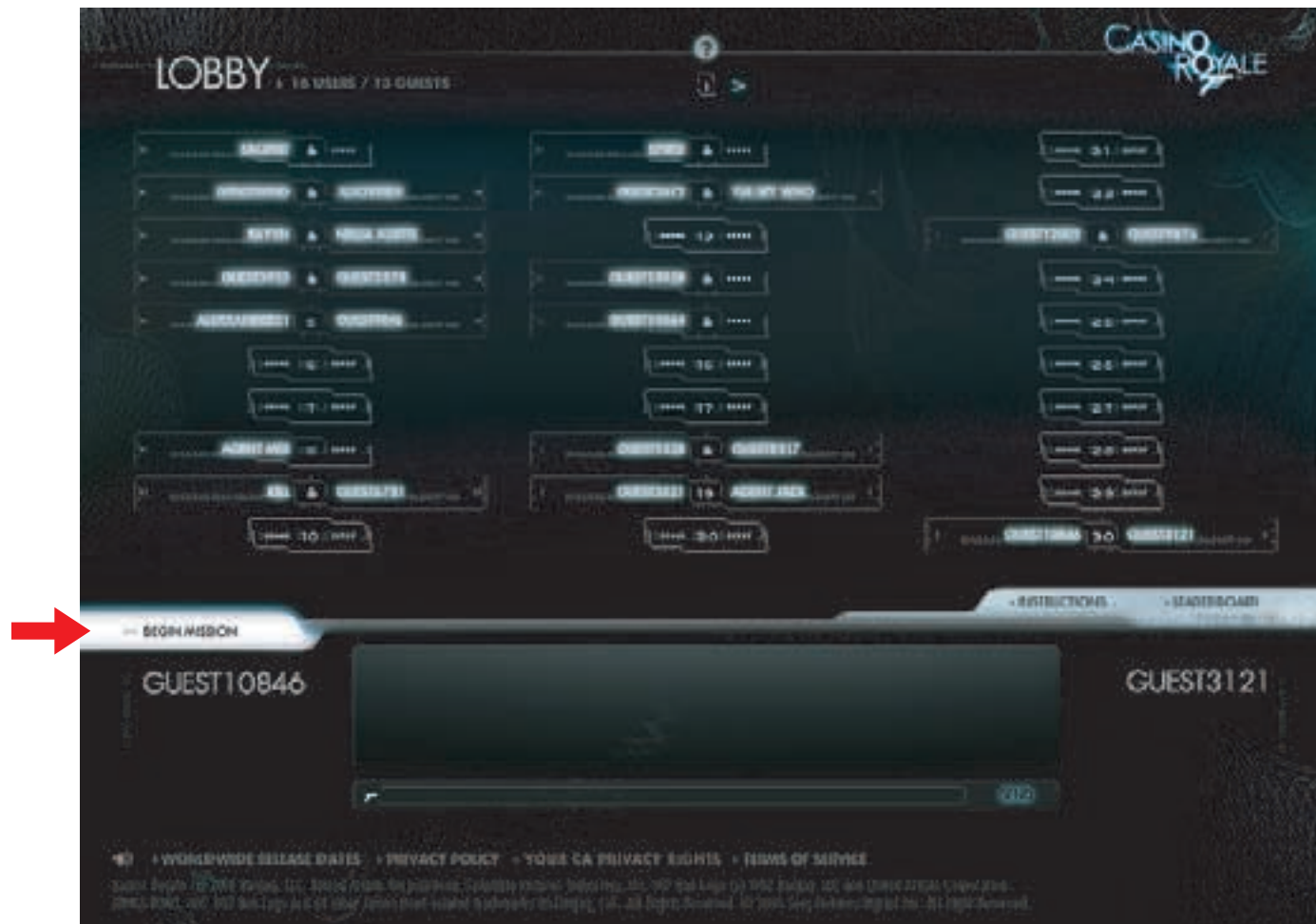
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TO BEGIN PLAY

- * Enter a new username and a password or enter as a guest.
- * Once you reach the "LOBBY" screen, pick an open slot to the right or left of the room number to play in.
- * If you choose an empty room with no usernames in it then you must wait for someone to join your room. Once another player has joined your room, click the "Begin Mission" button.



YOUR TEAM

- * Your team is made up of 5 types of characters with special abilities.

FIELD OF VISION

- * Field of vision is represented on the game board as lit squares.
- * Your opponent will not be visible unless they are in within your field of vision or you direct a team member to the surveillance room.
- * Your character can only move to squares within your sight and is limited to move a maximum of 5 squares per turn.



VIEWING THE BOARD

- * The board can be moved using the arrow keys or by holding down "shift" while clicking and dragging.

ATTACKS

- * Each member of your team has unique attacks and abilities. You and your opponent can only sustain a few attacks before health points are fully diminished.
- * Once health has been reduced to zero, the character remains on the board for 3 turns during which it can be healed by your Queen or coerced by your opponent to join their team.
- * If coerced, your opponent gains control of that character, but with slightly reduced capabilities.
- * If you attack characters on your own team, they will be damaged.

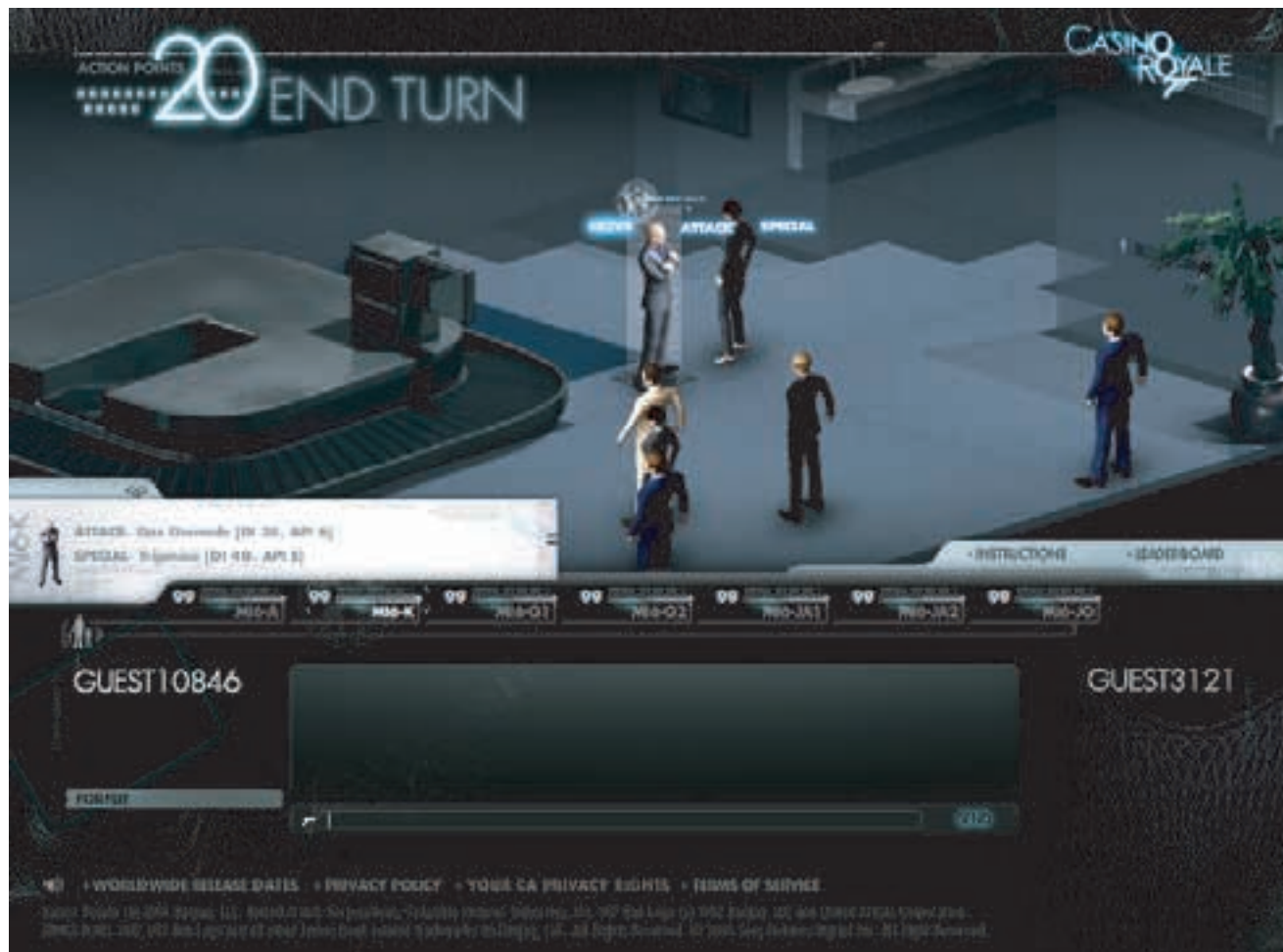
WINNING THE GAME

- * The game ends when one team retrieves the briefcase and escapes the airport, disables all members of the opposing team, or if someone forfeits the game.



PLAYING THE GAME

- * Move your characters by clicking the square they stand on or use the team display below the playing area.
- * Selecting a character will display the character menu:
 - Move - choose shaded square to move to
 - Attack - choose shaded square to direct your attack
 - Special Move - choose shaded square to direct your special ability



PLAYING THE GAME (continued)

- * You are given :45 for each turn. When the timer reaches zero or your action points for that turn are used up, your turn ends.
- * Point cost for a given action is displayed on a lit square. Cost for attacks and special abilities will increase if used multiple times in a single turn.

FORFEIT

- * You have the option to surrender the match by clicking the “Forfeit” button located beneath your username.

ACTION POINTS DISPLAY

- * This bar shows how many action points you have remaining for your turn. Points are cumulative for your team. You may bank up to 20 action points per turn to use higher impact attack/move combinations.

TEAM DISPLAY

- * This menu displays your team. Players who have been disabled will disappear from this list.

IN GAME MENU

- * Character menu will appear when character is selected.

COMMUNICATION WINDOW

- * You can chat with your opponent by typing in the “type to chat” text field.

FINDING THE BRIEFCASE

- * If one of your characters is in front of the monitors you will be able to see the location of the briefcase by moving the game board around.
- * If you move one of your characters in front of the surveillance monitors, your opponent's team will appear in green.



PICKING UP THE BRIEFCASE

- * The briefcase can be anywhere on the game board.
- * Once the case has been retrieved, an icon that is visible to you and your opponent can be seen above the briefcase carrier. The board will also display the exit. This is your way out. If briefcase carrier is disabled, the case will drop to a nearby square.



ADDITIONAL HINTS

- * Remember if your team is in the way of your attack, they will get hurt.
- * Use the environment to your advantage.
- * Keep your team spaced out - a cluster of team members is vulnerable to an attack with a large blast radius.
- * Use the arrow keys or hold SHIFT while clicking and dragging the mouse to move the game board.
- * Don't place your Queens too close together. Having them die together means trouble.
- * Use the Queens to keep your team at full health.
- * Use the surveillance room's monitors to see all activity in the airport and the location of the briefcase.
- * Mines don't have to be stepped on for them to explode.