CyberStrike Advanced

Game Access Instructions

Pre-Existing games

1. Firefox is the preferred browser, however Safari & Chrome should not present issues, Microsoft Explorer and Edge should work as well but occasionally present graphic display issues.
2. Once on the URL landing page, enter your provided credentials to log-in
3. On the “Global ECCO game center” page you’ll see several game titles. Scroll down and click on the “Cyberstrike Advanced” icon (on the left) and the option for “list matches” and “create matches” will appear in the top middle of the page (you will need to scroll back to the top of the page to see this).
4. As your game for this session has already been created, a game with a match number will be waiting for you to click on play.
5. Once you have clicked on play, a new window will open in your browser and the game will load.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

New Games

1. On the “Global ECCO game center” page you’ll see several game titles. Scroll down and click on the “Cyberstrike” icon (on the left) and the option for “list matches” and “create matches” will appear in the top middle of the page (you will need to scroll back to the top of the page to see this).
2. Ignore the “invite” box
3. Select “create match”
4. Select “Match Size” of 1-7 participants
5. If you select more than 1 player, the game will not begin until a sufficient amount of other players have joined the match.
6. If a 7 player game is selected the 7th player will be put into the “observer” role. They cannot play or otherwise interact however they can see all actions and information of the 6 players.
7. Once a match of 2 players or more has been created a new frame will open displaying the message “waiting for other players” and a match # will also be displayed. If you have created a 2-player game there will be a box with the words “vacant (player 2), a 3-player game vacant (player 2), vacant (player 3) etc…
8. Anyone else who is logged into the game center with different credentials (and has clicked on the Cyberstrike icon) will now be able to see and join the open match.
9. Once the additional players have selected to “play” the open position, all players will see a “play” and a “forfeit” button.
10. Once the second player (or last player if there are more than 2) has accepted the game, the game will no longer be visible in the game center to anyone other than the players who have joined it. At this point, you may sign off the game at any time and it will remain available whenever you sign in again at whatever stage of play you left it.
11. Selecting “Play” will open a new tab in your browser and after several seconds the screen will load the tutorial for the game. Follow the tutorial instructions to familiarize yourself with the gameplay mechanics or select “end tutorial” in the upper right corner at any time to go directly to the game.
12. You will now see a screen requiring you to select a role. This is first come first serve and the roles will disappear as they are chosen by other players.
13. To successfully choose a role you must click on the icon on the left and then click “select role” on the right to lock in your choice. Until “select role” is clicked, it can be taken from you.
14. Once all roles have been selected you will be taken to the game.
15. You may return to the tutorial page at any time during the game by clicking on the “book” icon in the lower right corner.
16. The lower left hand corner has icons that let you toggle the sound effects on/off or the music on/off.
17. Turns are adjudicated simultaneously only after all players have “submitted” their turn. It may take a few seconds for the results of the adjudication to present themselves.
18. You may stop or take a break from playing at any time, when you log in with the same credentials you began the game with, you will be taken to the last point of play before you stopped.
19. The game ends when someone achieve 20 victory points.