

PC

DIGITAL DOWNLOAD ONLY

FUTBOLCHAPAS 3D

User's Guide

INDEX

INTRODUCTION.....	2
GAME CONTROLS	2
MAIN MENU	3
OPTIONS MENU	4
ONLINE MENU	5
TURN BASED MODE	7
REAL TIME BASED.....	8

INTRODUCTION

Congratulations! You have just obtained a new copy of PlayChapas 3D. This game is made by Pablo Córcoles Molina in the “Videogames and Virtual Reality” subject of the Computer Engineering Degree in the ESIAB (UCLM).

In this game, you will be playing a football match but with bottle caps. There are two games modes: Real Time and Turn based.

GAME CONTROLS

In this game, you are only required to use the mouse to play.



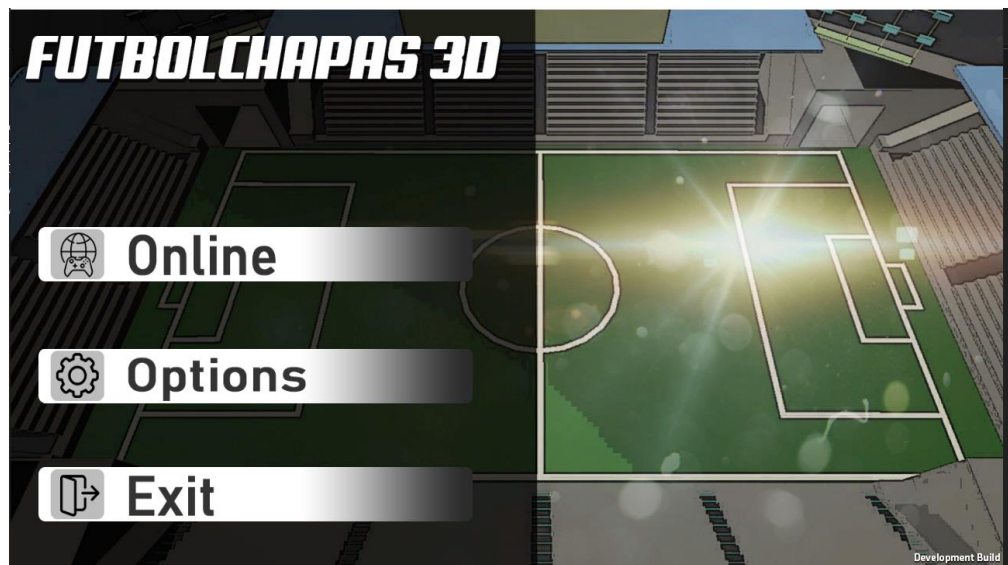
LB(Left Button of the mouse): Is used to select and move the caps.



RB(Right Button of the mouse): Is used to quit the actual cap selected.

ESC: Exit the actual match.

MAIN MENU



Online

Get into the Online Menu, where you can create or join to a match.

Options

Menu with options like disabling actual menu music.

Exit

Exit the application.

OPTIONS MENU



Music

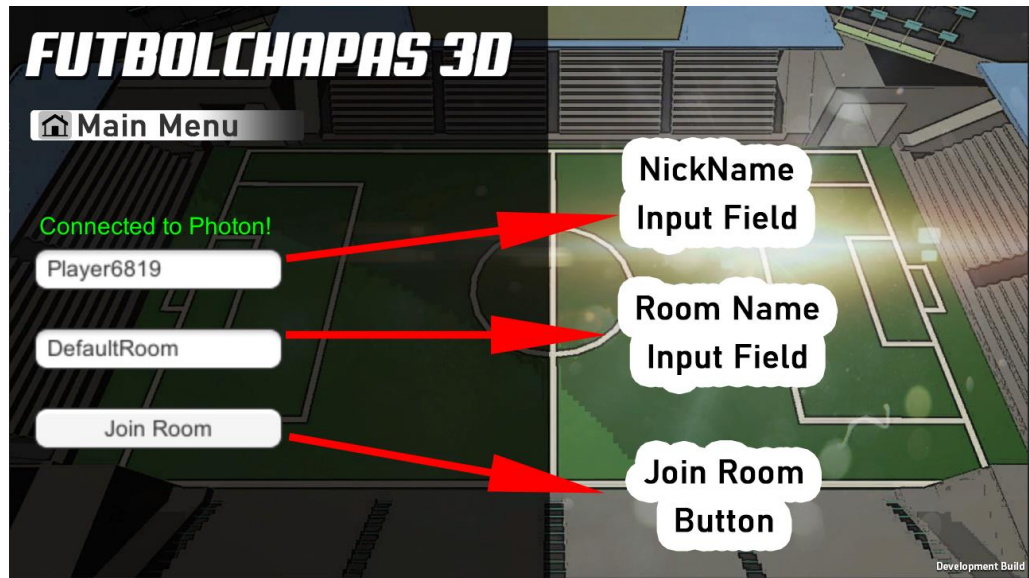
Activate or disable the menu music.

Main Menu

Return to the Main Menu.

ONLINE MENU

Initial Screen / Client Joining



NickName Input Field

Here you can introduce your player name

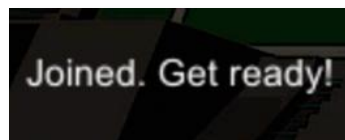
Room Name Input Field

Here you can introduce the name of the room you want to join or create.

Join Room Button

It will create a room or join one, based on the room name introduced above.

If you successfully join a room, a text will appear indicating it.



Creator of the room screen

If you pressed Join Room and the room does not exist, you will create it and became the master of the room.



Max Goals Slider

Determine the maximum of goals one player must reach before finishing the match.

Minutes Slider

Determine the duration of the match in minutes.

Turnos Toggle

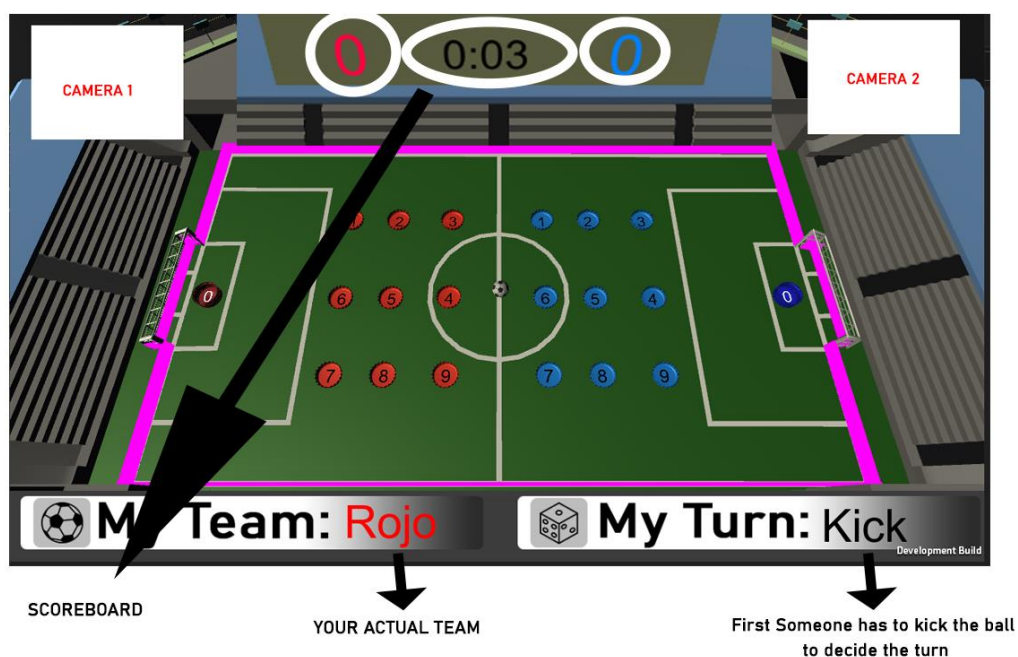
If it is on, you will play the “Turn Based” Mode. If it is not on, you will play the “Real Time” Mode.

Load Arena

When the other player enters the room, if you press the button both players will enter the match with the above configuration of minutes and goals.

TURN BASED MODE

(Although in the image shows “Rojo” / “Azul” in the actual game is “Red” / “Blue”)



Camera 1 / 2

Shows the webcam of the player.

Scoreboard

Shows the actual goals and the time running until the “Minutes” settings in the previous screen.

My Team

Shows the actual team, It can be “Red” (If you are the master of the room) or “Blue”.

My Turn

It can be “Kick”, “True” or “False”. “Kick” is only displayed at first when nobody has kicked the ball, the first who touches the ball will use its turn and it will change to the other player. Each time the ball is kick with your selected cap, the turn will be changed.

REAL TIME BASED



As you can see, the screen is similar to the “Turn Based” one. This time, you do not have turns. You select and control only one cap.