

Mini Transport Tycoon Instructions

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Overview:

Welcome to Mini Transport Tycoon! You are a budding young entrepreneur who has just received a \$400 loan from the bank, and now you have set your sights on the town of Camelot to construct a transportation empire and grow your fortune. The town has a great variety of markets with varying supply and demand for a variety of resources, but it is seriously lacking in roads with which to connect markets and transport goods. With the exception of a few houses connected to a public road network, the town is mostly barren and vehicular transport had up until now been rarely used. The town's fleet of transport camels has recently been wiped out by a deadly plague, and so you think it's time to introduce the townspeople to the wonders of cars and trucks. Unfortunately, you aren't the only one with this idea, and so you're going to be facing some steep competition on your way to becoming rich. To make matters worse, you are all after the same prize: a \$2500 estate to the north of the town with superb panoramic views and a monkey butler included. You'll need to race to buy roads, sell them, block routes from your opponents, buy and sell vehicles and cargo, and route your vehicles between the best markets to maximize your profits and beat out your competition. Good luck!

Getting Started:

After running the game (type "make" into the terminal after navigating to the main folder of our game), a title screen will pop up with a variety of buttons. If this is your first time playing, we recommend that you just click on New Game, but if you have a previously saved file you wish to load (Load Game), you want to change the AI difficulty (Difficulty), you want to exit (Exit), or check the basic in-game help (Help), click on the corresponding button.

Playing the Game:

Once the game opens up, we recommend you move the terminal so that you can see it in addition to the main game window. This

will be used to give you useful feedback, such as costs of tentative purchases or action confirmations.

The buttons on the left hand side of the screen can be clicked to perform its corresponding action, and you can also hover over locations (houses) to see which goods they are accepting as well as their prices and which goods they are producing as well as their prices and quantities. They work as follows:

- **Save/Quit** exits the game and saves the current game as a json file "data/save.json" which will be used if you return to the game and type in "data/save.json" after clicking Load Game on the menu screen. If you exit the window without saving, this file will not be created, but you can still return to your old game by typing "data/autosave.json" after clicking Load Game on the menu screen.
Be aware that if you exit the game by closing the Graphics window, the game will not exit gracefully, and will have to be closed using CTRL+C.
- **Pause** pauses the game until you click somewhere on the screen. Note that you will not be able to see goods prices and quantities at locations while the game is paused, as this would create an unfair advantage to pausing the game to plan out your other actions.
- **Buy Car** allows you to purchase a car for \$100.00 at a starting location of your choosing. Cars transport goods and are twice as fast as Trucks, but they can only hold 25 of a resource at one time. To select the starting position of the car, simply click on any of the markets (houses) and the vehicle will be purchased. If you wish to cancel the purchase, simply press cancel before clicking on the market.
- **Buy Truck** allows you to purchase a truck for \$200.00 at a starting location of your choosing. Trucks transport goods and are only half as fast as Trucks, but they can hold up to 100 of a resource at one time. To select the starting position of the truck, simply click on any of the markets (houses) and the vehicle will be purchased. If you wish to cancel the purchase, simply press cancel before clicking on the market.
- **Buy Road** allows you to either purchase an existing public road or construct one of your own between any two markets.

Public roads can be driven on by any player's vehicles, and private roads can only be driven on by the owner's vehicles (with the exception that Camelot Law allows already routed vehicles to finish their expedition if they have already started and need to go on a private road which was public when they began their journey). When you click on this button, you will be prompted to click on two locations on the map (must be markets) and then a price will be displayed in the terminal, letting you know how much that road will cost you. Generally, constructing roads is more expensive than purchasing existing public ones, and short roads are a much better bargain than long roads. Since the game is paused once you click this button, you will not be able to see the goods produced and purchased at each market, and so if you forget which one you want to buy or after seeing the price decide you do not wish to buy the road, just press the cancel button. Otherwise click confirm to complete the purchase.

- **Move Auto** allows you to select a vehicle and then a destination to route it towards. After clicking this button, you will be prompted to select a vehicle you own by clicking on it and then select a destination market. If you wish to change your mind, you may cancel after clicking this button to leave the vehicle's route unchanged. If a vehicle is not able to reach the destination you selected, either because there are no roads connecting its current location and the desired destination, it will not be routed and you will be notified. Further, if a vehicle is already en route when you reroute it, it will still go to the location it is currently headed towards before potentially turning around or heading to the new location. If a vehicle has been routed but cannot reach its destination because a road's owner has changed, Camelot law states that the vehicle still has the right to finish its route this one time. If a road has been deleted, however, it will stop at the location connected to where the road began unless it was already on the road when it was sold. Finally, if there are multiple ways a vehicle could reach its destination, it will take the shortest path automatically (using Dijkstra's algorithm)
- **Add Cargo** allows you to purchase resources to transport. After clicking on this button, select a vehicle which is waiting at a market by clicking on it, and you will then

see a pop-out menu appear with the resources available to purchase. Select the one you wish to purchase, and then the auto will automatically purchase as much of this resource as it is able to, limited by either your current cash on hand, the vehicle's capacity, or the quantity available for sale at the market. Since the game is paused while you make this decision, you must look at the prices and quantities before selecting a resource before clicking this button. If you forgot the prices or wish to change your mind, just press cancel.

- **Sell Auto** allows you to click on a vehicle that you own to sell it, but you will only receive 60% of the money you spent on it. Press cancel if you decide you do not wish to sell a vehicle.
- **Sell Road** allows you to sell any road that you own. After clicking this button, click on the two markets that the road connects, and a price will be displayed in the terminal letting you know how much you will earn if you decide to sell this road. You will not earn as much as you paid for the original road, but you will earn some money. If you decide that you do not wish to sell the road after seeing the price, just click the cancel button, otherwise press the confirm button.
- **Confirm** is used to confirm purchases/sales of roads.
- **Cancel** is used to cancel other actions that you have already started. If you inadvertently use the advanced scheduled click feature, detailed below, just press cancel a few times to cancel these clicks and more clearly see what actions you are making.

Advanced Features/Tips:

- **Scheduled Clicks:** Since this is a very fast paced game, we have allowed the user to schedule clicks by first clicking on the correct locations/vehicles before clicking the corresponding buttons on the left hand side of the screen. So for example, if you wanted to buy a road and then a vehicle at one end of it, you could first click on the two locations you want to buy the road from, then the confirm button, then the location you want to buy the vehicle, then the confirm button, and then the buy road button. This can be fairly difficult to get the hang of, so we only recommend trying this feature if you have mastered the main game and are trying to beat the AI on brutal difficulty,

where click time really matters. Conversely, if you have inadvertently clicked on the screen and are not trying to use this feature, just press cancel button as many times as necessary.

- **Selling back to reach \$2500:** Since the goal here is just to reach \$2500, and not to have a certain number of vehicles or roads, it is a good idea to start selling back your roads and vehicles when you are close enough to \$2500 that the money you earn from doing so will push you over the edge. Watch out, the AI knows this technique as well!
- **Cutting off routes:** If an AI is using a lot of public roads, it might be worth buying out these roads to cut off their supply routes. Even if you don't want to use the road, you could sell it to earn most of your money back while stopping the AI from using it.