

TaxE - User Manual

1. Introduction

Trains Across Europe is a competitive, turn-based two-player game that involves planning and routing trains between different European cities. The aim of the game is to make strategic use of given resources, in order to achieve the most goals in the available number of turns.

2. System requirements

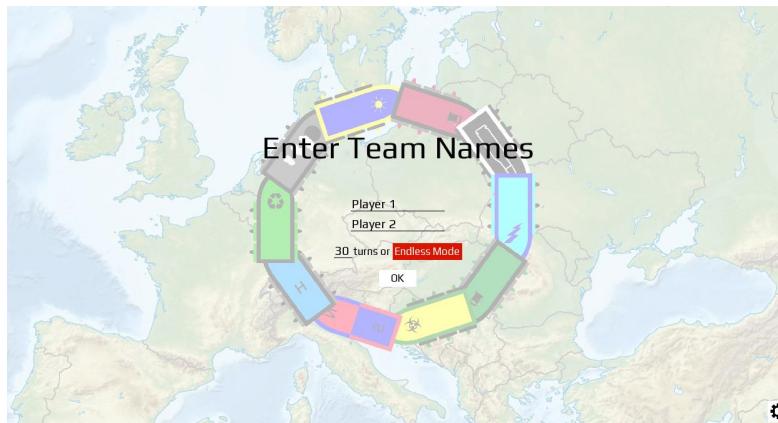
Microsoft Windows:
<ul style="list-style-type: none">• TaxE will run on Microsoft Windows Vista/7/8/8.1, with at least 1GB of RAM and a recent Intel or AMD processor.
Apple OS X:
<ul style="list-style-type: none">• TaxE will run on Apple Mac OS X Lion/Mountain Lion/Mavericks/Yosemite, on any Apple manufactured device with an Intel processor.• TaxE does not support PowerPC.
Linux:
<ul style="list-style-type: none">• TaxE will run on all versions of Linux with at least 1GB of RAM and an Intel or AMD processor.• A GUI environment (Gnome/XWindows/etc.) must be installed and running.
All operating systems:
<ul style="list-style-type: none">• Java must be installed and up-to-date.• TaxE may not run with a version of Oracle Java less than 8u25.

3. Starting a game

1. To start the game, open up the executable Java file ‘taxe.jar’ on your Java ready machine.



2. Once presented with the main menu, select ‘Start game’.
3. From the game initialisation screen you can enter your team names for each player, and specify how many turns you wish to play (*Note: this must be an even number*) or if you wish to play in ‘Endless mode’.



4. Once you select OK, your game will commence.



4. Playing the game

At the start of each turn, the current player is automatically assigned a new goal, up to a limit of three goals at once, and two new resources, up to a limit of seven resources at once.

a. Goal management

Each player is given a new goal at the start of every turn up to a maximum of 3. Each goal has a base goal and a bonus goal, you can complete the simpler base goal for points, or you can try to complete the harder bonus goal for even more points.

Each bonus will either be ‘via’ goal which require you to route your train via another station along your route, a ‘train’ goal which requires you to complete the goal with a particular train or a ‘turns’ goal which requires you to have completed your goal within a certain number of turns after receiving it. Remember you can complete your goal without completing the bonus!

To drop a goal:

1. Select the goal that you wish to drop.
2. Select ‘drop’ from the action menu

b. Resource management

To place a train:

1. Select the train from the ‘unplaced resources’ section.
2. Select ‘place at a station’ from the action menu.
3. Click the city at which you would like to place the train.

To drop a train:

1. Select the train that you wish to drop (Either from the map or in unplaced resources).
2. Select ‘drop’ from the action menu.

Note that trains are dropped automatically upon completing a goal, so consider this when choosing which trains to route where!

To use a skip turn:

1. Select the 'skip' resource from your inventory
2. Select 'use' from the action menu
3. Your opponent's next turn shall now be skipped!

To place an obstacle:

1. Select the obstacle from the 'unplaced resources' section.
2. Select 'Block a Connection' from the action menu.
3. If you wish to cancel placement of an obstacle at any time, press the cancel button
4. Select the two stations between which you would like the block the connection
5. If the selection is invalid then the process is cancelled (the connection must exist)

To place an engineer:

1. Select the obstacle from the 'unplaced resources' section.
2. Select 'Repair a Connection' from the action menu.
3. If you wish to cancel placement of an engineer at any time, press the cancel button
4. Select the two stations between which you would like the repair the connection
5. If the selection is invalid then the process is cancelled (the connection must exist and be blocked!)

d. Route management

To route a train:

1. Select the city at which the train you wish to route is stationed.
2. Select your train from the list of trains at that station.
3. Select the 'choose a route' action.
4. Click the sequence of cities and junctions that form your route (Note: if you make an error in your route, click 'cancel' in the top-right corner and start again).
5. Upon completion, select 'route complete' from the top-right corner.

Note that **trains can collide when they meet each other on a connection or at a junction**, this can be with the other player's trains or your own - so take care!

To view a train's route:

1. Select the train from the map.
2. Select 'View Route' in the resulting dialog

- The route will now be displayed with visited connections being shown in red

To edit a train's route:

- Select the train from the map.
- Select 'Edit Route' in the resulting dialog
- Click the sequence of cities and junctions that form your route (Note: if you make an error in your route, click 'cancel' in the top-right corner and start again).
- Upon completion, select 'route complete' from the top-right corner.

e. Game management

To end a turn:

- Once you have finished strategically placing and routing your trains, select 'end turn' from the top-right corner.
- Once you click end turn you may receive a live update from rail control about any developments on the map, or even an article with an update on how the players are doing.



To end the game:

- The game will automatically end after the specified number of turns have been completed, the results of the game will appear - including the winner of the game, which is the player who managed to achieve the highest score.
- You may end a game prematurely by selecting the 'Exit game' button which will return you immediately to the main menu.

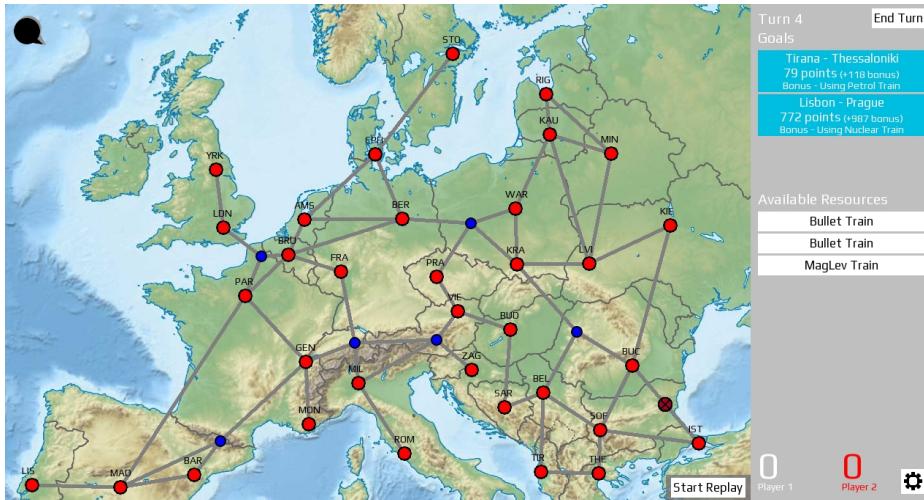
f. Track modification

To add a new piece of track:

1. Select the connection modifier resource
2. Select place a new connection

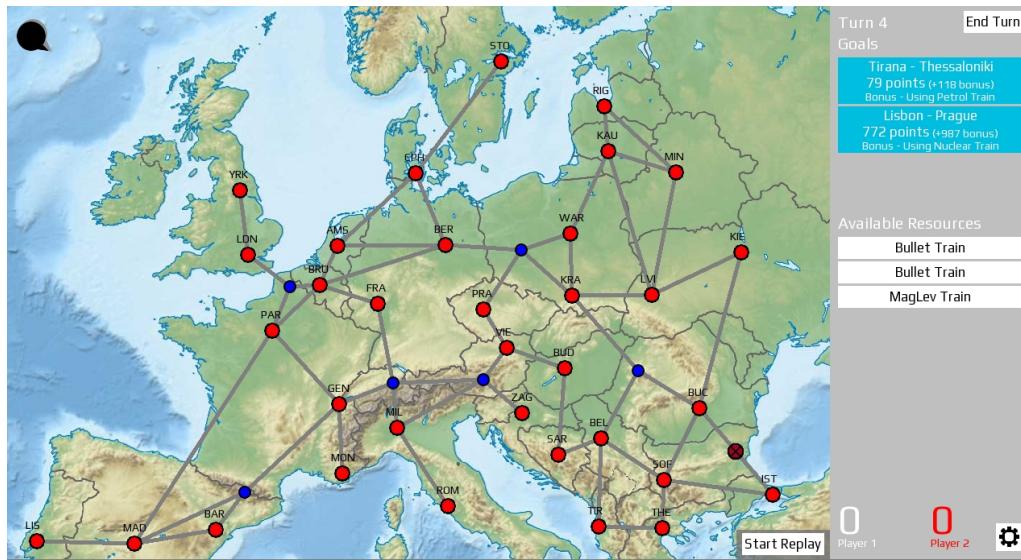


3. Select the two stations you wish to join (Note: these cannot be too far apart)

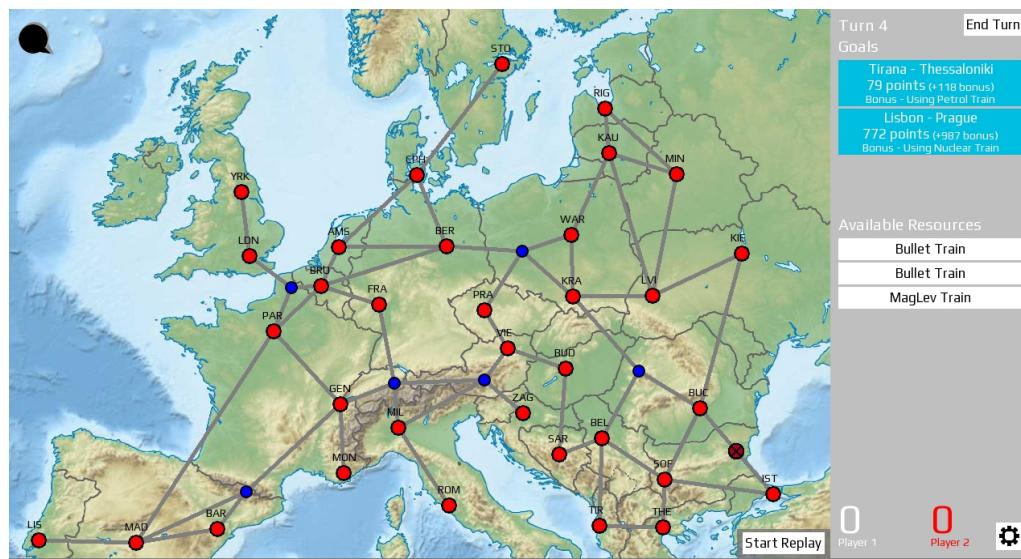


To remove a piece of track:

1. Click on the connection modifier resource
2. Click place a “Remove an old connection”



3. Select the stations you wish to separate.



Note that **you cannot remove a piece of track that is currently in use by a train!**

g. Replay mode

Entering replay mode:

- You can enter replay mode at any point in the game by simply selecting 'Start replay', you will then be presented with our simple replay controls.



Replaying a set of turns automatically:

1. Play through some turns
2. Select 'start replay' in the bottom right corner of the map to enter replay mode
3. Press the button to start automated playback

Jumping to a specific turn:

- Use the 'Jump to' control to jump to your turn of choice and you'll be taken straight to that turn in the game!

Advancing to the action:

- Select the button to advance through an individual mouse click.

Advancing to the next turn:

- Select the button to advance through a single turn.

Use the fast to slow slider to adjust the **speed of playback!**

5. Troubleshooting

- If TaxE will not run then please ensure Java has been installed correctly. Java sometimes requires permission to run, so disabling UAC may resolve issues.

For more information, visit the game's official website at:

<http://upvot.es/SEPR-FVS>