

# User Manual

## **To start the game:**

1. Unzip the file "LimeWire Game.zip", make all the file are unzipped in a same folder.
2. Run the "LimeWire Game.jar" to start the game.

## **Rules for the game:**

- Winning Condition:
  - Destroy two colleges
    - (Vanbrugh College (Represented in map by a "V")
    - Derwent College (Represented in map by a "D")
- Losing Condition:
  - All player's ships have been destroyed.

## **Things need to know for the game:**

- The player is automatically assigned to James College (Represented in map by "J").
- All the player ships, enemy ships, enemy colleges and enemy department are currently only have 1 for health, which means they will be destroyed by one attack.
- After player destroyed a department, they will gain improvement in their move or attack abilities.
  - Destroy History Department (Represented in map by "H") will make the ship attack one more enemy per turn (the default is one enemy per turn).
  - Destroy Physics Department (Represented in map by "P") will make the ship move one more grid per turn (the default is 3 grid per turn).
- Points will be earned by destroying enemies.
  - One point for enemy ship.
  - Five for enemy department.
  - Ten for enemy college.

## **How to play the game:**

- To move the player ships:
  - Left click on the ship player want to move. The player's ships are settled near the James College and have black sails.
  - The possible movement ship can make will display on map by transparent yellow squares. Player cannot move onto land(represented in the map by green grids), Colleges, Departments and other ships.
  - Left click on the possible movement to move the player's ship. The ship can be moved as many times as long as there are still moves left
    - Ship moves restore at the start of the players turn
  - The player can move as many ships as they want in any order, as well as choosing not to move a ship
- To attack an enemy:

- Left click the enemy when player ship is adjacent to the enemy ship/college/departement.
- One player ship could attack one enemy in one player turn initially.
- Points will be earned by destroy enemies, and will be showed in the right top corner.
- To Change turn:
  - Press “enter” to change turn, the turn is shows in the left top corner.
  - Player will need to press “enter” to end the enemy turn and reenter the player turn to continue playing.
- How enemy ship move:
  - Ship for Vanbrugh College has purple sails, Ship for Derwent College has blue sails.
  - Enemy ship will move randomly in its possible movement if there is no ships for other colleges in its range in the enemy turn.
  - Enemy ship will move next to the ships for other colleges (Include player’s ship and ship are assigned to college other than the current ship) and destroy it immediately in the enemy turn.
  - Enemy ship will not attack player’s college, i.e. James College.
- Other Features:
  - Enemy ship could move three grids per turn, and attack once per turn.
  - A new ship will be generated for each College every player turn when there are no more than 8 ships for each college on the map, and the max number of ships will be generated for player is 10.