

Team PIK Taxe User Manual

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Introduction

Your job is to route trains between the various cities located around the map, starting at one city and arriving safely at another. However, players must be careful to watch out for obstacles and other hazards! Once a train has arrived at its destination, the player is allocated points depending on the difficulty of the goal and whether the bonus was completed. The player who has the most points overall at the end of the game will win.

System requirements

The game has been tested on a wide range of operating systems.

Operating System	Result	Performance issues
Windows 8.1	Ran successfully	None
Windows 8	Ran successfully	None
Windows 7	Ran successfully	None
Apple OSX	Ran successfully	None
Ubuntu 14.04	Ran successfully	None

The game will run on any modern computer with at least 1GB of RAM and a recent Intel or AMD processor. Java is also required and must be up to date.

Quick Start

Complete as many goals as possible to gain more points than your opponent! The player with the highest score wins!

Route a Train

1. Select a train from your resources and place at a station
2. Select the train at the station and click the sequence of cities and junctions that form your route
3. Select “route complete” at the top-right corner to complete
4. A train’s route can be changed whilst it is moving

End Turn

1. Trains will move once both players have ended their turns

Resources

1. These includes trains and power ups
2. These can be dropped at any time by selecting the resource and clicking “drop”
3. You can only have 7 of these at any time.
4. They appear randomly in your inventory

Trains

1. Trains run at different speeds.
2. The order is steam, green, diesel, electric, bullet, petrol, solar, maglev, hydrogen and nuclear; from slowest to fastest.

Power ups

1. Skip: opponent misses a turn
2. Obstacle: place an obstacle on the track
3. Engineer: removes obstacle on the track
4. Modifier: add or remove piece of track between stations

Obstacle

1. Obstacles stop trains from passing through
2. They last for 5 turns
3. If two trains collide, the trains will disappear, and an obstacle will appear

Replay

1. Click “replay” to view previous gameplay.
2. You can skip the thinking time. If the button is green, then thinking time is being skipped

[Running the game](#)

To start the game, the user must run the Java file taxe.jar on their computer. This can be done either through a file explorer or running

```
java -jar TaxE.jar
```

in a terminal. The game will rapidly load and the main menu will be displayed, as shown below.



Clicking on a number of turns will change the length of the game (the default is 30). Clicking 'start game' will let the players start playing the game, while pressing 'How to Play' will display the instruction screen, which is shown below. Take a few seconds to read through it and familiarise yourself with the game's layout. Although the game can be played with just these instructions, we provide more detailed ones in this manual.

HOW TO PLAY

AIM Transport animals across Europe. Complete goals to score points and beat your opponent!

colour coded goals and stations

rewatch gameplay

score → Player 1: 0

Goals:

- Rome to Geneva: 247 points
- Bonus: Using Petrol Train: 367 points
- Rome to Berlin: 534 points
- Bonus: Using Bullet Train: 584 points

Unplaced Resources:

- Engineer
- Electric Train

list of resources

information on planned route

Total Distance: 522. Will take 3 turns.

hover for station name

complete route

cancel planned route

obstacles

turns

TRAIN slow -> fast
steam -> green -> diesel -> electric -> bullet
-> petrol -> solar -> maglev -> hydrogen -> nuclear

POWERUPS

- Skip** Use this so your opponent misses a turn!
- Engineer** Engineers clear tracks that are blocked by an obstacle
- Modifier** Use this to add or remove a piece of track between stations. Only works between stations close together though!

OBSTACLES

Obstacle Place an obstacle on a piece of track between stations to stop trains passing through!
After 5 turns, the obstacle will disappear

REPLAY

Click replay to rewatch past gameplay

Exit Replay | Restart | Pause | Skip Thinking Time

Replay shown includes thinking time
Replay shown doesn't include thinking time

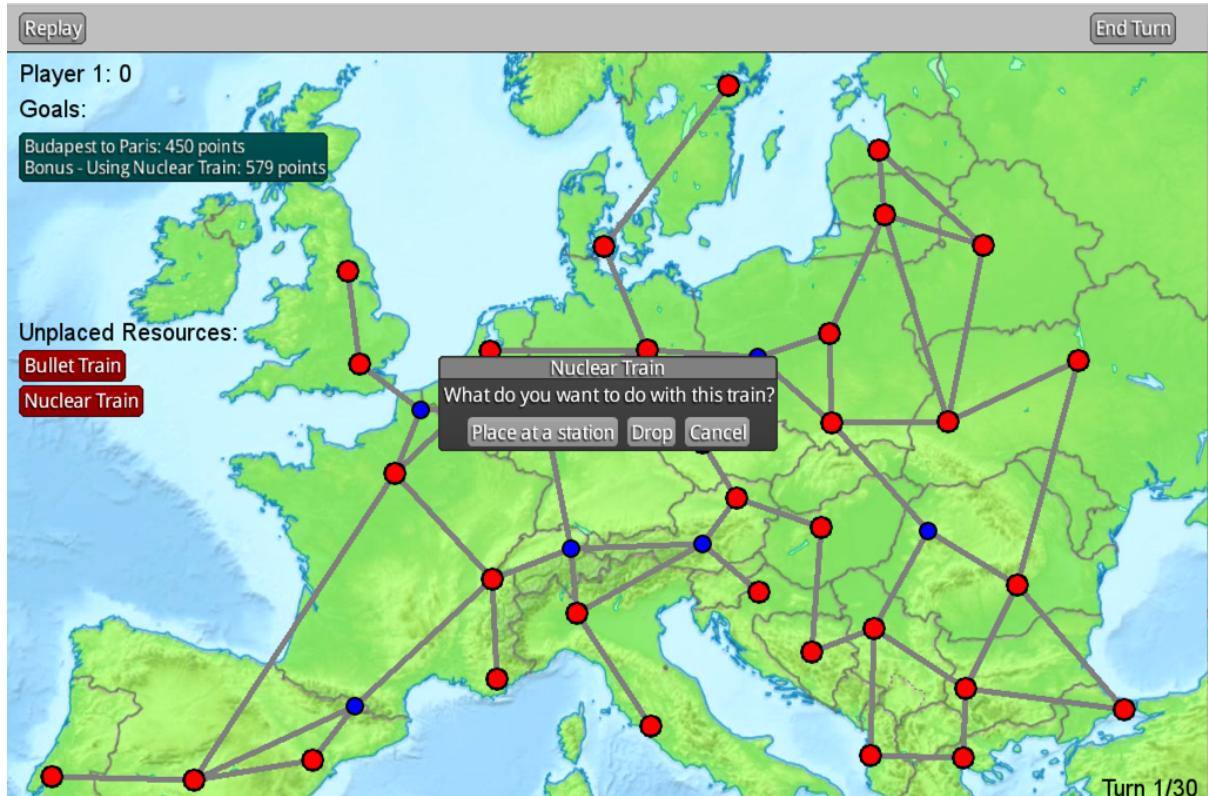
Skip Thinking Time

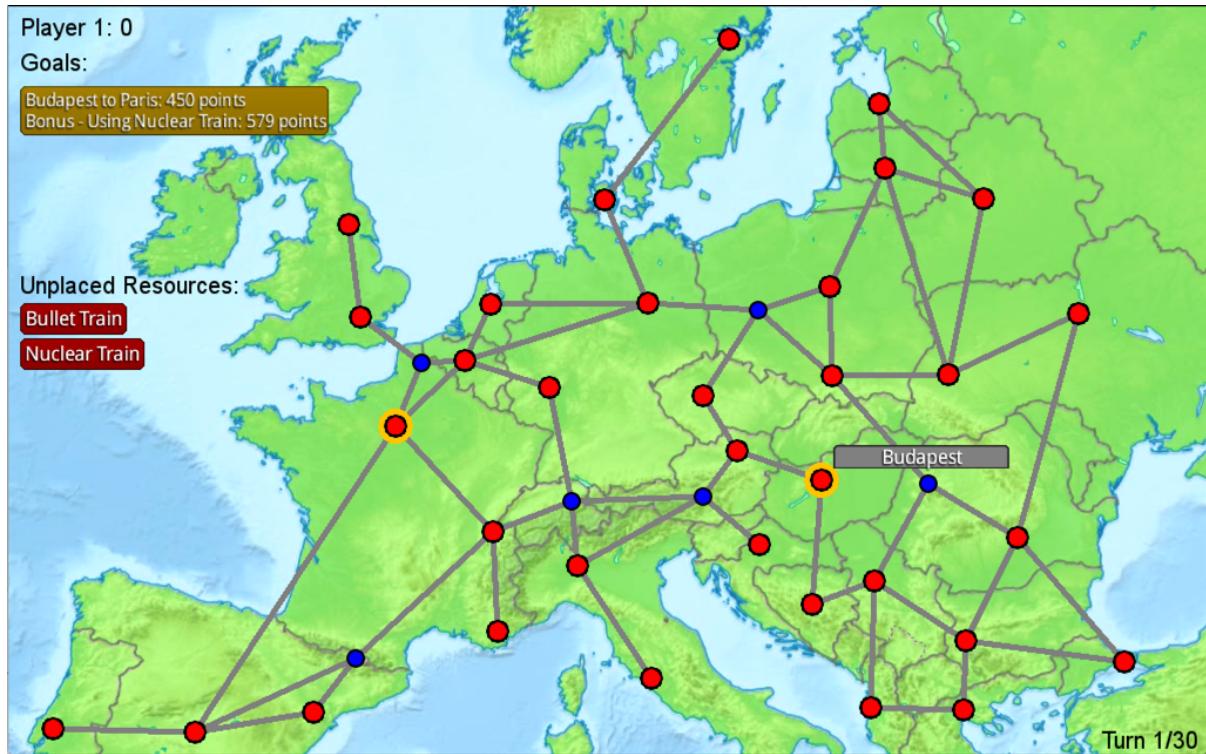
Playing the game

Playing the game is extremely simple.

To deploy a train

1. Select the desired train from the inventory on the right.
2. Click on “Place at a station”
3. Click the desired station on the map. The relevant stations are colour coordinated with the goal
4. If you wish to cancel placement of a train at any time, press ESC



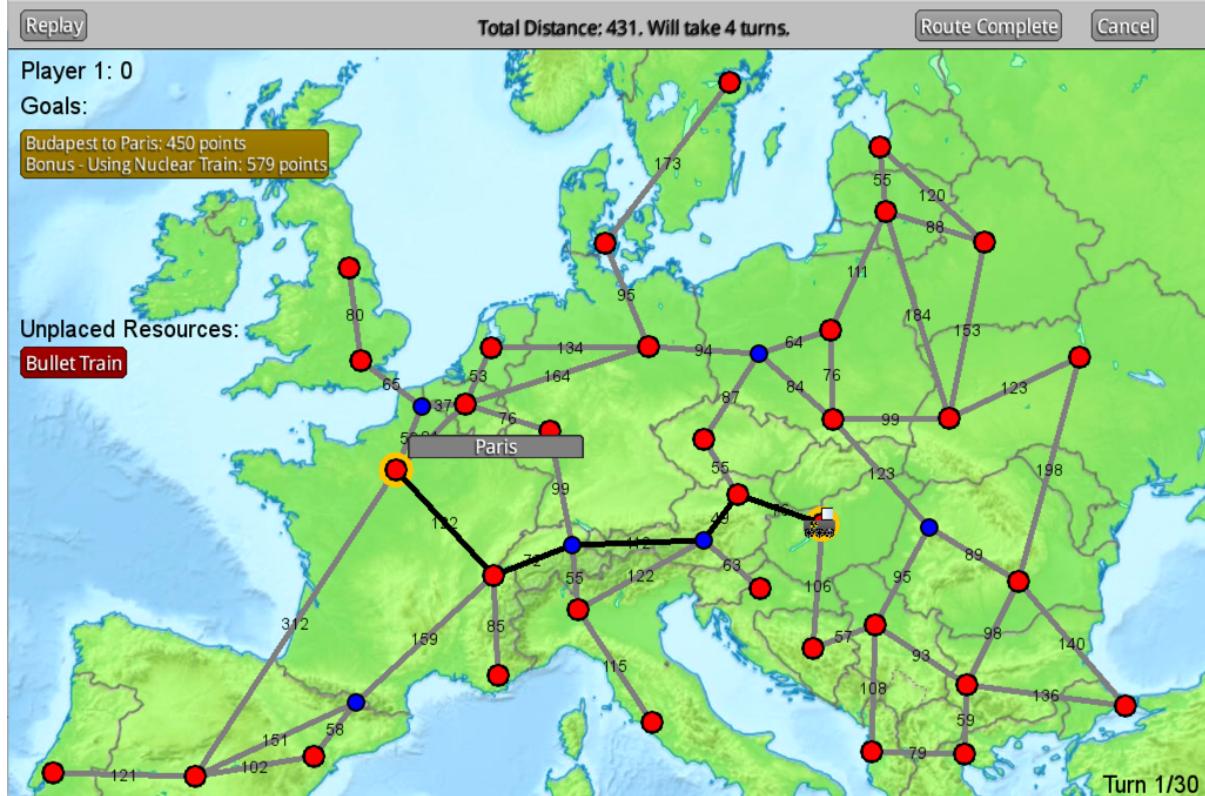


To drop a train

1. Select the train to be removed from the list on the left
2. Press "drop"

To move a train:

1. Click on a station where the player has a train
2. Select the desired train from the list
3. Click on an adjacent station or junction, and repeat this step until the route is complete. The route is marked by a black line on the map.
4. Upon completion, select 'route complete' from the GUI.
5. The trains for both players will move at the end of the turn.



Note: A route cannot finish at a junction.

Tip: The route information is shown at the top of the screen!

You can change the train's route on the map whilst it is moving.

1. Find the desired train on the map
2. Select the train and click "change route" to replan its route

You can view the train's route on the map whilst it is moving.

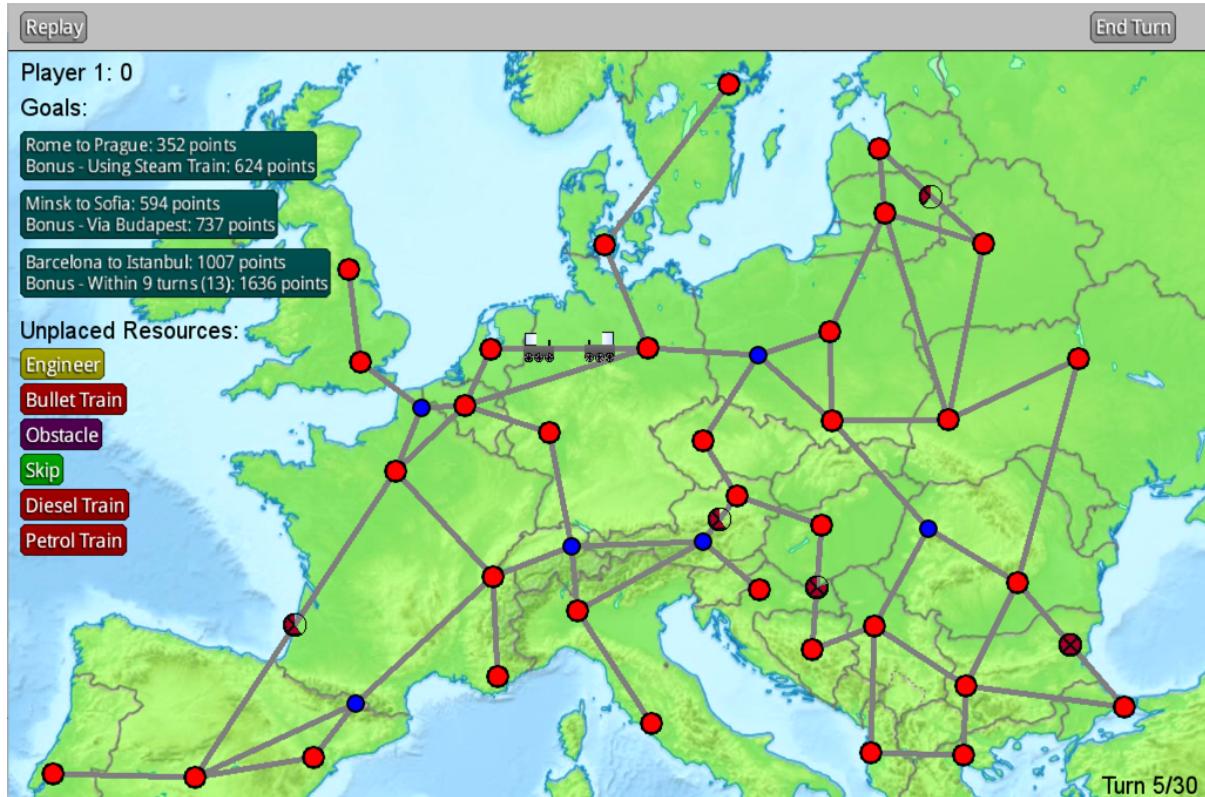
1. Find the desired train on the map
2. Select the train and click "view route" to see its route

To end your turn, press the 'end turn' button in the top right. This allows the trains to move on the map.

The game will continue until the number of turns specified at the start have elapsed. Then the player with the highest score will be announced the winner; a tie will be recognised if the players have the same score.

Gameplay features

There are several systems in place which make the game more exciting.



Train collisions occur if two trains pass each other. If two trains collide, both are destroyed, and an obstacle appears, so be careful with your trains!

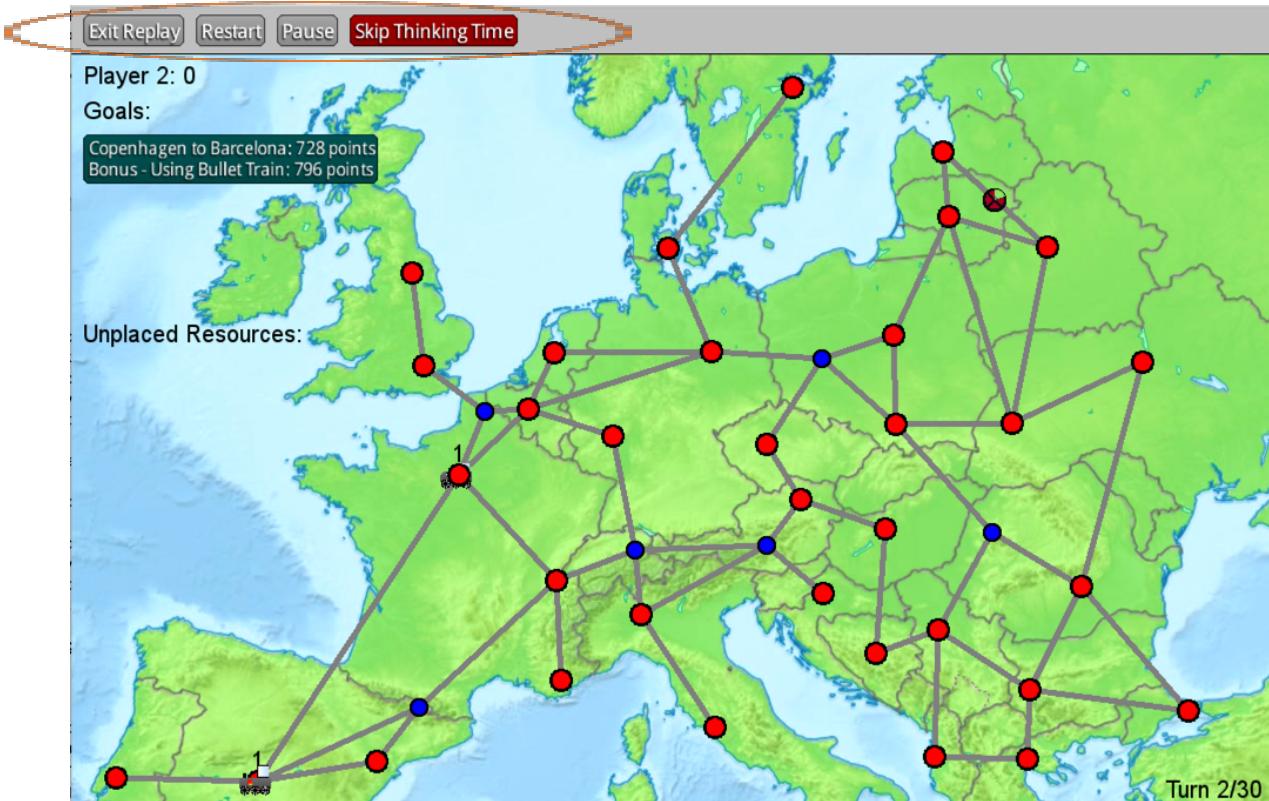
A broken junction is represented by this symbol:

Power ups appear in the players' resources:

1. **Obstacle** Select this to place an obstacle on the track. Click on the two stations between which you would like to place the obstacle.
2. **Engineer** Select this to remove an obstacle. Click on the two stations between which you would like to remove the obstacle.
3. **Skip** Causes opponent to miss a turn
4. **Modifier** Every time you complete a goal, this will appear in your resources! Use this to add or remove a track between two stations. Click the two stations between which you would like to remove the track or add a track. Note: You cannot add a track between 2 station that are too far apart

Replay feature:

1. Click "replay" in the top left corner to watch previous gameplay.
2. Click "Exit Replay" to return to the game
3. Click "Pause" to pause the replay
4. The "Skip Thinking Time" can be enabled. If this is red then thinking time is included in the replay. If this is green then thinking time is not included. Thinking time means the time it takes for the players to complete an action.



Advanced Gameplay

Although the game seems simple to play, there is a surprising amount of strategy involved, as you will discover during multiple playthroughs. Here are some tips and tricks to gain the edge on your opponents:

- You can only have a maximum of 7 resources at a time, including trains in your inventory. So if you are reaching that limit, get rid of some of your slower trains for the chance of getting a better one.
- Remember, you can change a train's route whilst it is moving, so if there's an obstacle in the way, you may want to reroute the train!
- If an opponent is getting close to their goal, consider colliding one of your trains with theirs to stop them from reaching it.
- You can only have 3 goals at once. So consider dropping any goals you don't want to complete.
- Trains are dropped automatically upon completing a goal, so consider this when choosing which trains to route where!
- Remember the modifier award when you complete a goal, use it wisely.

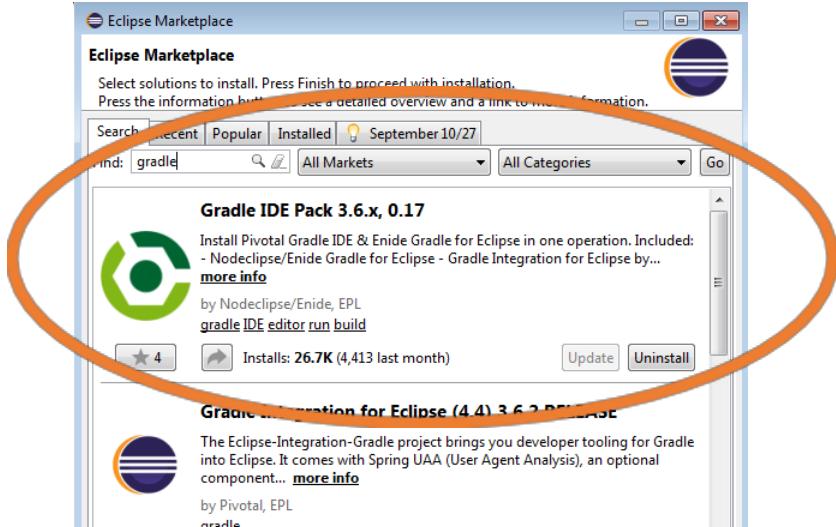
Developers

If you want to work on developing this game, then the source code and assets can be found at <https://github.com/ja837/DUS/>. It will work with most major IDEs, and has been tested with IntelliJ and Eclipse.

To run with Eclipse:

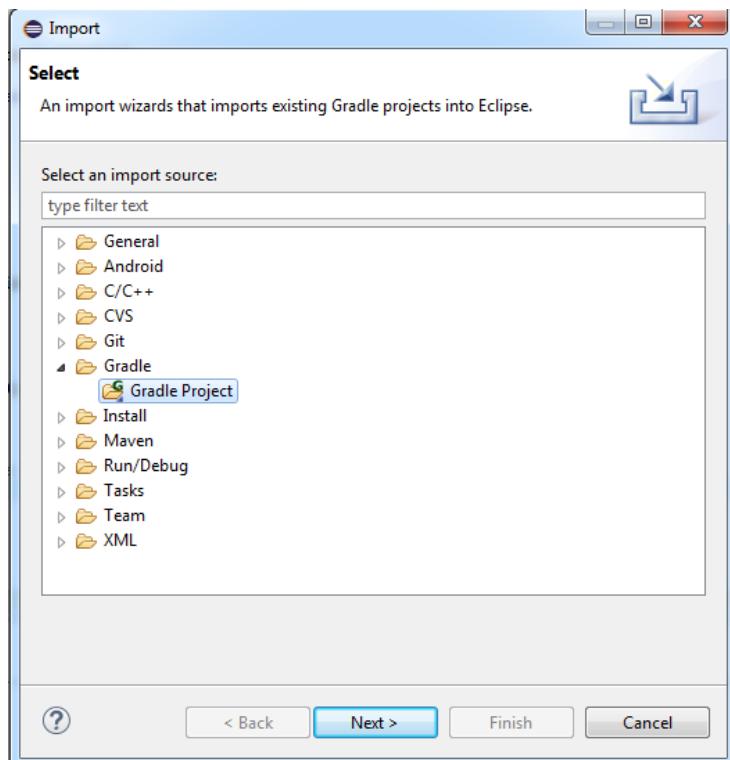
Go to Help -> Eclipse Marketplace -> search for 'gradle'

The IDE pack is what you want (the version may be different to the screenshot below)

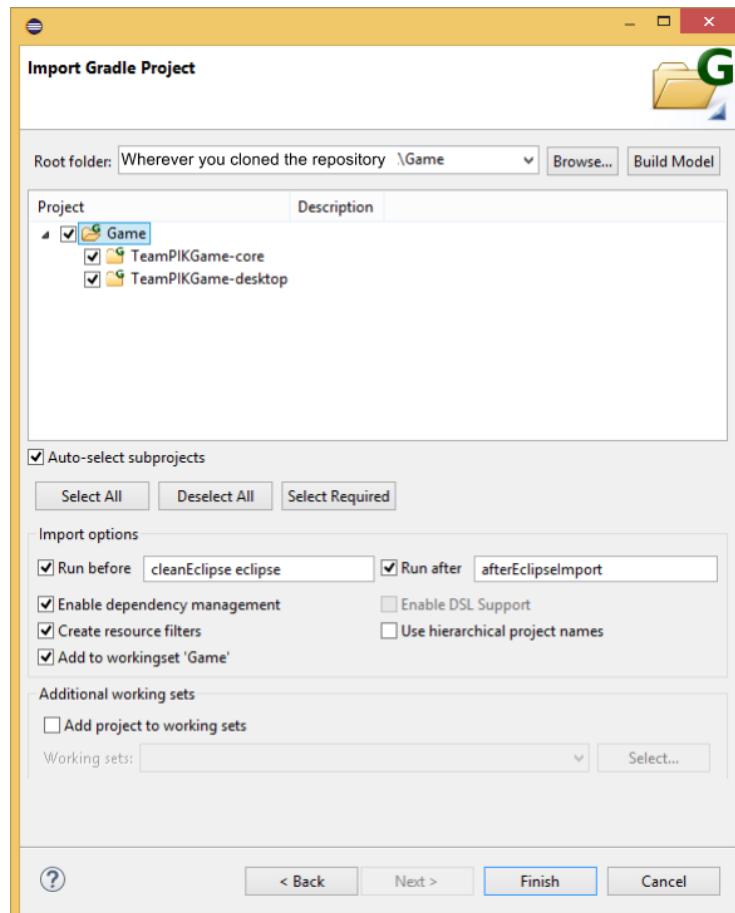


More information can be viewed at <http://marketplace.eclipse.org/content/gradle-ide-pack>
Next clone the git repository, using your preferred method.

After this import the project, by going to File->Import->Gradle->Gradle Project. You should get the dialog shown below.



Press 'Next'. The following dialog will appear. Use the 'Browse...' button to find the repository, and then select 'Game' and press 'Build model'.



Press Finish and the project will be successfully built, and can now be edited.