

TaxE - User Manual

ForeWord

This user manual takes inspiration from the FVS TaxE game user manual [1], as that is what the game is based on, as well as the LYS World War Trains user manual [2], which is based on the Perfect Game User's Manual by Alexander Abramov [3] , providing a clear and concise game user manual.

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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 highest scores 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 OSX:
<ul style="list-style-type: none">• TaxE will run on Apple Mac OSX 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/X-Windows/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 the Game

To start the game, open up the executable Java file 'taxe.jar' on your Java ready machine. Once presented with the main menu, select 'Start game' with your mouse and the game will commence immediately.



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, the two new resources, up to a limit of seven resources at once.

a. The game screen



b. Terminology

Stations:

- These are the places that trains can be placed at, and goals can start and begin at stations. They are represented by a green dot in the game screen, or a red dot when they are broken.

Junctions:

- These are similar to station, but a train can't be placed, or finish at a junction, they are merely the meeting points between two or more connections. They are represented by a blue dot in the game screen, or a red dot when they are broken.

Connections:

- Connections are the tracks between stations and junction for the trains to travel on. Trains can only travel along connections, though they can travel in either direction along them. They are represented by a grey line in the game screen, or a red line when they are broken.

Unplaced Resources:

- Unplaced resources are the trains that have yet to be placed, or used, by the player in the game. These resources are randomly given to each player, and each player has a completely independent list of resources.

c. 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, ensuring the station is not broken.

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 completion of the goal, so consider this when choosing which trains to route where!

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, avoiding broken junctions and connections (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: once a train has been assigned a route you are unable to change or cancel the route).

Note that trains can collide when they reach a junction simultaneously, this can be with either the opponent's trains or your own - so take care when routing through junctions!

To view a train's destination:

1. Select a train from the map.
2. The train's current destination will appear at the top of the screen, along with the train's other details (type and speed).

e. Game management

To end a turn:

- Once you have finished strategically placing and routing you trains, select 'end turn' from the top-right corner.

To end the game:

- The game will automatically end after thirty turns have been completed (fifteen for each player), the results of the game will appear including the winner of the game, which is the player who managed to achieve the highest score. If both players have got the same score the game is a draw.

f. Goals

- Each player will be given separate goals ,allocated randomly, which will specify what the player has to do to earn points in the game. These goals will vary in difficulty by restricting the type of train to be used, by varying the length of the goal, or by adding a third station into the route which the route will have to pass through before reaching the final station.

g. Scoring

- Points are awarded to each player upon successful completion of goals. The amount of points awarded depends on the difficulty, and length of the goal that has been undertaken.
- These points are tracked independently of the opposing player, and are added to throughout the game when each player completes various goals.

5. Troubleshooting

- If TaxE will not run the 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:

keemyb.github.io/SEPR-LYS-A3

6. Bibliography

[1] <http://www-users.york.ac.uk/~oeh503/fvs/> [Accessed 26 January 2015]

[2] <http://purplecobratrains.wix.com/game> [Accessed 4 February 2015].

[3] A. Abramov, "Perfect Game User's Manual," 2011. [Online]. Available: http://www.perfectgameapp.com/downloads/perfect_game_user's_manual.pdf. [Accessed 5 January 2015].