

TaxE - User Manual

ForeWord

This user manual takes inspiration from the XYG 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. We have also made use of the user manual that was created for the previous assessment by team LYS [4].

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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.

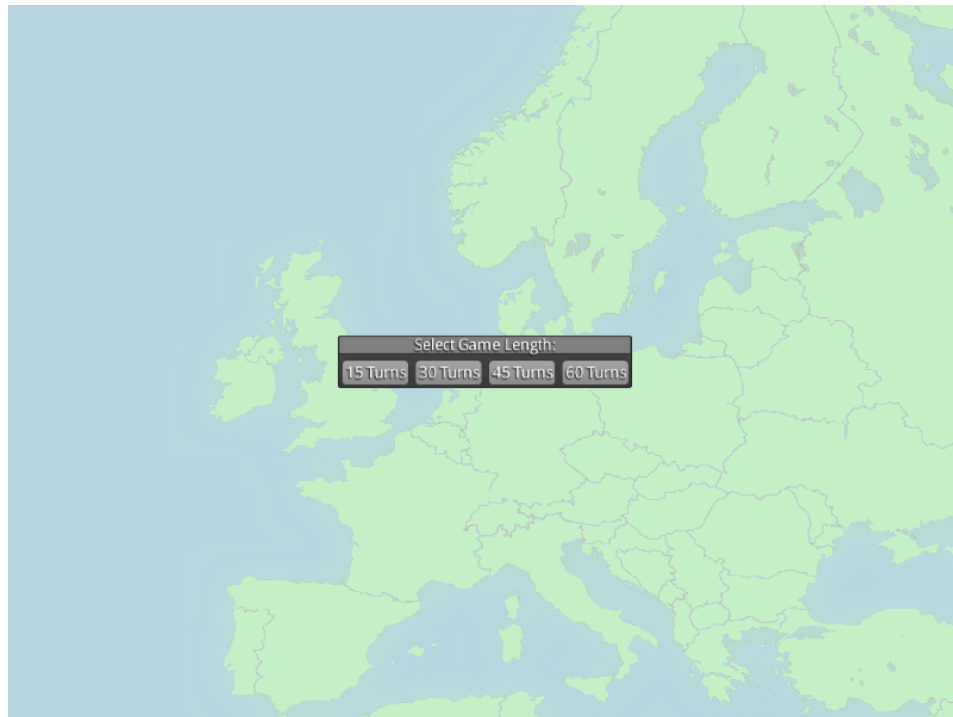
3. Starting the Game

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.



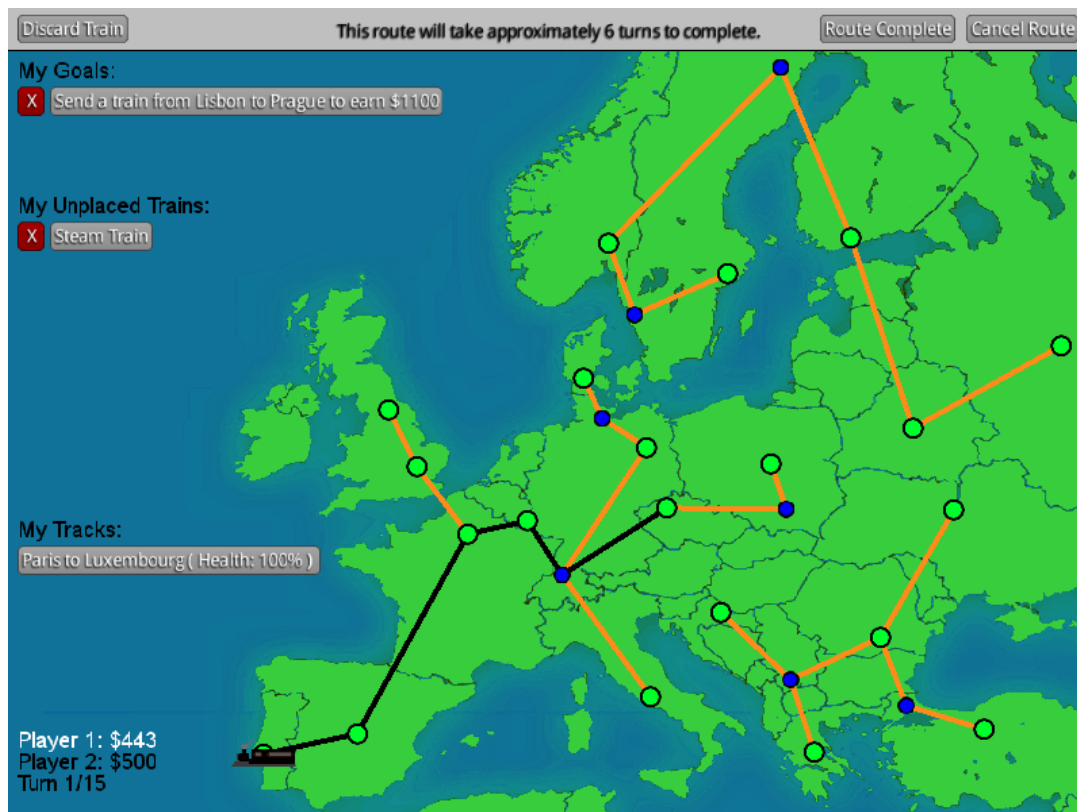
4. Playing the game

After clicking the start game, a dialogue box appears asking about how many turns you'd like to play for.



At the start of each turn, the current player is automatically assigned a new goal, and granted two trains. Every turn a new goal is assigned, up to a limit of three goals at once. Two new trains are also granted every turn, up to a limit of seven.

a. The game screen



b. Terminology and Map key

Stations:

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

Junctions:

- Junctions are similar to stations, 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 Trains:

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

Golden Track:

- Gold tracks do not deteriorate due to passing trains, but are most expensive tracks to build. All of the default connections in the game are gold.

Silver Track:

- Silver tracks can be damaged by trains, but are less expensive to build tracks out of.

Bronze Track:

- Bronze are even more susceptible to damage than silver tracks, but are the cheapest tracks to buy and repair.

c. Train management

To place a train:

1. Select the train from the 'unplaced train section.
2. Click the city at which you would like to place the train, ensuring the station is not broken.

To discard a train:

1. Click the X next to the train to discard it.
2. Answer yes to the dialogue box to confirm discard.

To cancel the placement of a train:

While placing a train, you can cancel its placement, returning it to the unplaced trains section by clicking the "Cancel Placement" button.

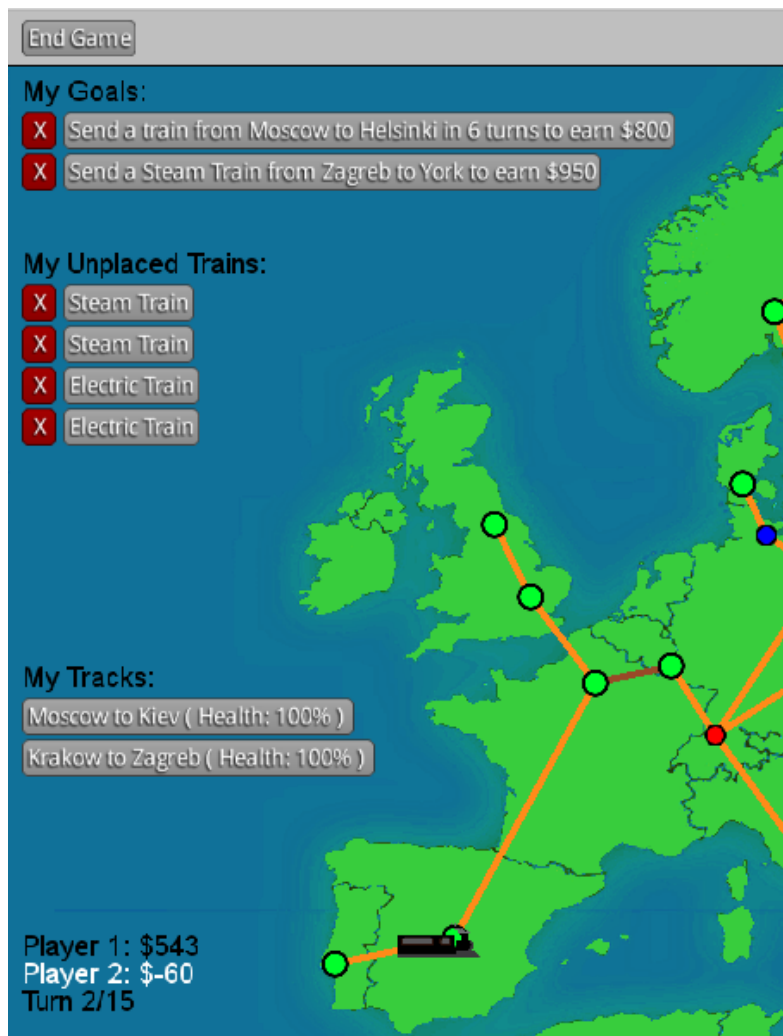
Note that trains are dropped automatically upon completion of the goal, so consider this when choosing which trains to route where!

d. Route management

Stations are placed in distinct zones which are not always connected. This means that if a goal starts in one goal and finishes in another, you will have to create a new track.

To create a connection:

1. Click on 'Add Track' on the top right hand corner.
2. Select the two stations between which you wish to create a track. If the track is green, it is a valid connection. If the track is red, it is an invalid connection.
3. Once the two stations in a valid configuration have been selected, click 'Create Connection'.
4. Select the material of the track.
5. Your connection will appear under 'My Tracks' on the left hand side.
6. You can remove a track or upgrade it by clicking on track under 'My Tracks'.



Note that gold tracks are more durable and hence have fewer chances of failing over time whereas cheaper tracks would wear out more easily.

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. 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).
4. Upon completion, select 'route complete' from the top-right corner.

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!

Note that rent is collected on tracks that you own. Therefore, if you use a track created by your opponent, you will have to pay them rent depending on the length of the track and the material of the track. Rent will always be deducted whether you have the means or not!

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 your trains, select 'end turn' from the top-right corner.

To end the game:

- The game will automatically end after the chosen 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. If both players have got the same score, the game will be tied.

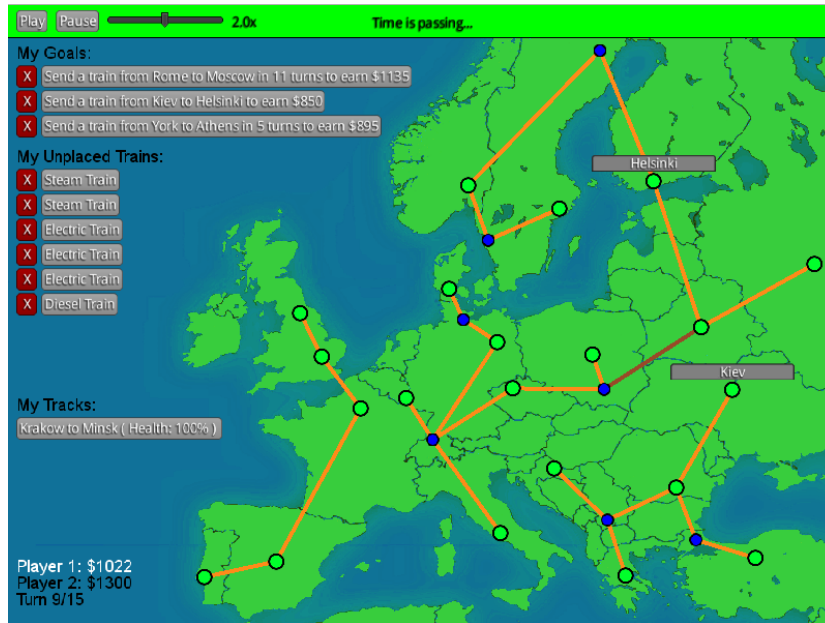
To watch the replay:

- You can now watch a replay at the end of the game. A dialogue box appears with information about the winner and asks whether you'd like to continue playing or watch a replay.



To control replay:

1. You can play and pause the replay by clicking on their buttons on the top left hand corner.
2. You can also increase the playback speed of the replay by sliding the cursor over the sliding panel on the top.



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.

g. Scoring

- Money is awarded to each player upon successful completion of goals or through rent collection on tracks created. The sum of money awarded depends on the difficulty, and length of the goal that has been undertaken.
- Each player is given an additional \$100 every turn.

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:

<http://keemyb.github.io/SEPR-LYS-A4/>

6. Bibliography

[1] <https://teamxyg.wordpress.com/documentation-3/> [Accessed 22 April 2015].

[2] <http://purplecobratrains.wix.com/game> [Accessed 22 April 2015].

[3] A. Abramov, "Perfect Game User's Manual," 2011. [Online]. Available: http://www.perfectgameapp.com/downloads/perfect_game_user's_manual.pdf. [Accessed 22 April 2015].

[4] <http://keemyb.github.io/SEPR-LYS-A3/Manual3.pdf> [Accessed 22 April 2015].