

# Team DUS - User Manual

## Introduction

TaxE is a turn based game that can be played by two players. The purpose of the game is to complete as many goals as possible in the time of twenty game turns. The player that achieves this wins the game. Goals are fictional journeys of the trains from one location on the map to another one.

## Starting the Game

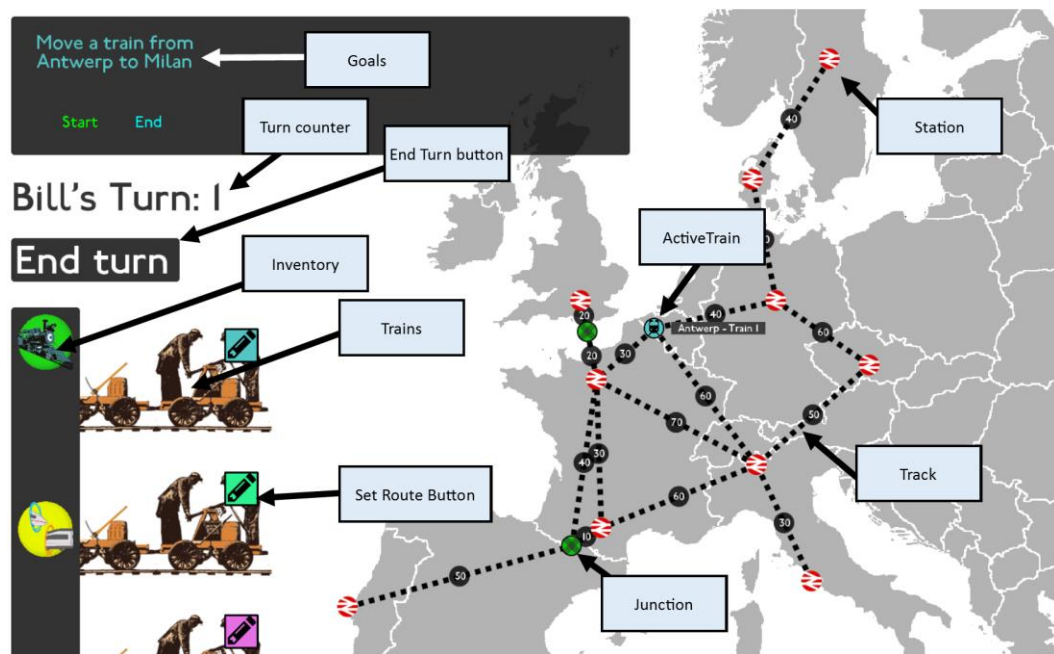
To boot the game, you must have Java installed. Install the latest version of java from (<https://java.com/en/download/>). If you have Java installed then the game can be played by running the TAxE.jar supplied.

When running the game, the first screen you will see is the Start Screen. Enter the names of each player and press the button to proceed to the game.

## Aim of the Game

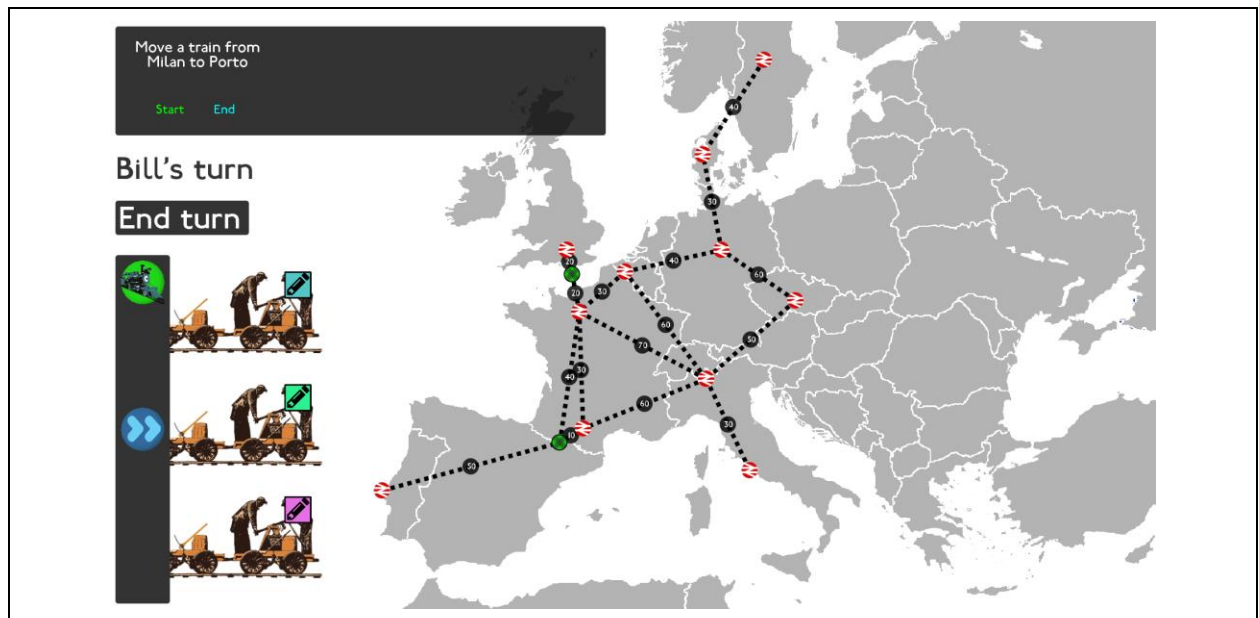
At the start of the game, each player will be given one goal to send a train from one location to another. They can then choose a route for a train to travel from this starting location to the given end location. The aim of the game is to complete the most goals using a combination of luck and tactics. Trains can be given better engines and upgrades (explained in the engines and upgrades section below) to increase their speeds and capabilities. At the start of each turn, players will be given a new goal until they have a maximum of three, a new engine up to a maximum of three and an upgrade up to a maximum of four. The player with the most completed goals at the end of the game is the winner!


## Game Interface



## The Map

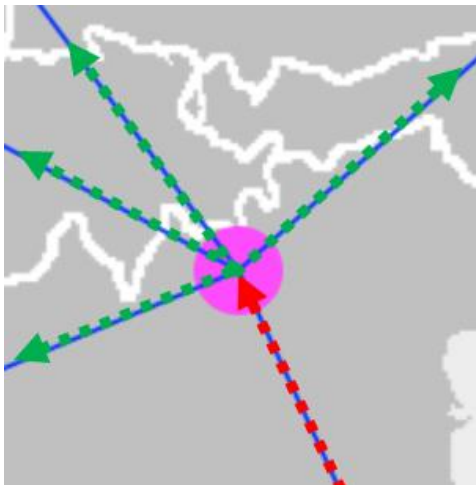
The map is the main focus of the game. It shows stations and junctions at various cities across Europe. If a direct track exists between two stations or junctions, this is shown by a straight line between them.



	<p>The number below the line represents the distance between each location. The time taken to move this distance will depend on the speed of the train, which, in turn, depends on the upgrades and engines applied.</p>
---	--



## Stations and Junctions

Where two separate sections of track intersect, there will either be a junction or a station. A junction is where two or more sets of rails either converge or diverge. Hence only one train can pass through a junction at any one time. Stations are built to accommodate multiple lines at any one time and hence any number of trains can pass through a station at the same time.



There is no restriction on the direction a train must travel after leaving a junction or station. In the example on the left, entering from the bottom (in the direction of the red dotted arrow) will allow you to exit on any tracks from the junction or station. (i.e. any of the green arrows)

Stations and Junctions are represented by the following icons on the map.

	<p>Station</p>
	<p>Junction</p>

## Creating a Route

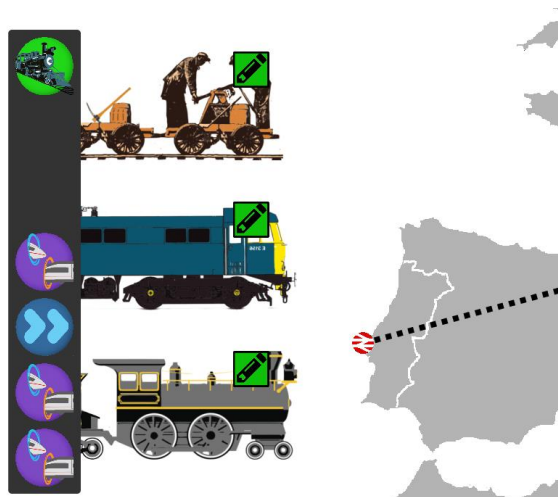
Each goal is displayed at the top of the page. Hovering over the 'Start' and 'End' icons for each goal will highlight these on the map. To create a route for a train, click on the "Set Route" button next to the train you want to set up. The available start points of your goals will then be highlighted. Click on a starting location will then add this to your route and highlight the next adjacent nodes you can add to your route. You will then be able to set your route by sequentially choosing one station or junction adjacent to your current node. Any route is valid, as long as the starting and ending points are those associated with that specific goal. Once a route is set, the train will continue on this route until it reaches its goal until you opt to set its route again. The procedure remains the same, as long as you select the correct start and end nodes.

## Ending your turn

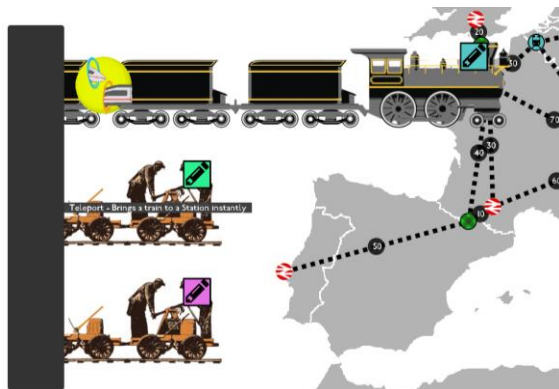
To end your turn and switch player, press the "End Turn" button. This will change to the second player and they can see their trains and goals. When they end their turn and press "End Turn", the game will switch to your trains and goals again and update you if any of your trains have reached their goals.

## Trains

Each time you receive a new goal, you will also receive a new train. All new trains start with base properties which can then be upgraded during any of your turns. At the start of each turn, you will receive one engine at random and this will go into your inventory (discussed early as part of main interface). Engines and upgrades can be applied to a train by dragging and dropping an item from the inventory on the left of the screen onto the train you want to upgrade. You cannot apply an upgrade if the train already has an upgrade of the same type.



You can view all of your trains on the bottom left of the screen.








Any of these trains can be clicked to show which upgrades have been applied to them.



You can see the progress of all your trains by looking for the train icon on the map. Each train has a unique colour and hovering over this icon with your mouse will indicate exactly which train it is.


## Types of Engine

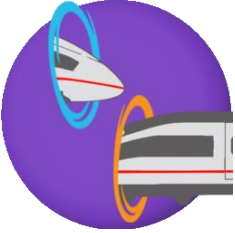
	<p>Type:</p> <p>Description:</p> <p>Speed:</p> <p>Rarity:</p>	<p>Hand Cart (No Engine -- Default Train)</p> <p>Hand Carts are the slowest possible way of travelling by railway. Powered by the people on board of the train.</p> <p>15</p> <p>N/A (All trains start as Hand Cart)</p>
	<p>Type:</p> <p>Description:</p> <p>Speed:</p> <p>Rarity:</p>	<p>Steam Engine</p> <p>Engineered in 18th Century Britain, the steam engine was the main way of powering trains for over a century and a half. The Steam Engine will increase your speed and stops the embarrassment of having to ask passengers to power themselves to the destination.</p> <p>25</p> <p>40%</p>

	<p>Type:</p> <p>Description:</p> <p>Speed:</p> <p>Rarity:</p>	<p>Diesel Engine</p> <p>Adding a diesel engine to your train will allow it to go twice as fast as a steam engine.</p> <p>50</p> <p>30%</p>
	<p>Type:</p> <p>Description:</p> <p>Speed:</p> <p>Rarity:</p>	<p>Electric Engine</p> <p>Powering your train with an electric engine will enable it to reach speeds five times as fast as a Hand Cart.</p> <p>75</p> <p>20%</p>
	<p>Type:</p> <p>Description:</p> <p>Speed:</p> <p>Rarity:</p>	<p>Rockets</p> <p>Slightly unconventional. Allow your passengers to experience this experimental Russian technology which is absolutely guaranteed* to always work.</p> <p>*Not a guarantee</p> <p>100</p> <p>10%</p>

## Upgrades

In addition to engines, trains can be upgraded. An upgrade can be used once on a train to improve it in some way.

	<p>Type:</p> <p>Description:</p> <p>Effect:</p>	<p>Double Speed</p> <p>Take any train you have and double its speed with nothing more than efficient engineering. Use it early on for a head start or wait for a good engine to get the highest speeds possible.</p> <p>Speed x 2</p>
---	---	---

	Rarity:	70%
	Type: Description: Effect: Rarity:	Teleport Take a train and teleport it to anywhere on the map. Allows you to skip to any node on your route. 30%

## Winning the Game

The player that completes as many goals within twenty game turns wins the game. Good luck!