TaxE User Manual

by

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Contents

Controls

This game is designed to be played using a keyboard and mouse:

Left Mouse Button
use to click buttons and tiles within the games screens.

Arrow Keys
use to navigate the map screen

Getting Started

i.   Download and install the TaxE Java application from https://github.com/sepr-gva/TaxE. This game is compatible with Mac, Windows and Linux systems which have Java installed on them. For instructions on how to install Java go to https://www.java.com/en/download/help/download_options.xml

ii. Run the TaxE Java application, where the games main menu will be displayed.

Navigating The Menus

Main Menu

You can click on the three buttons in the main menu to navigate the through the application:

- **Play** - this button will take you to the player customisation screens before starting a game.

- **How to Play** - this button will take you to a screen which includes a copy of this manual.

- **Quit** - this button will close the application.


Main Menu Screen

Player Customisation Screens

Customisation options for both players:

Choose your Avatar - select one of the three avatars by clicking on one.

Choose your Company Name - when clicked, a text input box will pop up and allow you to enter a company name of your choice.

Done - click this button when you have finished your customisations. Once both players have clicked done on their customisation screens the main game screen will be displayed ready for play to begin.
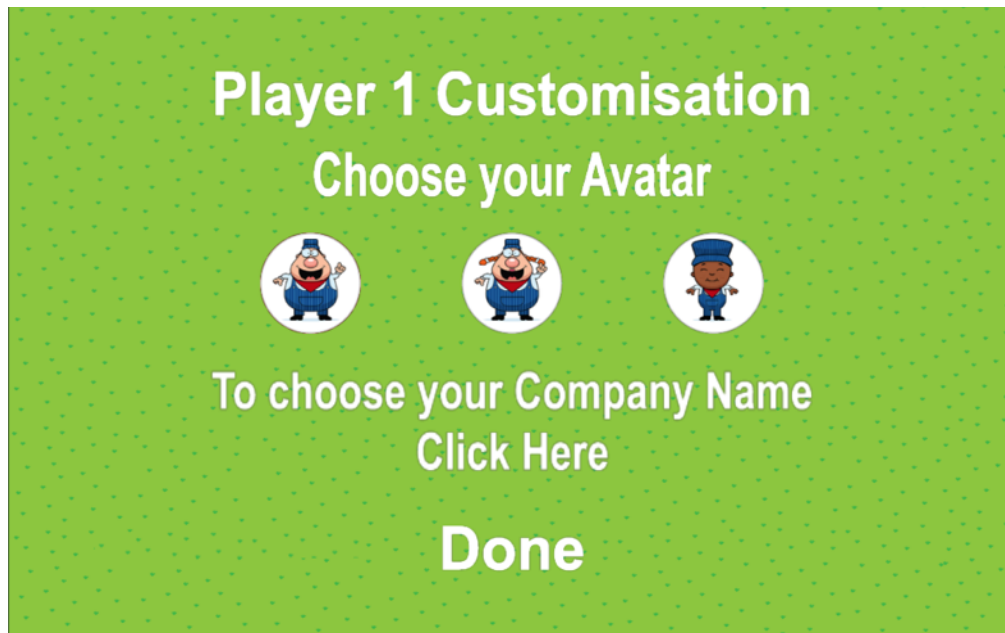
Player Customisation Screen

TaxE Explained

TaxE is a hot seat turn based game, where players make routes for their train to take and place towers to destroy their opponents train. Player One's objects are blue whereas Player Two's are red. Both players start the game with one train, 100 Gold and 0 passengers delivered. Each train has 100 hit points (hp) and is destroyed when its hp reaches 0.

The aim of TaxE is to deliver as many passengers to their destinations as possible using your train, while placing towers to damage the other player's train. Players gain gold and their total passengers delivered increases when they complete goals. The game ends when one player's train is destroyed. Once the game ends, the player with the most passengers delivered is the winner.

Playing The Game

Game Phases

There are three main phases of the game:

Tower Deployment Phase
The player uses their gold to purchase and place towers on empty tiles that are next to rail tiles.

When Player One finishes placing towers, they must click on the 'end phase' button to allow Player Two to carry out their 'Tower Deployment Phase'. When Player Two clicks the 'end phase' during their button 'Tower Deployment Phase', the Train Routing Phase begins.

Train Routing Phase
The player selects the path that their train will take. Cities which can be routed to are highlighted in blue. When the player clicks on the city they want to set a route to, it is highlighted red and a pop up box will ask the player to confirm their choice of route. If the player cancels the route they are free to choose another by clicking on a different city.

When Player One has finished setting their train route, they must click on the 'end phase' button to allow Player Two to carry out their 'Train Routing Phase'. When Player Two clicks the 'end phase' button during their 'Train Routing Phase', the Action Phase begins.

Action Phase
During this phase the players watch their trains move along the routes they specified and watch their towers attack their opponents train. At the end of this phase the goals completed, amount of passengers delivered by each player and the amount of gold they have earned is displayed.

At this point if a player's train has been destroyed the game will end and display the winner, otherwise one of the players must click on the 'end phase' button to repeat the cycle of phases.

Controlling The Game

Placing Towers

Towers can be placed on any empty map tile which is next to a rail tile, providing that the player has enough Gold. To place a tower, the player must be in their 'Tower Deployment Phase'. Clicking on a valid empty tile will place a tower for the player. If the player has insufficient funds to purchase a tower, a dialogue box will appear informing them of this and also prompt them to end their 'Tower Deployment Phase'.

Routing Trains

To set a route the player must be in their 'Train Routing Phase'. To set a route the player just needs to click on one of the cities which are highlighted blue, as these highlighted cities are able to be travelled to. The city that the player has last clicked on will be highlighted red and is the current destination of the route. The player confirms the route they have selected by clicking the 'end phase' button.

Understanding The HUD

Rail Tiles

Rail tiles have two sets of rail allowing for trains to travel in opposing directions on any peice of track. These tiles cannot be interacted with at any point in the game.
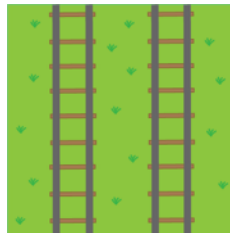
City Tiles

City tiles cover an area of 9x9 normal tiles. Cities with a blue highlight are selectable by the player, whereas a city with a red highlight indicates that that city is currently selected by the player. Cities will display a train symbol when a player's train is currently stationed there. This symbol is in the players colour. A player's train route starts from the city where their train is stationed.

City *Selectable City* *Selected City* *Train in city*

Empty Tiles

Empty tiles are where towers can be placed. The empty tile that the cursor is hovering over is highlighted dark green. When the player clicks, a tower will be placed on the tile which is highlighted.

Empty Tile   *Highlighted Empty Tile*

Towers

Towers are placed next to rail tiles, where they will damage the hit points of the oppositions passing trains. Turrets are coloured so that each player knows which ones are theirs.

Player One's Tower   *Player Two's Tower*

Avatar

These are the avatars which both players selected on the player customisation screen.

Company Name

The name which each player chose is displayed just below their avatar.

Gold

Gold is used for the purchase of towers. A player gains Gold by completing objectives and by delivering passengers to their destination safely.

Passengers Delivered

This is the total number of passengers delivered over the course of the game. Passengers are delivered when goals are completed. The player with the highest number of passengers delivered at the end of the game is the winner.

Goals

Goals are tasks which are to be completed by both players so that they can earn gold and increase the total of their passengers delivered.

End of Phase Button

Clicking the button in the bottom right hand corner of the screen will cause the current phase to end.

Player Trains

Each player has a train, coloured in their player colour. While in the 'Action Phase' these trains move along the routes which the players have specified.

Phase number: 3

Bob's trains
Gold: 0
Passengers delivered: 0
Goals:
Take 100 passengers from London to Amsterdam via Paris in 15 turns

Sally's trains
Gold: 0
Passengers delivered: 0
Goals:
Take 100 passengers from Lisbon to Berlin in 15 turns.

The main game screen with visible HUD