



JEN

User Manual





The Objective

Jen is a turn-based strategy game. The objective of the game is to be the last player with a presence on the Board.

The Board

Jen is played on a grid-layout of squares collectively known as the Board. Its dimensions are variable and can be modified in the Play Menu as shown in figure 1 below. The dimensions of the board also determine the maximum number of players for the specified game.

The Players

Within the Play Menu, players are represented by the color icon . To add a player, click on the plus  icon. To edit a player's color, select the player's color icon  and use the color wheel on the right. To remove the selected player, select the same player's icon  a second time. The number of players cannot be less than 2 or be greater than the amount specified by the Board's dimensions.

The Global Stock

All units in Jen are made from blocks. The Global Stock specifies the maximum number of blocks that can be present on the board. More will be said about the Global Stock later in this guide.

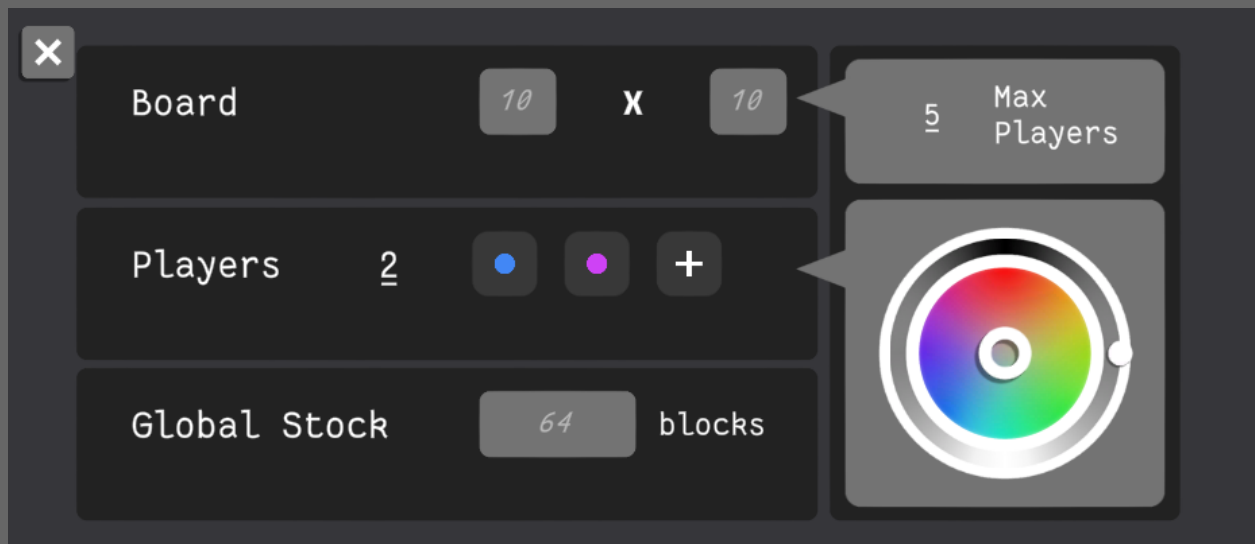




Figure 1: The Play Menu

The Basic Controls

The camera can be moved around the Board by edge scrolling (moving the cursor to the edge of the screen) or holding and dragging the middle mouse button . The camera can also be rotated by using “w,” “a,” “s,” and “d.” The game can be paused by clicking the three dots icon  on the lower right hand corner of the screen. Pausing the game will also pull up the pause menu as shown in figure 2.

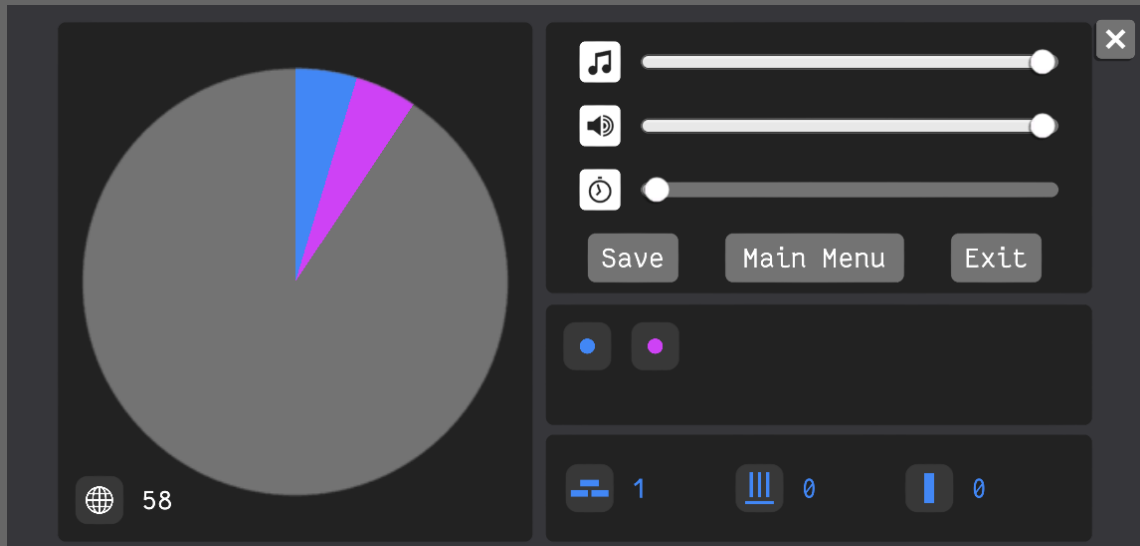












Figure 2: The Pause Menu




The Pause Menu has many features to ease game play. The top right sliders control the music volume, sound effects volume, and animation play speed respectively. The pie chart demonstrates the distribution of the Global Stock among players. The value next to the Global Stock icon  denotes the number of blocks that have not yet been distributed amongst the players. The panel on the bottom right hand corner has values that denote the number of Tank units , City units , and Paths  belonging to the players with the same respective color. To show the composition of a different player, select the desired player's color icon .

To end a player's turn, click the tab key  or click the color icon  on the lower right hand corner of the screen.

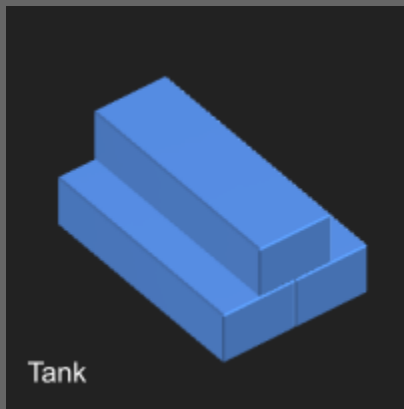
The Units




All units can perform a single movement on the respective player's turn. There are three main units in Jen: the Tank, the City, and the Tank++ (a variant of the Tank). The player

can interact with a unit by holding the left  or right mouse button  on the square the unit resides on, dragging to the square the player wishes to target, and releasing the mouse button. If the player wishes to cancel an interaction, they can simply click the escape key  before releasing the mouse button. Typically, using the left mouse button will order the unit to perform a militaristic move and the right mouse button will order the unit to perform an economic move.


On a player's turn, all of their units will have a status tag  above them specifying their status. Units will typically have two main statuses: ready  and exhausted .

The Tank



By left clicking  on the Tank's square and dragging onto an adjacent target square, the Tank will be ordered to move there. If the target square is not adjacent to the Tank, the Tank will move to the next square on the shortest route to the target. The Tank will continue to move automatically to the target square on subsequent turns. This process of automatic movement is known as queuing. A Tank that has a move queued will have a tag with a queued status . If you wish to cancel the queue, simply left click and hold on the Tank's square then click the escape key .

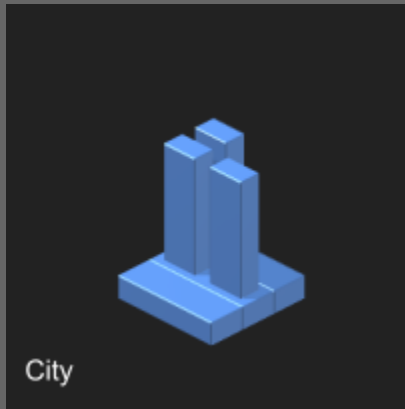
If an enemy unit resides on the adjacent square the Tank was ordered to move to, the Tank will attack and attempt to destroy it. However, there is a 25% chance that a defending enemy Tank will counter the attack, destroying the attacker's Tank.

By right clicking  on the Tank's square, the Tank will be rebuilt into a City on that same square. Cities must be built 1 square apart from any other City unit already on the Board.


The City

At the beginning of every turn of a player, all the player's City units will attempt to collect 1 block and add it to their stock. City units can each stock up to 6 blocks.


As mentioned before, the Global Stock is the maximum number of blocks that can be present on the board. Once the Global Stock has been depleted, meaning the maximum




number of blocks on the board has been reached, City units will no longer collect blocks. The remaining Global Stock can be checked on in the pause menu as shown in figure 2.




By left clicking  on the City's square and dragging onto a free adjacent target square, the City will be ordered to construct a Tank unit on that target square. Tank units cost 3 blocks to construct.



By left clicking  on the City's square and dragging onto an adjacent target square that is occupied by Tank belonging to the same player, the City will be ordered to upgrade the Tank to a Tank++. Upgrading to a Tank++ costs 1 block. A Tank++ is equivalent to Tank except that it has an extra lifeline during attacks. This means instead of being destroyed, it will degrade back to a Tank.

By left clicking  on the City's square and dragging onto a target square that is occupied by an enemy unit, the City will be ordered to launch a missile at that enemy unit. However, the enemy unit must be between 4 to 8 squares away from the City. Missile attacks cost 6 blocks. Note that Tank++ will be destroyed and not degraded

when attacked by a missile.

By right clicking  on the City's square and dragging onto a target square, the City will be ordered to construct a Path to the target square. A Path on a single square costs 1 block. If a player wishes to remove their own unwanted Path, left click  the Path. To extend a Path, right click  and drag to a target square. The cost of extension will be applied to the nearest City unit linked to that path. Thus unlinked Paths cannot be extended.

City units that are linked with Paths will share their stocks. This means that if a City can't afford to perform a specific action with its own stock, it will consume stock from any of its linked Cities. A City's shared stock will be displayed on their status tag when it is selected.