TaxE Game User Manual [1]

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1. Introduction

Welcome to TaxE, the exciting train game where **you** are the conductor. Taxe is a two player, turn-based Player versus Player (PvP) game in which players plan and route trains across Europe, competing to become the greatest train company of all time! Race your opponents by deploying trains to complete journeys between European stations based on goals, acquiring points as you complete each. Create your own routes to stations by adding or removing tracks between cities to improve your chances or hinder your opponents. Replay your last moves using the replay system for a recap of what previously happened. The player to reach a score of 200 points first wins, but be careful! Obstacles (junction failures and natural disasters) may hinder your progress!

2. System Requirements

Operating Systems: Windows Vista, Windows 7, Windows 8, Oracle Linux 5.5+, Oracle Linux 6.x (32-bit), Oracle Linux 6.x (64-bit), Oracle Linux 7.x (64-bit), Ubuntu Linux 10.04 and above, Mac OS X 10.7.3 or later
Disk Space: 204 MB
RAM: 128 MB
Processor: Pentium 2 266 MHz
Java 7 Required

Android Version requires Android 2.2 or higher

3. Getting Started

Download the JAR file from GitHub:

https://github.com/SEPR-EEP/taxe-game-3/blob/master/TaxeGme.jar

or the TaxE website website:

http://sepr-eep.github.io/assessment-4/

Simply open the file and click "Start Game" to begin playing the game. Click Exit to close the application.

Alternatively, download the game app from the android store by searching for "TaxE".

# 4. Quick Start Guide to Winning for Awesome People

To win the game, you need to earn 200 points. Complete the goals available to you by following their descriptions to earn points. Click on trains in the "Unplaced Resources" list and then click where you want to put them to place them. Click on the train again to plan a route. Click end turn and all the routed trains will start moving. Try to avoid colliding with natural disasters and other trains at junctions or your train will be destroyed. Once a goal is completed, you may add or delete a track by pressing the "Mod Connection" button.

5. Playing the Game (A guide for patient people)

5.1 The Goal of the Game

The goal of Taxe is to earn 200 points before your opponent does. You earn points by completing various goals requiring you to send trains between stations in Europe.

5.2 The Game Screen
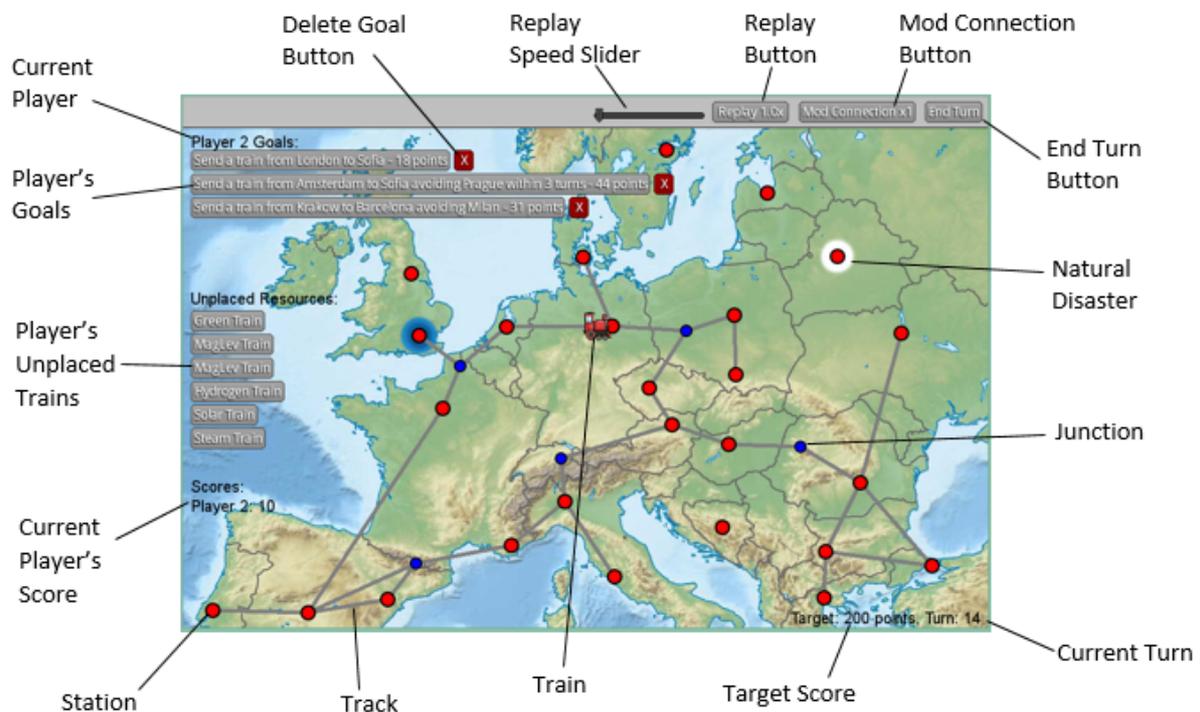
5.3 Placing Trains

At the beginning of the game, trains are not on the map. Players must place their trains on the map in a location of their choice. To place a train in its start position, click on the desired train type in the "Unplaced Resources" list on the left side of the screen then click on the station you wish to place the train at. Stationary trains are shown by a number above a station (the number shows how many trains are stopped there). You will then be able to move the train. Players begin the game with 2 trains in their "Unplaced Resources" list each and receive 2 more trains each turn, up to a maximum of 7 trains in their "Unplaced Resources" list.
NOTE: You cannot place a train on a junction, it must start at a station.

5.4 Moving Trains

To move a train, click on the station a train is currently stopped at to select that train. This will open a window with three options.
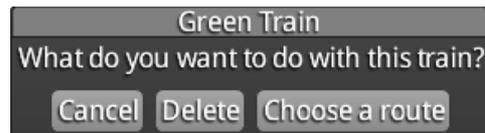
Click on "Choose a Route" and then click on an adjacent junction or station to add it to the train's route. Clicking a junction or station adjacent to the previously added junction or station will also add it to the route. Clicking on the previously added station/junction will remove it from the route. Click on the "Route Complete" button in the top right corner of the screen once you are satisfied with the route.

When end turn is selected by either player, time will start to pass and all trains will start to move along the selected route, travelling between stations/junctions in the order they were added to the root. The distance the train moves at the end of each turn is determined by the train's type. The speed of a train is shown at the top of the screen when a train is selected.

Note: If two trains reach the same junction at the same time, the trains will collide and both of them will be destroyed!

5.5 Completing Goals

Players earn points by completing goals. Each player has their own set of goals. These are shown in the top left corner of the screen. Once a goal is complete it is replaced by a new goal. The number of points received for completing a goal is determined by the difficulty of the goal: The harder the goal is, the more points you win.

Goals consist of moving a train, or a specific type of train, from one station to another. There are also quantitative goals which require the player to move a train from one station to another within a certain number of "journeys". A "journey" is when a train travels along a single piece of track between stations/junctions. If a player surpasses the "journey" limit, they have failed the goal and must get a train to the start station in order to attempt the goal again.

If the goal states that you must send "2x train" between stations, it means that you must send 2 trains between the stations in order to complete the goal.

5.6 Natural Disasters

Throughout the game, natural disasters will randomly appear at stations such as earthquakes and blizzards. If a train makes contact with a natural disaster, the train will be destroyed. Try to avoid them at all costs!

5.7 Editing Track

Each time you complete a goal, you earn the ability to either add or remove a piece of track. The "Mod Track" button is located in the top right corner of the screen and the number of uses currently available is shown on the right of the button.

To add a piece of track, click the "Mod Track" button. Simply click on the two stations you wish to create a piece of track between. The track will then be created and your trains can travel across it. You can only use this once per completed goal, so use it wisely and create shortcuts for your trains or use it to reach otherwise unreachable stations. Note: You cannot create a new connection, which intersects with an already existing connection.

To remove a piece of track, click the "Mod Track" button. Simply click the piece of track you wish to destroy. The track will be removed and trains will no longer be able to move across it. You can only use this once per completed goal, so use it wisely and try to block your opponent's trains from their goals. Note: You cannot remove any connection which already has a train travelling along it.

5.8 Replays

Click the "Replay" button at the top of the screen to watch a replay of the game so far. Moving the slider to the left of the button changes the speed of the replay. The currently selected speed is shown on the "Replay" button, e.g. "1.0x". The fastest possible speed is "5.0x".

References

[1] G. Cohen and D. H. Cunningham, *Creating technical manuals: a step-by-step approach to writing user-friendly instructions,* New York: McGraw-Hill, 1984.