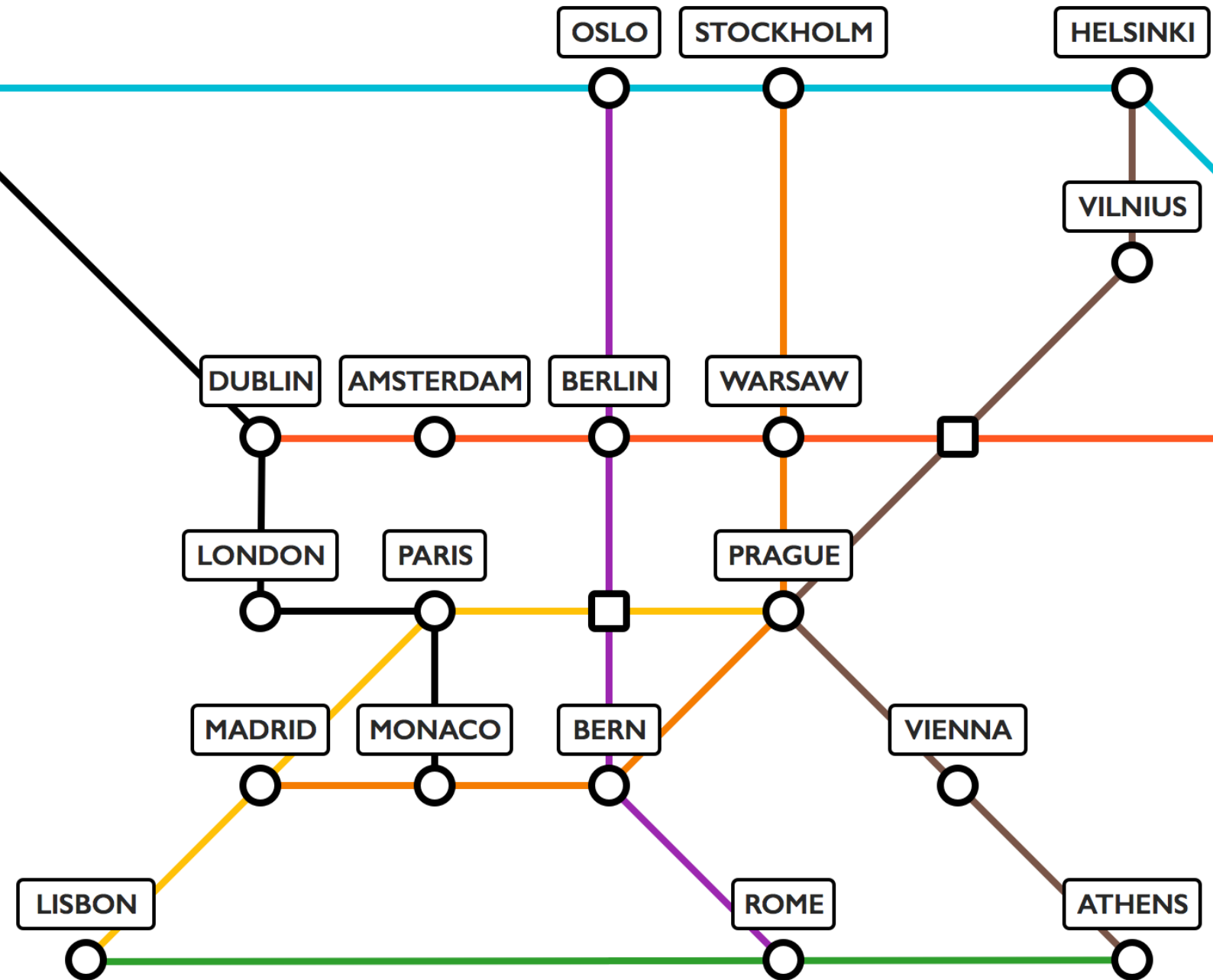


LOCOMOTION COMMOTION



USER GUIDE

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Background

Locomotion Commotion

Locomotion Commotion is a competitive two player, turn-based computer game. It is set in a post-apocalyptic world where Earth's surface is too dangerous for life, due to excess radiation. The major cities in Europe have all retreated underground to survive and are now only connected by underground train tracks.

The players play as rival train companies, aiming to dominate and monopolise the railroads and become the biggest name in transport.

PLAYING THE GAME






Game Aims

The overall aim of the game is to score more points than your opponent. Points are only awarded for completing goals. During the game, each player's points are displayed at the top of the screen.

Alan Turing 0 SCORE 0 Charles Babbage

Although collecting the most points is ultimately what will win you the game, there are several other game resources you may find it useful to obtain.

Resources

 100  200  200  200  227

Resources are used within the games to move your trains and buy items. Gold can be used to buy stations, other resources, cards and additional trains. Buying items is covered later in the shop section of the manual. Coal, oil, electricity and nuclear resources are fuel for trains. Each train takes a different type of fuel- this is set when you first get the train.

Cards

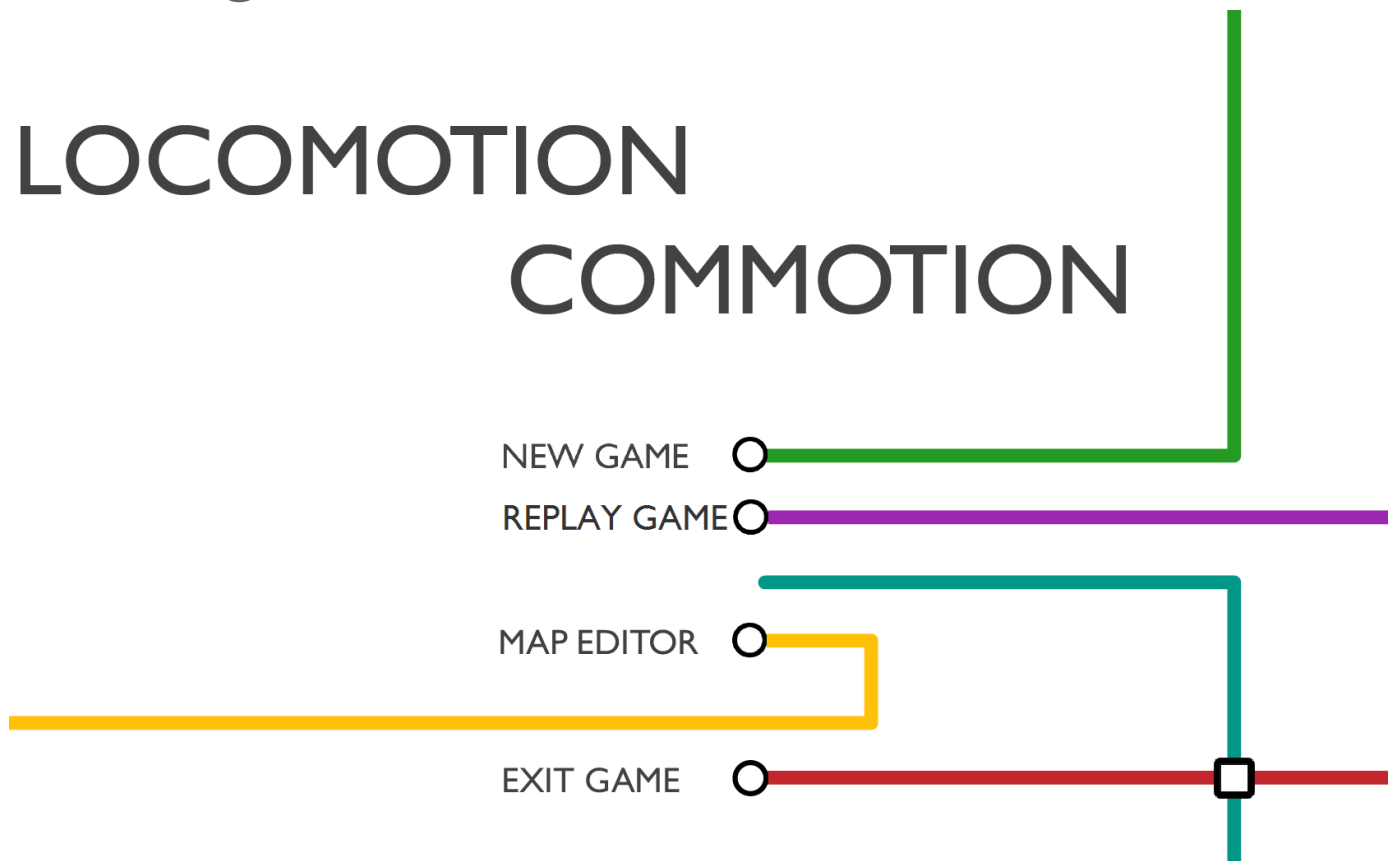
Cards can be used to affect the game to your advantage. The 'Teleport' card moves a random one of your trains to a random station on the map. The 'Go Faster Stripes' card applies a speed upgrade to one of your trains- this means it can move a greater distance each turn. Resource cards will reward you with a random amount of a particular resource.



SHOW CARDS You can view any cards you currently have by clicking the show cards button at the bottom of the screen.

Starting a Game

LOCOMOTION COMMOTION



The Main Menu allows you to initially set up a game, load a replay, use the map editor or exit the game.

Selecting 'New Game' takes you to the game's setup screen. On this screen Turn Timeout is selected by default as it is the only game mode currently implemented. Then you can also enter a name for each player, and specify the number of turns for the game to last- 50, 100 or 150. Again by default, 50 turns is pre-selected. As a last option, you can select the map that you want to play on. Then, hit the 'GO' button to play.

The screenshot shows the 'NEW GAME' setup screen. It features a title 'NEW GAME' at the top center. Below the title, there are several input fields and buttons. The 'GAME MODE' is set to 'TURN TIMEOUT'. The 'BLUE PLAYER'S NAME' is 'Richard' and the 'ORANGE PLAYER'S NAME' is 'Sam'. The 'NUMBER OF TURNS' is set to '50'. There is a 'GO' button on the left and a 'Choose Map' dropdown menu set to 'Map1' on the right. A 'BACK' button is located at the top right. Green lines and circles are drawn on the screen to highlight the 'GO' and 'BACK' buttons.

NEW GAME

GAME MODE:

BLUE PLAYER'S NAME:

ORANGE PLAYER'S NAME:

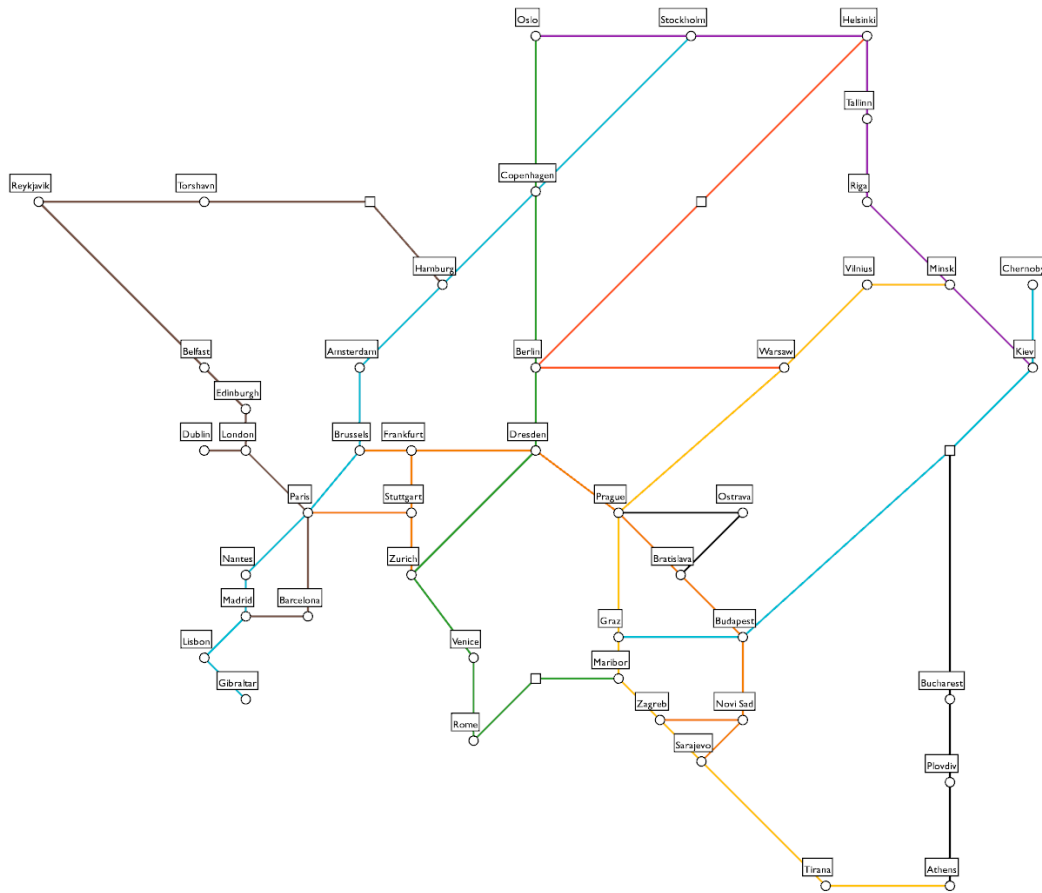
NUMBER OF TURNS:

GO

Choose Map:

BACK

Setting up the Game

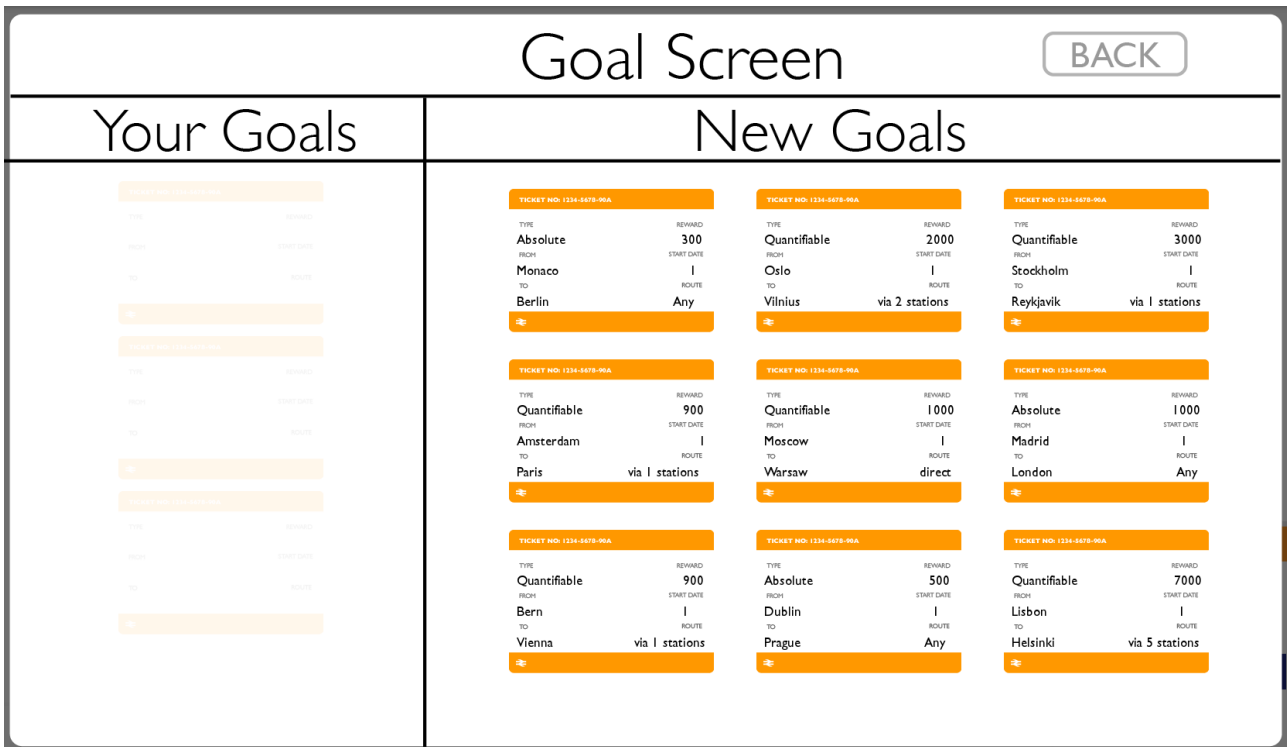


To begin, each player will be prompted to select a start station. Select a start station by clicking on it and then the select button that appears in the pop-up window. Your start station will be the first station you own, but also where your train first starts from. You can see which stations you own, as they will be outlined on the map with your colour (either blue or orange). The station you choose will determine the kind of fuel your train runs on- **choose wisely**.

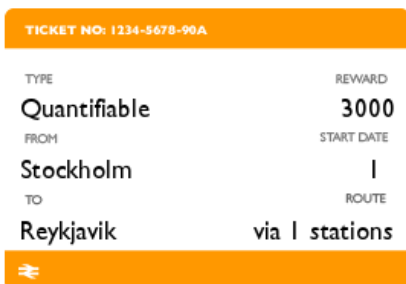


Once the game has started, the map that you chose in the new game menu will be shown on the screen surrounded by the game UI showing resources and useful information.

Goals



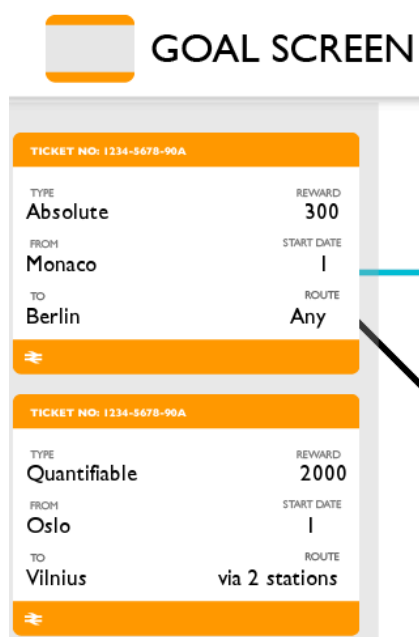
Once you have selected your station, you will be prompted to select some goals from the Goal Screen. The Goal Screen can be opened by clicking on the button in the top left. Here, you will be given 9 randomly allocated goals to choose from. You may select up to three of these to be working on at any point.



The goals' 'Type' may be either Absolute or Quantifiable. As far as gameplay is concerned these goals are similar in completion other than the possible routes that the goal allows to take to complete the goal. These restrictions are listed on the goal card.

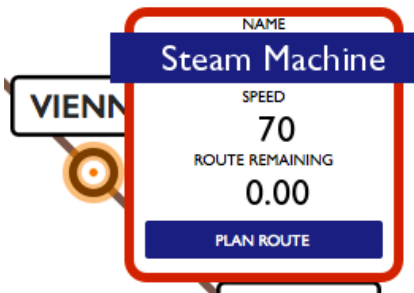
'From' is the station where your train must set off from. 'To' is where you train must reach before the end of the given 'Turn Limit'. 'Route' states whether you must go in a certain direction or are allowed as long as you like to complete the goal. Once you have completed the goal you will be given the 'Reward' as gold, and also points equal to the reward divided by 10.

Once you have selected some goals, you can return to the main game screen. In order to complete a goal, you must assign it to a particular train. To do this, open your goal



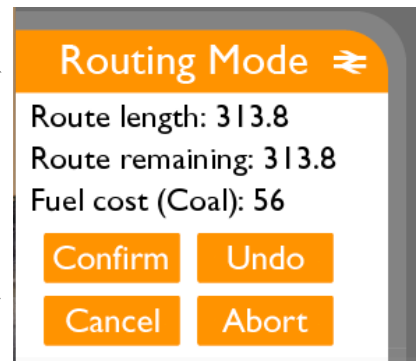
panel, by clicking the ticket in the top left of the screen. Your chosen goals should now be visible. You can click on a goal to assign it to a particular train. A prompt will appear telling you to select a train, you can do this by clicking any of your trains on the map. Your trains are represented by a dot surrounded by a circle and will be the same colour as your station's outline.

Moving a Train



Once you've selected a goal and allocated it to a train, you are going to want to complete it. To do this, you will need to move the train.

Moving a train is easy. Simply click the train and then 'Plan Route' in the pop up that appears. The game will then move into 'Routing Mode' where you can decide on the future path for your train. Click on each station along the route you want to travel. Any controls you need to manage the route, including confirm, are in the control panel in the bottom left.



Buying a Station

When you arrive at a station, you may buy that station if you have enough gold. Buying a station will give you more gold in the long run as each station you own will give you 50 gold per turn. To buy a station, you must have a train at that station. To open up the info box and buy the station, double click on it, and press the select button.



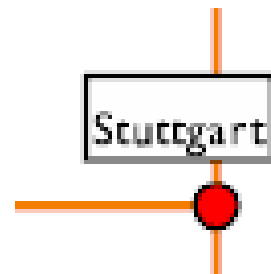
Buying a Train

Click on a station you own, and you will be able to buy a new train, providing that station is neither locked nor faulty and also that you have sufficient funds (1500 gold). The train will then spawn at the station.

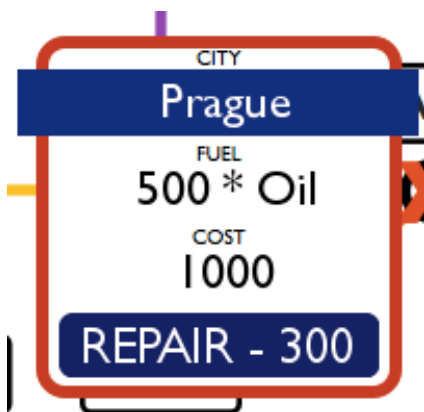


Station Maintenance

Throughout the game, stations will randomly develop faults and require maintenance. Faulty stations will be visible by the center turning red. You may not travel



to or from a faulty station. To repair the fault, click on the station and pay for the repair. As before, if there is a train at the station, you will need to double click to open the info box. Repairs will cost 300 gold.



Stations may also be locked, either at the beginning of the game or potentially by a player during the game, seen by the graying out of the label, connections and station symbol, these stations are permanently unavailable until a player unlocks them. This allows the players to expand the map as the game goes on.



Shop

The shop allows you to buy resources and cards to use in the game. To open the shop, click the dollar icon in the left corner of the screen. Clicking on this icon will bring up a screen which allows you to decide whether you want to buy or sell resources, the rest should be self-explanatory.



End Turn

Once you are happy that you have done everything you need to this turn, you can click the end turn icon in the bottom right corner of the screen. This will transfer control over to your opponent so they can take their turn!



End Game

The game ends when the turn limit is reached. At this

point, the player with the highest score wins, if it is currently a draw, the game will continue until one player enters the lead.



The game can also be ended manually by clicking the 'MAIN MENU' button. This button is available on the in-game menu, which is opened by the three horizontal lines icon in the top right of the screen. This menu also

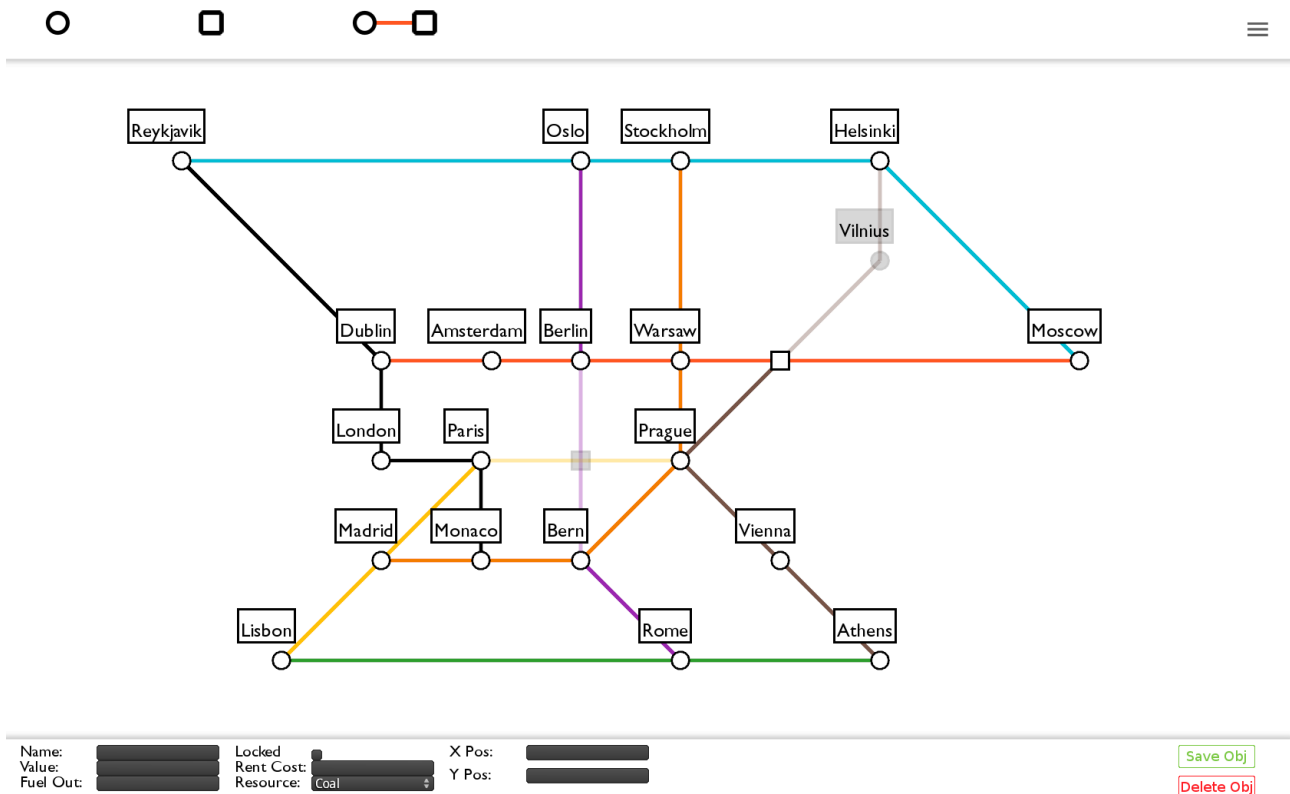
contains a 'SAVE GAME' button. This button allow you to save the game and then re-experience again later in the Replay Mode.

Replay Mode

After the game is finished or when back in the main menu you can select Replay Mode and your most recent game save will be played back to you. This will reload that game and play it through at the pace of your choosing. You have the choice to let the replay run at its own pace (real time) or to skip through by clicking next turn.

Map Editor

The game is shipped with a default map, however you also have the option to create your own new map, with as many stations, tracks and junctions as you want.



The top left buttons allow you to add new map components. You can delete existing components with the bottom right buttons. Information about entities selected is given in the bottom left, where you can modify it.

SETUP

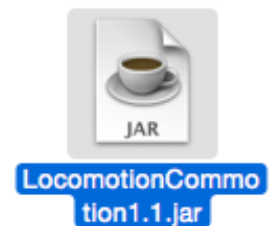
System Requirements

- Any AMD or Intel Processor
- Java Runtime Environment 7+ installed

Running the Game

To run the game, download the .zip file of the latest version from our website: <http://sepr-jkg.oliverbinns.co.uk>

Unzip the file- most systems, including Windows 7 or later will be able to do this out of the box. If you are running OS X, and using the Safari browser, the file will be automatically unzipped for you after the download finishes.



Providing you have the JRE 7+ installed, the game should now run. Simply click the .jar file and the game will load. If you don't have JRE installed, you can download it free at <http://www.oracle.com>.

CUSTOMER SUPPORT

Team JKG

This game has been extended further from the EEP additions. For initial support with either playing or further developing the game, see our website (<http://sepr-jkg.oliverbinns.co.uk>).

Further support is also provided via our email: sepr-jkg@googlegroups.com.

Team EEP

Team EEP extended the original HEC game. For more information, see their website (<http://sepr-eeep.github.io/assessment-3/>)

Team HEC

The original version of this game was created by HEC. For support and documentation, see their website (<http://callumhewitt.github.io/LocomotionCommotion>).

