Off the Rails

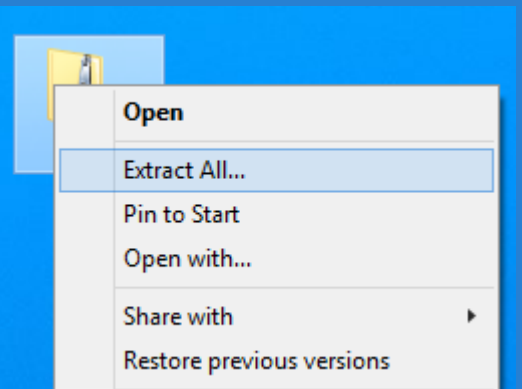## Game Manual

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System Requirements

-Any Intel or AMD 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.
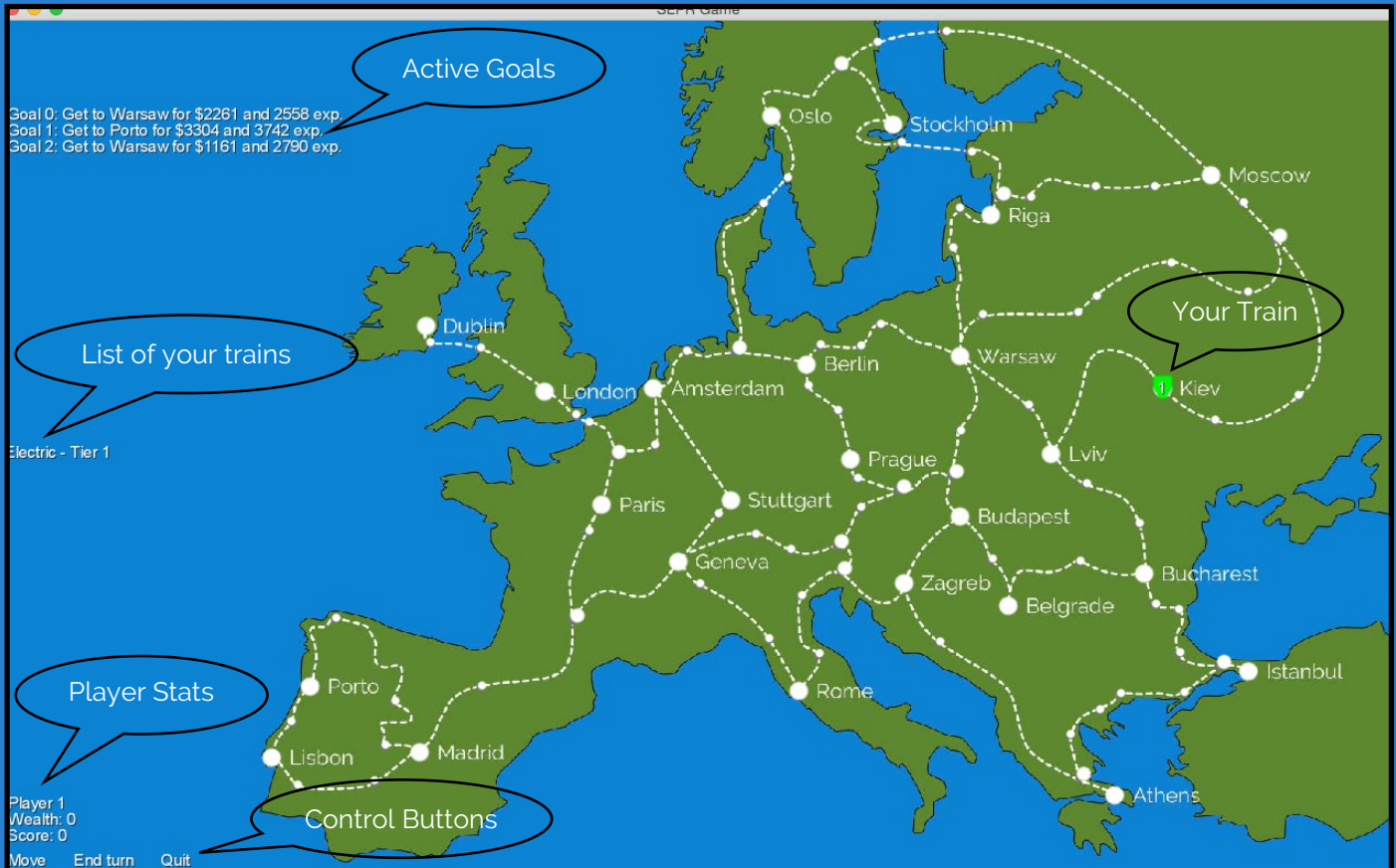
Unzip the file– most systems, including Windows will be able to do this out of the box! Providing you have JRE 7+ installed, the game should now be able to run– simply click the 'Test compile.jar' file and the game should load! You can download JRE for free from http://www.oracle.com.

Game Mechanics

The Game Screen

Upon loading, you will see the main screen for the game. This screen contains all the information you need to play the game, such as the location of your trains, your current score and wealth.

As you can see the map is made up of three types of points, joined by the train tracks. There's stations (the

larger dots) in major cities, junctions (the medium-sized dots) where two tracks meet and checkpoints (the smallest dots) along pieces of track. Each player starts with one train, positioned at a set station on the map.

Trains

Trains are represented on the map by a coloured shield. The colour of the shield represents the type of engine the train has. In the current version of the game, there are only electric trains.

The number on the shield represents the train's tier. In the current version of the game, there is no way to upgrade your train, so all trains are of tier 1.

Initially your train will start at a pre-set 'Home Station'. This station will differ whether you are playing as Player 1 or Player 2.

Moving Trains

To move a train, simply click it, and then the junction you want to move towards, followed by the 'Move Train' button in the bottom left hand corner of the screen. You

can move your train up to 2 checkpoints per turn towards the next junction. If you reach a junction, you won't be able to move again until the next turn.

Goals

The game has a goals panel on the top left hand corner of the screen. The goals are generated randomly, and will give you a target. Race the other player to the target city for a goal to win the experience points and money on offer. To make the game more fast-paced, after each player has taken their turn, a random goal will be replaced.

Game Resources

The aim of the game is to get a higher score than your opponent. Each goal you complete will increase your score, and also increase your player wealth. In future game updates, wealth will be used to buy new trains, so you can expand your empire in order to complete more goals, and accelerate the speed with which you can complete goals.

Winning the Game

The game ends when either player clicks the 'End Game' button. At this point, the winner is the player with the highest score. This will be displayed by the game before it quits.

Customer Support

For additional support, contact us at
sepr-jkg@googlegroups.com.