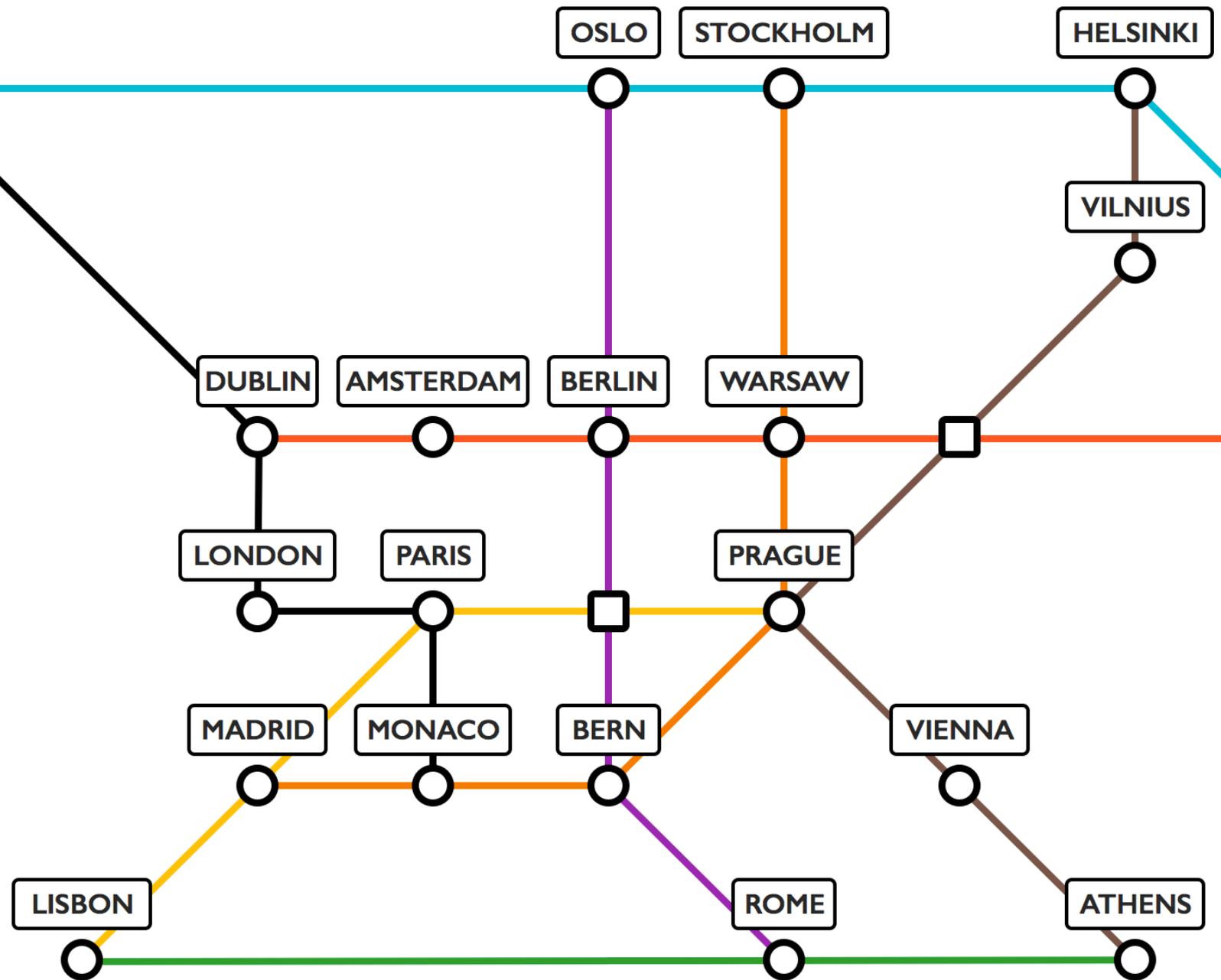


LOCOMOTION COMMOTION



USER GUIDE

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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.



LocomotionCommo
tion1.1.jar

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>.

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 transport users and cargo around the continent.

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, in a future update, 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.

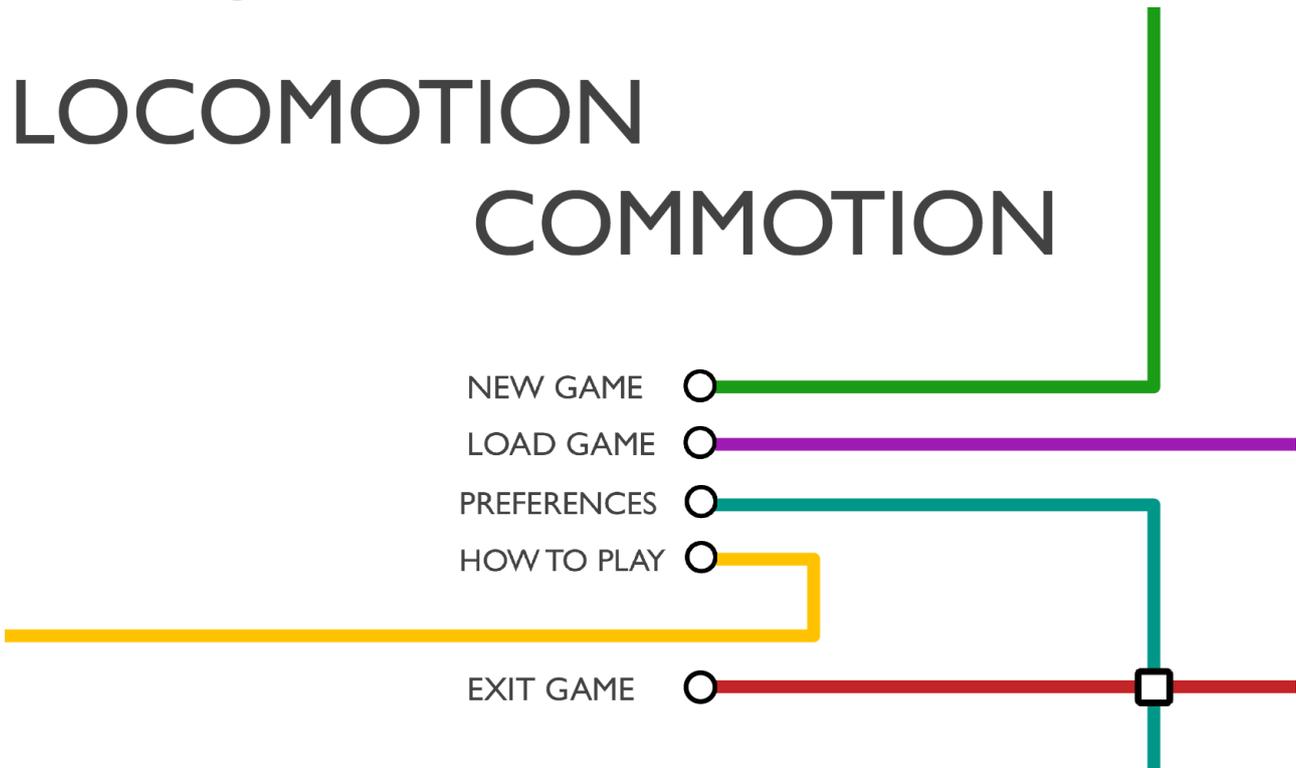
Cards

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. 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. Currently only the 'New Game' and 'Exit Game' options are actually implemented. Selecting 'New Game' takes you to the game's setup screen.

NEW GAME

GAME MODE: TURN TIMEOUT STATION DOMINATION

PLAYER ONE NAME:

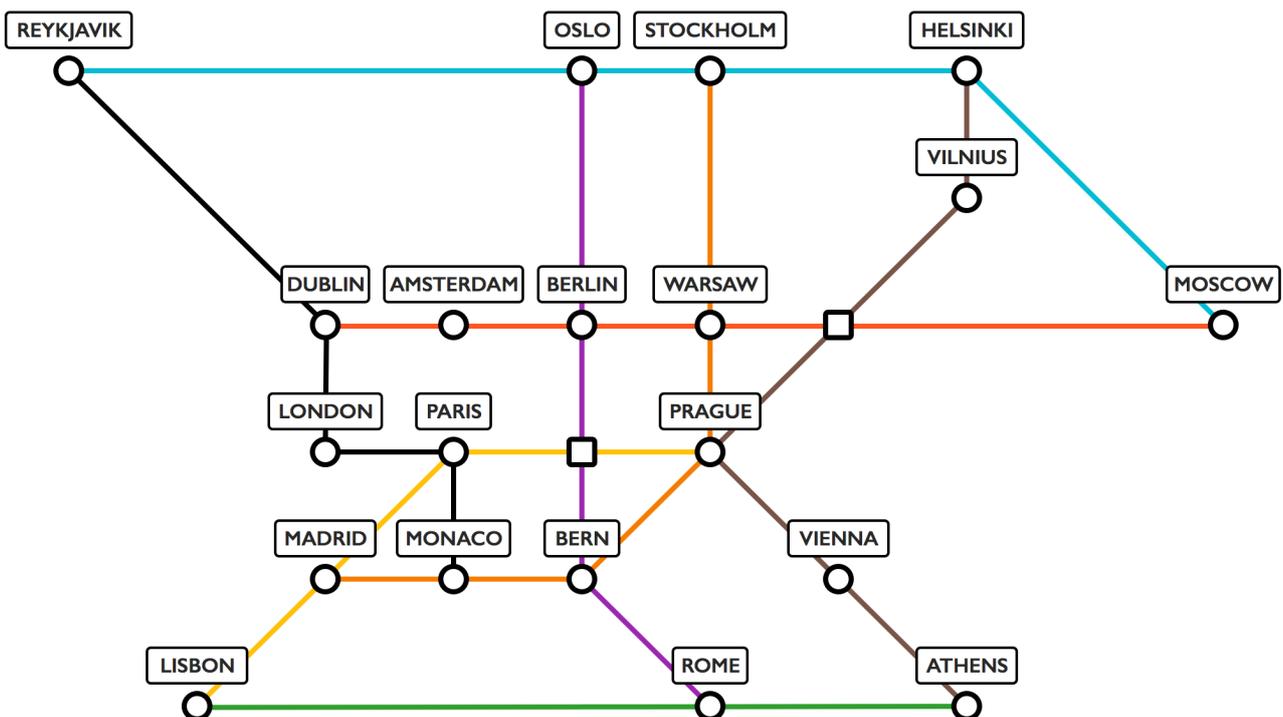
PLAYER TWO NAME:

NUMBER OF TURNS: 50 100 150

GO BACK

On this screen, select Turn Timeout. 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.

Setting Up the Game



Once the game has started, the map will appear. As you can see the map is made up of 20 stations, 2 junctions and the tracks that connect them.

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. Select 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.



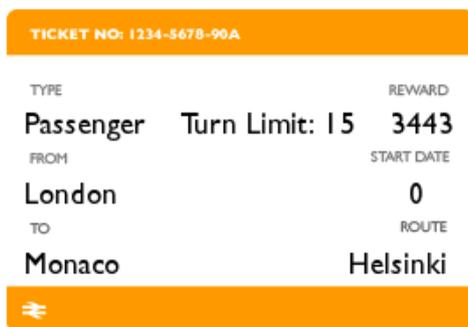
Goals

BACK

Your Goals	New Goals		
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> <small>TICKET NO: 1234-5678-90A</small> <small>TYPE</small> <small>REWARD</small> <small>FROM</small> <small>START DATE</small> <small>TO</small> <small>ROUTE</small> </div>			
<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> <small>TICKET NO: 1234-5678-90A</small> <small>TYPE</small> <small>REWARD</small> <small>FROM</small> <small>START DATE</small> <small>TO</small> <small>ROUTE</small> </div>			
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	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> <small>TICKET NO: 1234-5678-90A</small> <small>TYPE</small> <small>REWARD</small> <small>FROM</small> <small>START DATE</small> <small>TO</small> <small>ROUTE</small> <small>Turn Limit: 0</small> 0 </div>	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> <small>TICKET NO: 1234-5678-90A</small> <small>TYPE</small> <small>REWARD</small> <small>FROM</small> <small>START DATE</small> <small>TO</small> <small>ROUTE</small> <small>Turn Limit: 0</small> 0 </div>	<div style="border: 1px solid gray; padding: 5px; margin-bottom: 5px;"> <small>TICKET NO: 1234-5678-90A</small> <small>TYPE</small> <small>REWARD</small> <small>FROM</small> <small>START DATE</small> <small>TO</small> <small>ROUTE</small> <small>Turn Limit: 0</small> 0 </div>
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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 Cargo, Passenger or Diamond. As far as gameplay is concerned Cargo and Passenger work identically.

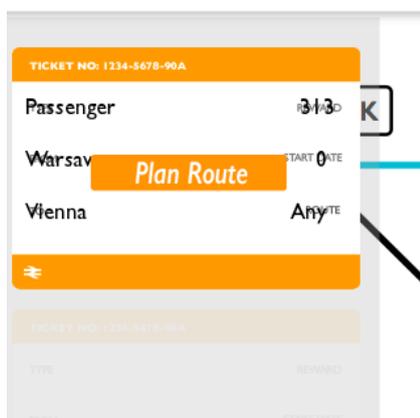


Diamond goals will slow down your train for the duration of the goal, but they will often come with a higher reward!

'From' is the station where your train must set off from. 'To' is where your train must reach before the end of the given 'Turn Limit'. 'Route' is a station you must go via, if 'Route' is any, you can go to the station via whichever stations you would like. 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

GOAL SCREEN

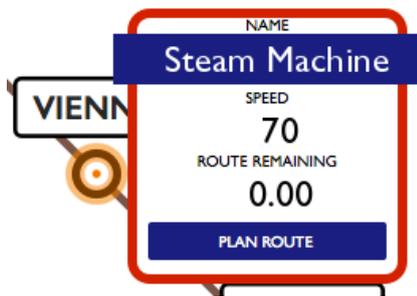


assign it to a particular train. To do this, open your goal panel, by clicking the ticket in the top left of the screen. Your chosen goals should now be visible. You can click on a goal to assign it to a particular train. A prompt will appear

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



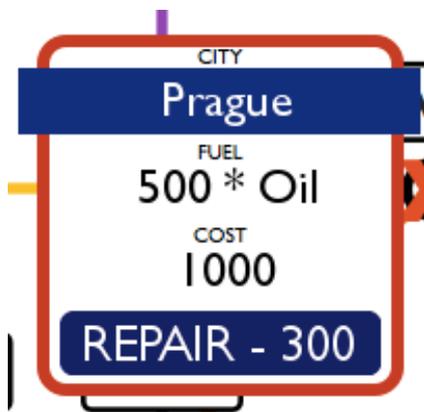
Buying a Station

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.



Station Maintenance

Throughout the game, stations will randomly develop faults and require maintenance. Faulty



stations will be visible by the cross that appears over the station button. You may not travel to or from a faulty station. To repair the fault, click on the station and pay for the maintenance. 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 can also be upgraded. Upgrading a station will decrease the chance of it becoming faulty in the future. You may only upgrade a station that you own. To upgrade a station that you own, click on it and select the upgrade option. Upgrades will cost 400 gold each. Each station can be upgraded a maximum of 4 times. If the station is currently faulty, you will need to repair it first.



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.

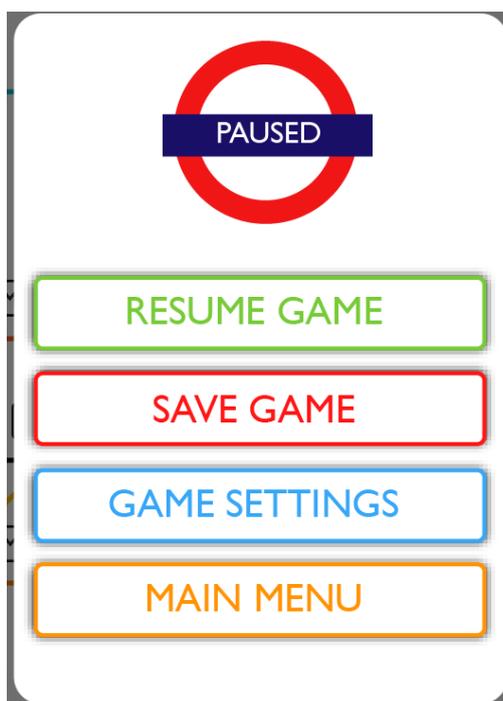
End Turn

Once you are happy that you have done every thing 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. The game can also be ended manually by clicking the 'End Game' 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.

CUSTOMER SUPPORT

Team JKG

This game has been extended from the original by JKG. 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 HEC

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

