

CAPTURE THE TOWER!™

VIDEO COMPUTER SYSTEM™
GAME PROGRAM™

11 MAPS
INCLUDED

TANKS•PLANES•BATTLESHIPS
MULTI-PLAYER GAME



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Minimum System Requirements

Operating Systems: Windows XP/ Vista/ 7, Mac OS X, Unix

Processor: Pentium 4/ Pentium Dual-Core/ Intel Core 2 Duo

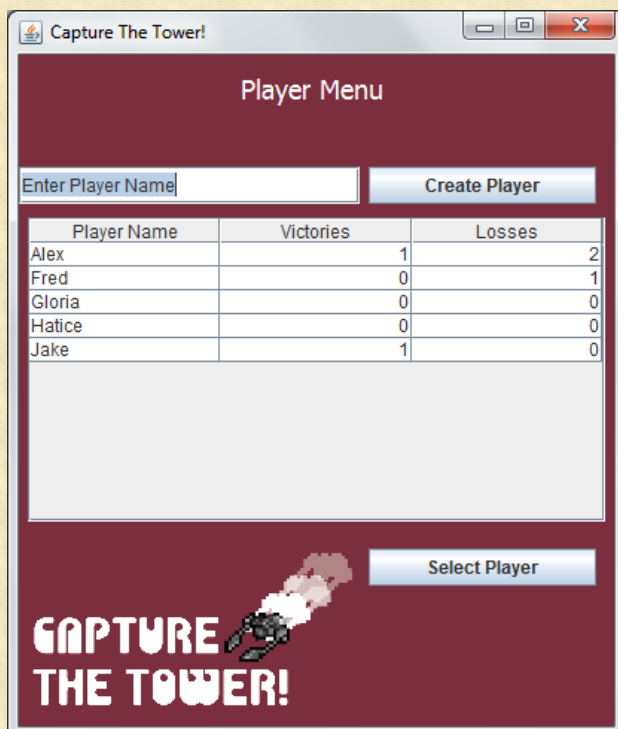
Memory: 600 MB

Peripherals Supported: Keyboard, mouse

Java Runtime Environment: Version 1.6.0.0

Game Installation

Capture The Tower™ can be easily installed by the following method. Unzip the file CaptureTheTower and open the folder. You will find an executable file named CaptureTheTower. Double-click the file CaptureTheTower and you are ready to start playing the game.



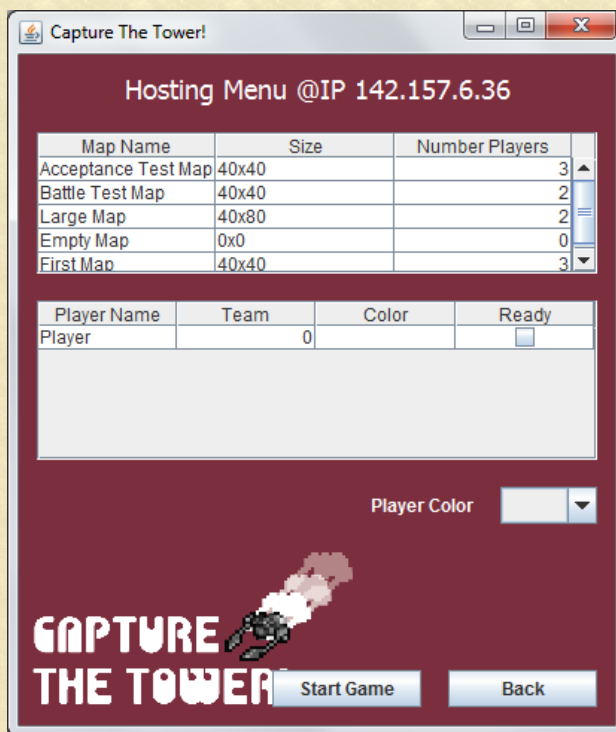
How to Start a Game

The game can be started by double-clicking the executable jar called CaptureTheTower and then the player menu opens. The player can then enter his/her name and click the Create Player button or select his/her name from the Player Name list and then click Select Player. The player will then be directed to the next game menu screen.

How to Join a Game

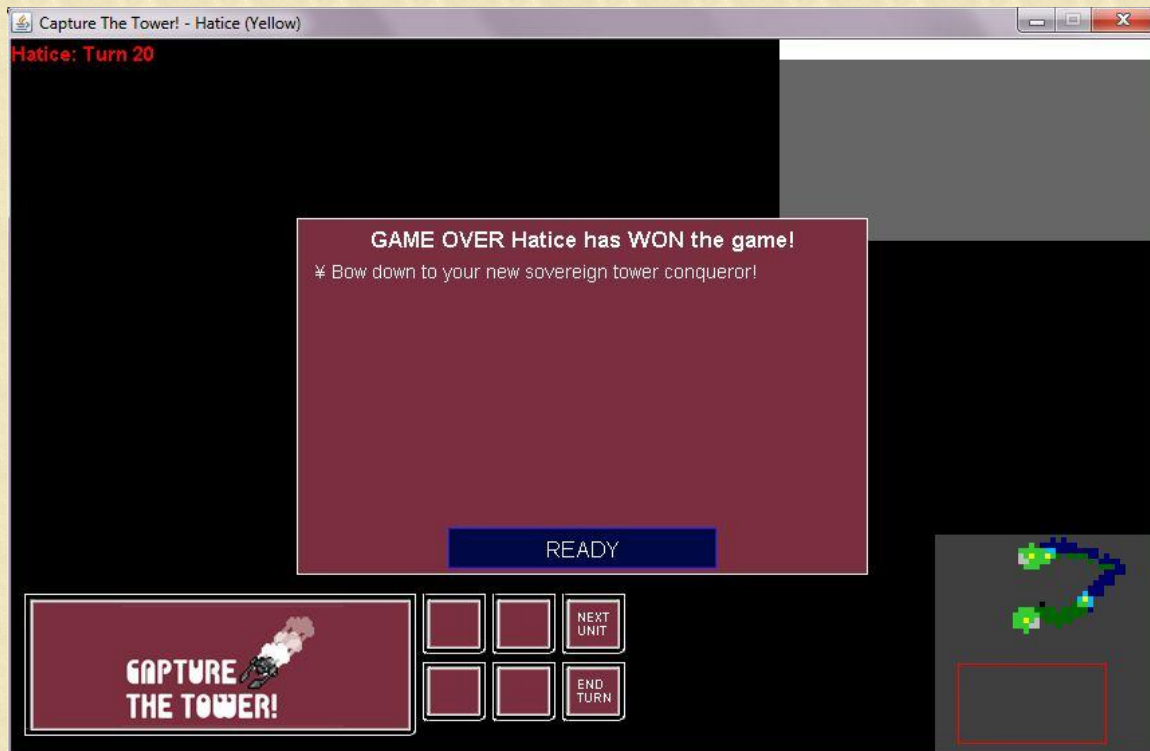


The player is then given options to host a game, load a game(previously saved) or join a game by typing the hosts' IP address.



The player can then select a map and a player color. He/she is also given an option of selecting fog of war. Other players can join this game by typing the IP address displayed on this screen. Once all the players are ready, the player hosting the game can select the Start Game button and the game window opens.

How to Win



A player is eliminated from the game if he loses all his towers and the player who eliminates all other opponents wins the game.

Military Units

Capture The Tower can be fought on land, the sea and in the mountains with different types of military units specific to the region.

Military units can be produced by towers and cities and are under the control of the player. A player can move his/her units, attack enemy units and control the production of towers and cities.

Each military unit travels over the land, by sea or in the mountains. Mountain units can go over mountains, sea and over land whereas sea units are restricted to the sea and land units are bound to the land. Port cities can host any kind of military unit.

Every unit has certain abilities such as:

Strength – determines the number of strength points of a unit. Zero points indicates that the unit is destroyed.

Speed – maximum sectors a unit can travel in a day.

Cost- number of days a city takes to produce a unit.



Movement – allowed zone of movement: land, sea or mountains.

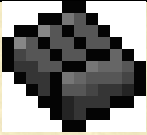



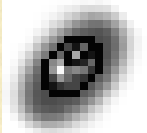
Radar Range- number of sectors in all directions that the unit can detect enemy units


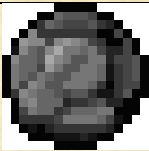
Shelling capability

Fuel – number of sectors that can be travelled before refueling is required.

The following military units are available in Capture The Tower™ :

Name	Picture	Description
Tank		Tank is a military unit bound to the land. It has strength of 2 points, speed of 2, radar range of 2 and it takes 4 days to be produced by a city.
Artillery		Artillery is a military unit bound to the land. It has strength of 2 points, speed of 1, radar range of 3 and it takes 4 days to be produced by a city. In addition to this,

		artillery also has shelling capability.
Flag		<p>Flag is a military unit bound to the land. It has strength of 1 point, speed of 5, radar range of 1 and it takes 1 day to be produced.</p> <p>Flag can only be produced by a tower, and it is the only military unit that can be captured by the tower. Each player is only allowed one flag in his army.</p> <p>Flags can appear hidden underneath other military units i.e. when another military unit is on the same sector as a flag, the flag is positioned at the bottom of the stack and is not visible to any enemy armies. An attack on the sector would first hit other units on the sector before it hits the flag.</p>
Fighter		<p>Fighter is a military unit that can go over land, sea and the mountains. It has strength of 1 point, speed of 20, radar range of 20, and it can travel 20 sectors before it requires refueling.</p>
Transport		<p>Transport is a military unit bound to the sea. It has strength of 4 points, speed of 3, radar range of 1 and it takes 8 days to be produced by a city.</p> <p>A transport can carry up to 6 ground units from one island to another.</p>
Battleship		<p>Battleship is a military unit bound to the sea. It has strength of 18 points, speed of 4, radar range of 3 and it takes 20 days to be produced by a city. In addition to this, battleship also has shelling capability.</p>
Submarines		<p>Submarine is a military unit bound to the sea. It has strength of 2 points, speed of 6, radar range of 3 and it takes 8 days to be produced by a city. In addition to this, submarine also has sonar capability.</p> <p>Submarines can only be seen by units equipped with a sonar which makes it visible to only other submarines. Hence, battleship and transports are particularly</p>

		<p>vulnerable to submarines. The sonar range is the same as the radar range. Submarines can only attack other sea units but all other units can attack submarines (including tanks if they are on land).</p> <p>The strength of a submarine is its attack. When a submarine attacks a sea unit, the sea unit can only fight back if it can see the attacking submarine (if it is equipped with a sonar or the attacking submarine is in the sonar range of an allied unit). When an invisible submarine attacks a sea unit, the submarine suffers no damage, regardless of the strength of the defender.</p>
Bomber		<p>Bomber is a military unit bound to the mountains. It has strength of 3, speed 8, radar range of 3 and takes 20 days to produce. It also has a special bomb attack that can be used on cities and towers.</p>
Carrier		<p>Carrier is a military unit bound to the sea. It has a strength of 8, speed 2, radar range of 4 and it takes 10 days to build by a port.</p>

User Interface

Minimap



A minimap is a miniature map placed in the lower right corner of the screen. It dynamically updates the current position of the player with respect to the surrounding environment.

Menu



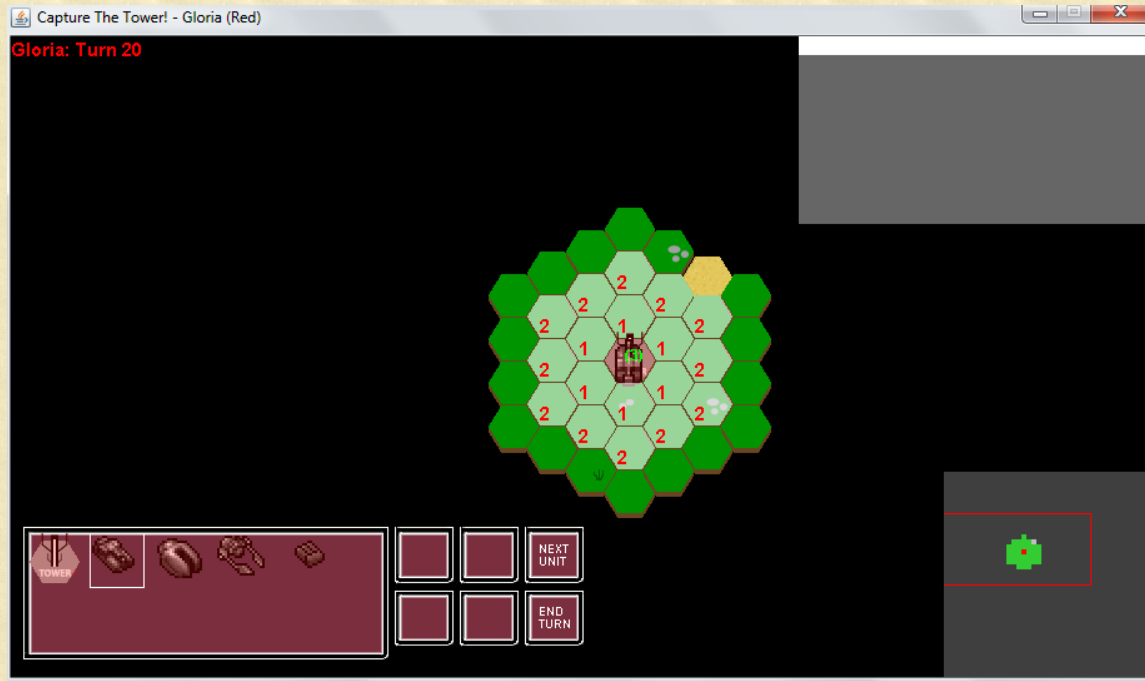
At any point during the game, if a user wishes to return to Menu he can do so by hitting Esc on his keyboard where he has options to Toggle fog of War/ Save the game/ Exit the game/ Toggle Frames per second display or return to the game.

Fog of War

Fog of war is a mode where enemy units are hidden from the player. Players can choose to toggle the fog of war mode by selecting the options mode by hitting Esc on the keyboard.



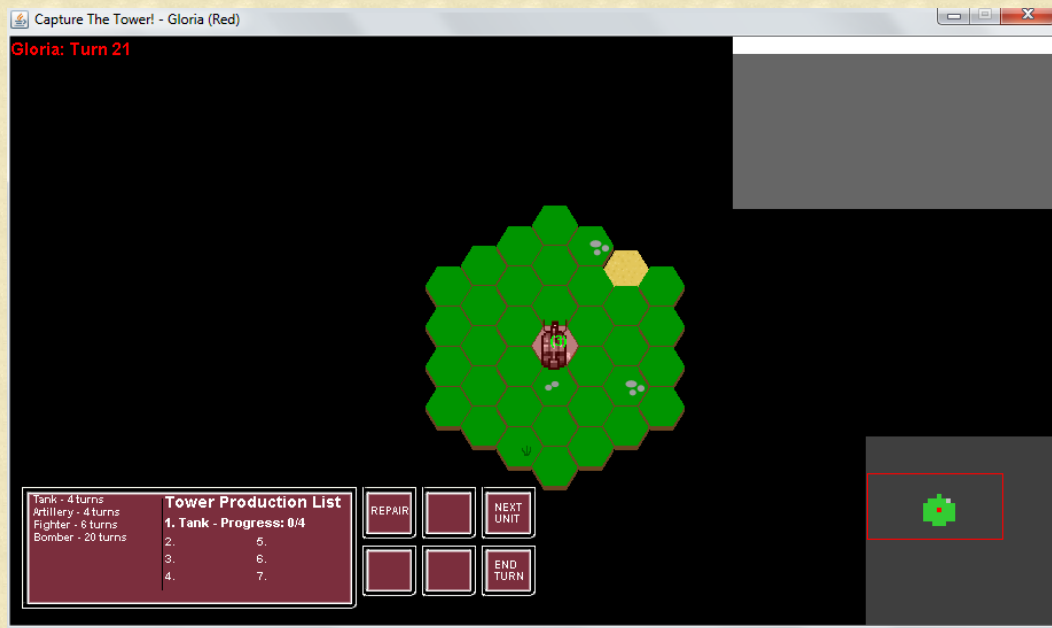
Stacked Units



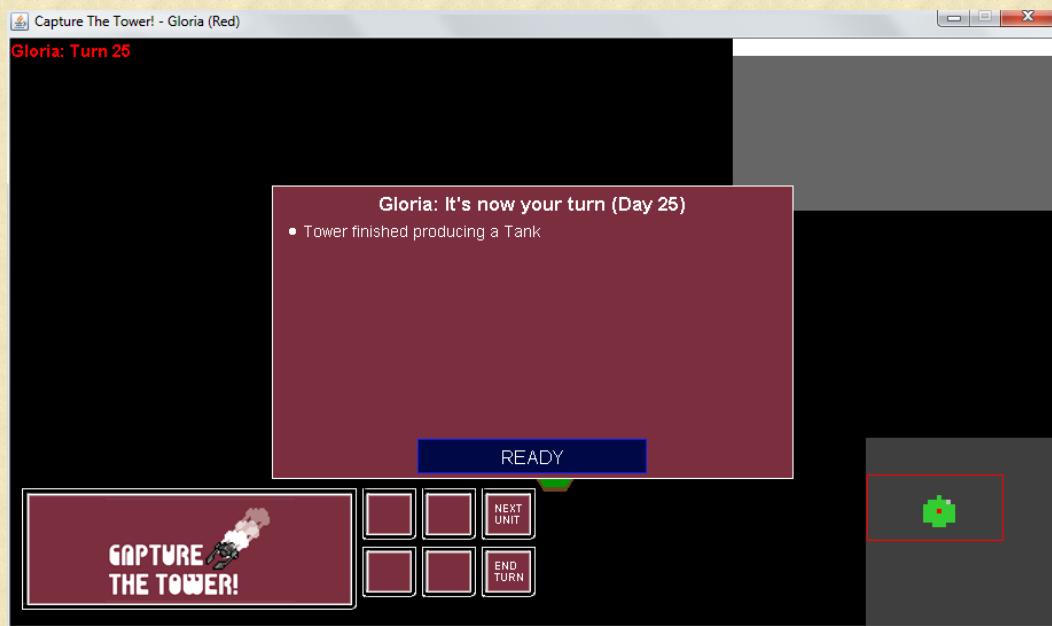
A number is displayed on the unit that indicates the number of stacked units. Once the player clicks the unit, he can see all the units that have been stacked. Units are stacked one on the other in order of strength. The strongest unit is on the bottom and the weakest is on the top of the stack.

Producing a unit

Click on Port/ Tower/ City and it will display the production list respectively.

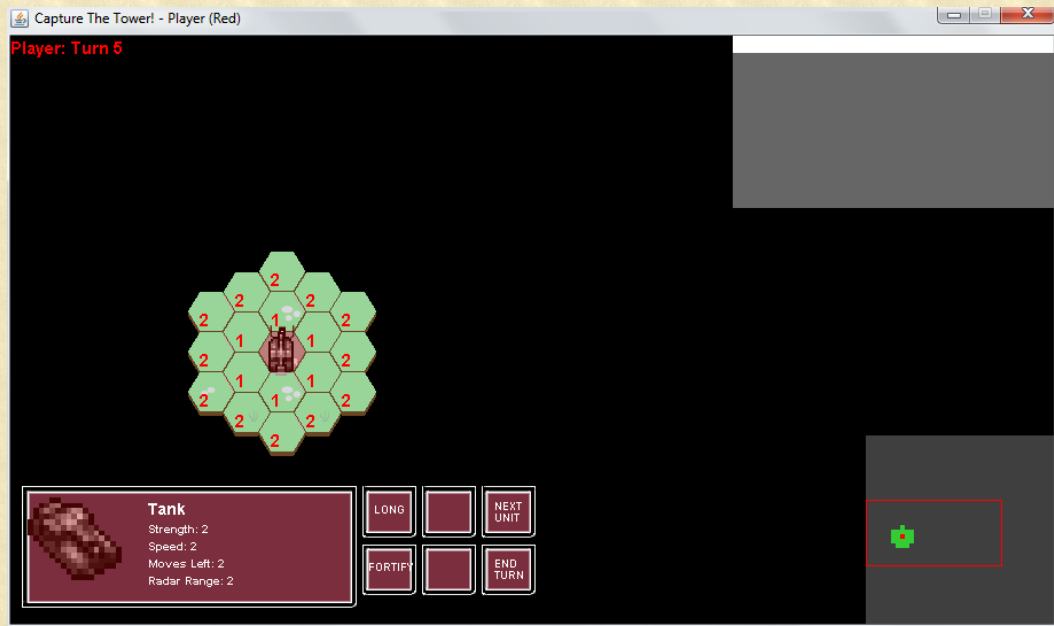


Select the unit you want to produce and keep in mind the number of turns required to produce the unit.



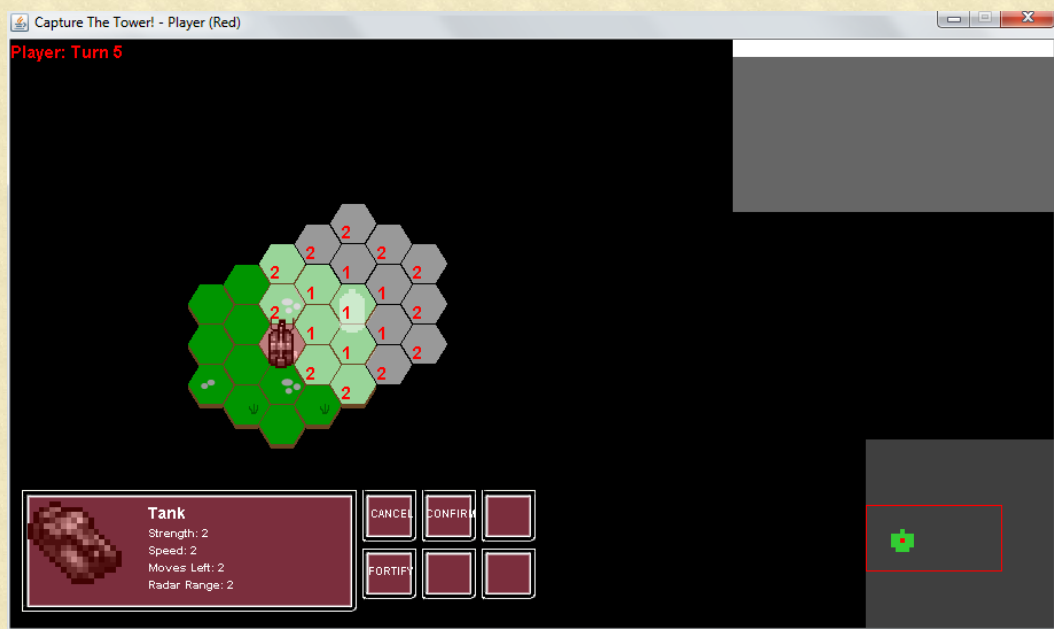
The unit will be produced after the number of turns specified, in this example the tank is produced after 4 turns.

Selecting a Unit



A unit can be selected by left clicking on the unit. The control bar displays various information about the unit such as its strength, speed, radar range and the number of moves left. Additionally, the control bar adds buttons for various unit commands.

Long Move



Make sure the unit has been selected. Click Long and Choose where you want to move the unit to and click confirm to confirm the move or cancel in order to cancel the move.

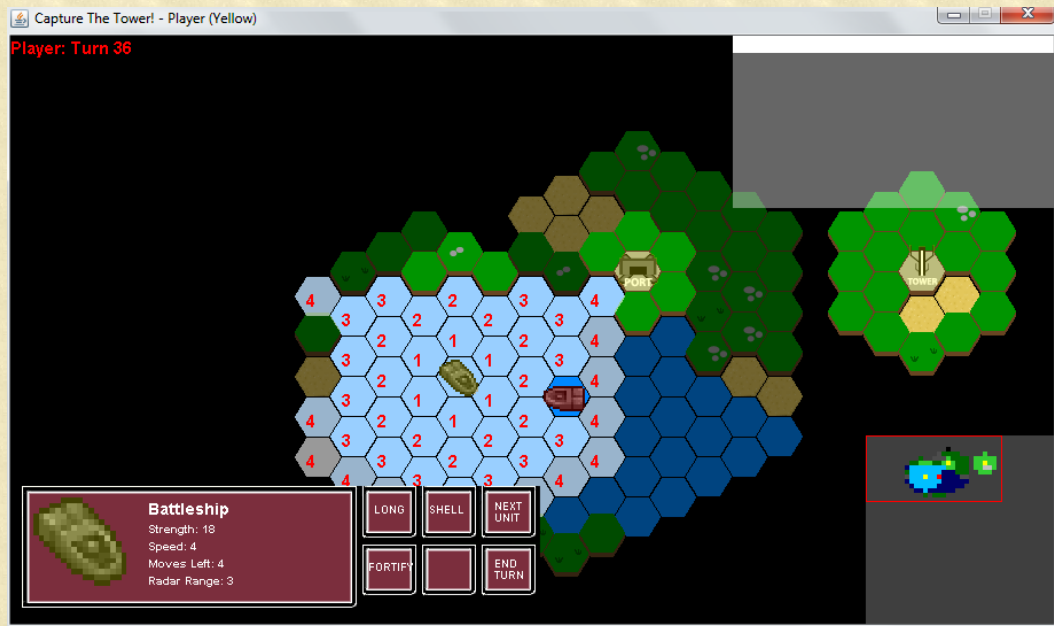
Fortify



A fortified unit gets an additional strength point until it is unfortified. But, it will not be able to move anymore. Additionally, it will automatically pass every move until it is explicitly unfortified, shelled upon, attacked or until it detects the presence of an enemy unit with its radar. To fortify, select the unit and hit the fortify command button.

If an enemy unit is adjacent then you can also attack while the unit is fortified. Hence, the fortified unit has an advantage.

Shelling



A military unit that has shelling capability may fire upon any enemy unit that is within radar range of the unit that is shelling. Within each day of shelling, the target loses one strength point, and the shelling unit is unaffected. Artillery and Battleship are military units with shelling capability.

Attack

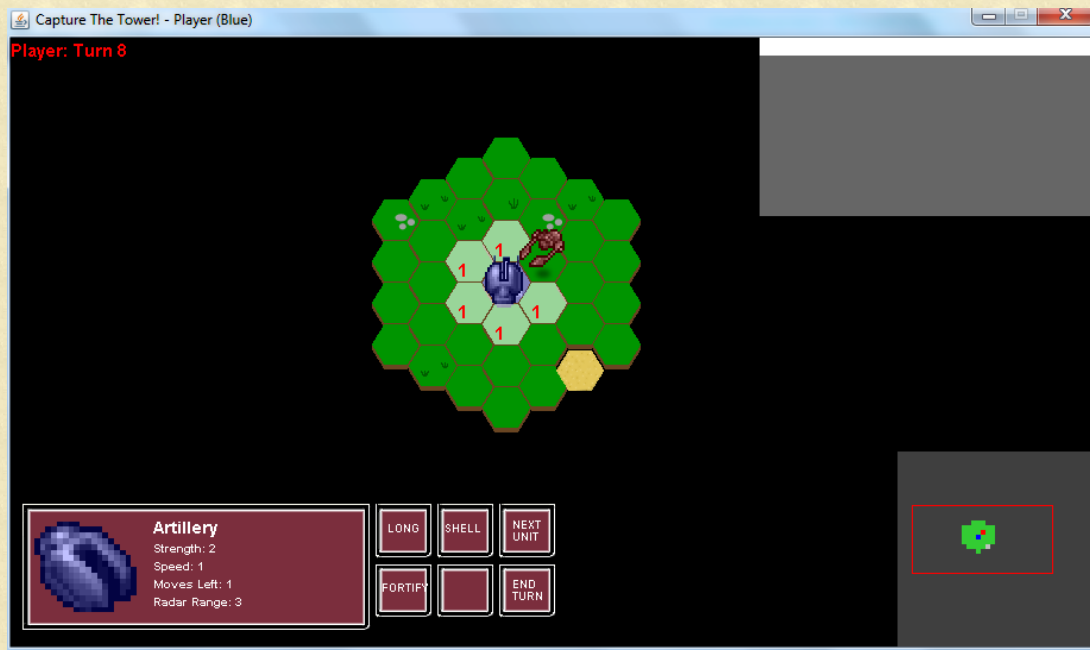
The attempted movement of a military unit onto a sector that holds one or more enemy military units constitutes an attack. The battle that results is made between the attacking military unit and one of the enemy's military units that are present on the battle sector. In case of stacked units, the defending unit is the topmost military unit on the sector (the weakest of the stack). The winner of an attack is determined by comparing strength points of both the units in the following way:

If the number of strength points of both units is greater than 5 then both lose 5 points.

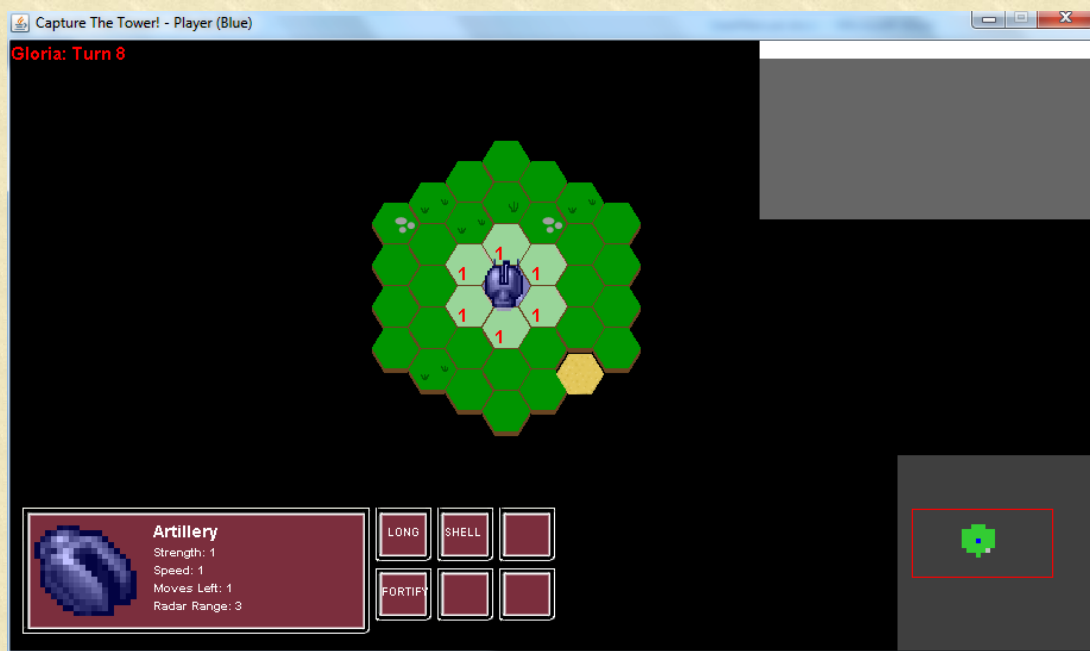
If at least one of the units' strength is lower or equal to 5 then the unit with fewer points is destroyed and the winner's strength is decreased by the amount of points that the losing unit had initially.

If both units have same points (lower or equal to 5) then the attacking unit wins with a remaining strength of 1.

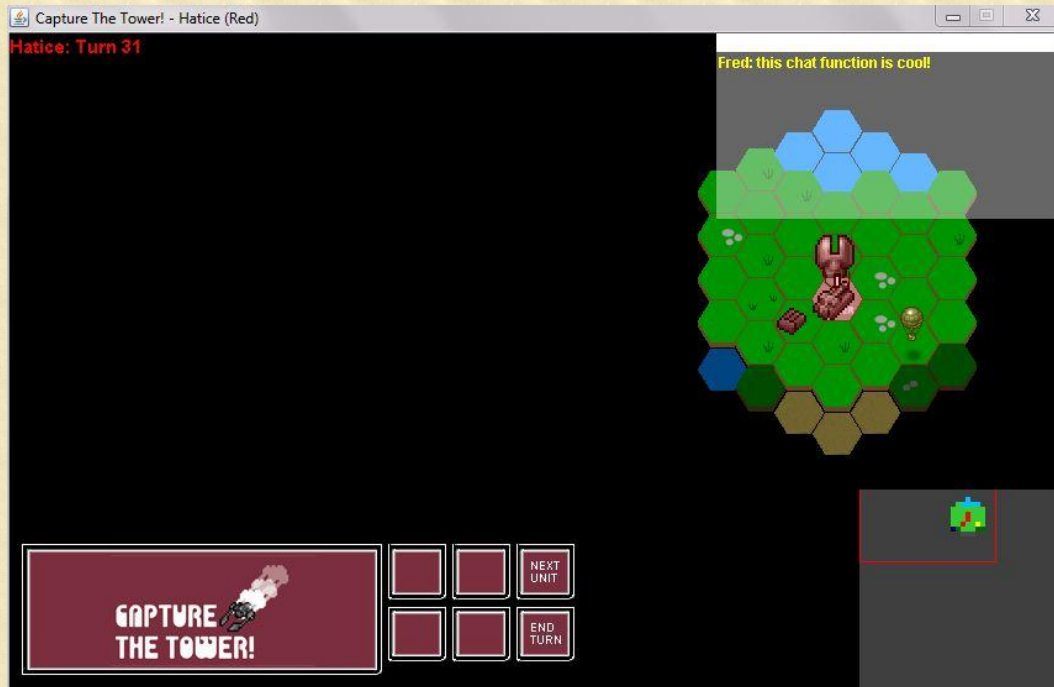
If a unit has no moves left and an enemy unit is on the next tile then the unit can still attack the enemy unit.



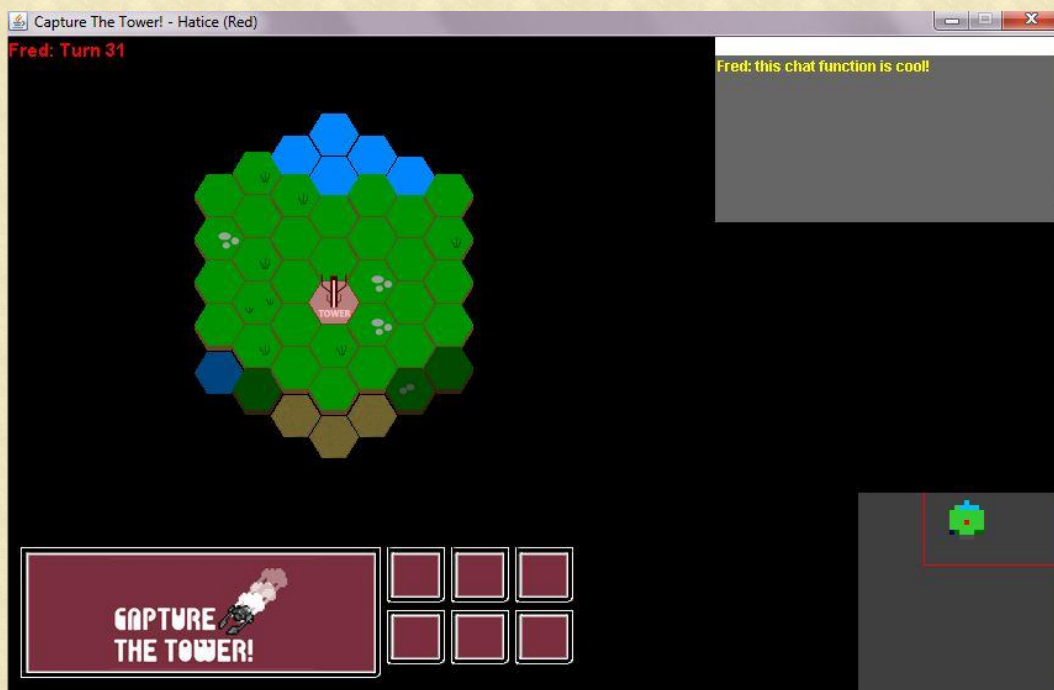
Fighter and artillery both have strength 2. Hence, once artillery attacks fighter then fighter will be destroyed and artillery will be left with a strength point of 1.



Bombing



A bomb attack kills all enemy units fortified in a city, as well as any enemy and allied units on adjacent sectors.



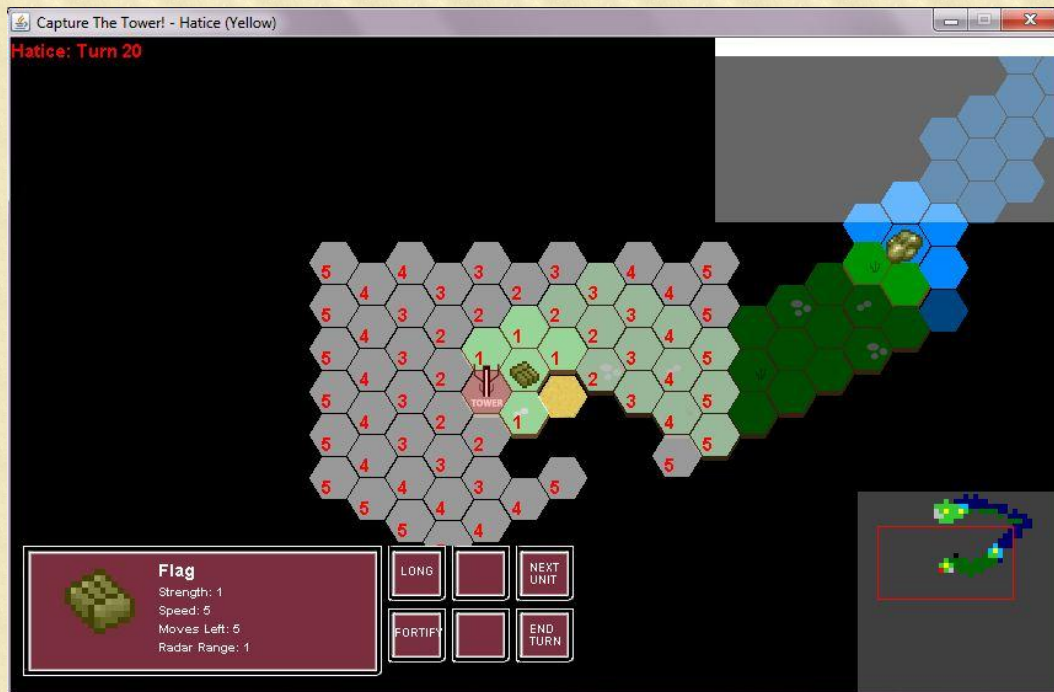
Refueling with Carrier



Carrier has the special ability that all units that pass over a carrier are refueled.



Capture Tower



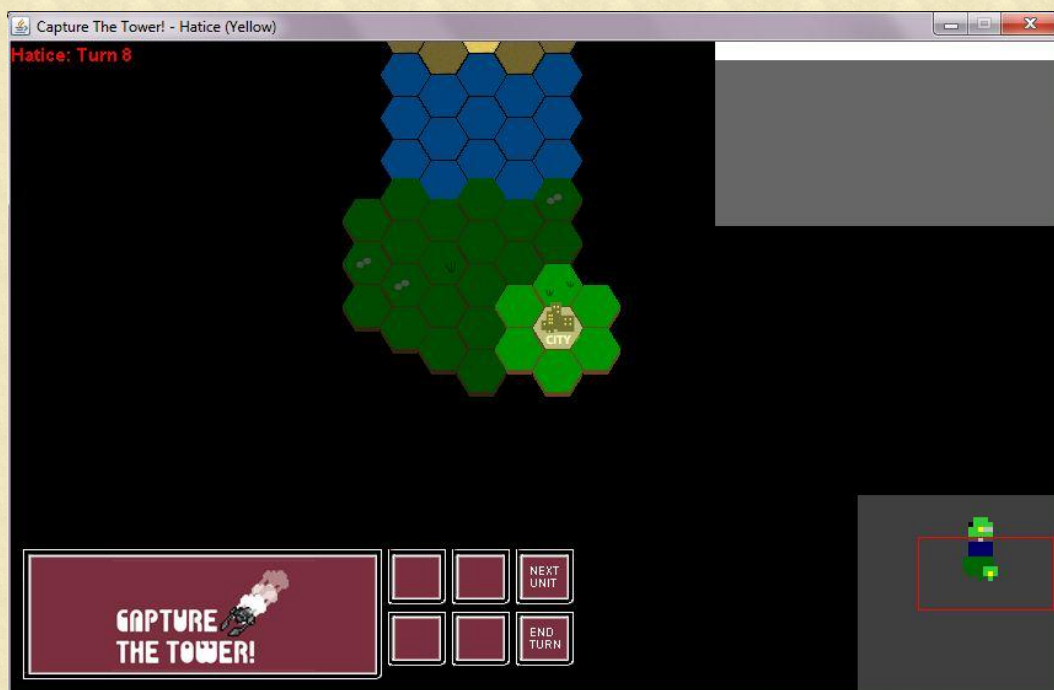
To conquer the tower the flag, must be moved onto it.



Conquer City



In order to conquer a city, the city must be free of enemy units, i.e., all enemy units fortified in the city must be destroyed first. Then the city can be conquered by moving a military land unit onto it; note that the conquering unit is destroyed in the capturing process, even if the city did not belong to any player in the first place.



Before Loading Tank to Transport



Units can be loaded by moving them on the transport. While the units are on board, they cannot move or attack and they can be unloaded at any time on an adjacent sea shore.



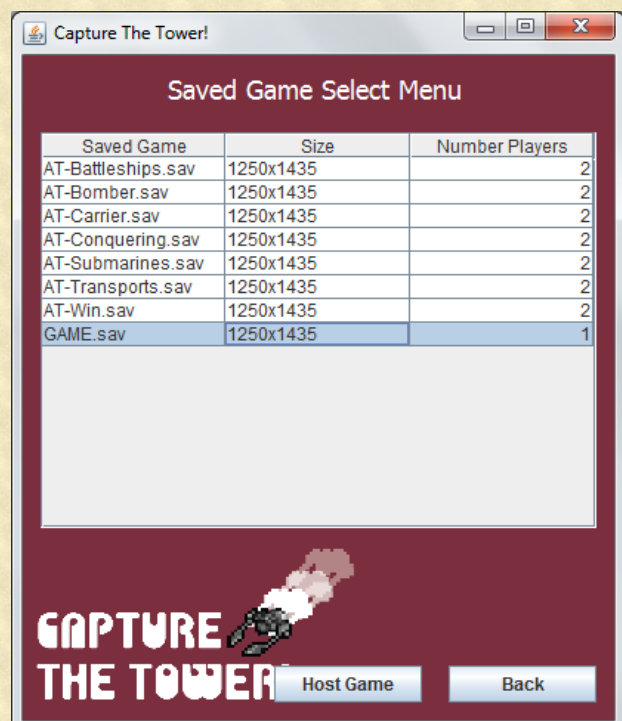
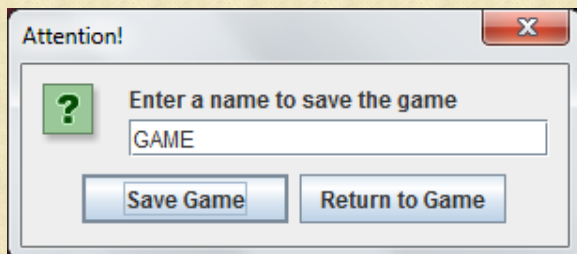
After Unloading

If you choose to unload a unit in transport, then it unloads the unit in the adjacent tile.



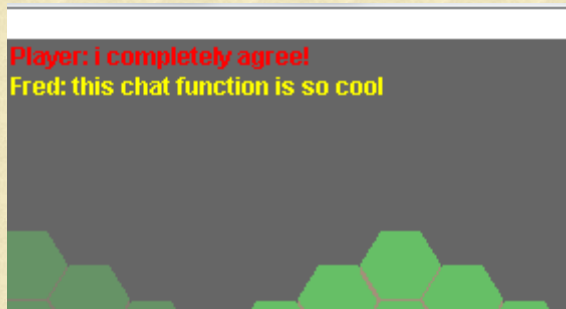
Save Game

At any point during the game, the player can save his game by returning to Menu and entering save. He will then be prompted to type a name for the saved game. A saved game can be loaded in the initial menu screen by selecting the Load Game option.



Special Features

Chat



A chat box is present in the upper right corner of the game screen. Players can chat with each other during the game. In order to chat, a player can click on the chat box and start typing and hence begin the chat.

MultiPlayer

Capture The Tower™ can be played with a multiple number of players.

Credits

Alexandre Senecal – 260180410

Hatice Kubra Ozguven – 260205485

Frederic Weigand Warr – 260191111

Jake Levine – 260206403

Gloria Machado – 260220474

Danc (Unit Graphics) – <http://lostgarden.com/2005/03/game-post-mortem-hard-vacuum.html>