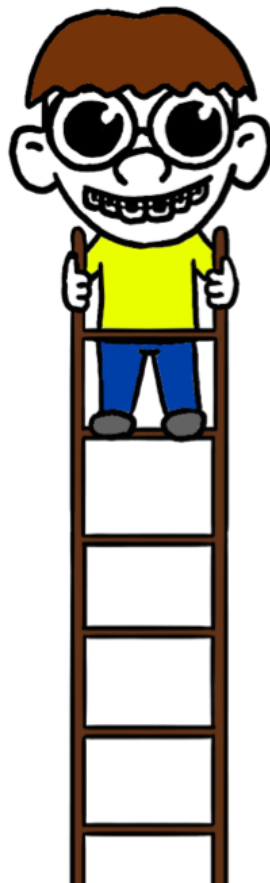


Manual Climbing Geek

Jonas Rudin, Rahel Arnold, Kalthoum Nemmour, Claire Walzer

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About Climbing Geek

Climbing Geek is a multiple player game for two up to four players. The game is based on Snakes and Ladders, but it contains some exciting extensions.

As the name reveals, your geek is trying to reach the finish faster than the other nerds. But attention, there isn't a die, you play with many different cards... Have fun!

Starting a server

To start a server, please open the console on your computer and change the directory into the folder in which the "ClimbingGeek.jar"-file is saved.

Enter on the commando line the following statement:

```
java -jar ClimbingGeek.jar server <port> [demo]
```

If you don't send a port, a server on the standard port 24816 will be started. The entered port must be a number between 1024 and 65535.

After waiting some seconds, while you see the message "Server starting, please wait...", you will get information about your server. The port and the IPaddress is going to be printed ("Server with Port: XXX and IPaddress: XXX is ready"). By receiving this message you know, that the server started successfully. Otherwise ("Server failed"), please try again to set up a server.

Setup a client

Connecting a client

After the server you would like to connect to is ready, you can start to create your client. If you didn't start the server on your computer, please open the console and switch into the folder in which the "ClimbingGeek.jar"-file is located.

Enter on the commando line the following statement:

```
java -jar ClimbingGeek.jar client <hostaddress>:<port> [<username>]
                                [demo]
```

The username must not contain blank spaces. It's possible to start your client without the username. In this case it is based on your systemname. You can change your username also in a next step.

After connecting to the server you see "Your username is: XXX" on the console, otherwise the process failed. In this case try again to connect your client.

Choose a final username

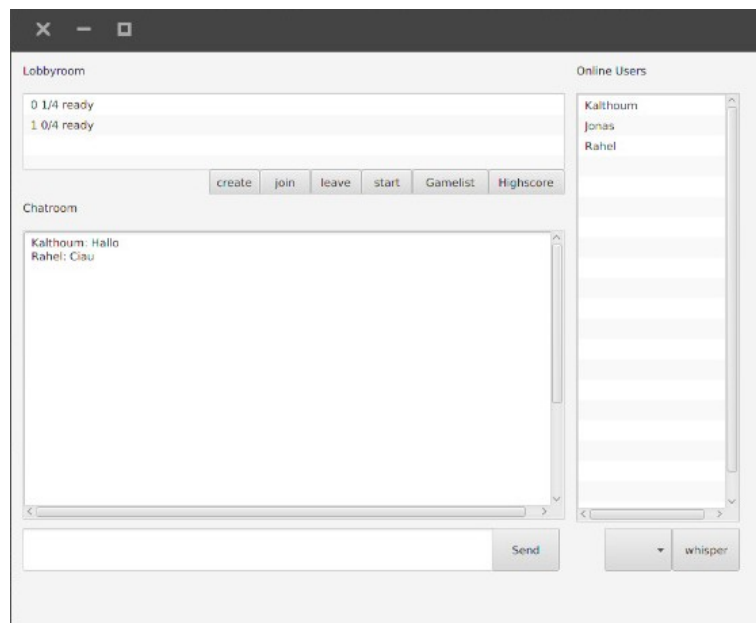
After connecting successfully and the intro passed, you have the chance to change your username. Attention: The username must not contain blank spaces. If your systemname is already taken by another player, your username will be the systemname plus "GEEK". After having chosen an available and valid username, you are in the lobby.

Demonstration

To demonstrate *Climbing Geek*, start a server (with a port) and a client (with a username) with the appendix demo. The geeks which are playing on this server, will start on field 80.

Server-Lobby

The server-lobby is a window, which opens after you have confirmed the username.



Server-Lobby

On the top on the left side, you'll find a field that shows you all open game servers and informs you about other players who are already logged in. On the right, all online players are shown and down on the left you find the chat.

Chat

By using the chat all connected clients of a server can communicate.

Chat with all players

You can write a message to all players who are connected to the server. Just enter your text in the field and hit the "send"-button.

Whispering

There is a whisper function in the chat. If you don't like to send a message to all connected players, you can choose one and hit the "whisper"-button. Now only the addressed person will receive your message.

Create a game

If you like to create a new game, hit the "create"-button and a new game will be shown in the list.

Join a game

You like to join a game? Select your choice in the list and click the "join"-button. After joining a game, a new window will open and you'll find yourself in the game-lobby.

Start a game

After joining a game, press start to open the game-lobby. When all joined players have started the game, *Climbing Geek* begins.

Leave

By hitting this button, you will leave the server.

Game List

If you like to know, how many games are open, ongoing as well as finished games on the server, hit the "Gamelist"-button.

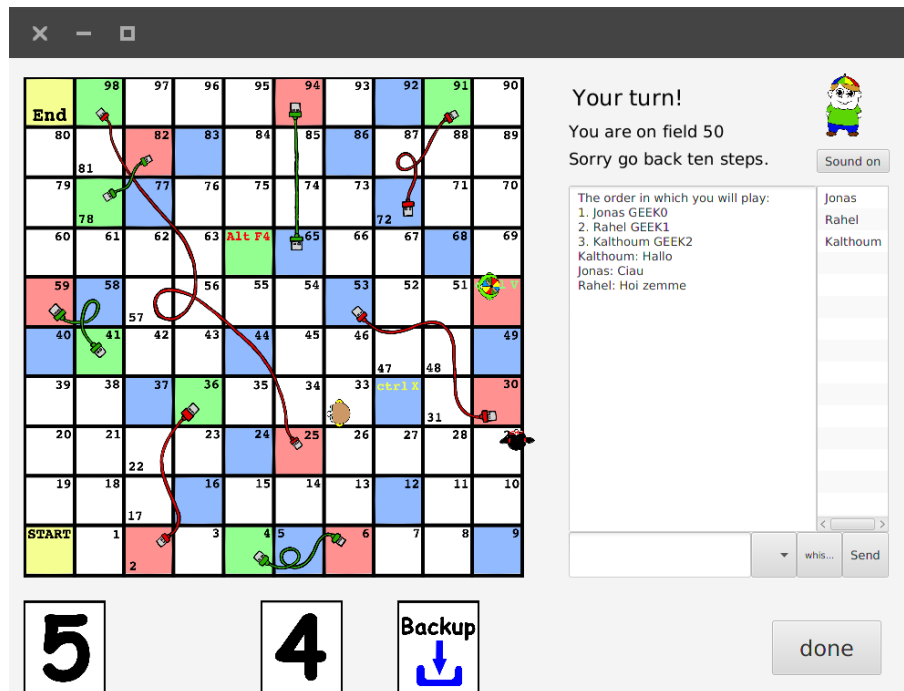
High score

By hitting "highscore", the high score appears in the chat.

Game-Lobby

The game-lobby contains only clients, who are playing with you *Climbing Geek*.

In this window the game will be played. You see the map, your *Number Cards*, your *Playing Cards*, the chat of the game and general information.



Game-Lobby

Game

On the left you find the map of *Climbing Geek* and your cards. In the right upper corner it's written which geek is playing by his animated figure. Below there are two text fields: The first shows on which field you are. Information about played *Playing Cards* or if a geek leaves or wins the game, you find in the second field.

Chat

The chat functions like the chat in the server-lobby. You can communicate with players that are part of the same game. There is also the whisper function, which works like the one in the server-lobby.

Normal field

If you move on to a normal field, there is no special action.

Special field

If you land on a green field, you will take the geek-equipment and move on to the according red field. If you are lucky, you go forwards, but there is also equipment which takes you back. Attention, also a *Ctrl c* and a *Ctrl v*-field take place on the *Climbing Geek* map. In addition, there is an *Alt F4* which sends you back to the start.

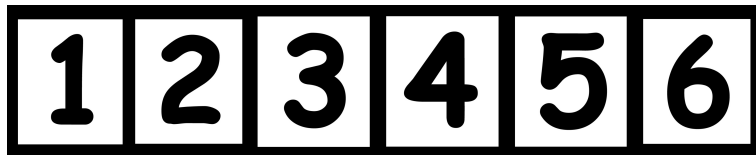
Number Cards

Climbing Geek is a game that is not working with a die. To move from field to field, the geeks use *number cards*.

The *number cards* contain numbers between one and six.

At the beginning of the game, each player receives three *number cards*. If your turn starts, choose one and the geek will move the number of fields according to the played card. In the next turn, you have only two options.

After a geek has played his last number card, he receives three new ones.



Number Cards

Playing Cards

These cards have positive or negative aspects for you and/or your mates. You receive a *playing card* if you move on a blue field. There are five different types. Some of them you have to play instantly, others you can store in your inventory. The inventory is limited to three cards.

- **Go back ten**

Probability: 15%

This card is used immediately after you have received it. You will be sent automatically ten fields back.

If you have a backup in your storage, it will be used to protect you from being sent back.



"go back ten"-card

- **Winner ten back**

Probability: 30%

This card will be thrown in your inventory. You can insert it whenever you like to send the geek, that is currently on the first place, ten fields back. If there are several persons winning when this card is played, the geek that reached the field first will be sent back. A backup can prevent you from the attack.

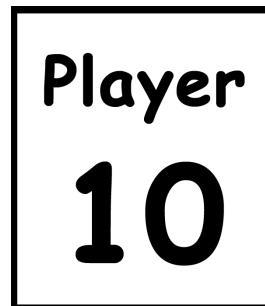


"winner ten back"-card

- **Player ten**

Probability: 20%

Like "winner ten back" also "player ten" can be used, whenever the geek wants to play this card. By using this *playing card*, you will be moved ten fields forwards.

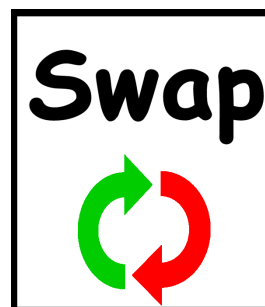


"player ten"-card

- **Swap**

Probability: 20%

This card has an immediately affect on the game. If you receive this card, you will change your position with the leading person. A backup card saves the leading geek. If you are the winning nerd and get this card, nothing will happen.

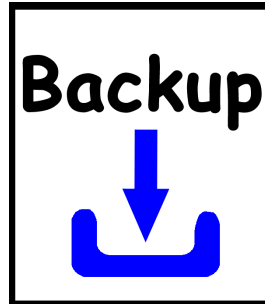


"swap"-card

- **Backup**

Probability: 15%

The "backup card" saves you from an attack. If there is a negative action, your backup card will be used automatically. The game moves on without any other action.



"backup"-card

Playing

If it's your turn, choose one of your *number cards* and your geek walks the right number of steps. By landing on a green field, your geek get' s beamed to the end of the USB-cable.

If you land a blue field, you get a *playing card*. According to its characteristics the card will be played immediately or saved in your storage.

If you have a *playing card* in your storage, which you don't want to play, press the "done"-button to finish your turn. If you played one or if your storage is empty, the turn of the next player starts automatically.

If a geek plays a *playing card* and the involved geek lands on a *playing card*-field, the player will not get a new card. But if the involved player lands on a green field, the geek will move in the direction to the USB-cable.

Finishing the game

The first geek that lands exactly on field number 99 wins the game. If a geek passes the field, he walks back the missing number of steps.

When one player wins, the game finishes. After closing the game-lobby, you can start a new lobby or join an already existing one.