

Game Manual for Beer Heist

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1 Main Chat Interface

After starting the game, you'll be confronted with a window asking for your username. The default option will be your system username, yet you can choose however you wish and press **Submit**. Usernames containing whitespace, semicolons or colons are not allowed, in order to avoid confusion in the chat windows. Following an intro scene, you'll enter the main chat interface. Everyone connected to the server ends up there and you can thereby chat with all connected clients. A list of all connected usernames is displayed in the top right window titled **Players**. In order to start a private chat with one of the connected clients, you'll need to double click on the desired username. If you close the private chat window, the messages are not deleted. You can reopen the chat window by double clicking on the partner's username in the **Players** list. There are multiple buttons on the bottom pane, which will be explained accordingly.

1. **Change Name**

Allows you to change your username.

2. **Quit**

Disconnects your client from the server and thereby exits the program. Can alternatively be achieved by pressing the red [x] on top right of the window.

3. **New Lobby**

Creates a lobby, named after your username. This will appear to all other clients in the bottom right window titled **Lobbies**. Others can join your lobby by clicking on its name and selecting **Join Lobby**, or alternatively by double clicking its name. The maximum amount of clients within a lobby is four, due to that number being the maximum amount of players allowed in one game. Within the lobby, the chat only includes other members of your lobby. By pressing **Start Game** a game is commenced for all members of the lobby.

4. **Highscores**

Shows a list with the amount of wins per case-insensitive username.

5. **Credits**

Shows a selected list of credit-worthy contributions to the game.

6. **Tutorial**

If the following section shouldn't suffice for your understanding of the game, this tutorial could help you. It works out-of-game, explaining the mechanics in a step-by-step manner.

7. **Game List**

Shows a list of games on the server, both past and present.

8. **Mute/Unmute**

Probably the most important button on the pane, it allows the user to mute and potentially unmute all audio within the program, both music and effects. Be warned: If you mute the program, you won't hear the voice of our alluring voice actor.

2 **Game**

As stated in the preceding section, a game is started by creating a lobby and one of its members hitting **Start Game**. Then all members of said lobby enter a game and are assigned the role of either Attacker or Defender of the Beer King, symbolized by the glass of beer on the map. Each player gets assigned two random characters. The three possible characters are:

1. **Beer King**



The Beer King is a figure so mythical, few dare to even speculate about its true form. We've represented it as a glass of frothy beer, which is simply our interpretation of what beer sommeliers from Lagos to London have called the reason they've dedicated their life to fermented cereals.

The Beer King can neither throw nor move, yet its constitution defines the outcome of the game: Once his beer level reaches zero, the Attackers win, if that condition hasn't been met by completion of the fifth round, the Defenders win.

2. Herman the German



Herman the German is a beer-lover from Bavaria. He started brewing his own beer at the age of five, even before learning how to read and write.

He has a Beer Level of three, can move a maximum of five squares per round, yet only in a straight line. His throwing range is between two and three squares and the targets hit by him get pushed a square onwards from where they were standing. He is the only character who can walk on water.

This can be useful for pushing other figures into water, resulting in a quick and uncomfortable detox and their departure from the board.

3. Brittney the Brit



Brittney the Brit is a notorious beer-aficionado from Manchester. According to urban legends, she has not had a single drop of water in over ten years, with reasons including but not exclusive to a justified mistrust of the North-England sewage system. Of course she brews her own beer, usually stout with 20% ABV.

She has a Beer Level of three, with movement possibilities of up to two squares. Her throwing range is between two and five squares.

4. Samuel Adams



After organizing the Boston Tea Party and signing the Declaration of Independence, Samuel Adams started brewing his own beer. Legend has it, that he found the fountain of youth and started brewing with its water, making him immortal.

His Beer Level is three, with movement up to three squares possible. His throwing range is only one square, yet his throws subtract two Beer Levels instead of one.

The overarching goal for the Attackers is to achieve dominance over the Beer King by throwing sufficient beer at him, while that for the Defenders is to prevent this from happening by managing to defend him for five rounds. In short: The defenders win, once the timer hits zero or five rounds have past, the Attackers win once the Beer King's Beer Level hits zero. The Beer Level is the amount of intoxicated energy keeping each character alive, once it hits zero, they have to leave the game. If the attacker manages to lose all of his figures, the defender wins.

The highlighting beneath the figures indicates who their owner is.

1. Yellow highlights are beneath your own figures.
2. Purple highlights are beneath the defender's figures.
3. Red highlights are beneath the attacker's figures.

In each round, the attackers first gets to move their characters and have them throw. This is achieved by clicking on one of your characters, which will prompt the field to show possible moves highlighted in green. If you want to change your selection, you can either:

1. Click on an invalid field, indicated by a red tile highlight.
2. Click on a different figure and selecting it that way.
3. Right-click to deselect the currently highlighted figure.

After selecting a move, the figure will execute it and, highlighted in red, possibilities for throwing beer will be shown. Here again one can choose a possibility and end one's turn by clicking on **End Turn**. Walking on water is not possible, yet Herman can walk over water squares.

If it is your turn, the indication on the top of the board will change from "Opponent's turn" to "My turn" and a 40 seconds timer will start. You now have the opportunity to move your figures and throw with them. You can end your turn by clicking on the "End Turn" button on the bottom right of the board. This is also possible without moving any figures. Once the timer runs out, your turn is ended, no matter what you are currently doing.

The key mechanic of the game, is that, while Defenders movements are executed instantly, the Attackers movements are delayed, yet visible for one round respectively. The delayed throws are marked by a red and white target. This gives the defenders the strategic advantage of being able to prepare for the attacker's throws, by e. g. moving away from the target. It is also possible, by using Herman's pushing abilities, to make attackers target their own figures.

3 Cheat Codes

There are three cheat codes in the game. In order to activate one of them, you have to be in an active game. You simply type the code into the game's chat to the left of the board and hit enter. It is not possible to activate the same code twice.

1. **THEGAMEENDSWITHME**

This code instantly wins the game for the player who entered it. It might seem unfair, but it's a cheat code after all. Are there any consequences? You may only find out by entering it.

2. **CHITTYCHITTYBANGBANG**

This code drops all the enemies figures to beer level 1 and reduces their movement to 1. But be careful when using this code, there might be some surprising side-effects.

3. **BOTTOMSUP**

This code starts a game within a game. Upon entering it, a Drinking Bot will join the lobby and instruct players when to drink beer. Once one of your figures is targeted, you'll see a "Bottoms Up!" animation on your screen and you will be prompted by the Drinking Bot to drink even more beer. Who would have thought that this simple code will make you drink that much?