

TagWars

User Guide

What you will find in TagWars

Villages





Villages are represented by 2D barcodes (or tags) in the real world. You can only interact with them by going physically to the tag in the real world and snap a photo of it. Villages as well as your mobile phone will produce Gold over time.

Gold

Gold is the currency in TagWars; you need it to train units and upgrade villages. You will get Gold each server tick from your home village (your mobile phone) and additional for each village you currently own. Each village can produce more gold if you upgrade it.

Units

Units are trained on your mobile phone and can be used to attack and defend villages. There are four types of units.

Unit Type	Description
Swordsman 	This is the all-round unit. Good against Archers and Pikemen but weak against Horsemen.
Horseman 	Very strong attack unit. A Horseman will only be blocked effectively by Pikemen.
Pikeman 	This unit is best used against Horsemen because of the pike he carries.
Archer 	Long range defense unit. Archers will do a lot of damage when the attack unit cannot hit them. But will lose in close combat against all other units. Do not use Archers when attacking, because they will not be able to fire while moving.

First Steps

This section takes you through the first steps with TagWars.

1. Create a User

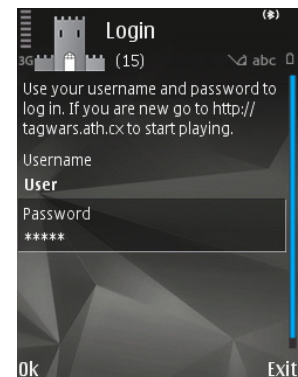
Before you can start playing you have to create a User by going to the TagWars web interface (<http://tagwars.ath.cx:8080/>). Choose the Login tab and create a unique User.

2. Install TagWars on your Mobile

Point your mobile phone's browser to <http://tagwars.ath.cx:8080/tagwars/TagWars.jad> (or <http://tinyurl.com/tagwars>) in order to download TagWars directly to your mobile phone. Alternatively you can download <http://tagwars.ath.cx:8080/tagwars/TagWars.zip> to your PC and install it via PC Suite or by sending the jar file to your phone.

3. Login

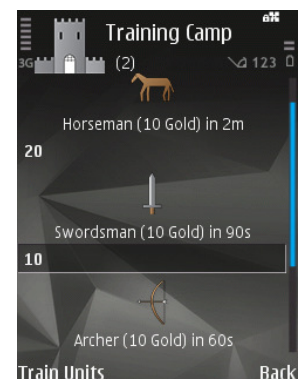
Now you can start TagWars and login with your previously created username and password. TagWars needs to communicate with the TagWars server so you have to allow TagWars to connect to the internet.



4. The Main Menu

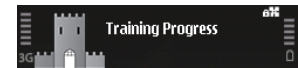
Training Camp

Use the Training Camp to train new units. Each unit will cost you gold and will take a specific amount of time to train. If you train more units at once you have to wait until all units of that type are completed before you can use them. As an example say you want to train 10 Archers (300 Gold, 3 Ticks) and 10 Swordsman (200 Gold, 1 Tick). It will cost you $3000 + 2000 = 5000$ Gold. All Swordsmen will be ready at once after 10 Ticks. After another 30 Ticks all of your new Archers will be ready at once.



Training Progress

Here you can check when your units will be ready.

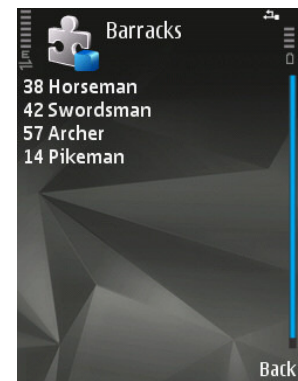


20 Horseman are finished in 49m.
10 Swordsman are finished in 64m.
5 Archer are finished in 69m.



Barracks

The Barracks will tell you how many units you currently have available on your mobile phone. These units can be used to reinforce the defense of a village or to attack another player's village. Units currently defending villages are not visible in the barracks.



Travel

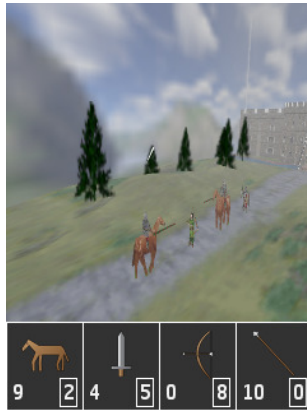
If you want to take a closer look, defend or attack a village you first have to travel to it. After choosing this menu item you have to locate the village's 2D barcode and take a photo of it. On the next screen you see the owner of the village and its description. You can now defend, attack or upgrade the village depending on whether you own it or not.



5. Attack

Firstly choose “Travel” from the main menu and locate the village you want to attack. After that choose attack on the village info screen. Now you have to choose the units for your attack. You can attack with any unit that is available in your barracks.

After clicking “Start” you will be taken to the 3D battleground.



There is a line between you and the village you want to conquer. The defender has positioned units along this line. As an attacker your goal is to defeat all enemy units and move to the front gate of the village to be victorious. You have to choose wisely which and when you send units against the enemy depending on his defense strategy. You can send more than one unit of the current unit type by pressing the unit key multiple times. Multiple units are indicated by an increase in their size and are more powerful. Use the keys 2, 5, 8 and 0 to send units or increase the size of the current unit. Use 1 to cycle through 3 different cameras that will show you different segments of the path leading to the castle.

Attack Village of Lofarage

	36	5
	63	10
	25	0
	11	7

Loading finished! Choose units to attack with.

Cancel Start

6. Defend

To prevent other players from taking your villages you must put units in the village to defend it. In order to do this you first have to choose “Travel” from the main menu and locate the village where you want to set the defense. Choose “Position units” from the command menu. After that you will be taken to the Defense Alignment Screen where you can set defense units. This is the starting position of the attacking units which will move towards the castle . Between these two points you can position defense units by pressing 2, 5, 8 and 0 to increase the number of Horseman, Swordsman, Archers and Pikeman on each field. If you want to remove a unit press 1, 4, 7 or * depending on the unit type. You can only put units of one type on each defense field but you can increase their strength by increasing their number.

	1	2	3
4	5	6	7
	12	15	4
8	9		
1	5		

Use CURSOR to select field
Use 1,4,7,* or 2,5,8,0 to
remove/add
Horseman, Swordsman, Archer,
Pikeman

Cancel Save