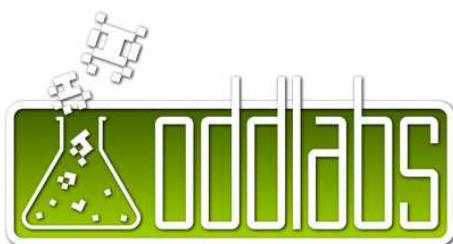


Tribal Trouble™

USER MANUAL



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Introduction

The story so far...

Once upon a time, there was a fearless gang of Viking raiders led by their equally fearless (at least if you asked *him*) chieftain, Fjorleif Fartpants. After a very successful pillaging trip they decided to celebrate the vast amounts of wine and mead they had robbed by getting extraordinarily drunk. Not wanting to waste any time however, they immediately set sails again in order to find someone or something else to plunder. While their navigational skills would normally best be described as "mediocre", they certainly weren't any more impressive in their drunken state. After a few hours of sailing around in circles they got hopelessly lost on the high sea and ended up stranding on a small group of tropical islands. Here they chose to stay for a while, much to the annoyance of the local natives...

Tribal Trouble is a real time strategy game with a few twists to make it more accessible. While the game is designed to be quite simple to grasp, planning successful strategies and utilizing the terrain to your advantage, is the real challenge. Whether you play as Vikings or Natives against your computer or other online players, an endless supply of varying islands are waiting to be conquered.



System requirements

Minimum configuration

- 700 MHz CPU
- 128 MB memory
- 500 MB free hard disk space
- NVIDIA Geforce/Geforce 2 MX, ATI Radeon 7200, Intel Extreme Graphics 2 or similar graphics card capable of hardware accelerated OpenGL 1.1
- 32 MB video memory
- Microsoft Windows 98/ME/2000/XP/2003, Mac OS X 10.2 or Linux kernel 2.4 with glibc 2.3

Recommended configuration

- 1000 MHz CPU or better
- 256 MB memory or better
- NVIDIA Geforce 2 Ti, ATI Radeon 7500 or better
- 64 MB video memory or better

Online requirements

To register the game you need an open internet connection while registration takes place, or at least an email address where you can receive a registration file for manual offline registration (see *Registering Tribal Trouble*).

For online multiplayer, a 56 KB/s modem is required but a broadband connection is strongly recommended.

Installing Tribal Trouble

Windows

Download the Windows installer from <http://tribaltrouble.com/download> and run it. The installer will create a *Tribal Trouble* entry in the start menu and place an icon on the desktop.

Mac OS X

Download the Mac OS X installer from <http://tribaltrouble.com/download>.

If using Safari: When downloaded, the installer will automatically unpack itself to a folder named *TribalTrouble* on the desktop.

If using Firefox: When downloaded, double-click the installer to unpack it. A new window with a *Tribal Trouble* icon in it will appear - drag this icon to the desktop or Applications folder.

Linux

Download the Linux installer from <http://tribaltrouble.com/download> and run `TribalTroubleSetup.sh` from a shell:

```
sh TribalTroubleSetup.sh
```

The installer will ask if you want to create a desktop icon. Start the game via the desktop icon or by running `tribaltrouble` from the `tribaltrouble` directory:

```
cd tribaltrouble
./tribaltrouble
```

Starting the game for the first time

The first time you start Tribal Trouble, you will be presented with a window asking you to register the game if you have bought the full version. If you have a registration code, click *Register* to unlock the full version; for more details on registering, see *Registering Tribal Trouble*.

It is also suggested that you update the game in order to get the latest feature additions; for more details on updating, see *Updating Tribal Trouble*. Click *Update Now* to update the game or *OK* to get rid of the window.

Registering Tribal Trouble

Registering Tribal Trouble unlocks the full version - otherwise the game will run in demo mode with some restrictions.

Registration can be done in two ways once you have purchased the full version of Tribal Trouble: Online or offline.

Online registration

Online registration is the easiest way to register Tribal Trouble: Make sure you are connected to the internet, start Tribal Trouble and select *Register* from the main menu. You will now be asked for your 16-digit registration key. Letters are not case sensitive.



Instead of having to type in the registration key manually, you can copy it to the clipboard before starting Tribal Trouble and then click the *Paste from clipboard* button (Linux users, please note that you need to use *Ctrl-C* when copying to the clipboard). Once you are done, click *Register*. The game will now contact Oddlabs' server to

validate your registration key. You will then receive a notification of whether the registration was successful or not. Registration fails if the key is invalid or the game is unable to connect to the server - in this case, try offline registration instead or have a look at *Technical support*.

Offline registration

If you do not have an internet connection or your connection is restricted by a firewall, you can register the game manually instead. Go to the offline registration page found at <http://tribaltrouble.com/register>, type in your registration key and click *Submit*. A special file named `registration` will then be sent to the email address stored with the registration key. Place this file in your Tribal Trouble installation directory and the game will be registered the time you start it:

Windows

Copy the `registration` file to the directory where you asked the installer to put Tribal Trouble. This defaults to `C:\Program Files\Tribal Trouble\`.

Mac OS X

Ctrl-click on the `Tribal Trouble` folder and select *Show Package Contents*. Go to the `Contents/Resources/Java` folder and copy the registration file to this folder.

Linux

Copy the registration file to the directory where you installed Tribal Trouble. This defaults to the directory `tribaltrouble` relative to the path where you ran the installer.

Updating Tribal Trouble

It is recommended that you update Tribal Trouble once in a while to make sure you get the latest feature additions and bug fixes. Please note that in order to play multiplayer games online, you need the latest version. If your game installation needs to be updated, you will be notified when you attempt to start a multiplayer game.

To update Tribal Trouble, make sure you are online and click *Update* in the main menu. The game will then contact the update server and download any patches it might need. Once the update is done, quit the game and start it again for the updates to take effect.

Ingame tutorials

Tribal Trouble contains a number of small tutorials designed to teach you the basics of the game. The following tutorials are available from the *Tutorial* entry in the main menu:

Tutorial 1: Getting around

In this tutorial you will learn to control your viewpoint as well as selecting and moving your units around:

- Pan around the map by moving the mouse pointer to the edge of the screen or by using the arrow keys.
- Rotate the view using **Numpad 4** and **Numpad 6** or **Insert** and **Delete**.
- Look up and down by using **Numpad 8** and **Numpad 2** or **Home** and **End**.
- Zoom in and out by scrolling the mouse wheel or by using **Page Up** and **Page Down**. Alternatively you can hold down **Z** and move the mouse up and down.
- When holding down **F** or the middle mouse button you can change the view direction by moving the mouse.
- Press **Numpad 5** or **Space** to enter the Map Mode.
- In Map Mode, your units and buildings are highlighted with your player color. Click somewhere on the map to zoom in on that spot or press **Numpad 5** or **Space** to return to the previous view.
- Select a unit by clicking on it. Select multiple units by holding down Shift while clicking on more units or by dragging a selection box around the units you wish to select. You can also select all units of the same type within the view by double-clicking one of them. Selected units are marked with a bright green circle.
- Move selected units by using the Move icon (**M**) or right-clicking on the map (Ctrl-click on Mac OS X).

Tutorial 2: The quarters

In this tutorial you will learn about the quarters building:

- You start the game with a small group of peons, the most basic unit. Peons can construct and repair buildings and harvest resources. Select your peons and click on the Quarters icon (or press **Q**).
- The green squares indicate possible construction sites. Hover the mouse pointer above one of these, and click to construct the building.
- Hover the mouse pointer above the construction site to monitor progress. Use **Numpad +** and **Numpad -** to adjust game speed. When the building is completed, select it by clicking on it. A bright green circle will indicate when it is selected.
- The main function of the quarters is to produce new peons. The more peons you have in the building, the faster it will produce more peons. Select the building and click on the small + icon to move peons out of the quarters. Try to move at least 20 peons outside the quarters.
- You can direct where your peons should assemble when leaving the quarters by setting a rally point. Select your quarters, click on the Rally Point icon (or press **R**) and click somewhere on the island to place the rally point.
- Select your peons and move them into the quarters either by clicking on the Move icon (or pressing **M**) and then clicking on the quarters or simply by right-clicking on the quarters (Ctrl+click on Mac OS X).

Tutorial 3: The armory

In this tutorial you will learn about the armory building:

- Select your peons and click on the Armory icon (or press **R**) to build an armory. When the building is completed, your peons will automatically go inside. Click on the building to select it.
- Your armory's inventory of resources, units and weapons is shown at the top. To gather some resources to build weapons from, click on the Gather Resources icon (or press **G**).
- For each resource type, you can click on the small + icon to assign peons to gather that type of resource. The peons will continue to do this until you select them and give them different orders. Try to gather 20 wood and 10 rock resources.

- Go back to the armory's main menu by clicking on the Back icon at the bottom (or press **Esc**). To produce some weapons, select some of your peons, move them inside the armory and click on the Produce Weapons icon found below the Gather Resources icon (or press **W**).
- For each available weapon type, use the small + and - icons to set how many weapons you want your peons to produce (hover the mouse pointer above the icons to see what resources are required). The more peons you have in the building, the faster they will produce the weapons. Try to produce 10 rock weapons.
- Go back to the armory main menu by clicking on the Back icon (or pressing **Esc**). To equip an army with your newly produced weapons, click on the Deploy Army icon (or press **A**).
- For each of the weapon types, you can train a corresponding warrior type. Use the small + and - icons to set how many warriors you want. Try to train an army of 10 rock warriors.

Tutorial 4: Constructing a tower

In this tutorial you will learn about the watchtowers:

- Select your peons, click Tower (or press **T**) and find a suitable spot to construct your tower on. Once the tower is built, select it.
- A warrior unit in a tower receives an attack bonus and cannot be killed unless the tower is destroyed. You can place a warrior in a tower by right-clicking (Ctrl+click on Mac OS X) the tower while you have a warrior unit selected. Place your warrior in the tower.
- Your tower is now being attacked by a small group of Viking warriors. A warrior in a tower automatically attacks all enemies within range, so lean back and enjoy seeing the Vikings being slaughtered.
- While being attacked, your tower became slightly damaged. You can see the status of a building by hovering the mouse pointer above it. Repair a building by selecting some peons, clicking on the Repair icon (or pressing **G**) and click on the building. Repair your tower now.
- If you need the warrior elsewhere or the tower is about to be destroyed, you can remove him from the tower. Remove your warrior by selecting the tower and clicking the Exit icon (or by pressing **X**).

Tutorial 5: Training a chieftain

In this tutorial you will learn about the chieftain unit and his special abilities:

- Build a quarters and move your peons inside. The more units you have in the quarters, the faster you can train a chieftain. Select the quarters and click the Train Chieftain icon (or press **C**).
- Note that while the chieftain is being trained, the quarters do not generate new units. You can abort training the chieftain by clicking the Train Chieftain icon again (or by pressing **C**). Clicking again will start training a new chieftain from scratch.
- The chieftain has two special magical attacks that both require some time to charge before they can be used. Select your chieftain and try both attacks in turn by clicking on their icons (or pressing **S** or **C**) when they become available.

Tutorial 6: Defeating another tribe

In this tutorial you will demonstrate your new tribe-managing skills by defeating another tribe:

- Build quarters and an armory, gather resources, produce some weapons and deploy an army. Select your army, click on the Attack icon (or press **O**), scroll to the other side of the island and click on or near enemy tribesmen and buildings. Destroy all the enemy units and buildings!

Meet your tribesmen

In Tribal Trouble, you command 3 different types of units: Peons, warriors and chieftains. You can have no more than 150 peons or warriors at any time, and only one chieftain at a time.

When one or more units are selected, icons representing their various available actions will appear. Select a single unit by clicking on it - a green circle will indicate your selection. Several units can be selected by holding down the Shift key while clicking on more units or by dragging a box around the units you wish to select. You can also select all units of the same type (i.e. peons or warriors) within the viewfield by double-clicking on one of them.

Another handy way to manage unit selections is to designate groups: Select one or more units and press Ctrl+1. This will store your selection as group 1. If you wish to recall this selection later, simply press 1 and the selection is restored. If the group is not within your viewfield, press 1 twice to zoom to your selection group. You can use the numbers from 0 to 9 to store up to 10 different groups.

Peons

Although tiny of stature, the peons are the only real workforce of your tribe. With their patented Multi Tool they can cut down trees, mine rocks, construct, repair and demolish buildings, slaughter innocent-looking tropical chickens and produce a variety of weapons. In lack of a real armed force, peons can also attack enemy warriors, but don't expect them to survive that unless the enemy is greatly outnumbered.

One or more selected peons have the following actions available (please note that the icons differ slightly depending on whether you control a Viking or a Native tribe):



The tiny peons

Viking	Native	Action	Description
		Move (M)	The selected peons will move to the chosen destination.
		Attack (A)	The selected peons will attack the chosen target.
		Gather/repair (G)	A selected resource will be harvested, or a selected building will be repaired.
		Build quarters (Q)	The selected peons will construct a quarters building.
		Build armory (R)	The selected peons will construct an armory.
		Build tower (T)	The selected peons will construct a watchtower.

Available actions for peons





Warriors

Where the peons do all the hard work, the warriors get all the fun of hacking down the enemies and wrecking their buildings. Warriors generally come in three flavors: The basic rock warrior with his inferior stone weapon, the iron warrior with his sharp-edged iron weapon and finally the mighty chicken warrior who, despite what his name might imply, is the toughest of them all because of his tropical chicken enhanced weapon.



The fearless warriors

One or more selected warriors have the following actions available:

Viking	Native	Action	Description
		Move (M)	The selected warriors will move to the chosen destination.
		Attack (A)	The selected warriors will attack the chosen target.

Available actions for warriors

Chieftains

Only the most maniacal individuals of a tribe can be turned into chieftains, the game's true weapons of mass destruction. Using his mighty lur, the Viking chieftain can stun enemies with his lack of musical abilities (the *Terrifying Toot*), or simply create a shockwave that will leave neither units or buildings standing (the *Ravaging Roar*). His nemesis, the native chieftain, excels in his deadly cooking skills. From his bubbling cauldron, he can cook up poisonous fumes that will kill off most lifeforms equipped with a nose (the *Stinking Stew*), or summon forth angry clouds that strike down enemy units and buildings with lightning (the *Crackling Cloud*).











The maniacal chieftains

Unlike peons and warriors, chieftains have multiple hitpoints which allow them to survive much longer when being bombarded with spears and throwing axes - hover the mouse pointer above your chieftain to monitor his health status.

Each of the special attacks take a while to charge up, and whenever one of them is used, both charge meters are reset to zero. If a chieftain doesn't have any special attacks handy, he can still engage in some good old-fashioned hand-to-hand combat: The Viking chieftain will try to hammer other units into the ground with his clenched fist, and the Native chieftain will whack enemies with his soup spoon if they get too close.

A selected chieftain has the following actions available:

Viking	Native	Action	Description
		Move (M)	The chieftain will move to the chosen destination.
		Attack (A)	The chieftain will attack the chosen target.
		Magic 1 (S)	The chieftain will use his first special attack: <i>Terrifying Toot</i> for Vikings, <i>Stinking Stew</i> for Natives.
		Magic 2 (C)	The chieftain will use his second special attack: <i>Ravaging Roar</i> for Vikings, <i>Crackling Cloud</i> for Natives.

Available actions for chieftains

Resources and weapons

Before you can construct any buildings or produce any weapons your peons must gather resources. There are four types of naturally occurring resources on the islands: Wood, rock, iron ore and tropical chickens.



Using wood alone, peons can construct quarters, armories and watchtowers. Armories with one or more units inside can produce 3 different types of weapons using a mixture of the various resources: Rock weapons, iron weapons and tropical chicken weapons.

Armories also have limited stock capacity: They can store no more than 200 of each resource and 200 of each weapon type.

Wood resources are harvested from the trees spread out across the islands. Each tree contains 10 wood resources, and disappear when all resources have been extracted from it. Likewise with rock and iron: These are scattered around the islands as grey pieces of rock or dark lumps of iron ore and each contain 10 rock/iron resources.

The tropical chicken (*Turpiculus Exoticus Pullus*) can be found in small groups scattered around on the islands, where they spend most of their time clucking and running around in circles to demonstrate their (apparent lack of) intelligence. What's more important, it has been discovered that their beaks have magical powers that can give throwing weapons the ability to bounce off the victim and hit other hostile targets. The origin of the tropical chicken has not yet been established, although native legends suggest that they "just fell down from the trees" one particularly windy day.

Whenever the amount of a resource goes below a certain level, more will automatically spawn at random locations. That's simply nature's way of encouraging the tribes to keep producing weapons and fighting wars...

Resource requirements for buildings and weapons are as follows:

Viking	Native	Type	Resource requirements
		Quarters	40 wood resources.
		Armory	40 wood resources.
		Watchtower	20 wood resources.
		Rock Weapon	2 wood resources and 1 rock resource.
		Iron Weapon	2 wood resources and 1 iron resources.
		Chicken Weapon	2 wood resources, 1 rock resource, 1 iron resource and 1 chicken resource.

Resource requirements for buildings and weapons

The buildings

Quarters







The quarters are where you create new units. Every now and then a new peon will turn up, and the more peons you have stuffed in the quarters, the faster new ones will appear (exactly *how* a population consisting of males only manage to procreate is something we would rather not discuss here).



The Viking and Native quarters

Another important function of the quarters is the creation of chieftains. When you start training a chieftain, the production of new peons will stop temporarily until the chieftain is ready. The speed at which the chieftain is completed depends on the number of units in the building, so make sure you stuff it full of peons before undertaking training of a chieftain.

A selected quarters building has the following actions available:

Viking	Native	Action	Description
		Peon (P / Shift-P)	Send out one or more peons from the quarters.
		Train Chieftain (C)	Start training a chieftain. The quarters will not produce new peons while this happens.
		Rally Point (R)	Place the rally point where peons should assemble when sent out.

Available actions for the quarters

Armories

These buildings serve as resource storage, weapons workshop and training barracks for your tribesmen. From here, resource harvesting operations are managed, peons are put to work in the smithy and new warriors are trained with the produced weapons.



The Viking and Native armories











Note that if warriors enter an armory, their weapons will be added to the stock. Before they can be sent out again, they must be re-equipped which takes time (the more powerful the weapons, the longer it takes).

A selected armory building has the following actions available:

Viking	Native	Action	Description
		Gather Resources (G)	Switches to the Gather Resources submenu (see below).
		Produce Weapons (W)	Switches to the Produce Weapons submenu (see below).
		Deploy Army (A)	Switches to the Deploy Army submenu (see below).
		Transport Resources (T)	Switches to the Transport Resources submenu (see below).
		Rally Point (R)	Place the rally point where armies should assemble when deployed.








Main menu for the armory

The Gather Resources submenu has the following actions available:

Viking	Native	Action	Description
		Wood (W / Shift-W)	Send out peons to gather wood.
		Rock (R / Shift-R)	Send out peons to gather rock.
		Iron (I / Shift-I)	Send out peons to gather iron.
		Tropical Chickens (C / Shift-C)	Send out peons to gather tropical chickens.
		Back (Esc)	Go back to the main menu.











Gather Resources submenu for the armory

The Produce Weapons submenu has the following actions available:

Viking	Native	Action	Description
		Rock Weapon (R / Shift-R)	Schedule production of rock weapons.
		Iron Weapon (I / Shift-I)	Schedule production of iron weapons.
		Chicken Weapon (C / Shift-C)	Schedule production of chicken weapons.
		Back (Esc)	Go back to the main menu.











Produce Weapons submenu for the armory

The Deploy Army submenu has the following actions available:

Viking	Native	Action	Description
		Peon (P / Shift-P)	Send out peons.
		Rock Warrior (R / Shift-R)	Equip and send out rock warriors.
		Iron Warrior (I / Shift-I)	Equip and send out iron warriors.
		Chicken Warrior (C / Shift-C)	Equip and send out chicken warriors.
		Back (Esc)	Go back to the main menu.

Deploy Army submenu for the armory

The Transport Resources submenu has the following actions available:

Viking	Native	Action	Description
		Wood (W / Shift-W)	Send out peons loaded with wood.
		Rock (R / Shift-R)	Send out peons loaded with rock.
		Iron (I / Shift-I)	Send out peons loaded with iron.
		Tropical Chicken (C / Shift-C)	Send out peons loaded with tropical chickens.
		Back (Esc)	Go back to the main menu.

Transport Resources submenu for the armory





Watchtowers

Towers are well suited for defending your buildings and hard working peons. A few towers with warriors in them can stop an army of even slightly determined attackers without taking too much damage. Towers enhance the ability of warriors to hit other unit with their throwing weapons, so put your best warriors in the towers for maximum effect.



The Viking and Native watchtowers

A selected watchtower with a warrior in it has the following actions available:

Viking	Native	Action	Description
		Attack (A)	Manually select which target to attack.
		Exit (X)	Causes the warrior to exit the tower.

Available actions for the watchtower

The use of rally points

Rally points are handy when you want to control where units should assemble when leaving a building. You can set a rally point for every quarters and armory building you have either via the building's main menu or by right-clicking somewhere on the map while the building is selected.

Rally points can be placed on buildings or on the ground and are marked by a pole with your teamcolour. If a building's rally point is placed on the building itself, the rally point is removed and all units leaving the building will assemble around that building.

By default, each quarters building has its rally point set to the first armory constructed, and armories don't have any rally point set.

Single player games

In single player games you compete against 1-5 computer controlled opponents with variable difficulty settings. When starting a new single player game, you can select what tribes to add, their difficulty and what teams should be formed. To join two or more tribes in a team, select the same team number for them. Team members cannot attack each other, and share an eventual victory. Furthermore, the peons of one team member can help out other team members by repairing their damaged buildings.

Apart from players and teams you can also select what island size (small, medium and large, roughly equaling 250, 500 and 1000 meters in diameter) and what terrain type (tropical or northern) you wish to play on. Terrain types are mostly just visual differences, but island size can have a great impact on the game: On small islands, armed conflicts will arise much sooner and gameplay will be very hectic, as there is barely room for all the tribes. Medium islands tend to give a more balanced game, while large islands allow for some more strategic planning and construction of large bases and heavily fortified defense lines.



Every time you start a new game, the island will be randomly generated based on your choices as well as a random seed number. In the *Advanced options* tab, you can adjust some more parameters for the island: The amount of hills in the terrain, the amount of vegetation and the amount of resources available. All of these influence the gameplay in some way, so a bit of experimentation is encouraged!

Each unique island has a Map Code you can write down and use later if you wish to play on the exact same island again. The map code is displayed in the *Advanced options* tab, and is also shown again when the game ends. To enter a map code manually, click *Enter map code...* and type in the code. From here you can also randomize all parameters by creating a new random map code.

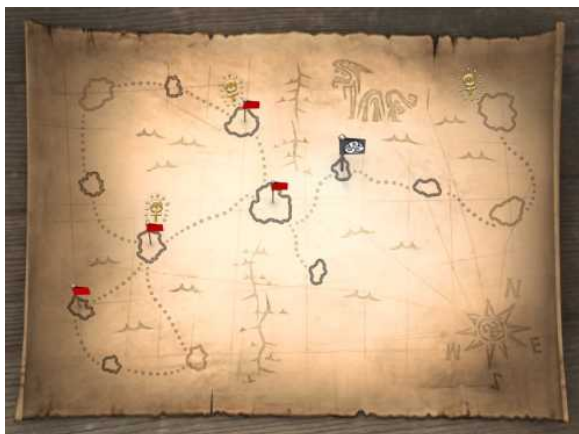
The campaign

In the campaign, your tribe-management skills will be put to test in a number of single player missions. The first half of the campaign lets you control the Viking chieftain Fjorleif and his men as they attempt to loot some gold statues from a group of tropical islands they find themselves stranded on after a particularly bad combination of drinking and sailing.

If you manage to get away with this, the second half of the campaign becomes available. This time you must help the Native chieftain Ngumba on a payback visit to the cold north to teach the Vikings a lesson about stealing other people's gold statues.

The *Campaign* item in the main menu will give you a dialogue box from which you can start new campaigns (with varying degrees of difficulty) or continue an already ongoing campaign. Each time you complete a new island in a campaign, the status is automatically saved. Once you have completed the first island of each part of the campaign, you will be presented with a map showing what islands you can explore.

In the Viking part of the campaign, your goal is to conquer and loot the three islands marked with a gold statue symbol, whereas in the Native campaign, you must locate and conquer the hidden island where chief Fjorleif has taken the loot.



When planning your route through the campaign islands, note that some islands must be completed before others become available. It is also a good idea to explore all the islands, as some may give you bonuses such as more men or better technology.

Multiplayer games

The multiplayer mode lets you play online with or against other Tribal Trouble players around the world. Before you can join online games, you must create a user account and one or more player profiles. To create a user account, click *New account* in the Login dialogue box. Please note that you can only have one user account for each registration key. If you forget your password, you can always set a new via <http://tribaltrouble.com/lostpass>.

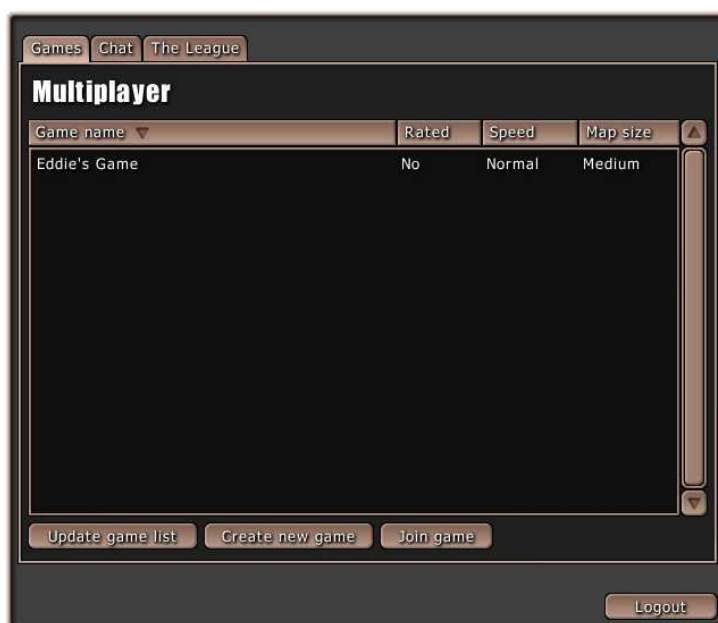
Once you are logged in, you can manage your player profiles from the Profiles dialogue box. Each user account can have up to 5 different player profiles. For each profile, the game server keeps track of the profile's rank (used in rated games, see below) as well as the number of games that have been won, lost or declared invalid (e.g. if no winner could be declared before players disconnected). Once you have created a profile, select it and click the *Join* button. Your player profile now joins the multiplayer server.



Nick	Rating	Wins	Losses	Invalid
Arthur	942	5	7	1
Ford	1000	1	0	0
Marvin	1012	5	9	0
Zaphod	1001	7	6	2

The *Multiplayer* dialogue box consists of three tabs: *Games*, *Chat* and *The League*.

The *Games* tab lists all online games you can join, i.e. games that have been created but not started yet - click *Update game list* to retrieve an updated list from the game server.



Game name	Rated	Speed	Map size
Eddie's Game	No	Normal	Medium

To join a game, double-click on its entry in the list or select it and click *Join game*. If there are any available player slots, you will get the player selection dialogue box. From here, players can select whether they want to play as Vikings or Natives as well as which team they want to belong to. Click *Game info* to see the general settings (island size, terrain type etc.) for this game. When you have made your selections, click *Ready* and the red light next to your player slot will turn green. Once all players are ready, the creator of the game can start it. The dialogue box also features a small chat window so players can arrange teams etc.

If you choose to create a new game yourself, you must choose the general game settings before you are taken to the player selection dialogue box. These settings are similar to those for single player games along with a few extra: *Game name* is the name your game will be listed as on the list of games that can be joined, and the *Rated game* checkbox determines if this game will affect the players' League rating. If a game is rated, only player profiles with 5 or more wins against other human players can join. *Game speed* sets the speed of the game - this will be locked during the game, as players cannot run the game at different speeds simultaneously.

When creating a game, you can manage the player slots in the player selection dialogue box that follows. Any slot marked as *Open* can be taken by other online players joining the game. Alternatively, a slot can be *Closed* to prevent anyone from taking it (closing a slot with a human player forces this player out of the game), or it can be set to a computer controlled player. When all players are marked as ready to go (all lights are green), click *Start* to launch the game.



Please note that while Tribal Trouble does not support pure LAN (Local Area Network) games directly, it will detect and use local connections between computers on the same LAN to minimize network lag.

The *Chat* tab lets you chat with other online players. The *Lobby* window lists idle players like yourself, and the *Playing* window lists the currently active players. By right-clicking on a profile name from one of these lists, you can send private messages, see player profile information (rating, wins, losses etc.) or ignore any messages coming from the profile.



To post a message in the currently joined chatroom, type it in the input line beneath the main window and press enter or click *Send*. You can leave the current chatroom to create or join another by clicking *Leave*. You will then be presented with a list of chatrooms - select one from the list and click *Join chatroom* or click *Create chatroom* to create a new chatroom.

The *League* tab lists the top ranked online players. For a player profile to join *The League*, it must have at least 5 wins in online matches against other human players. The rating is determined by your victories or losses against other rated players - the higher rating a beaten opponent has, the more your own rating will increase.

Options menu

General tab

- Game speed** Sets the default game speed, which can be changed in-game with the +/- keys on the numeric keypad.
- Map mode delay** Adjusts how fast the view will change when switching to map mode (Space / Numpad 5).
- Tool tip delay** Adjusts how long you need to hover the mouse pointer above icons etc. before a tool tip is shown.
- Invert camera** Inverts the keys used to look up or down (Numpad 2/8 and Home/End).
- Aggressive units** Changes default unit behavior (can also be toggled in-game with Ctrl+A). When off, the default action of your units will be to move to the designated spot and never attack anything unless you target an enemy unit or building or explicitly tell them to by using the Attack command. When Aggressive units is on, the default action of units will be to attack everything within their range as they move towards their target. Using the Move command when Aggressive units are enabled has the same effect as targeting an Attack command on the ground.

Graphics tab

- Display mode** Allows you to set the screen resolution Tribal Trouble will use. When running in windowed mode, this setting will also change the size of the window.
- Graphical detail** Changes overall detail level of the graphics. If the game appears sluggish, try setting this to Low or Medium - otherwise, use High for maximum detail level as well as a few extra features like plants.
- Fullscreen** Changes whether the game should run in fullscreen mode or windowed mode.
- Hardware cursor** Hardware cursor (toggled in-game with Ctrl+H) means that drawing the mouse pointer will be handled by your graphics card, which again means that the pointer will be fast and responsive no matter what framerate the game runs at.

Sound tab

Music	Toggles music on/off.
Music volume	Changes the volume of the music.
Sound effects	Toggles sound effects on/off.
Sound effects volume	Changes the volume of the sound effects.

Language tab

The language setting lets you change the language used in the game and dialogue boxes. You can either set it specifically or let the language setting of your operating system determine what language to use (System default).

Report bug tab

If you experience weird behavior or game crashes, you can use this function to submit a bug report directly from within the game itself. Quit the game and start it again - if the game has crashed, it will automatically detect this and show a Submit Bug Report form. Otherwise, click Submit bug report. Fill in any relevant details and press submit. The game will now upload your report along with information about what operating system you are running, your graphics card and its drivers and also a log containing your actions during the last game session (the one you experienced the bug in). This information will allow Oddlabs to find out exactly what caused the bug and, hopefully, fix the problem right away.

Hints and strategies

Use the terrain

You can use the terrain to your advantage in several ways. One is to make use of the fact that units have a tactical advantage when attacking enemies from higher grounds: The larger the height difference, the better their chance to hit the enemy. Place your defensive warriors and towers so that the most likely route for attacking armies to take will place them at lower altitude than your defense lines.

You can also place your bases and/or watchtowers behind narrow passages. This will make it difficult for enemies to attack in large numbers simultaneously if only a few units can squeeze themselves through the passage at a time.

Use the unit grouping feature

In the heat of battle, it is crucial to be able to control several groups of units at the same time. Use the grouping feature to quickly change between groups to give them new orders or to locate them. Grouping is also handy when you have several swarms of peons constructing different buildings at the same time.

Optimize quarters output

Don't empty your quarters as soon as a new peon crops up - try to have 20-30 peons in the each quarter at all times as this will greatly increase the speed at which new peons are generated.

Add a demolition crew to your army

Peons have a hidden talent in that they are able to tear down watchtowers much faster than warriors. You can mix a very potent cocktail of peons and warriors that will be able to breach watchtower defense lines somewhat quicker than warriors alone.

Place chicken warriors in your towers

Watchtowers are both costly and greatly enhance the attack accuracy of the warrior placed in them, so don't waste your cheap rock warriors on those towers.

Use the towers offensively

If you can manage to build a watchtower within attack range of enemy buildings and put a chicken warrior in it, you can cause some serious destruction. To pull this off, use the transport menu to send out a group of 20 peons (maybe a few extra to account for unexpected losses) loaded with wood. When ordered to build a tower, the peons will construct it almost instantaneously.

Build extra quarters

To gain a foothold quickly, try building two quarters instead of one at the beginning of a game. While this may initially slow you down, the population boom will quickly put you ahead of the competition.

Place armories strategically

A peon spends most of his short life running around, so try to make sure he doesn't have to run more than necessary: Place armories close to dense forests and clusters of rock or iron ore.

Go for the peons

It only takes a few well placed warriors to seriously cripple an enemy: Place warriors in the areas where his resource gathering peons scurry around, and see them decimated in no time.

Defend your harvesting operations

To avoid your enemies in conducting genocide on your resource gathering peons, send out a few warriors to guard them. If you are lucky enough, they might even rid the island of a few handfuls of hostile peons.

Key reference

Mouse controls

Left button	Select single units or buildings by clicking. Select multiple units by holding and dragging. Select all units of same type (peons or warriors) in the current viewfield by double-clicking a unit of that type.
Right button (Ctrl-click on Mac OS X)	Default action for selected unit(s) or building. Units will move to the indicated spot (if Aggressive Units is selected in Options, units will attack everything on sight). Buildings will have their rally point placed on the right-clicked spot. When assigning units to tasks in the building menus, right-clicking on the [+] and [-] icons will change the number by 10 at a time.
Middle button	Mouse controls camera rotation while pressed.
Scroll wheel	Zoom in and out.

Camera controls

Mouse	Pan the camera around by moving the mouse pointer to the edge of the screen.
Arrow keys	Pan the camera around.
Numpad 8 / Home	Rotate the camera upwards.
Numpad 2 / End	Rotate the camera downwards.
Numpad 4 / Insert	Rotate the camera to the left.
Numpad 6 / Delete	Rotate the camera to the right.
Numpad 3 / Pg Down	Zoom in.
Numpad 9 / Pg Up	Zoom out.
Numpad 5 / Space	Jump to and from Map Mode.
F	Mouse controls camera rotation while pressed.
Z	Mouse controls camera zooming while pressed.
Tab	Jump to latest notification (the flashing red, green or blue arrows).
N	Cycle through idle peons.
Esc	Go to game menu.

Unit grouping

Ctrl+0..9	Mark selected units as a group.
0..9	Reselect previously defined group. Press the designated number twice to jump to the group.

Unit commands

M	Move
A	Attack.
G	Gather / repair (peons only).
Q	Build quarters (peons only).
R	Build armory (peons only).
T	Build tower (peons only).
S	Chieftain special attack 1 (chieftains only).
C	Chieftain special attack 2 (chieftains only).

Quarters commands

(Ctrl / Shift) P	Send out peons.
C	Train chieftain.
R	Place rally point.

Armory commands

G	Switch to Gather Resources submenu.
W	Switch to Produce Weapons submenu.
A	Switch to Deploy Army submenu.
T	Switch to Transport Resources submenu.
R	Place Rally Point.

Gather Resources submenu

(Ctrl / Shift) W	Assign peons to gather wood resources.
(Ctrl / Shift) R	Assign peons to gather rock resources.
(Ctrl / Shift) I	Assign peons to gather iron resources.
(Ctrl / Shift) C	Assign peons to gather chicken resources.
Esc	Go back to armory main menu.

Produce Weapons submenu

(Ctrl / Shift) R	Assign men to produce rock weapons.
(Ctrl / Shift) I	Assign men to produce iron weapons.
(Ctrl / Shift) C	Assign men to produce chicken weapons.
Esc	Go back to armory main menu.

Deploy Army submenu

(Ctrl / Shift) P	Send out peons.
(Ctrl / Shift) R	Send out rock warriors.
(Ctrl / Shift) I	Send out iron warriors.
(Ctrl / Shift) C	Send out chicken warriors.
Esc	Go back to armory main menu.

Transport Resources submenu

(Ctrl / Shift) W	Send out peons loaded with wood resources.
(Ctrl / Shift) R	Send out peons loaded with rock resources.
(Ctrl / Shift) I	Send out peons loaded with iron resources.
(Ctrl / Shift) C	Send out peons loaded with chicken resources.
Esc	Go back to armory main menu.

Tower commands

A	Attack.
X	Exit tower.

Multiplayer in-game commands

Enter	Open chat window.
Shift+Enter	Open chat window with "Send to team" as default.
Ctrl+B	Create a beacon visible to teammates (will flash a blue arrow).

Chat commands

These commands are available in the chatrooms and the in-game chat dialogue box. In the chatrooms, some of these commands can be accessed by right-clicking on a nick.

<i>/msg nick message</i>	Send <i>message</i> to <i>nick</i> .
<i>/info nick</i>	Show info about <i>nick</i> .
<i>/ignore nick</i>	Ignore everything coming from <i>nick</i> . Ignores are automatically removed when you quit the game.
<i>/unignore nick</i>	Remove ignore on <i>nick</i> .
<i>/ignorelist</i>	Show a list of currently active ignores.

General options

Numpad +	Increase game speed.
Numpad -	Decrease game speed.
Ctrl+A	Toggle Aggressive Units.
Ctrl+H	Toggle Hardware Cursor.
Ctrl+S	Take a screenshot.

Technical support

For technical support, please visit <http://tribaltrouble.com/support>.

Troubleshooting

If the game crashes, freezes, does not start or simply behaves strangely, try the following first:

- Check that your system meets the minimum requirements (see the *System requirements* section found elsewhere in this manual).
- Ensure that you have the latest video drivers installed. You can find links to the most common graphics card drivers on our website.
- Try turning off VBO by editing the `settings` file found in the Tribal Trouble installation directory so the line `use_vbo=true` is changed to `use_vbo=false`. Mac OS X users: Ctrl-click on Tribal Trouble, select Show Package Contents, go to the Contents/Resources/Java folder and edit the `settings` file.

If the problem persists, please submit a bug report using the built-in bug report system.

If the game crashes, start the game again, and it will detect the crash during the last game session. It will then show a *Submit Bug Report* form - fill in any relevant details and press submit. The game will now upload your report along with information about what operating system you are running, your graphics card and its drivers and also a log containing your actions during the game session that crashed. This information will allow us to find out exactly what caused the crash and, hopefully, fix the problem right away.

If the game behaves strangely or has weird graphics errors, quit the game, start it again and then submit a bug report using the built-in bug report feature, which can be found under the *Report bug* tab in the *Options* menu. Remember to describe the problem, especially if it is graphics related (e.g. garbled or missing textures), as we might not be able to reproduce the error on our hardware.

If the game cannot start at all, you will not be able to use the built-in bug report feature. Instead, you can email log files from the game to support@oddlabs.com. The log files are located in the subdirectory `logs` in the install directory. Mac OS X users: Ctrl+click on the Tribal Trouble icon and select "Show package contents" - you can then find the log files in Contents/Resources/Java/logs.

Some of the most commonly occurring problems are described below.

Registration or update fails

Check that your Tribal Trouble installation directory is writable. This problem most often occurs on Mac OS X if you forget to move the unpacked Tribal Trouble directory to your desktop or Applications folder, or on Linux if you install the game as root and then run it as a normal user.

[Windows specific] The game keeps minimizing

This is caused by other programs stealing focus from Tribal Trouble. Try shutting down all other programs while playing Tribal Trouble. Some programs can cause this problem even if they run minimized in the system tray.

[Windows specific] My antivirus program claims that the game installer is infected with virus

This is most probably caused by an overreacting antivirus program or infection of the installer file after you have downloaded it. All Windows installers are created on quarantined systems and thoroughly checked for virus.

[Mac OS X specific] When the game starts, I only get a white blank screen

This is a known randomly occurring issue. Try restarting the game (press Cmd+Alt+Esc to force-quit the game) or running the game in windowed mode (Ctrl-click on Tribal Trouble, select Show Package Contents, go to the Contents/Resources/Java folder, edit the `settings` file and change `fullscreen = true` to `fullscreen = false`).

[Mac OS X specific] Sometimes the native cursor is visible in windowed mode

This is caused by an error in the Mac OS X Java implementation. A bug report has been submitted to Apple. Possible workarounds are to use fullscreen mode or Cmd-Tab away from Tribal Trouble and back again.

[Mac OS X specific] Display is corrupted

Try disabling VBO as described above.

[Mac OS X specific] Cmd-H (Hide) doesn't work

This is caused by an error in the Mac OS X Java implementation. A bug report has been submitted to Apple.

[Mac OS X 10.2.x specific] The fullscreen window is displaced

This is caused by an error in the Mac OS X Java implementation. A bug report has been submitted to Apple. Possible workarounds are to enable auto-hide of the dock or to upgrade to Mac OS X 10.3.x.

[Linux specific] I get an error containing "org.lwjgl.LWJGLEException: Could not create a direct GLX context"

Your video drivers probably do not support hardware acceleration. Try installing the latest official drivers and run the game again. To test if hardware acceleration is supported, try the following command from a shell:

```
glxinfo | grep direct
```

If this returns `direct rendering: Yes`, hardware acceleration is supported.

[Linux specific] I get an error containing "org.lwjgl.LWJGLEException: Error loading libGL.so.1: libnvidia-tls.so.1: cannot handle TLS data"

Try this tip: <http://imgseek.sourceforge.net/faq.html#faq3>.

[Linux specific] Desktop icons get shuffled around after running Tribal Trouble

This is a known issue in Linux. The problem occurs when using XRandR supporting video drivers (e.g. the latest NVIDIA drivers).

[Linux specific] Fullscreen mode doesn't work in Window Maker

Try setting the environment variable `LWJGL_DISABLE_NETWM` to true. In the bash shell this is done with

```
export LWJGL_DISABLE_NETWM=true
```

Other shells might use a different syntax.

Credits

Game Design and Programming

- Elias Naur
- Mikkel Jensen
- Sune Nielsen
- Jacob Olsen

3D Artwork and Animation

- Chaz Willets

Audio

- Michael Huang
- Nicklas Schmidt
- Herman Witkam

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