

# LABOON



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## Laboon – Real Time Strategy

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# LABOON

## WELCOME TO LABOON:

Thank you for downloading Laboon, Laboon is a Real Time Strategy Game. You will have to choose one from three possible groups (Conclave, Mercenaries, Forgotten) and you will have to conquest the remaining resources of the planet to survive.

Laboon is a multiplayer videogame although you have the possibility of playing “training game” in order to prepare yourself.

Laboon offers the opportunity to create your own maps in order to play a different game whenever you want

## INDICE

<b>General System Requirements.....</b>	<b>5</b>
<b>Laboon Description.....</b>	<b>6</b>
<b>Conclave Bonuses.....</b>	<b>8</b>
<b>Mercenaries Bonuses.....</b>	<b>8</b>
<b>Forgotten Bonuses.....</b>	<b>9</b>
<b>Units Description.....</b>	<b>10</b>
<b>Buildings Description.....</b>	<b>15</b>
<b>Hotkeys.....</b>	<b>18</b>
<b>How do I make a map?.....</b>	<b>21</b>
<b>Credits.....</b>	<b>24</b>
<b>Notes.....</b>	<b>26</b>

## General System Requirements

**Computer:** 1500 Mhz Processor. Pentium or AMD.

**Memory:** 512Mb Ram available

**Controls:** Mouse & keyboard.

**Video:** 64 MB

## Multiplayer Connection

Laboon only works in LAN networks (100Mbit/s) or through Internet using connections with 400kbps broadband or higher.

Note: In order to play Laboon through Internet you need to open these TCP Ports: 2500-2510.

## LABOON:

2080 A.C.: The Earth, the pollution has been increasing steadily since the Kyoto protocol which was created in order to reduce emissions. The effort has been in vain, the experts inform the Earth is dying, we only have got 50 years and now there is no turning back

Chaos has spread out all over the Earth, the world as we know now disappears, there are no countries neither democracy, a military regime has been created turning back to a class stratum system.

2085 A.C: An unknown entity called IASE (International Aeronautic and Space Exodus) consisted by members from the defunct NASA, has been moved to an unknown location and it makes an international statement. They are developing a rescue system, **Laboon**, the plan is to launch sustainable mother ships to the space in order to locate a new planet to live, or live in the space enough time so the Earth can heal itself, but only **one million** people can be rescued.

The most rich entities and people all over the world offer all they have in order to be rescued by the IASE and thus save themselves, but the problem is that the IASE doesn't seek money, it needs the remaining resources over the Earth.

As oil disappeared many years ago, it needs more minerals and metals in order to complete the mother ships, it also needs wood in order to develop a new propulsion engine using this material as fuel.

Rapidly an alliance formed by the ancient North Europe and Middle East countries called **The Conclave** informs that they will retrieve all the remaining resources from the Earth to help the IASE with the development of the rescue system in exchange of saving the most important people of The Conclave.

In response to this statement the inhabitants of the Earth made several protests all over the world. They said The Conclave didn't represent all inhabitants from the Earth and all of them wanted to be rescued. Thus appeared **The Forgotten**, a set of countries from ancient Africa. They have made a new alliance in order to confront The Conclave.

2090 A.C.: After 5 years of war, there isn't a dominant alliance, neither The Conclave nor The Forgotten aren't willing to use their nuclear weapons, because it will erase the remaining Earth resources. This war became a long war with a bunch of dead people. After thinking for a long time, the IASE decides take part on its own. As its members have got so much money, they contact to an independent military group using a cover covert to get the Earth resources. So were born **The Mercenaries**, a strong armed group that only cares about money.

The only way to be rescued is to get the remaining Earth resources although even if it means killing millions of people.

## **GROUPS**

Each group has got their unique bonuses over the others.

### **Conclave Bonuses:**

The conclave possesses great technology gathering resources from Earth, due to its ancestors.

**(+20% resource gathering)**

### **Mercenaries Bonuses:**

Over the years the independent military groups have been prepare fiercely in order to create equipment in a quick way.

**(-4 Seconds building construction, -2 Seconds vehicle construction)**



## **Forgotten Bonuses:**

The forgotten possesses a big population, this is a benefit when they need information or to trade.

**(+25% exploration units, +5 traded resources on market).**

## UNITS DESCRIPTION:



**Light Gunner:** Long ranged vehicle and a great attack power but really weak, it is a perfect siege building.



**Heavy Gunner:** The best vehicle undoubtedly, great attack power and an amazing range, a heavy gunner must not be afraid of anything.



**Ambusher:** Cheap vehicle but really fast, perfect for destroying the enemy's economy.



**Frigate:** The King of the sea, great attack power and has got a good resilience against others sea units.



**Sea Gatherer:** This vehicle gathers metal from the sea, no matter how deep are they.



- **Gathering sea metal:** This ability will increase your army's metal store every 6 seconds.



**Builder:** One of the most important vehicles of the game, capable of give the coordinates in order to teleport a building from main base, also it can repair them if they are damaged.



- **Constructing building:** This vehicle can choose any of the available buildings in order to be teleported wherever you want.



- **Repair Building:** With this ability and your unspent resources you can repair damaged buildings after an enemy assault.



**Wooder:** This vehicle will gather wood from forest zones rapidly and precisely.



- **Gathering wood:** This ability will increase your army's wood store every 6 seconds.



**Excavator:** This vehicle is the metal mine's base. You only have to put it on a metal zone and after a few seconds it will gather metal for your army.



- **Turn into a metal mine:** When you decide where will be the excavation zone, this vehicle will turn into a building which will gather resources for you.



**Light Tank:** This vehicle looks for a balance between attack power and speed, really useful when you need to defend your base.



**Destroyer:** Without any doubt, the most powerful unit from the tank factory, it is not very fast but it is really resilient.



**Raider:** A very light tank who is perfect for fast attacks to enemy bases, it has not a great attack power but its speed is amazing, it may punish the enemy's economy if they are not prepared.



**Rocket Launcher:** This vehicle is almost a gunner. It has a great attack power but it is really weak against enemy attacks.



**Transport:** This vehicle has got a great resilience, it is no really fast, but its purpose is to protect weak units inside itself. It can load up to 5 units.



- **Load Unit:** With this ability you will be able to order your transport to pick up any tiny unit of your army.



- **Unload Units:** With this ability you will order your transport to unload its units, a perfect surprise attack.

## BUILDINGS DESCRIPTION:



**Main Base:** It is the operations core of your army, you can make builders, wooders and excavators needed in order to expand your empire. It also increases your maximum population limit by 15.



**Market:** The main purpose of this building is to create a common market in *Laboon*. You will trade with your enemies seeking a greater good. Keep an eye on exchange ratings!



- **Buy Wood:** You will be able to trade metal in order to get wood.



- **Buy Metal:** You will be able to trade wood in order to get metal.



**Artillery Factory:** Specialized in to create siege gunners in order to destroy enemy buildings. You will be able to create Light Gunner and Heavy Gunners.



**Tank Factory:** Specialized in to create combat and assault vehicles. You will be able to create Light tanks, Destroyers, Raiders, Rocket Launchers, Transports.



**Investigation Laboratory:** From always known the human race evolves faster during the wars. This building investigates new weapons and protections for your vehicles and buildings among other things.



- **Improving attack:** This technology increases the attack power of all your units by a 10% per level (3 levels).



- **Improving Defense:** This technology increases the defense of all your units by a 50% per level (3 levels).



- **Improving Buildings HP** This technology increases the HP of all your buildings by a 15% per level (3 levels).



- **Improving Gathering Speed:** This technology increases the gathering speed by a 15% per level (3 levels).



**Seaport:** In this building you will be able to create your nave in order to get the marine treasures.



**Silo:** All your gathered resources will be kept somewhere. That is the purpose of this building. Each silo will increase your resources limit by 750.



**Population Module:** In this building your troop spends the nights. Each module increases your maximum population by 10.



**Tower Defense:** This building stays always on alert. If an enemy vehicle appears, the tower defense will attack it.



## **HOTKEYS:**

Show Minimap – **M**

Move Units – **V**

Attack Units – **A**

Load Unit – **L**

Stop – **P**

Repair – **R**

Gather – **G**

Make Units Control – **CTRL + X** : X e [1-9]

Select An Units Control – [1-9]

Unload Units – **U**

--- **Main Base** ---

Builder – C

Wooder –D

Excavator – X

--- **Artillery Factory** ---

Light Gunner – L

Heavy Gunner – P

--- **Tank Factory**---

Light Tank – L

Destroyer – D

Transport – T

Raider – I

Rocket Launcher – Z

--- **Seaport** ---

Frigate – **F**

Ambusher – **E**

Sea Gatherer – **P**

--- **Game**---

Cancel action // Exit game - **ESC**

## How do I make a map?

Before telling anything, the map creation is not one of the main objectives of *Laboon* so the way to create them will seem a bit bored to you.

The first thing you have to do is to create 2 files in your MAPS folder, the first will be *mapname.map* and the second one will be *mapname.map.dat*.

The first file will contain in its first line the number of rows of the map, and in its second line the number of columns of the map.

From the third line you will fill in which tile you want to appear in each position; How?; simple, you have got a file called *fondoTiles.png* in your imagenes/tiles/fondo folder. When you open it will see a lot of tiles, they are numbered from 0 to *n* upwards from left to right and from up to down.

**Remember, the map dimensions must be from 64x64 to 128x128.**

On the second file we have created there will be less information. We have to type only 2 lines, one per players with the same format, there must be a space between the next values.

*Player Metal*

*Player wood*

*Row of the map for a main base*

*Column of the map for a main base*

*Row of the map for a builder*

*Column of the map for a builder*

*Row of the map for a wooder*

*Column of the map for a wooder*

*Row of tha map for an excavator*

*Column of tha map for an excavator*

*Camera position Axis Y (Row number\* 20)*

*Camera position Axis X (Column number \* 20)*

## CREDITS

### Logic and Operation:

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I want to thank all people who helped me whenever I needed, the advices they gave me helped me to make this game even better. Without their help, this project wouldn't be the same.

**NOTES:**

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Laboon- RTS GAME

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Laboon- RTS GAME

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