

# TACBALL

the tactical soccer game

## Introduction

Tacball's goal setting is based on soccer.

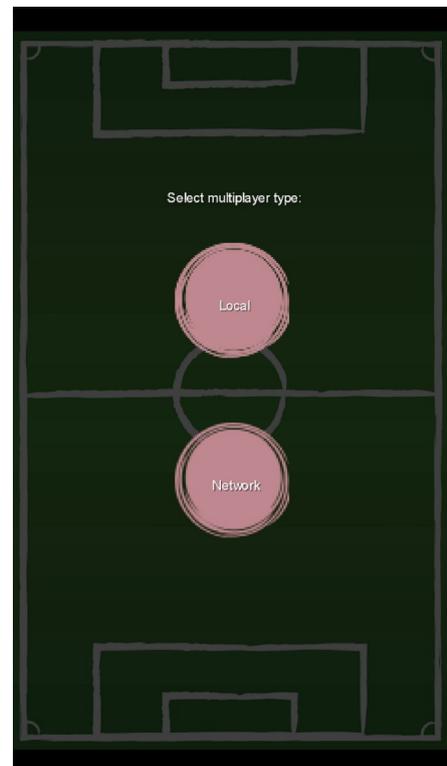
Tacball is mostly a tactical game, which stands for doing clever plays but also accuracy in setting the moves is important.

Tacball is a round-based game, like, for example, chess.  
All playing footballer have to be moved in one turn.

## Game Instructions

### First, start Tacball!

You can see two buttons, **Local** and **Network**.  
For the first game try **Local**, to learn the game.  
(How you can play in Network is described later on)



## Here you can adjust game settings individually.

For the beginning, you can let everything on default.

### **Baller Speed:**

Represents how far you get with a “Baller” in one move.  
Green + , Red -

### **Ball Speed:**

Represents how far you can kick the ball. Green + , Red -

### **Baller Radius:**

This setting is to adjust the circle of influence of the “Ballers” in pixel. If the circle is bigger, it is easier to get the Ball.

### **Async Moves:**

Determines if the teams move alternating or simultaneously in one turn.

### **Team One Starts:**

Choose if the yellow team (one) starts, or the red team (two).

### **Guide Lines:**

If you disable this feature you can not see the guide-lines anymore. That means you don’t have feedback of direction of movement or how far you can shoot the ball.

### **Blitzgame:**

For a more action-like setting you can choose “Blitzgame”. If this setting is set to “true” you confirm the move/shoot right after you released your finger/mouse, so you can not double-check moves and are forced to play more accurate. For new players, it is not recommended to try this mode first.



Abbildung 1: Spielparameter

## Kick-off:

Default: "Yellows Turn", see figure 2.

Click on a figure (for the kick-off, the footballer, who has contact with the ball is recommend). In the right down corner you can see a button with a ball and a running figure now, see figure 3.



*Figure 3:  
Buttons if you  
select a  
footballer that  
has contact with  
the ball*

The button with the ball is only showing if the selected footballer has contact with the ball (the ball overlaps with the footballer's circle of influence)

Click on the button with the ball to be able to shoot the ball.

The symbol of the ball changes to a green footballer (to re-select the last footballer) and the button below will change to a red shooting figure. Also you can see the red circle around the ball. Draw a line where you want to shoot the ball and confirm it with the "red shooting button" at the bottom, see figure 4. The ball will then be gray and the shot is locked in. The actual shooting happens if all footballers are commanded.



*Figure 2: Game started*



*Figure 4: Player shoots the ball*

Similar to the shooting, you can now select a footballer to move. If someone is selected, you can see the button with the green running figure. Now draw a line where you want the footballer to move and confirm it with that button, see figure 5.

Now repeat moving with all of your footballers, so that everyone has a command to move.



*Figure 5: Player moves to right*

If you did NOT chose “async moves” in the game settings, the enemy team is now planing and commanding their footballers. Only if all footballers on the field are moved the action happens and the orders will execute. If you set “async moves” every player’s footballer moves after the player confirmed all of their footballer and the opponent will be next afterwards. So the teams play alternating. If someone scores a goal, the opposite team gets the next kick-off.

So, that are the basics.

Have fun.

## **Other Gamesettings**

Most of the settings are already described above.

### **Guidelines:**

In the default mode every movement (past, current or future) will have a visual feedback and guidelines for easy estimation. However, if you disable this option there is no visual feedback more at all. So you can never be sure where you can move and shoot. This setting is for advanced difficulty.

### **Blitzgame:**

In „Blitzgame“ you don’t have to confirm your moving and shooting with the button in the right down corner. If you draw a line for a play and release your finger/mouse the play is confirmed. „Blitzgame“ allows a fast- and action-rich play-style and due to the higher probability of error the game gains additional tension.

### **Detailed Info About The Game-mechanics:**

Each footballer, and also the ball, has their own „circle of reference“. Inside the circle you can move the footballer or shoot the ball. If you draw a line outside of the circle, the computer calculates the closest point to center of the reference-circle. As long as a footballer stands still the circle is concentric around the footballer. If a footballer starts moving the circle also moves in the direction of the movement. So it is possible to extend the distance of the circle in the next move, what is known as „accelerating the footballer“. In the opposite, you can not easily turn completely around, due to the reference circle also moving into the direction of the last movement and you only can move inside that circle. If a football already has acceleration it also influence the reference-circle of the ball. If a footballer takes a pass or intercept the ball, the footballer stop their movement and loses acceleration. You can dribble the ball, or run towards a lying ball, to increase the firing range. Every footballer also has a “circle of influence”, that describes how far away a footballer can get contact with the ball (or other footballers) and can be modified in the settings (Default 20). If the circle of influence overlaps with the ball, the ball is considered trapped and the footballer can shoot the ball. If you decrease the radius it is harder to take passes and intercepting the ball.

If two footballer are colliding the game calls a “foul” and the footballer involved take a step back and loses their acceleration.

## Network Game

To start a network-game press the button “network” on the start screen. Now you can see another screen which has three buttons in the bottom. Click on “NEW”, choose a name and confirm it with “OK”. Afterwards you are in the game-settings and are allowed to modify it. If you have chosen your settings confirm it with the green figure-button in the right down corner.

The opponent also starts Tacball and choose “Network” on the start screen. On the next screen you now see a list of current players ready to play. If you find your opponent select the game and press the button “JOIN”. Afterwards you can choose your name (not the same as your opponent) and press “OK”.

The game now starts.

We would be pleased to receive feedback  
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