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Tribal Trouble

Tribal Trouble is a realtime strategy game released by Oddlabs in 2004. In 2014 the source was released under GPL2 license, and can be found in this repository.

The source is released "as is", and Oddlabs will not be available for help building it, modifying it or any other kind of support. Due to the age of the game, it is reasonable to expect there to be some problems on some systems. Oddlabs has not released updates to the game for years, and do not intend to start updating it now that it is open sourced.

If you know how to code Java, configure ant, use MySQL, and have a genuine intention of actually working on the game, you can create an issue for detailed questions about the source.

Binaries

If you are simply looking for a working binary version of the game, you can find the latest released installers here:

- Windows
- Mac
- Linux

Please note that the multiplayer server referenced in these builds, is no longer available.

You can register the binaries by putting the registration file in the binaries folder into this folder:

- Windows XP: C:\Documents and Settings\Username\TribalTrouble\
- Windows Vista or newer: C:\Users\Username\TribalTrouble\
- Mac OS X: Library/Application Support/TribalTrouble/
- Linux: ~/.TribalTrouble/

Building

Clone the repository:

git clone https://github.com/sunenielsen/tribaltrouble.git

Make sure you have Java SDK at least version 6, and Apache Ant.

To build the game client, do this:

cd tt ant run

Setting up a server is a lot more complex, and not something we have done in many years. It will take some work to get it working, but try looking at the server folder and see if you can figure it out. At the very least, you should know a bit about setting up a MySQL server.

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