Game Manual

Roboticon Colony of York is a round-based. Each round is made up of 5 phases, with the first phase starting once the user clicks "Begin Game".

The objective of the game is to acquire the most resources before all the plots of land have been bought and the winner is the player with the greatest number of resources.

Table of Contents

Phase 1: Acquire land

The player is given the view of the map, the map can be dragged with the mouse and individual plots can be clicked on. When a plot is clicked you are given the option to buy that plot by pressing the button that appears. To buy another plot click anywhere except that button then click on a new plot to buy to bring up the button. When you are done press the next phase button to move to phase 2.


The game map.

Click on the tile to bring up the options to buy the plot.

Phase 2: Buy/Customise Roboticons

Phase 2 takes place in the roboticon market. At the top of the screen there is the option to buy roboticons, use the plus and minus buttons to increment and decrement the amount to buy. Then confirm your purchase with the confirmation button. At the bottom of the screen is the customisation section. You can move through your roboticons with the arrows on either side of the image. You can then customise the displayed roboticon by selecting an option from the dropdown box and then confirming it. Press next phase to move on.
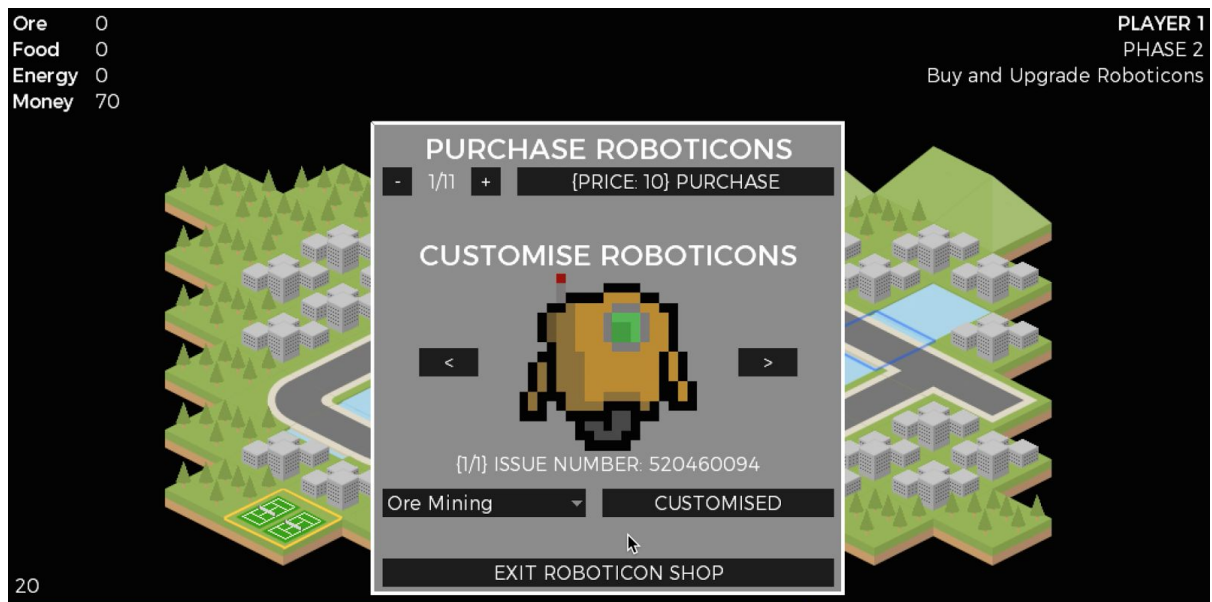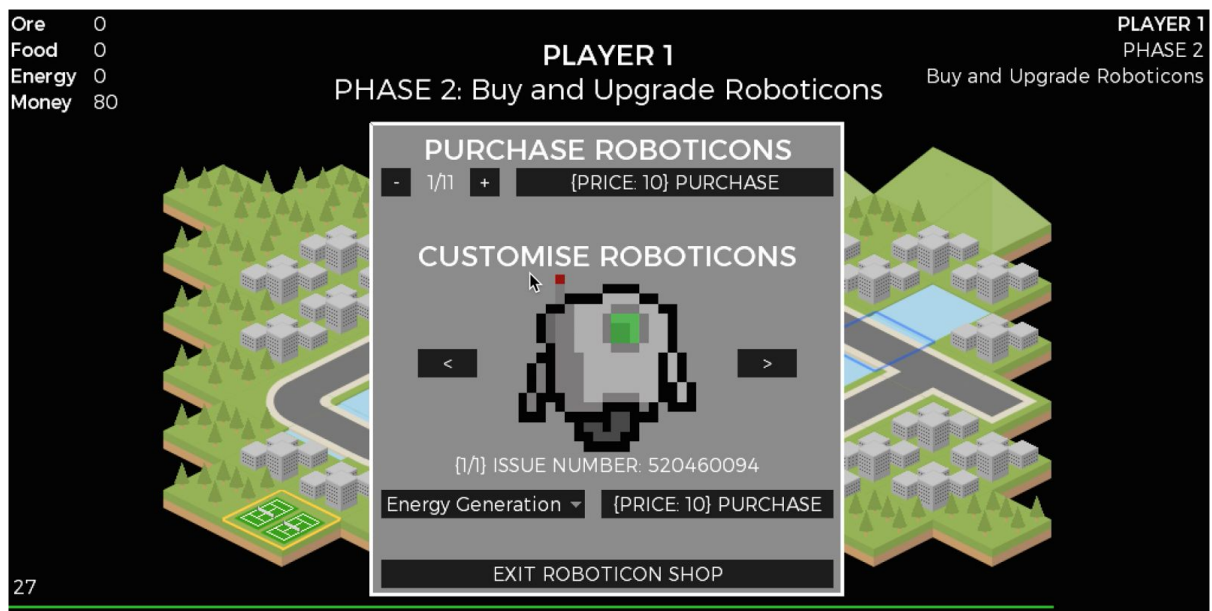
The roboticon purchase and customisation screen, with a time limit of 30 seconds.

Phase 3: Install Roboticon

To install a roboticon select a land plot that you own by clicking on it. Then select the type of roboticon you wish to install from the drop down list, then press the confirm button. To back out press cancel and select another plot to install on. Press next phase to move on.
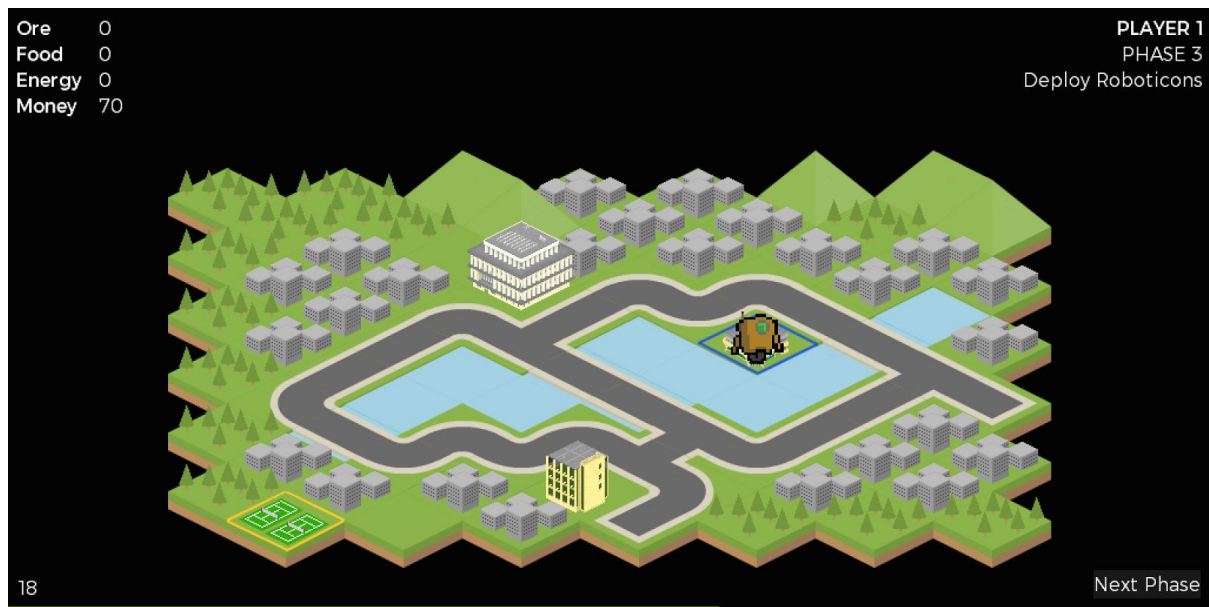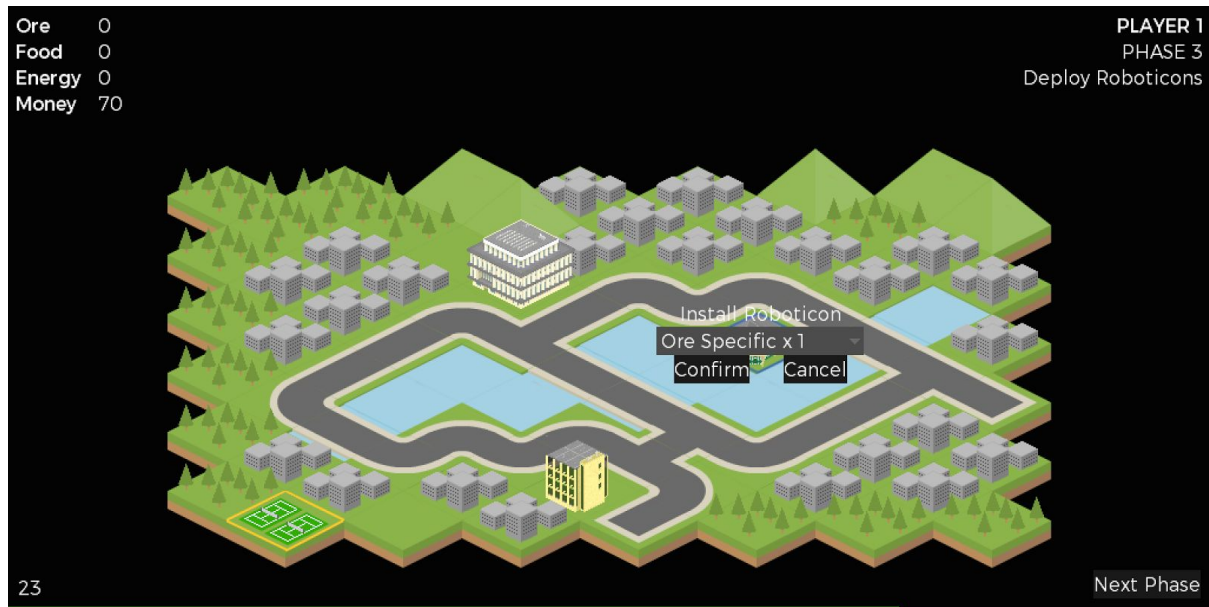
Click on the owned tile to bring up the roboticon installation dialogue.

Phase 4: Produce Resources

This phase it automated so you do not need to interact with it.

The generated resources in the pop-up window are added to the current values in the top left corner of the screen.

Phase 5: Buy and Sell Resources

Select amounts of each resource to buy or sell using the plus and minus buttons then confirm the sale or purchase you want to make with the confirmation button. Press "EXIT MARKET" to end the round and swap to the other player. You can also gamble using the input box in the top right of the window to type in how much money you want to bet.

The resource market and gambling screen.

Random Events

During the game, any number of random events may influence the game each with different effects. Some may be beneficial to you and others may disrupt your progress. They can affect your resources and money (player effect) or your production of resources on plots of land that you own (plot effect).
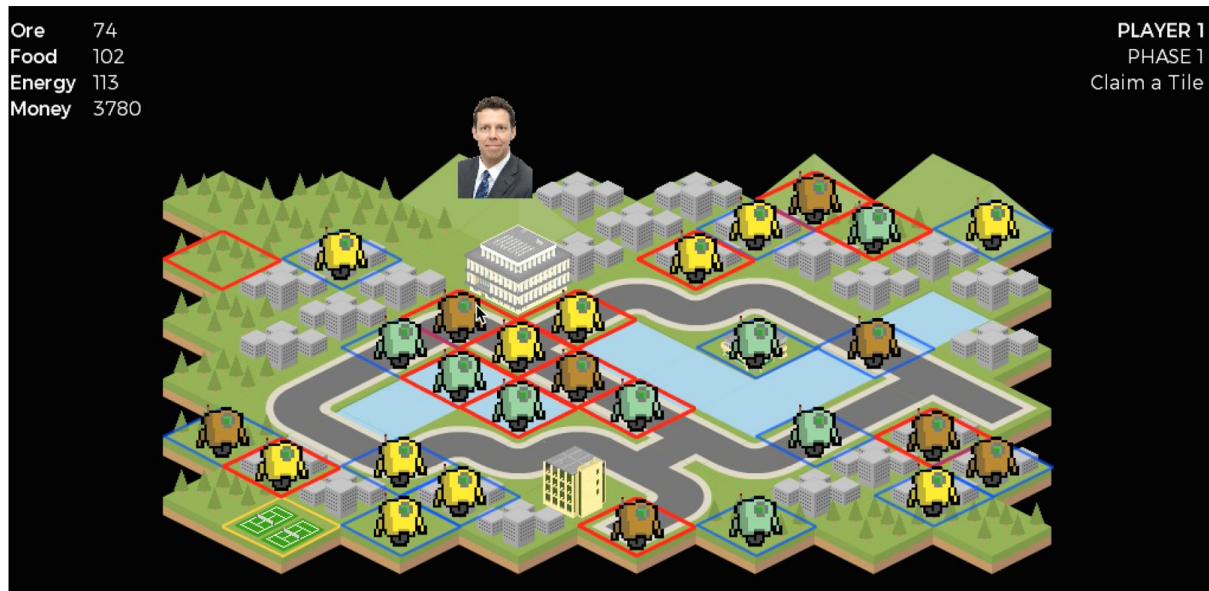

Example of a player effect.

Example of a plot effect.

Along with these effects, there is a third event which involves catching the Vice-chancellor whilst he runs around on the screen for 15 seconds. If successful, one point will be added to that player's number of Vice-Chancellors caught. This results in points towards the final score at the end of the game.

Example of Vice-chancellor minigame.