

# ROBOTICON COLONY *of York*

A Turn-Based Strategy Game from  
Jamaican Bobsleigh Team

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# Introduction

## Introduction

Welcome to the user manual for Roboticon Colony of York, the exciting new turn-based strategy game from Jamaican Bobsleigh. The game involves the management of a new civilization emerging on the ruins of the University of York campus (and no, not because of Brexit, before you make that joke).

You play the role of one of the freeholders in the newborn colony and you must seek to become the Vice-Chancellor through defeating the other players. In order to do so you must increase your **score**, by collecting more **resources** and money and by owning more **tiles** than the other players in the game. This manual aims to help you do that, good luck!

## Requirements

One computer is required for the game, the computer must be equipped with a mouse and keyboard.

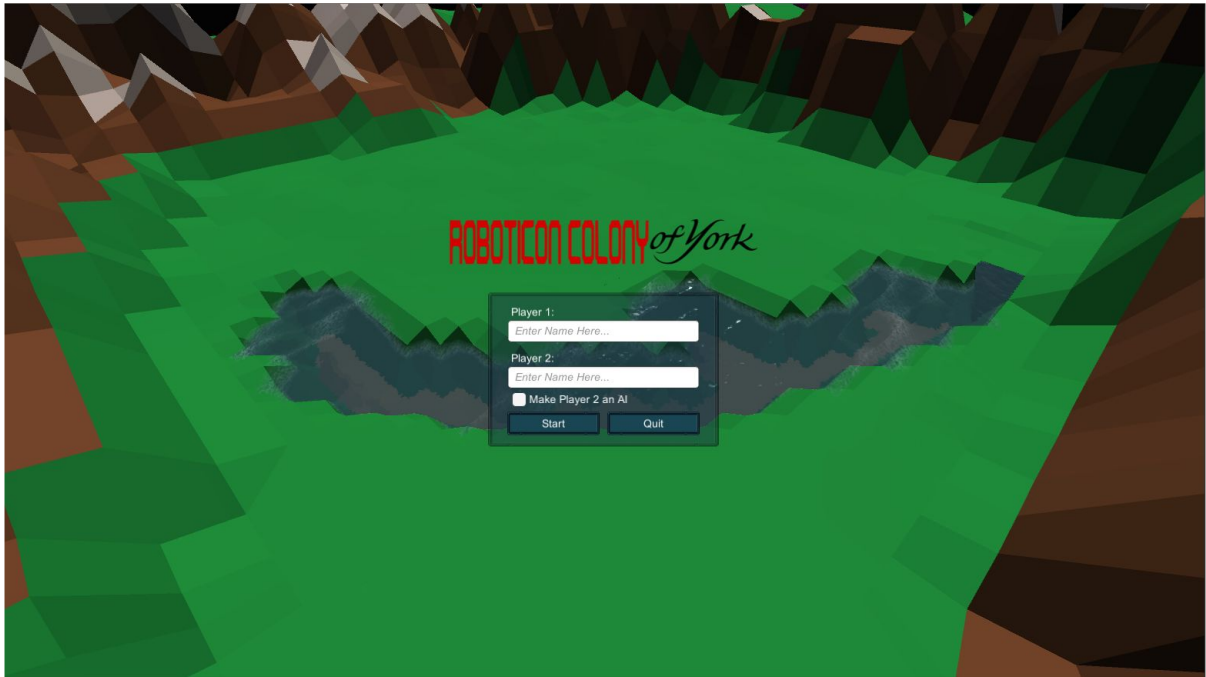
Supported operating systems for this version are  
Windows XP SP2+

## Credits

Developed by the team at Jamaican Bobsleigh:

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# Main Menu



Once you've booted up the game, you'll be asked to enter the player names and if you want to play against the computer. By default it will be a two person game.

# Gameplay

The game is split into phases, and in each phase control will switch between players so that each player can make their choices. The current player is shown at the top of the screen to keep it easy. If anything in this section doesn't make sense to you just head over to our key terms section. Plus, there's always the help box in the top left corner if you get stuck in-game!

## The Acquisition Phase



In this phase you will be given an opportunity to buy new tiles to expand your holdings in exchange for money. Each tile gives different bonuses so choose carefully! It's easy to do, just click on the tile so that it goes green and then press "Purchase Tile" and watch it turn to your colour as it becomes your property.

## The Purchase and Customisation Phase



This phase gives you the opportunity to access the **market** on the colony and sell your hard-earned resources for money or buy more resources and **Roboticons** from the market. It's easy to do, just enter the amount you'd like to buy or sell, and watch the resources or the money hit your accounts. If you try to spend too much or buy something that there isn't enough of you'll be met with red flashing text, feel free to try again afterwards though!

It's also your chance to customise your Roboticons so that they can work harder to gain the resources that you need. This is easily done through the Roboticon customisation screen.

When you click Upgrade next to a Roboticon you are given the option to increase their productive potential with upgrades to each type of resource gathering, making your little helpers that bit more useful!

## The Installation Phase



Now you get to subject your Roboticons to some hard labour and put them to work. In this phase you will select the tile that you want the Roboticon to work on.

Click on a tile and then click install on a Roboticon to put them to work. You can't install the same Roboticon on more than one tile, but you can remove them if you find that they just aren't cutting it anymore and move them elsewhere or you can hold on to them for safe keeping, the choice is yours.

Once confirmed your Roboticons will start working for you straight away and you'll see the benefits in your income at the end of the turn.

## The Production Phase

Take a break! The game assumes control here and generates the resources you'll be needing for the next turn to grow your stake in the colony. But be careful, the world is a dangerous place and York is no exception to that rule, anything from meteor strikes to a certain not-so-well-received President of the United States could ruin your valuable land... you've been warned.

## Auction Phase



Look at all those resources! So maybe you didn't get everything you wanted... but that's ok, because the auction phase gives you a chance to make up for that. Here you can trade your hard earned resources with other players for a price of your choosing and hopefully, you end up getting a better deal than the other guy.



# Key Terms

Little bit confused? No problem, this should explain everything and you can get back to enjoying the game!

**Roboticon:** The cheeky little chappies that work hard on your **tiles** to increase the **resources** they produce. The **market** will produce these hard-working heroes when it has more than 12 **ore** and they'll be available for purchase straight after. These handy helpers are worth a buy!

**Market:** Capitalism is still going strong in post-apocalyptic York and so the market exists for you to make some **money** from selling your **resources**. Don't worry, you can spend it too! The market will sell you **resources** and has a **casino** for you to gamble away that cash.

**Tiles:** The magical regulatory body overseeing the world has helpfully divided the region into lots for purchasing. These plots are available for purchase in the **acquisition** phase of the game and will reward you with **resources** for your ownership each turn.

**Resources:** There are three types of resources for you to gather:

**Food**

**Ore** – needed by the market for producing **Roboticons**.

**Energy**

These resources will all contribute to your **score** at the end of the game. Better get stockpiling!

**Score:** This game isn't just fun, it can ruin friendships too! Score determines the winner and which person will get to hold their victory over their friends for the rest of time.