

York Roboticon Colony

User Manual - Version 1.0

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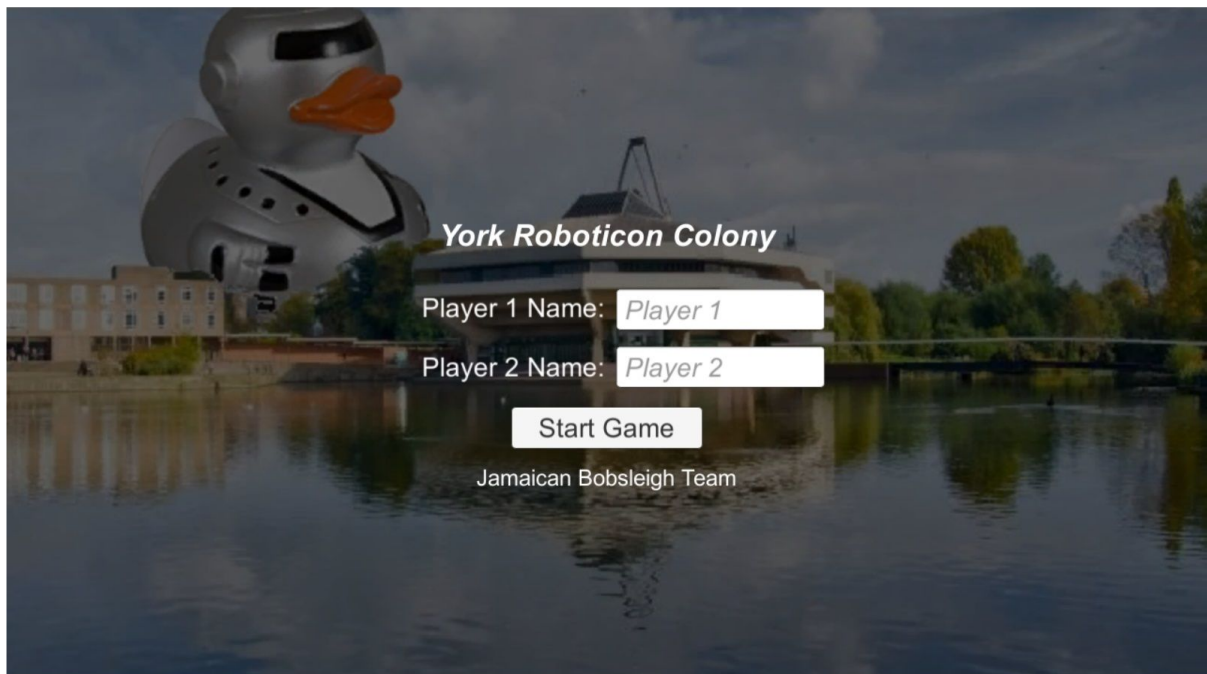
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Introduction To The Game

In the far distant future, the University of York campus has become the location of a colony, where freeholders compete to raise money, power, and other resources in order to both survive and become the Vice-Chancellor of the Colony. This is a two player game with either two human player or one human against the computer (choose your opponent wisely!) The game is round based and is centred around a map of the university(Although a lot more apocalypse like than even Derwent). The map is split into small plots which you can buy and use to produce ore or energy. These resources can then be sold at the market in exchange for money. With the money you gain from selling resources you can also buy extra resources from the market or buy extra tiles(how exciting!). Any resources you have left at the end of the game, will go towards your final score. Then the player with the highest score at the end is announced as the winner along with their newly claimed, prestigious title of “Vice-Chancellor” of the colony.

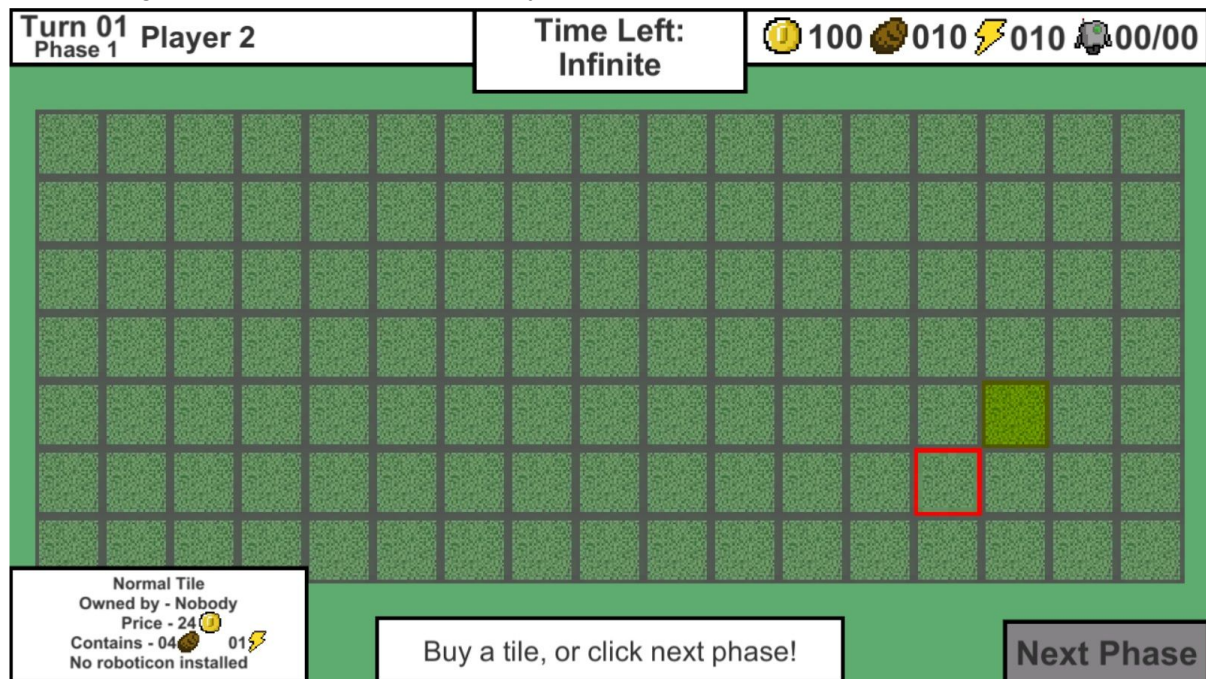
Launching the game

When launching the game, a screen appears asking for the name of Player1 and Player2. Inputting the names of the players here will help identify which player’s turn it is when the game runs. After this, press the “Start Game” button to submit the names and begin the game.



Explaining the interface

When the game starts this is the screen you should see.



In the top left you will see the turn counter. This tells you what turn the game is currently in. This increments every full turn. You will also see which phase the game is in and which player's turn it is.

Turn 01
Phase 1 Player 2

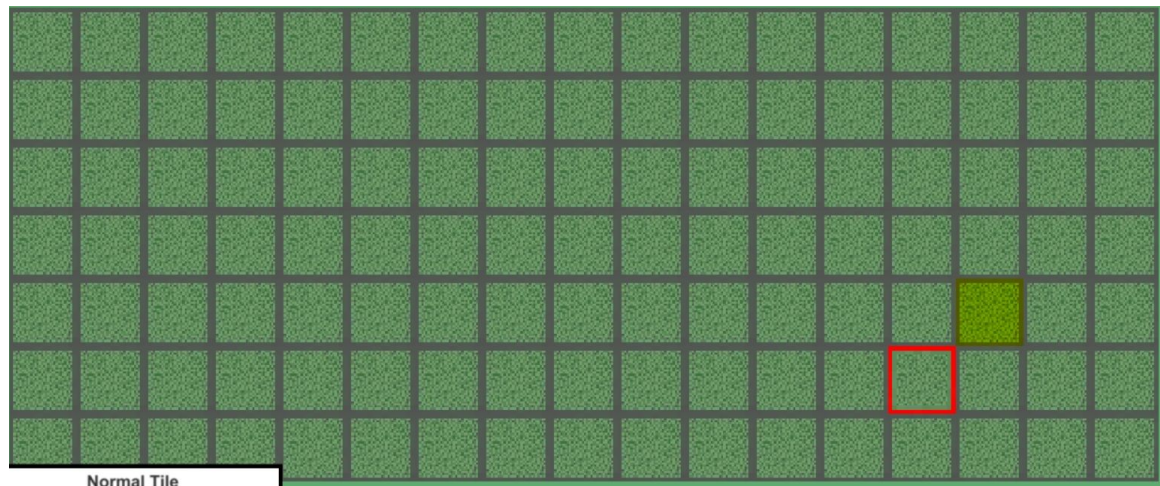
In the top centre of the screen the amount of time left for the current phase is displayed. You have the displayed amount of time to finish the phase, or the phase will be skipped.

Time Left:
Infinite

In the top right of the screen you can see your inventory. In order from left to right, you have the amount of gold, the amount of ore, the amount of power and finally the amount of Roboticons. The number of Roboticons is slightly different as it displays the number of Roboticons currently installed on tiles on the left and the total number of Roboticons on the right.

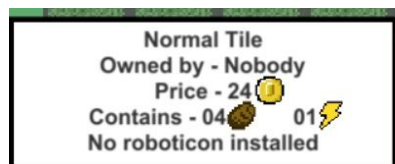
100 010 010 00/00

The centre of the game is taken up by the map. The map consists of gridded tiles which players can purchase. The currently selected tile is highlighted yellow border. A tile can be selected by hovering the mouse over the desired tile. Tiles owned by player 1 are surrounded by a red border and tiles owned by player 2 are surrounded by a blue border.

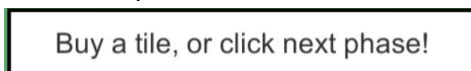


When a tile is selected the tile's information is displayed in the bottom left hand corner of the game screen. The tile's information consists of:

- The type of tile
- Who the tile is owned by
- The price of the tile in gold
- The production of the tile
- If a Roboticon is installed on a tile.



In the bottom centre of the screen is the game prompt. Here the game will tell the player what is required of him/her to continue with the game.



In the bottom right hand corner of the screen is the "Next Phase" button. This button should be pressed when the player is satisfied with their turn.



Phase 1 - Buying tiles

Turn 01
Phase 1

Player 2

Time Left:
Infinite

100 010 010 00/00

Normal Tile
Owned by - Nobody
Price - 24
Contains - 04 01
No roboticon installed

Buy a tile, or click next phase!

Next Phase

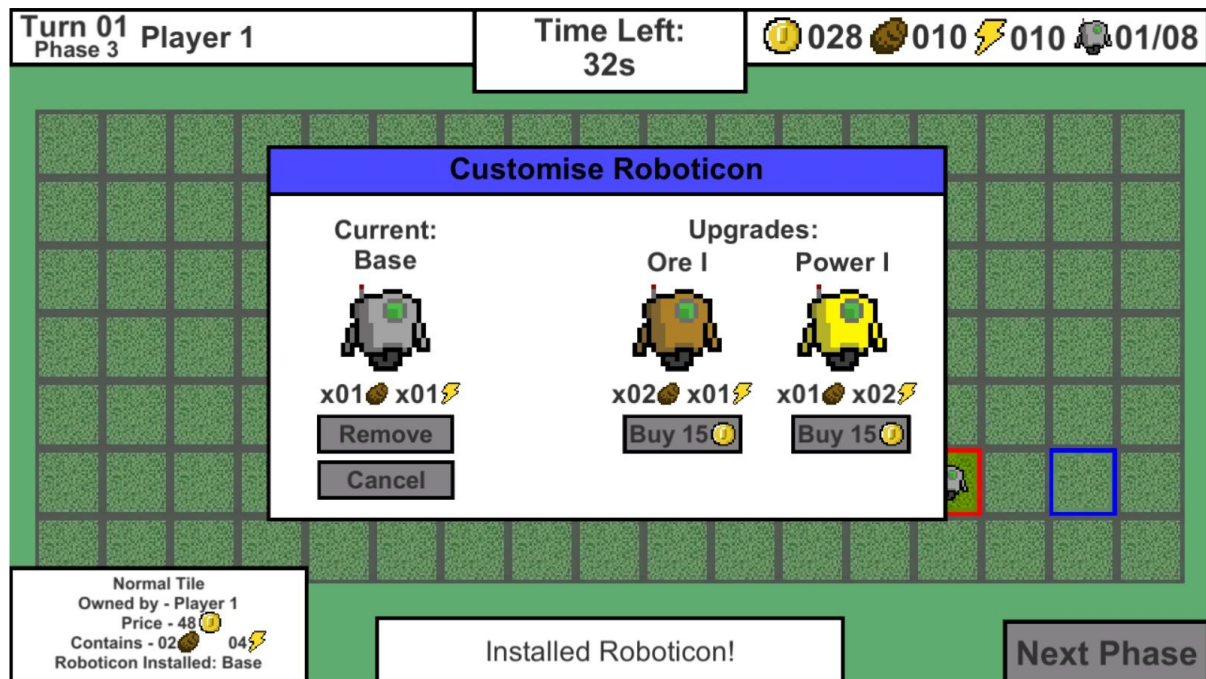
Phase 1 is designed to allow the player to search for and select a tile they may wish to purchase. To search for a tile, hover over the map. The tile's information will be displayed in the bottom left hand corner. To purchase a tile, the player may click on their desired tile. If the player doesn't wish to buy a tile or cannot afford one, they may skip this phase by selecting the "Next Phase" button.

Phase 2 - Buying Roboticons



In this phase each player has a chance to buy Roboticons from the market. A large prompt in the middle of the screen appears, allowing you to press the “x1” or “x5” buttons. The “x1” button will buy 1 Roboticon from the market. The “x5” button will buy 5 Roboticons from the market. If the player does not want to buy Roboticons from the market, they may press the “Next Phase” button in the bottom right to skip the phase.

Phase 3 - Installing / Customising Roboticons



During this phase the player may install a Roboticon on any tile they own. This is achieved by pressing on the selected tile. When the Roboticon is placed on the tile, the player may choose to upgrade their Roboticon. This is done by selecting the “Buy” button beneath the chosen upgrade. If the player does not wish to upgrade the selected Roboticon, they may press the “Cancel” button. Roboticons already placed may also be selected allowing the player to customise them.

During this phase the player may also remove Roboticons from tiles. This is achieved by selecting a tile with a Roboticon on it and proceeding to select the “Remove” button. This will remove the Roboticon from the selected tile, however the Roboticon will lose any upgrades it may have.

Phase 4 - Production

Turn 02
Phase 4

Player 1

Time Left:
Infinite

006 019 020 02/08

Production

You produced:

005 019

006 020

This turn!

Normal Tile
Owned by - Player 1
Price - 7 006 020
Contains - 01 019 020
Roboticon Installed: Base

View your production, then click next
phase!

Next Phase

Phase 4 is the phase in which your Roboticons gather their resources and put them into your inventory. A large screen will appear in the middle and display all the resources which were produced that turn. After the player has read over the Production window, they should press the "Next Phase" button to proceed.

Phase 5 - Buying / Selling resources to the market

The screenshot shows the game interface during Phase 5. At the top, a status bar displays "Turn 03 Phase 5 Player 1", "Time Left: Infinite", and resource counts: 006 Gold, 024 Ore, 026 Power, and 02/08 Roboticons. The main area is a green grid. A central "Market" window is open, showing two columns: "Ore" and "Power". Under "Ore", it says "00 in stock" and lists "Buy - 05" and "Sell - 05" with icons. Under "Power", it says "16 in stock" and lists "Buy - 06" and "Sell - 03" with icons. Below each price, there are buttons for "Buy x1", "Buy x5", "Sell x1", and "Sell x5". At the bottom left, a tooltip for a "Normal Tile" shows it is owned by Player 2, has a price of 14, contains 04 Ore and 02 Power, and has a "Roboticon Installed: Power I". At the bottom center, a text box says "Buy/Sell from the market, then click next phase when finished!". At the bottom right, there is a "Next Phase" button.

During this phase the player may sell or buy power and ore to or from the market.

The player can buy a selected resource from the market in either multiples of 1 or 5. To buy 1 of the selected resource, press the "Buy x1" button beneath the selected resource. Similarly, to buy 5 press the "Buy x5" button.

The player can sell a selected resource from the market in either multiples of 1 or 5. To sell 1 of the selected resource, press the "Sell x1" button beneath the selected resource. Similarly, to sell 5 press the "Sell x5" button.

To skip this phase press the "Next Phase" button in the bottom right.

For the market to produce more Roboticons for the players to buy during phase 2, it must have at least 1 ore in stock. At the end of every full turn the market will convert up to 5 ore into Roboticons for the following turn.