

# Game Manual

Roboticon Quest is round-based, multiplayer game. Each rounds is made up of 5 phases and phase 1 for player 1 begins when the new game button is pressed.

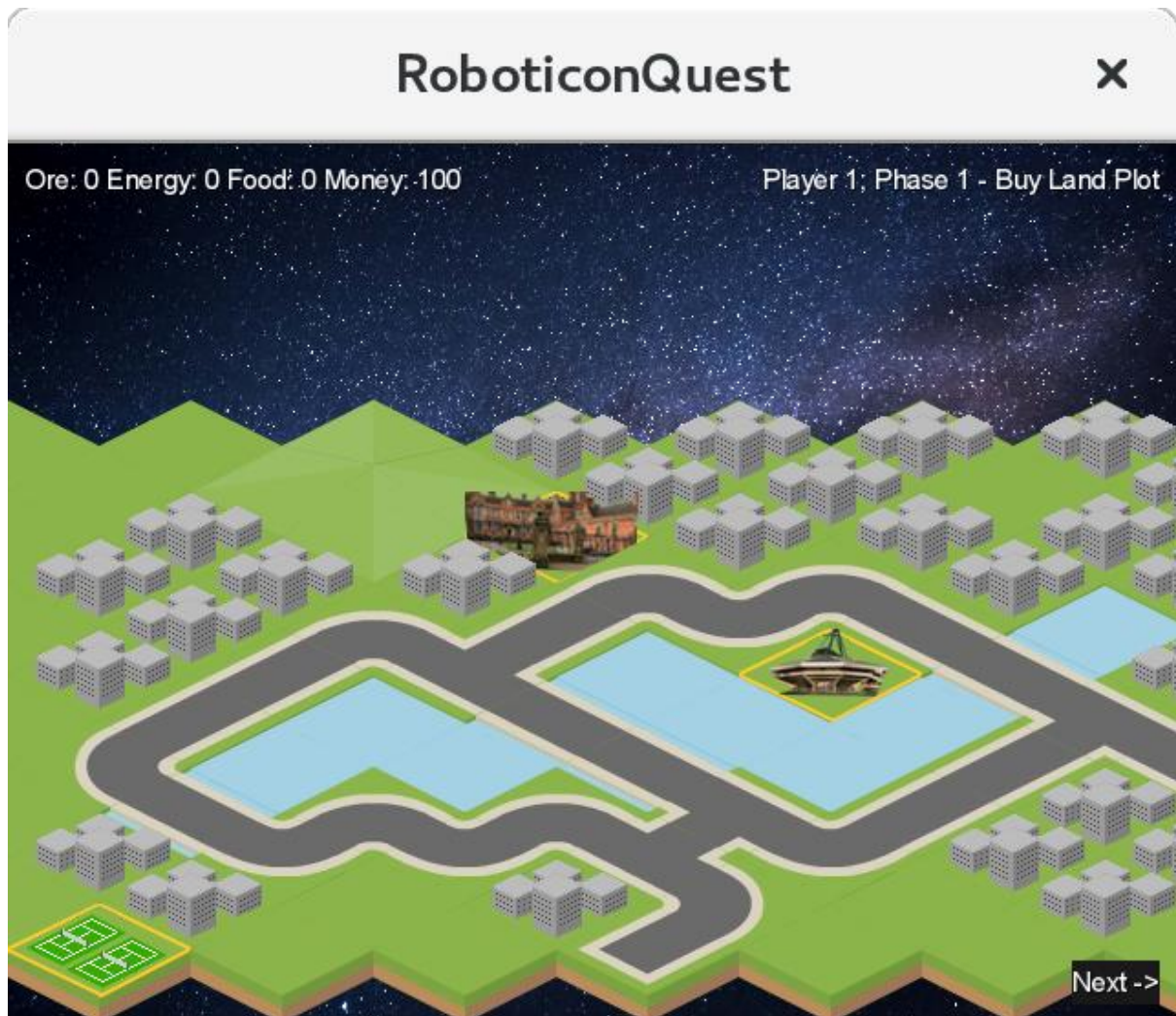


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## Phase 1: Acquire land

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. Press the next phase button to move to phase 2.



The game map.



Click on the tile to bring up the options of buy the LandPlot.



## Phase 2: Buy/Customise Roboticons

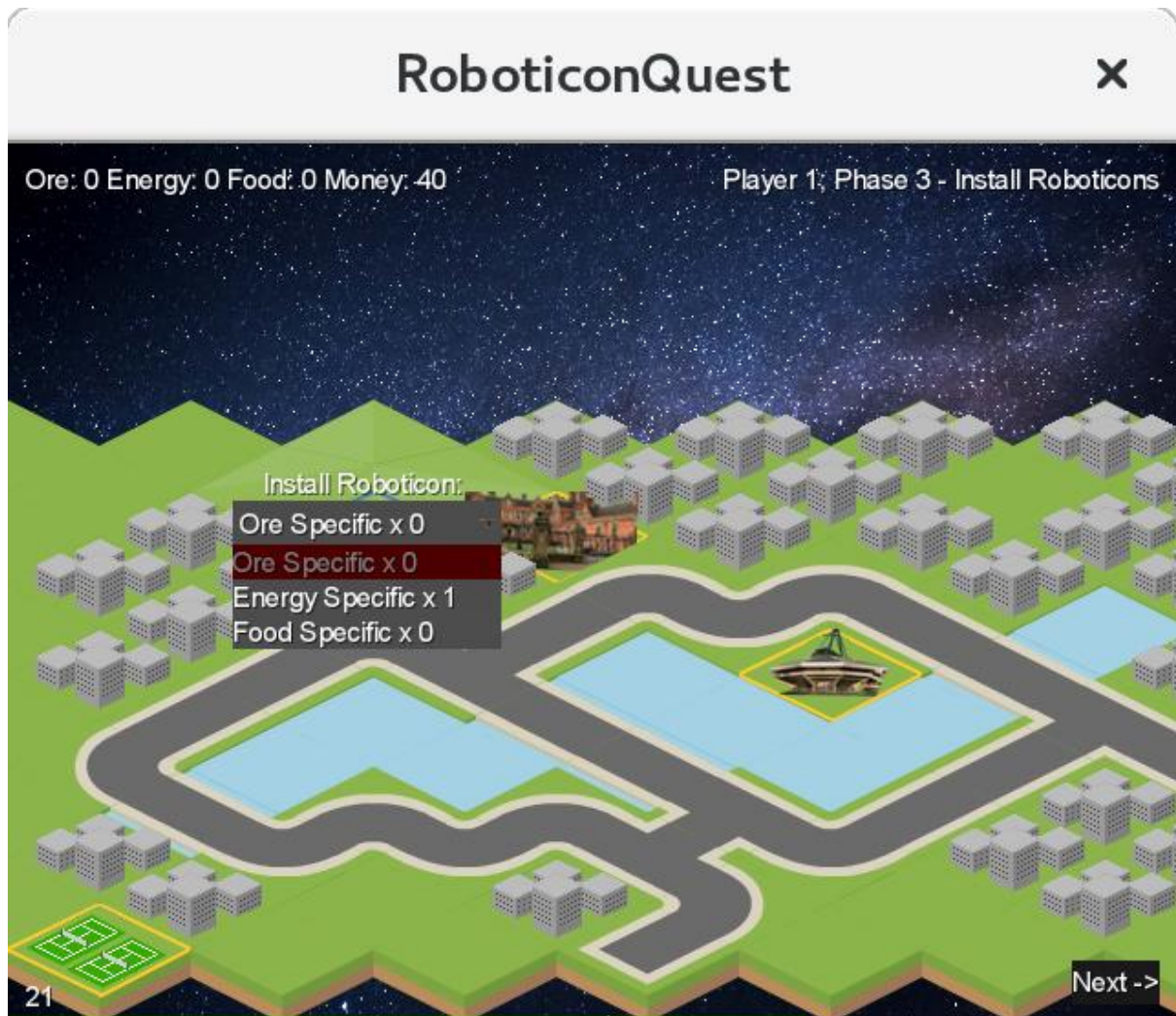
Phase 2 takes place in the roboticon market. On the left hand side of the screen there is the option to buy roboticons, use the plus and minus buttons to increment and decrement the amount to buy. Then confirm your purchase with the confirmation button. On the right hand side of the screen is the customisation 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. If the market has run out of roboticons you can click the produce roboticon button and if the market has enough ore it will use some of its ore to produce another roboticon. 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 tile owned to bring up the roboticon installation dialog.



## Phase 4: Produce Resources

This phase is automated so you do not need to interact with it. After this phase is complete if the current player is player 1 then the game will revert to phase one and it will be player 2's turn otherwise the game will go to phase 5 (the shared market phase)



Resource generated this turn are shown on the bottom left corner.

## Phase 5: Buy and Sell Resources

Use the menus displayed to buy and sell resources to and from the market and to trade between players. Use the drop down menus to select players, resources and whether or not you want to buy or sell and the arrow buttons to increase and reduce the quantity that you want to buy or sell. Click the confirm transaction or sell button to complete the transaction. There is also an option for players to place bets to try and win more money using the drop down box to select the player, the arrow buttons to increase or decrease the amount and then a Place Bet button to confirm the bet. Both players should interact with the market simultaneously at this point and when you have both decided that you are done click the next button, if there are still more plots to acquire the game will go to phase 1 and it will be player 1s turn otherwise you will be taken to the game over screen which will display all players scores and tell you who has won!

### RoboticonQuest

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Phase 5 - Resource Auction

Player 1 Ore: 0 Energy: 2 Food: 0 Money: 40  
Player 2 Ore: 0 Energy: 0 Food: 0 Money: 100  
Market Ore: 0 Energy: 16 Food: 16

Market prices

Resource	We sell for	We buy for
Ore	10	9
Energy	20	18
Food	30	27

Player 1 ▼ sell < 0 > Food ▼ to Player 1 ▼ for < 1 > money per unit Sell

Player 1 ▼ buy < 0 > Food ▼ to / from the market Complete transaction

Player 1 ▼ wishes to gamble < 20 > credits Place bet

Next ->

The resource market screen.