

ROBOT BLOCKADE Manual

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LORE

Seize the means of production!
Commie robots from the north, damned red scourge!

MAIN MENU

Robot Blockade

Vs. CPU

Vs. Player

Options

Exit Game

Menu Controls

To navigate the menu, moving the mouse over an option will highlight it, and left clicking will select the option. To return from a previous menu, right click.

The menu can also be navigated with keyboard controls. The arrow keys on the keyboard will allow you to highlight options. Pressing the enter key will select the option. To return to a previous menu press the backspace key.

Menu Options

a) VS CPU

A single player gamemode, the player competes against a computer opponent with 3 difficulty options.

b) VS PLAYER

A multiplayer gamemode, 2 players compete against each other. The players get to choose their colors before being taken to actual gameplay.

c) OPTIONS

This option takes you to a menu with options that can be adjusted for a better playing experience. Right clicking will exit the menu.

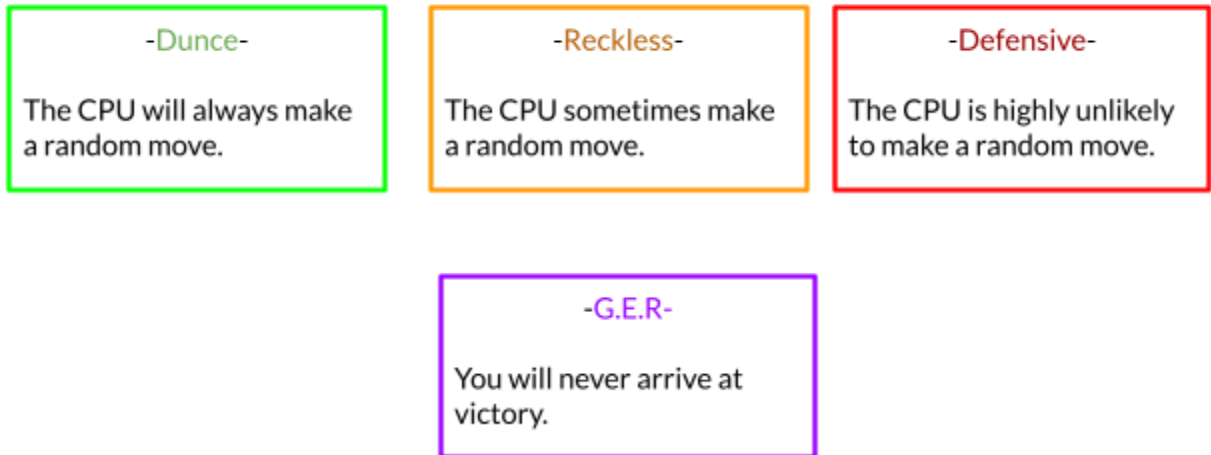
d) EXIT GAME

This option closes the program. Self explanatory, am I right or am I right?

VS CPU

CPU Difficulty

Select CPU Behavior



There are 3 difficulty options that can be selected.

Duncce

This option is recommended for those who wish to learn the game. Your opponent is guaranteed to make a random move every chance it gets. You will most certainly win, if you play your cards right.

Reckless

This option is recommended for players who've learned how the game works. The opponent has a 50% chance to make a Random move.

Defensive

A challenging opponent, this difficulty option is recommended for those who have mastered the game. The opponent is highly unlikely to make a random move.

G.E.R

An inhuman opponent, whose goal isn't to win, it is to defeat the opponent completely via stalemate. You, the player, should never be able to win against this opponent. Only recommended for those who wish to experience the power of one of the strongest characters in fiction.

For funsies, try to decode the acronym to discover its true name and power.

CPU Color

After selecting your computer opponent's difficulty, you get to type your name and then choose your piece color, and then your opponent's piece color.

Choose your Opponent's color

RED

BLUE

GREEN

PURPLE

BACK

VS PLAYER

Name/Color Selection

After you select this option, you will be taken to a screen to type the First player's name,

Type Player 1's Name Below

>

and select they can then select their piece color.

John: Choose your Color

RED

BLUE

GREEN

PURPLE

BACK

The other player will then be able to type their name, and select their piece color.
To be courteous to your opponent, please let them choose their color!

OPTIONS

Music/SFX

Adjust the percentage of volume for Music and/or Sound Effects.
Can adjust the percentage by clicking on the bar, and dragging it left for lower volume, or right for higher volume.

This bar can also be adjusted by using the left or right keyboard keys.

Colorblind Mode

This option can be toggled on or off. But when in use, in addition to colors distinguishing players, patterns on the pieces will help differentiate whose turn it is. With player 1 remaining a simple circle, and player 2's pieces containing a cross pattern.

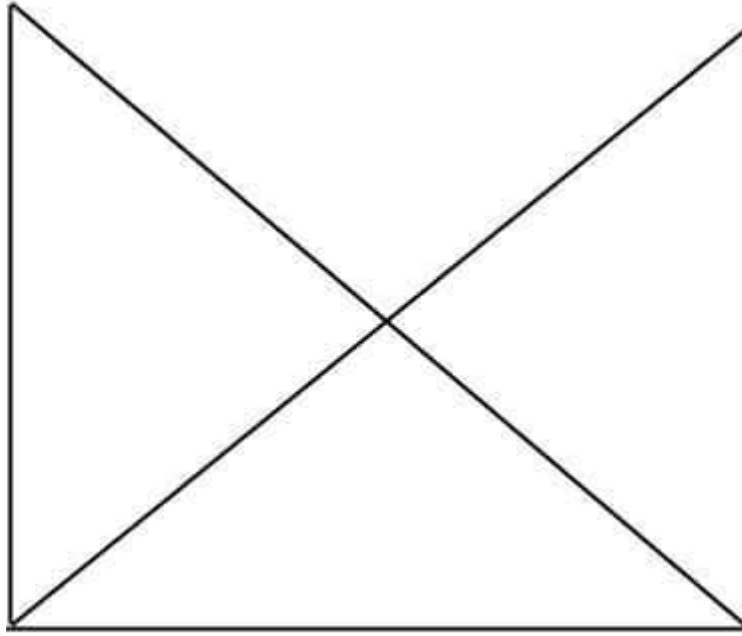
GAMEPLAY

Gameplay Introduction

Robot Blockade is a game, the players' goal is to prevent their opponent from being able to move a piece. Each turn a player must move a piece to an empty space, ending their turn. Their opponent must also do the same.

The Board

For each board, there are a certain amount of spaces that a piece can occupy. On the default board there are a total of 5 spaces that a piece can be on. The number of spaces should be just one space greater, than the number of the total number of pieces that can be moved.



Default Board

Pieces

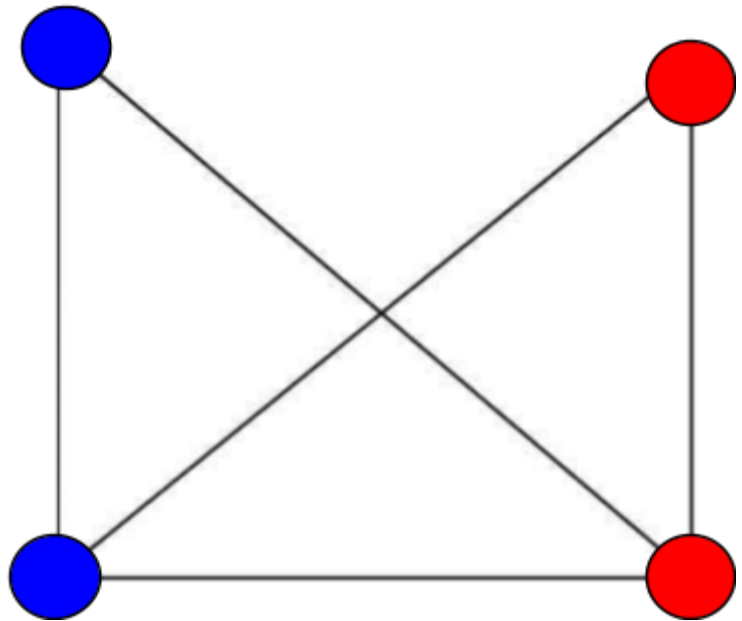
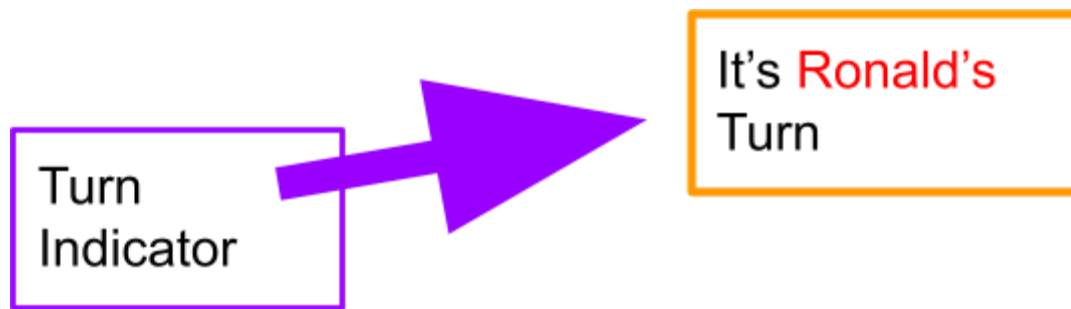
The circles shown below represent the pieces the player can move. There should be two colors that a piece can be on the current board. If there are less or more than 2 colors present, this is not intended, please report this to our team.



Example pieces: Default Colors for two player mode.

Turn Indicator

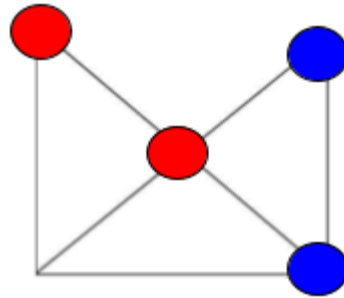
The rectangle above the board with "Player X's Turn", shows whose turn it is. The text should be colored the same as the player's pieces. If colorblind mode is on.



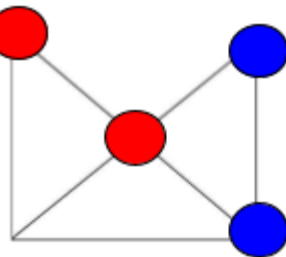
Gameplay Controls/Explanation

Similarly to how the menu operates, you can select pieces to move by moving your mouse cursor over the piece and left clicking on the option.

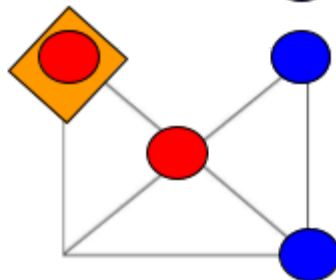
Move
Cursor



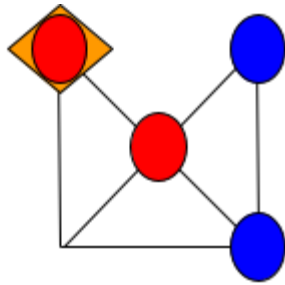
Left Click



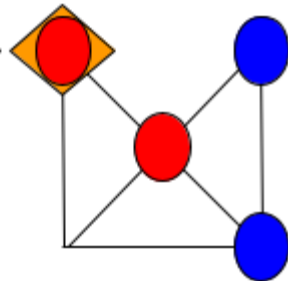
Piece
Selected



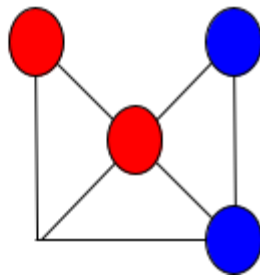
Right clicking will unselect it.



Move Cursor

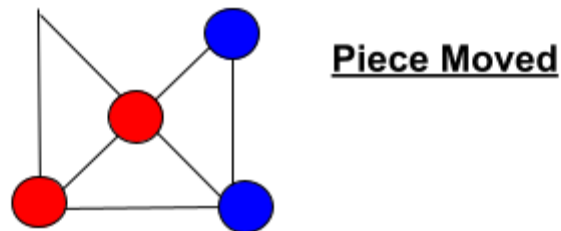
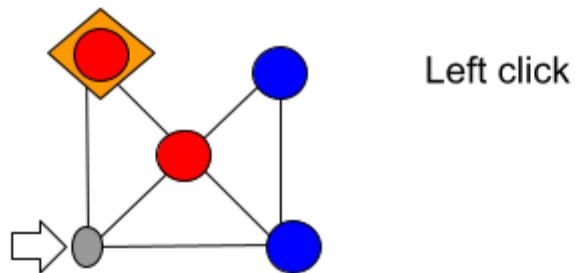
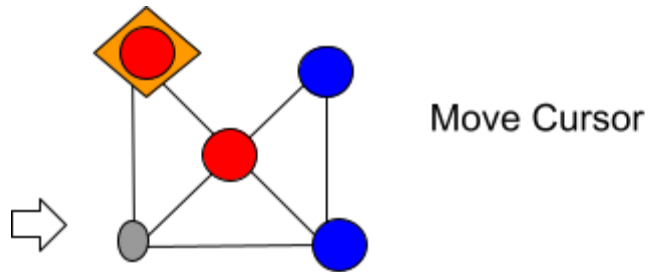


Right Click



Piece Unselected

Left click an empty space on the board (highlighted by a small gray circle),



You can also do this using only the keyboard. Use the arrow keys to highlight a piece you wish to move, press the enter key to select the piece, to unselect a piece press the backspace key.

How to Win

On the default board, there are only two formations of the pieces that result will count as a win for a player.



Red in both examples have won. Blue is incapable of moving a single piece.

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