# User Manual

Introduction

In the far distant future, the University of York campus has become the location of a colony, where freeholders compete to raise money, crops, and other resources in order to both survive and become the Vice-Chancellor of the Colony. Raise an army of resource-collecting roboticons to claim the title!

The aim of the game is to gather as many resources (ore, food and energy) as possible before the game ends.

Starting the game
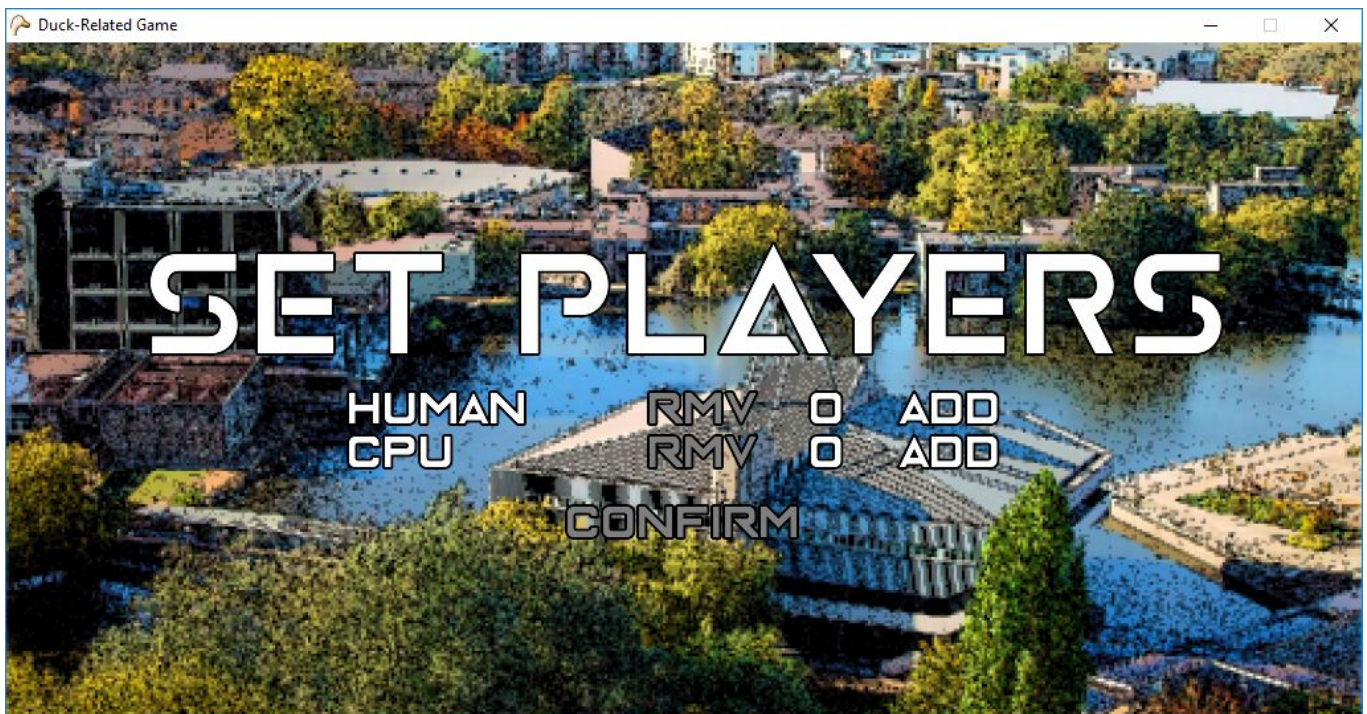
Choose a number of players on the above screen by incrementing and decrementing the values with the less/more buttons. Press confirm to begin a game. There can be 2-4 players with at least 1 human.

Game Structure

The game consists of 5 phases per round. Players will take turns to play each phase:

- **Phase 1** - Tile acquisition phase, each player must select a tile and claim it.
- **Phase 2** - Roboticon purchase phase, roboticons can be purchased from the market.
- **Phase 3** - Roboticons deployment/customisation phase, roboticons can be deployed on tiles and upgraded.
- **Phase 4** - Production phase, tiles containing roboticons will produce resources (No player activity needed)
- **Phase 5** - Market phase, resources can be bought from/sold to the market.

Phases 2 and 3 are time limited, as noted by the large timer, but the game can be paused at any time using the pause button in the bottom left of the screen. The game will end once all tiles have been claimed by players.

Play Screen

1. Press this button to end the turn and switch to the other player.

2. Shows the inventory of the current player.

3. Shows the college symbol of the current player.

4. Press to access the minigame for $20

5. Press to pause the current state of the game.

6. Shows the current stock of each resource within the market.

7. Shows the buy and sell prices of the resources in the market. Click the number under the buy/sell column in order to buy/sell the chosen resource. Red font signifies that the player can't afford the resource, green font signifies that they can.

8. Buttons to move between the market and the auction

9. Press this button to deploy a roboticon within the selected tile, this button will change to 'upgrade' if there is a roboticon present within the tile during phase 3.

10. Press this button to claim an unowned tile during phase 1.

11. The college symbol corresponding to the player that owns the selected tile.

12. The game map, owned tiles are highlighted in the colour corresponding to the college of the player that owns them.

13. Shows the current time left in the turn.

14. Shows the current phase and phase description: this will tell you what you should be doing.

15. Shows the initial amount of resources generated by the tile.

Roboticons

Roboticons are used to produce resources on tiles. Roboticons can be upgraded to produce more of a particular resource, during phase 3, once that roboticon has been deployed on a tile. Roboticons are deployed by selecting a tile and then pressing the claim button in the top right of the screen, they are upgraded in this same way. The upgrades consist of levels, starting at level 1 roboticons can then be upgraded to level 2 or level 3 for each resource. The current levels of roboticons are shown by their coloured resource rings. Green represents food, red represents ore, yellow represents energy.

There are only 12 roboticons available in the game and only one can be placed per tile.

Market

The market is used to sell resources for money or to buy resources and roboticons for money. This can be done by clicking the relevant buy and sell buttons in the market panel, they will appear green if the player can afford to buy/sell that resource, appear red if they cannot afford it or appear grey if buying/selling is currently unavailable. Resources can be bought and sold in phase 5, roboticons can be bought in phase 2. The buy and sell amounts are represented by the numbers.

The stock of each resource is available just below the buying and selling section. If a resource is out of stock, it cannot be bought.

The economy of the market is based on the supply and demand of resources; this means that the more of a resource that the market has (as shown by its stock), the cheaper it becomes to buy - alternatively, the less of a resource the market has, the dearer it becomes to buy.

MARKET	AUCTION	
Item	**Buy**	**Sell**
Ore	-15	+14
Energy	-15	+14
Food	-15	+14
Roboticons	-35	
Item	**Stock**	
Ore	0	
Energy	16	
Food	16	
Roboticons	9	

Minigame

The minigame gives players a chance to gamble and earn some extra money.
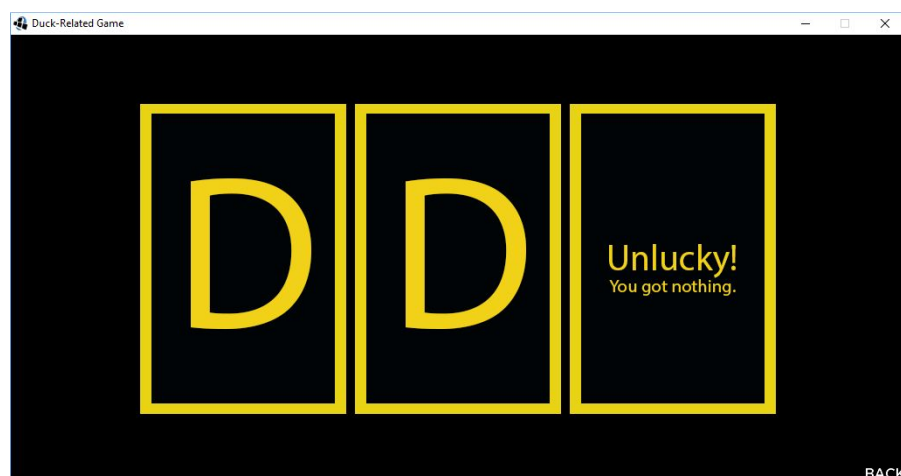
The minigame can be accessed at any point in the game but an entry fee of 20 money must be paid. The player will be presented with three cards, one of which will have a prize on its underside, the

player will get a chance to turn one card around and hope to win the prize. Players can exit this screen via the back button at the bottom right.

The Auction

In the auction a player can select the amounts of the various resources they wish to sell to another player using the various +/-keys next to the corresponding resource. Player then can set the price to sell resources with the buttons below, increasing and decreasing by 1s, 10s and 100s. The player can then scroll through the list of other players (denoted by college names) with the arrows at the sides of player's name and select the player to send the trade to. Finally by pressing "Send Offer to This Player" button, player confirms to send the trade. When the player, that should receive the trade offer, takes his turn, he is prompted with a message box suggesting a deal. Player can whether accept the offer or reject it.

Capture the Chancellor
During the latter stages of phase 3, the chancellor of the roboticon colony may appear on the screen. Players may capture the chancellor by clicking on him, this will reward them with money - but be quick, he moves!