

### Start of the game

In order to start an online game, both players need to Enable Match Maker (1).

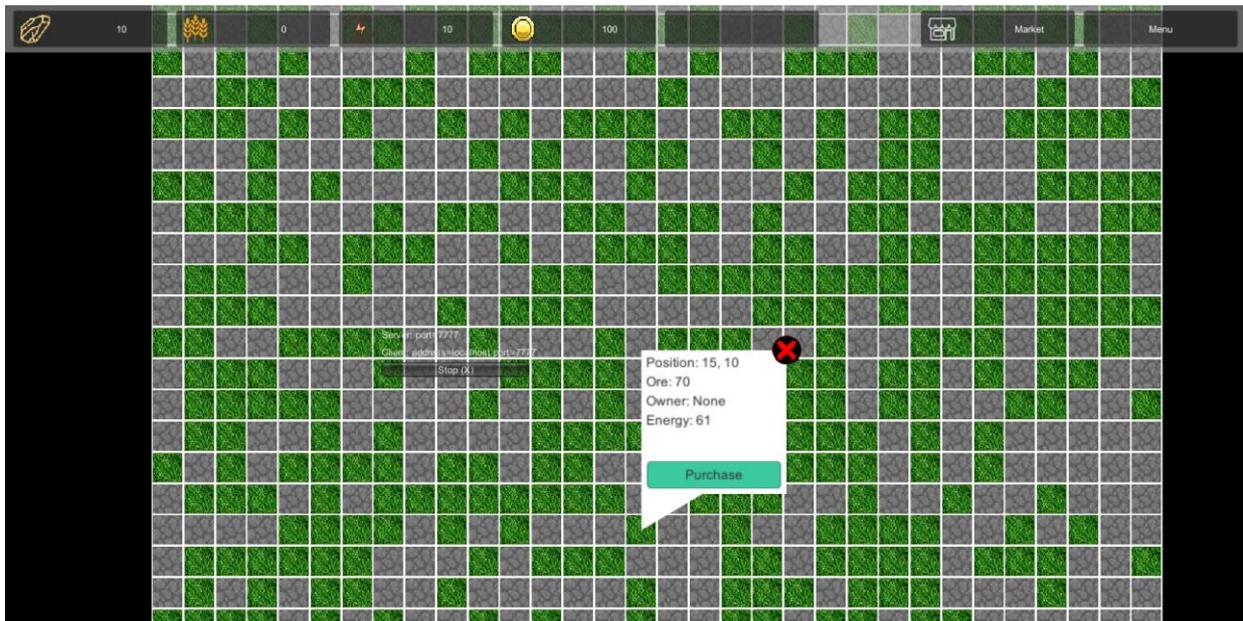
Player 1 will need to host the game; Type in a Room Name and click on Create Internet Match button (2).

Player 2 will need to join the Internet Match; click the Find Internet Match button (3).

Player 1 will need to wait for the other player to join before the game begins.

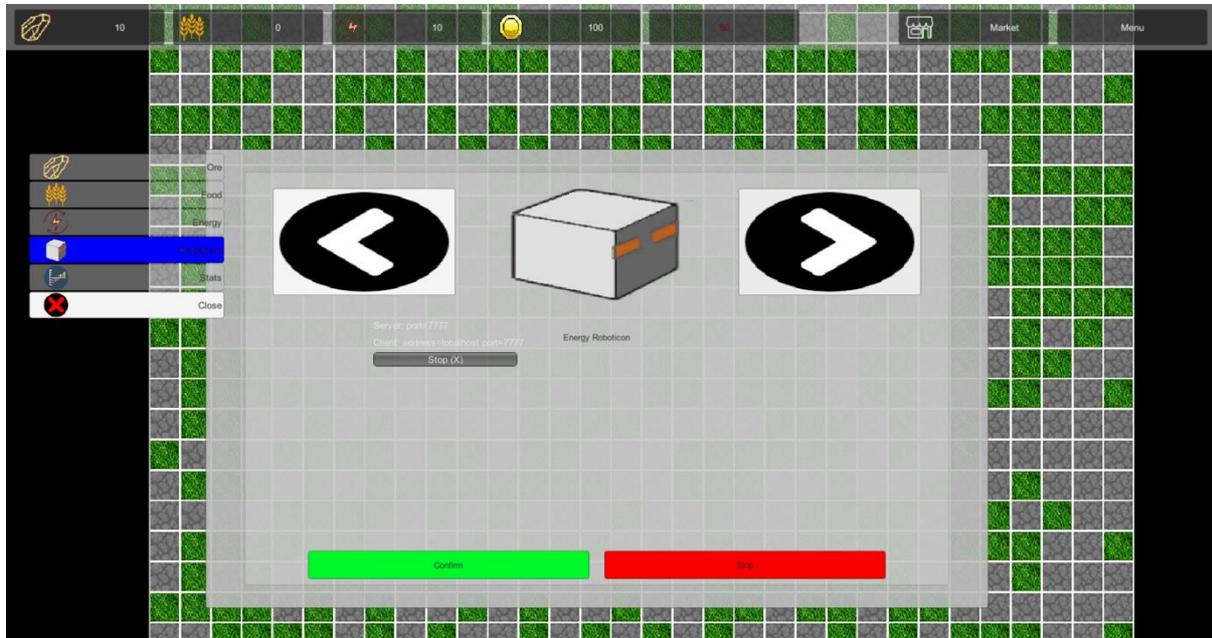
Both players are required to select a college which they will play as (4).

## Phase 1 – Acquisition



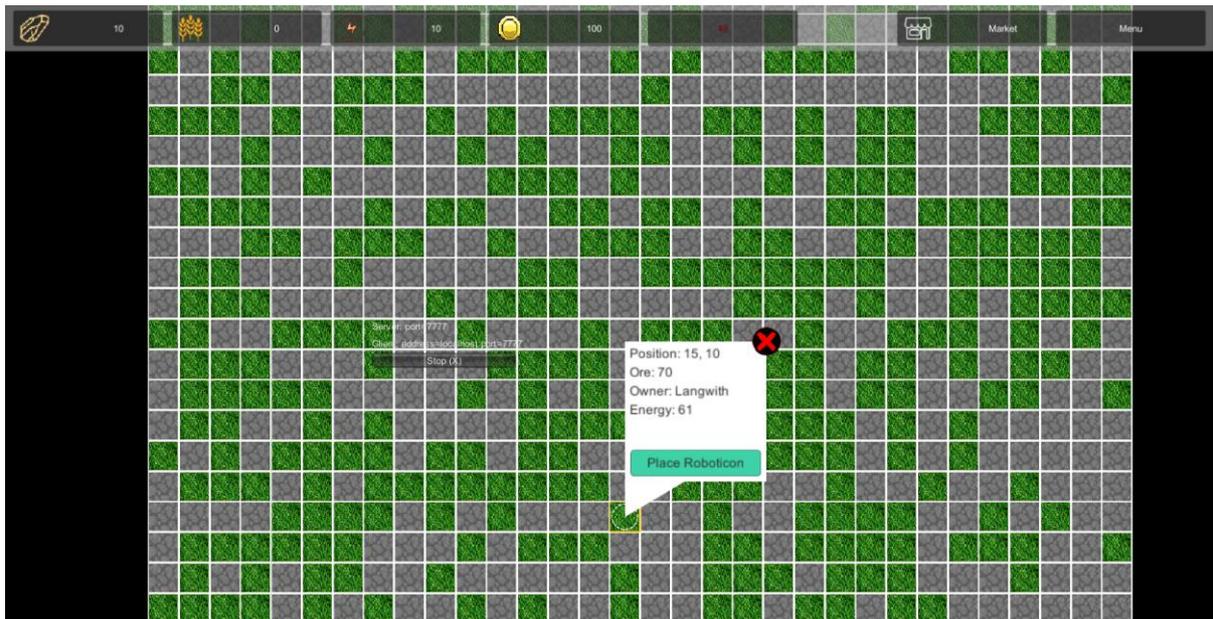
In this phase, both players can purchase an unclaimed tile. Clicking on a tile will show a pop up with info about that tile; Listing its position, amount of ore, amount of energy and owner if there is one. Clicking the purchase button will complete the purchase.

## Phase 2 – Purchase and Customization



In this phase, each player can purchase and customize their roboticons. Clicking on left/right arrows will allow the player to choose the customization for that roboticon. Clicking Confirm will purchase a customized roboticon and complete this phase.

## Phase 3 – Installation of Roboticon



In this phase, players can place their newly purchased roboticons on their tiles. Tiles a player owns are clearly visible. Clicking on an owned tiled will enable the player to place their roboticon on that tile.

## Phase 4 – Production

In this phase, colony produced resources which are then added to the currently owned resources. It happens automatically and requires no input form the player.

## Phase 5 – Auction



In this phase, players can interact with the market by either selling to or buying from the market. Player can select a resource they wish to purchase or sell from the bar on the left hand side. Choose a quantity using the +/- button and complete the trade buy clicking either the buy button to purchase, or the sell button to sell.

Pop up window will be shown asking the player to confirm the transaction.

Amount of resources the market has is listen on the right hand side.

This phase is not timed and ends when both players have clicked the ready button(1) in the bottom right corner of the game screen.

## User Interface

Players can increase or decrease the size of the map by scrolling up or down.

Players can move the map around by right-clicking on the map and moving it.

Resources a player own are always show in the bar shown at the top of the screen.