

Roboticon Colony of York

A Turn-Based Strategy Game from Bugfree
Software

Contents

Introduction	3
Gameplay	4
The Acquisition Phase	4
The Purchase and Customisation Phase	5
The Installation Phase	6
The Production Phase	7
The Auction Phase	8
Key Terms	10

Introduction

Introduction

Welcome to the user manual for Roboticon Colony of York, the exciting new turn-based strategy game from Bugfree Software. The game involves the management of a new civilization emerging on the ruins of the University of York campus (after Brexit killed off all of the funding).

You play the role of one of the freeholders in the newborn colony and you must seek to become the Vice-Chancellor through defeating the other players. In order to do so you must increase your **score**, by collecting more resources and money and by owning more tiles than the other players in the game. This manual aims to help you do that, good luck!

Requirements

One computer is required for the game, the computer must be equipped with a mouse and keyboard.

Supported operating systems for this version are

- Windows XP SP2+

Gameplay

The game is split into phases, and in each phase control will switch between players so that each player can make their choices. The current player is shown at the top of the screen to keep it easy. If anything in this section doesn't make sense to you just head over to our key terms section. There's always the help menu on hand if you get stuck in-game!

The Acquisition Phase



In this phase you will be given an opportunity to buy new tiles to expand your holdings in exchange for money. Each tile gives different bonuses so choose carefully! It's easy to do, just click on the tile so that it goes green and then press "Purchase Tile" and watch it turn to blue as it becomes your property.

The Purchase and Customisation Phase



In this phase gives you the opportunity to access the market on the colony and buy more roboticons from the market. It's easy to do, just enter the amount of roboticons you would like to buy and watch the roboticons join your workforce. If you try to spend too much or buy something that there isn't enough of you'll be met with red flashing text.

The Installation Phase

Now you get to subject your Roboticons to some hard labour and put them to work. In this phase you will select the tile that you want the Roboticon to work on.



Click on a tile and then click install on a Roboticon to put that poor robot to work. You can't install the same Roboticon on more than one tile, and they can't be removed once installed as after they're put to work these dedicated dudes don't like being interrupted.

Once confirmed your Roboticons will start working for you straight away and you'll see the benefits in your income at the end of the turn.

The Production Phase

Take a break! The game assumes control here and does a little bit of magic to generate the resources you'll be needing for the next turn to grow your stake in the colony. You'll know when this is happening thanks to an incredibly useful and well-designed message informing you of the fact in the Help Box in the top-left.

All random events also happen in this phase!



The Auction Phase



This is the trading phase! You trade with the market or submit a player-to-player trade. Simply type and amount of a resource you'd like purchase or sell and press the Buy or Sell button.

Alternatively, set up a player-to-player trade. Choose a resource which you wish to sell, enter the quantity, unit price and click on Submit Trade.

You will be able to see other player's trades in the same window which you can purchase to save yourself some money.



You will also be able to gamble away your hard earned cash. Enter the amount you wish to put on the line in the text box, press Roll and hope for the best.

Key Terms

Little bit confused? No problem, this should explain everything and you can get back to enjoying the game!

Roboticon: The cheeky little chappies that work hard on your **tiles** to increase the **resources** they produce. The **market** will produce these hard-working heroes when it has more than 12 **ore** and they'll be available for purchase straight after. These handy helpers are worth a buy!

Market: Capitalism is still going strong in post-apocalyptic York and so the market exists for you to make some **money** from selling your **resources**. Don't worry, you can spend it too! The market will sell you **resources** and has a **casino** for you to gamble away that cash.

Tiles: The magical regulatory body overseeing the world has helpfully divided the region into lots for purchasing. These plots are available for purchase in the **acquisition** phase of the game and will reward you with **resources** for your ownership each turn.

Resources: There are three types of resources for you to gather:

- **Food**
- **Ore** - needed by the market for producing **Roboticons**.
- **Energy**

These resources will all contribute to your **score** at the end of the game. Better get stockpiling!

Score: This game isn't just fun, it can ruin friendships too! Score determines the winner and which person will get to hold their victory over their friends for the rest of time.