

# ROBOTRON:2084\*

FROM  
**ATARISOFT™**

For BBC Model B<sup>+</sup> and ACORN ELECTRON<sup>+</sup>



# ROBOTRON: 2084

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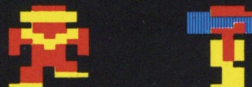
INSPIRED BY HIS NEVER ENDING QUEST FOR PROGRESS, IN 2084 MAN PERFECTS THE ROBOTRONS: A ROBOT SPECIES SO ADVANCED THAT MAN IS INFERIOR TO HIS OWN CREATION. GUIDED BY THEIR INFALLIBLE LOGIC, THE ROBOTRONS CONCLUDE: THE HUMAN RACE IS INEFFICIENT AND THEREFORE MUST BE DESTROYED.



YOU ARE THE LAST HOPE FOR MANKIND. DUE TO A GENETIC ENGINEERING ERROR, YOU POSSESS SUPER HUMAN POWERS. YOUR MISSION IS TO STOP THE ROBOTRONS AND SAVE THE LAST HUMAN FAMILY.



THE FORCE OF GROUND ROVING UNIT NETWORK TERMINATOR (G.R.U.N.T.) ROBOTRONS SEEK TO DESTROY YOU.

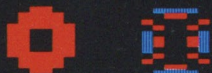


THE INDESTRUCTIBLE HULK ROBOTRONS SEEK OUT AND ELIMINATE THE LAST HUMAN FAMILY.

BEWARE OF THE INGENIOUS BRAIN ROBOTRONS THAT POSSESS THE POWER TO REPROGRAM HUMANS INTO SINISTER PROGS. THE BRAINS ALSO FIRE DEADLY CRUISE MISSILES THAT SEEK YOU OUT MERCILESSLY.



THE DEADLY ELECTRODES BLOCK YOUR PATH, CHANGING FORM WITH EVERY WAVE.



ONLY A HANDFUL OF HUMAN SURVIVORS REMAIN ON EARTH. TOUCH AS MANY AS YOU CAN TO PLACE THEM UNDER YOUR PROTECTIVE POWERS.

THE SPHEROIDS AND QUARKS ARE PROGRAMMED TO MANUFACTURE ENFORCER AND TANK ROBOTRONS.



## TECHNICAL DATA

YOUR ONLY WEAPON IS YOUR ANTI-ROBOT LASER GUN. WITH IT YOU CAN DESTROY ALL THE ROBOTRON SPECIES EXCEPT THE HULKS. YOU ONLY HAVE FIVE LIVES BUT FOR EVERY 20,000 POINTS SCORED YOU EARN ANOTHER CHANCE TO COMPLETE YOUR MISSION.

## LOADING INSTRUCTIONS

1. SELECT THE SIDE OF THE CASSETTE WHICH CONTAINS THE ROBOTRON PROGRAM FOR YOUR COMPUTER. SIDE A — BBC. SIDE B — ELECTRON. EACH SIDE OF THE CASSETTE CONTAINS TWO RECORDINGS OF THE GAME.
2. ENSURE THE TAPE IS FULLY REWOUND.
3. TYPE CHAIN " " THEN PRESS THE (RETURN) KEY.
4. THE PROGRAM WILL NOW LOAD AND RUN AUTOMATICALLY. IN CASE OF DIFFICULTY PLEASE REFER TO YOUR USER GUIDE.

## GAME OPTIONS

FOR CHOICE OF GAME-PLAY OPTIONS REFER TO THE PANEL AT THE BOTTOM OF THIS PAGE. THIS PANEL WILL ALIGN WITH THE FUNCTION KEYS ON YOUR COMPUTER.

## GAME CONTROL OPTIONS

1. KEYBOARD (F7)

PRESS THESE KEYS TO:- MOVE

		E		I
		\\ /		\\ /
MOVE	S -	-F	FIRE	J -
		/ \		/ \
		C		M

YOU MAY MOVE OR FIRE DIAGONALLY BY SIMULTANEOUSLY PRESSING TWO ADJACENT PLAY KEYS (SHOWN ABOVE).

2. ONE JOYSTICK (F8)

TO MOVE — USE JOYSTICK CONTROLLER.

TO FIRE — PRESS THE FIRE BUTTON.

THE PLAYER WILL MOVE AND FIRE IN THE DIRECTION OF THE JOYSTICK.

3. TWO JOYSTICKS (F9)








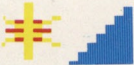


TO MOVE — USE JOYSTICK A.

TO FIRE — USE JOYSTICK B.

THE PROGRAM IS DESIGNED TO WORK WITH THE OFFICIAL BBC JOYSTICKS BUT MAY ALSO WORK WITH OTHER COMPATIBLE JOYSTICKS.

F1	F2	F3	F4	F5	F6	F7	F8	F9
ONE PLAYER START	TWO PLAYER START	SELECT START WAVE	SOUND ON	SOUND OFF	PAUSE GAME	KEYBOARD	ONE JOYSTICK	TWO JOYSTICKS

## SCORING

	points		points
 SPHEROID ROBOTRON .....	1000	 G.R.U.N.T. ROBOTRON .....	100
 QUARK ROBOTRON .....	1000	 PROG .....	100
 BRAIN ROBOTRON .....	500	 CRUISE MISSILES .....	25
 TANK ROBOTRON .....	200	 DEADLY ELECTRODES .....	0
 ENFORCER ROBOTRON .....	150	 HULK ROBOTRON ...	<b>INDESTRUCTIBLE</b>

## SURVIVORS

IN EACH WAVE YOU EARN 1000 POINTS FOR THE FIRST HUMAN YOU SAVE,  
 2000 POINTS FOR THE SECOND,  
 3000 POINTS FOR THE THIRD,  
 4000 POINTS FOR THE FOURTH, AND  
 5000 POINTS FOR EACH HUMAN YOU SAVE AFTER THAT.

†This software is manufactured by ATARI CORP. for use on the BBC Microcomputer/Acorn Electron and is not made, sponsored, authorized or approved by the British Broadcasting Corporation.

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