ROBOT ATTACK©

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GAME INSTRUCTIONS

Evil robots from the planet Jidya have overtaken one of Earth's valuable Space Stations. Space Central is counting on YOU to invade the station and conquer the robots. You must act quickly and boldly to carry out your mission.

To control your player you have three sets of controls that you may choose from. 1) Use the four arrow keys on the keyboard to control direction and use the spacebar to fire, 2) Use the I J K M keys (up, left, right, & down respectively) to control movement and use the "F" key to fire, or 3) Use the joystick available from either Big Five or Alpha Products. After you choose which control method you prefer, you can "run" your player around the screen with the appropriate directional controls. Diagonal movement is accomplished by using a combination of two directions. To fire, hold your firing key down and then aim your shot using the control keys you chose earlier.

50 points are awarded whenever a robot dies. After destroying all robots, run out of the room to collect a bonus. Avoid contact with the robots & their lasers, the electrified walls, and the evil "Flagship". The Flagship will "beam" to the exact coordinates where the player originally appeared so be watchful for the transporter beams or you will be destroyed. Also, the Flagship is protected by a new type of space metal and is immune to your lasers. The game is over when your army of humanoids (indicated by the symbols at the top of the screen) is exhausted. An extra humanoid will beam aboard to join your army at every 5000 points.

At the end of the game you will be allowed to enter your initials for the top ten high scores record, assuming your score is high enough. When you first start the game you will notice that three warriors have already challenged the robots and lost. Their scores are recorded in the table.

After the game announces "Robot Attack", select the number of players by pressing either "1" or "2" on your keyboard to start the game. During future briefings you may bypass the message from Space Central by pressing BREAK. To abort a mission in progress, hold BREAK & CLEAR together.

LOADING INSTRUCTIONS

Cassette Version: Turn Computer off. Hold down the BREAK key and turn on the computer. (Model 3 users press ENTER in response to the Cass? question.) Press ENTER in response to the MEMORY SIZE? question. Type SYSTEM and press ENTER. Type ROBOT and press ENTER. Set recorder volume between 4 & 6 and play in the tape (Model 3 users use the side marked for your computer.) If a "C" in the upper right corner of the screen appears (checksum error), rewind the tape and start over using a different volume. If problem persists, try loading in the second copy of the program (located shortly after the first copy.) Also make sure that your recorder's heads are properly cleaned, demagnetized, and aligned. After the tape loads successfully a prompt (*?) will appear. Type a slash and press ENTER to start the game.

Diskette Version: Turn on your computer and wait until the red LED on the drive extinguishes. Insert the diskette into Drive 0 with the diskette label facing the open drive latch. (Both the Mod 1 and Mod 3 versions are on the same side of the diskette). Press the reset button on the keyboard to begin loading the diskette. To erase any old high scores that you wish to kill, hold down the clear key on the keyboard while the disk is loading and until the message "Erase High Scores?" appears. Always leave the diskette in the drive while playing the game because it will be accessed after each game to save the high scores.

Cover artwork by Don Dixon, "Robot Attack" logo by Chris Dellorco, represented by Creative Associates, Canyon Country, CA
"Big Five" logo by Gray Photographics, Canoga Park, CA

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JOYSTICKS

The Model 1 version of the program has been written to be compatible with the optional Joysticks that are available from Big Five or Alpha Products. Model 3 users: Contact us for any necessary program modification when Model 3 joysticks are available.

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CARE & HANDLING

The enclosed product is extremely sensitive to heat and magnetic fields. Keep it far away from any type of magnetic field such as power supplies, transformers, motors, speakers, and airport X-Ray machines so that it will not be accidently erased.

SOUND & VOICES

This game contains programming which produces sound and voice effects that leave the computer through the AUX plug in the cassette cable. To hear the sound follow these instructions: First, load in the game. Remove the tape from the recorder if you loaded the game from cassette. Insert the large gray plug on the cassette cable into the AUX jack on the recorder. Insert an earphone into the jack labeled EAR on the recorder. Pop open the cassette door on the top of the recorder and reach in and hold in the interlock switch that is located in the left rear corner. Now press Record & Play together and then release the interlock switch. Sound should now come through the earphone. A better method for hearing the sound is to connect the AUX plug on the cassette cable to an amplifier, such as Radio Shack's mini amplifier, part# 277-1008. This will allow more people to hear the sound while the game is being played.

LIMITED WARRANTY

The enclosed product is guaranteed to be loadable on the specified system for a period of 90 days from date of purchase. Any defective products may be sent back to us along with a copy of the sales receipt for free replacement. After 90 days also include $5.00 handling charge per item. This warranty applies only to the original purchaser and the sale or subsequent use of this program is without warranty. Big Five Software shall not be held liable or responsible to purchaser or any other person or entity with respect to any loss, liability, or damage caused or alleged to be caused directly or indirectly by this product including, but not limited to, any interruption of service, loss of business or anticipatory profits or consequential damages resulting from the use or operation of this product.

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