

# ATTACK OF THE PETSCII ROBOTS



USER MANUAL – AMIGA EDITION

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## ATTACK OF THE PETSCII ROBOTS

### WELCOME TO ATTACK OF THE PETSCII ROBOTS FOR COMMODORE AMIGA

I'm excited to present to you the Amiga version of Petscii Robots. As it stands currently, the Amiga version is the best port of this game, offering the best music, best graphics, and most fluid gameplay. This is all thanks to the Amiga's enhanced capabilities, after all it is a 16-bit system compared to the 8-bit systems of all of the previous ports. But I also have to give credit to the programmer, Vesa Halttunen, who brought it to life. Vesa and I exchanged hundreds of emails over the course of 3 months as he ported the code from 6502 into C++ and 68000 assembly.

One fascinating thing about the Amiga port is how difficult it was to get it to work on 512K systems. And even then we had to sacrifice music on those systems. So you really need 1MB for the full experience. This is especially interesting being the original game ran on 32K. The game logic itself isn't what consumes so much RAM, of course. In this case it is the hi res graphics and digital samples for the sound and music.

I hope this game becomes a great addition to the Amiga community and I hope you enjoy playing it!

David Murray



C64 version

Amiga version



## VESA'S NOTES

In his video "Pescii Robots Part 4 - Atari and X16" David mentioned he might start porting Attack of the PETSCII Robots to MS-DOS later in the year. Being an avid fan of the Amiga since 1990 with a lot of experience in programming on the platform, I thought an Amiga port would be an interesting challenge to take on.

I had previously ported Amiga games to the iOS, Sony PSP and MeeGo platforms, but had never ported a game to the Amiga itself. I contacted David on the last day of August 2021 offering my help. David kindly agreed and I started coding in excitement on my free time. About a week later a rudimentary version of the game was running on the Amiga.

This proof of concept was successful and it was time to start enhancing the version with improved graphics and sound. Three months and quite a few emails later the port was complete and I'm rather pleased with the results. This would have been a fine addition to a library of Amiga games back in the day and it still is!

Vesa Halttunen



## CREDITS

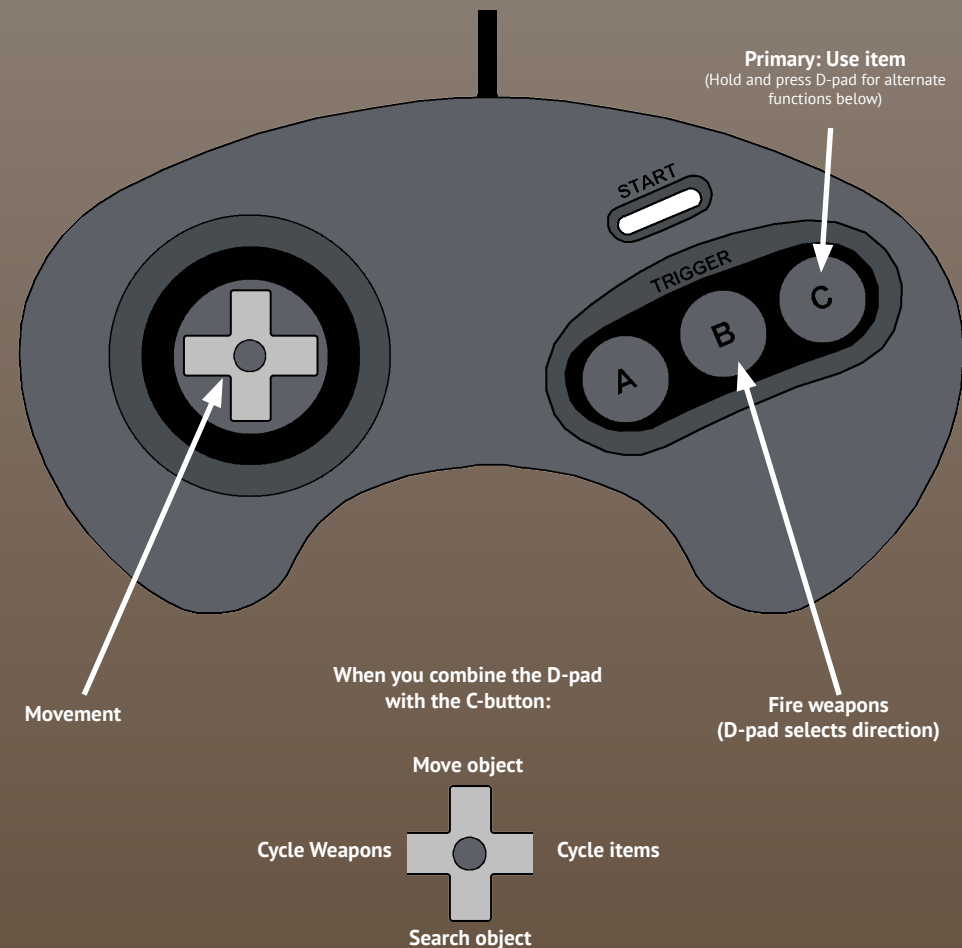
- |                       |                                |
|-----------------------|--------------------------------|
| • David Murray        | Original game design, artwork. |
| • Vesa Halttunen      | Amiga development              |
| • Piotr Radecki       | Pixel art                      |
| • Noelle Aman         | Music                          |
| • Anders Enger Jensen | Box and Manual design          |
| • Brendan Carmody     | Box Art                        |
| • Frederic Bezies     | Beta tester                    |

## USING A SEGA GENESIS COMPATIBLE CONTROLLER

By default, when "keyboard" is selected at the main menu, you may also use a standard 1 or 2 button controller. If using a 1 button controller, the only thing you will be able to do is walk and fire the selected weapon. The way you fire is to hold the button down, and use the joystick to select the direction to fire. You will need to use the keyboard for everything else.

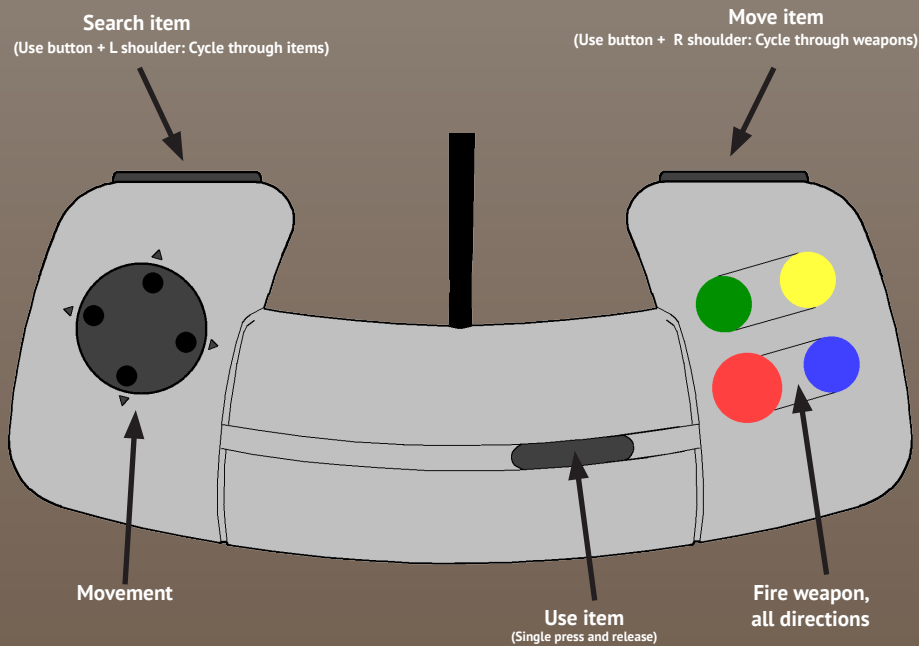
If using a 2-button controller, the second button works as "USE ITEM" if pressed and released by itself. Alternatively, if you hold the button down you can use it with the joystick to also Move, Search, and Cycle your weapons and items.

You can use a Sega Genesis controller (shown here) however, only buttons B and C will work with the game. So, it is treated like any other 2-button controller.



## USING A CD32 CONTROLLER

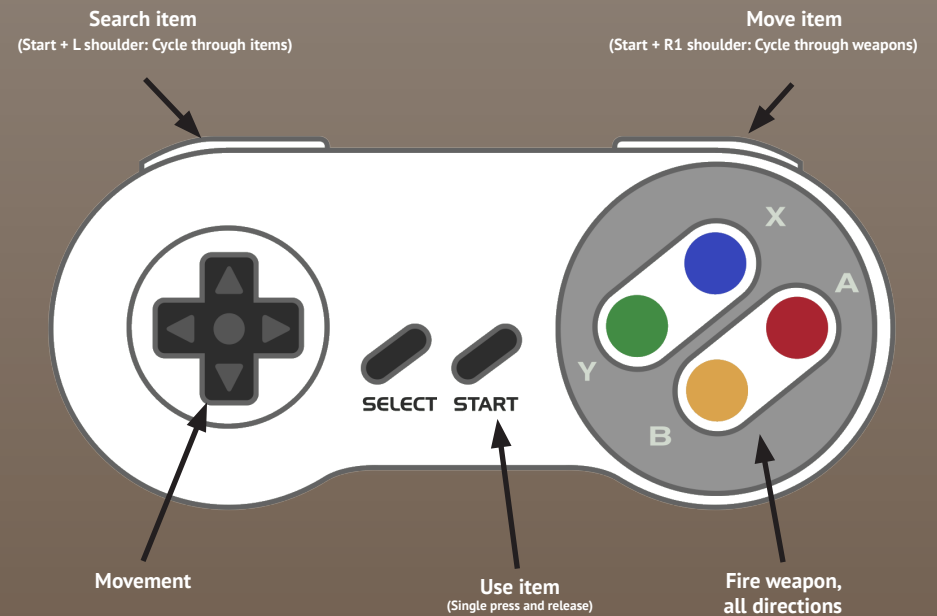
By selecting the CD32 controller at the main menu, you will be able to control the game more easily due to the additional buttons.



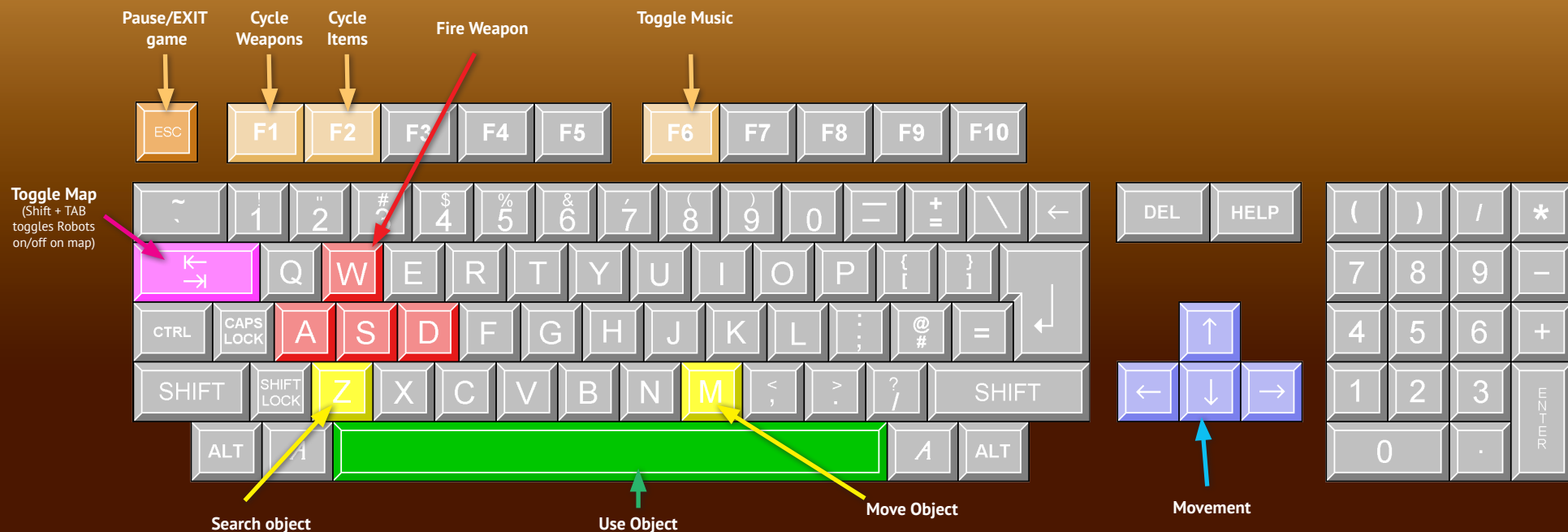
## USING TEXELEC CD32 COMPATIBLE CONTROLLER

The TexElec controller mimics the controls of the CD32 setup, but uses the more familiar form factor of a Super NES controller. However, the SELECT button is not used, as there is no equivalent button on a CD32 controller.

A future update of the game may support the extra button, so be sure to watch the facebook group for any updates.



## DEFAULT KEYBOARD LAYOUT



## GAME REQUIREMENTS AND LOADING

### System Requirements

- Commodore Amiga 500, 1000, 2000 or better.
- 512K of Chip RAM required.
- 1MB RAM recommended.

### Controllers supported:

- Standard 1-button Atari-style controller for some functions.
- 2-button controllers or Sega Genesis controller for full gameplay
- CD32 pad (or compatible) for full gameplay.

\*Note about RAM - 512K systems are supported, but will not have music

On most systems you can simply boot right from the disk by just inserting the disk before power on. Amiga 1000 users may require loading the Kickstart disk first.

You can also start the game from within Workbench, by inserting the disk and clicking on the "Attack of the Petscii Robots" icon.

Press "R-Amiga+Q" to return to workbench.



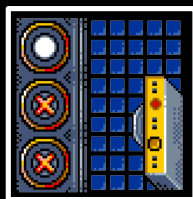
## HOW TO PLAY

Sometime in the future, robots attempt to take over human settlements on various planets. Your goal is to infiltrate these settlements and destroy all of the robots. To do this, you'll need to locate weapons and other tools. There is a transporter room in every settlement. However, to prevent unauthorized robots from leaving the settlements, the transporter systems have been remotely programmed not to activate until all robots have been destroyed. Once you have destroyed all robots, you will see the transporter pad activate, then you can step onto it to complete the level.

At first glance, Attack of the PETSCII Robots might look like an action shooter game. However, it's really not. Think of it more of a strategy and exploration game. While you are given weapons to fight with, you will never win if you try to fight the robots head on in battle. The way to victory is by examining each robot situation as a strategy. In most cases there will be a way to defeat every robot without engaging with them in a head on battle. The trick is learning to find all of the right tools, and learning how to use them. By following this manual, you will be properly prepared.

### WHEN CAN YOU EXIT THE LEVEL?

There is a transporter room in every settlement. However, to prevent unauthorized robots from leaving the settlements, the transporter systems have been remotely programmed not to activate until all robots have been destroyed. Once you have destroyed all robots, you will see the transporter pad activate, then you can step onto it to complete the level.



### BRAINS OR BRAWNS?

At first glance, Attack of the PETSCII Robots might look like an action shooter game. However, it's really not. Think of it more of a strategy and exploration game. While you are given weapons to fight with, you will never win if you try to fight the robots head on in battle. The way to victory is by examining each robot situation as a strategy.

In most cases there will be a way to defeat every robot without engaging with them in a head on battle. The trick is learning to find all of the right tools, and learning how to use them. By following this manual, you will be properly prepared.

## TROUBLESHOOTING

### • HARDDISK INSTALLATION

The hard disk installation script "Install" requires the AmigaOS tool "Installer" to be in path. It is included with AmigaOS 2.1 and above but can also be installed from Aminet: [https://aminet.net/package/util/misc/Installer-43\\_3](https://aminet.net/package/util/misc/Installer-43_3)

### • GAME WON'T START EVEN WITH 512KB RAM

On systems with only 512 kilobytes of memory the game disk uses the tool "Add44k" to increase the amount of available memory. This tool is not compatible with Kickstart 3.0 and causes display corruption while the game is loading. The solution is to use a different Kickstart version, add more memory to the system or find an alternative for Add44k to be placed in s/startup-sequence.

### • CURSOR IS NOT VISIBLE

If the cursor is not (fully) visible during searching or moving objects, the game's screen is positioned too far to the left of the display. This is usually caused by the system's overscan settings. The solution is to drag the game screen to the right or to adjust the system's overscan settings so that the screen is positioned more to the right.

### • TRANSPORTER WON'T ACTIVATE, BUT THERE ARE NO MORE ROBOTS!

Actually, there really is one or more robots you just haven't found yet. Many times during testing I even wondered if there was a bug in the code, so I had to break into a machine language monitor and examine the RAM to find the robot, but it was always there in every single case. I eventually learned to trust the game! Using the on-screen map may help locate the missing robot, be sure to press SHIFT-TAB to toggle them on.

### • I BLEW UP A BRIDGE IN THE GAME AND CAN'T GET ACROSS!

This is not a bug, it is by design. You have to be careful around bridges, or you can forfeit the game if you blow it up. Just press Run/Stop and abort the game.



## SEARCHING FOR ITEMS

One of the first things you'll need to do once you start playing is to search for items. To do this, walk up to the object you wish to search and use the search function on your keyboard or controller. When you do this, a cursor will appear over your character. At this point, it is waiting for you to select a direction (up, down, left, or right) to search.

Some objects are not searchable. If you attempt to search a wall or the floor, for example, it will immediately respond with a message "nothing found here." If you search an item that is considered searchable, you will see a delay and a progress indicator in the information box showing that a search is in progress, followed by a message stating what, if anything, was found there.

These are the types of things you can search. Most items are hidden inside of crates, therefore crates should always be searched. Once a crate is searched, it will appear with the lid off, thus indicating to you that you've already searched it.

Some items are more than one tile in size, such as beds, desks, and air conditioners. It is not necessary to search every tile. If you search one tile of that item it will find the hidden object, regardless of which part of it you search first.



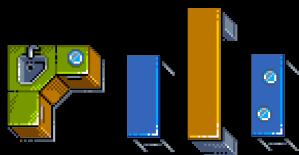
LOCKER



FILE CABINETS



SINK



DESKS AND BENCHES



LANDER



BED



POWERTRANSFORMER



AIR CONDITIONER

## WEAPONS AND ITEMS

Once you've started finding weapons and items, it is probably a good idea to learn what each one does.

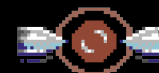
**PISTOL** One of two weapons available. This is the most abundant one you will find around the maps, with the most ammo. It does exactly 1 point of damage to anything you shoot. Thus, it takes 10 shots to kill a hoverbot, the weakest of robots. When using this weapon, it is best to seek cover and fire behind an object that will separate you from the robot. For example, shooting over a desk, or through a window. The pistol will also set off canisters if you shoot one, thus making a powerful explosion with a single shot.



**PLASMA GUN** This is the more powerful of your two weapons available. It creates 11 points of damage and a blast 5 tiles wide. Thus it will damage your target and anything near it as well. Be careful with this weapon as it is easy to kill yourself if you are too close to what you are shooting. It's probably best to conserve your ammo with this weapon for the Rollerbots and Evilbots.



**EMP** The Electro-Magnetic-Pulse generator will force any robots within your viewable area to reboot, thus causing them to freeze for several seconds. During this time you can make your escape, or attack the robot. Use these sparingly and save them for the hard to kill robots. Also, if you use an EMP while a hoverbot is hovering over water, it will fall into the water and short-circuit. Thus, the EMP can be used to kill a hoverbot by itself when used correctly.



**TIME BOMB** When you "use" the time bomb, a cursor will appear over your character indicating it is waiting for a direction to be selected. Once you pick a direction, you will see the bomb next to you. It is best to run at this point. Within a few seconds the bomb will explode and create a blast 5 tiles wide. The blast will inflict 11 points of damage on anything it contacts. This can be used on robots that are generally staying in one place, or it can be used in cases where you need to blow up something blocking your path, or even set off a chain reaction of canisters.



**Pro tip:** You may use more than one time-bomb at a time. You can place them on different tiles, or on top of each other. It is possible to deploy up to 4 at once, but you'd better be quick!



**MAGNET** The magnet is deployed much like the time-bomb.

However, you need to position it somewhere you expect a robot to roll over it. If you are in direct contact with a robot, you can also place it directly on the robot. Once it attaches to the robot, it causes their brain to go haywire. They will move in random directions for about 15 seconds. During this time, they are vulnerable to attack, although they can be unpredictable and thus hard to know where to shoot.



If you placed the magnet in the wrong place, you can simply walk over it to pick it back up again. If you leave the Magnet on the ground for too long, it will disappear. Tip - A robot will shake off the magnet in about 15 seconds. But if you get them with another magnet while they are already incapacitated, they will never recover and thus remain haywire indefinitely.

You can only deploy one magnet at a time, as in, there can only be one magnet on the floor at a time. But several can be "in use" at the same time. The magnet is probably the most powerful tool available to you, when used correctly. However, there aren't very many located on each map.

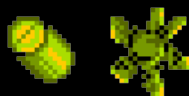
**MEDKIT** The Medical Kit can be used to heal your injuries.

When you "use" the medkit, it will heal all 12 health points assuming you have that much available in your medkit supplies. If not, it will heal as much as you have available. If you have more than enough, the remainder of the medkit will remain in inventory for future use.



**CANISTER** These chemical canisters are located all around the map. You can move them around.

They are safe to touch. But, they will explode if you shoot them. They will also explode if they are nearby another exploding object, or if they are shot by the Rollerbot. These can be strategically placed where you need them, and thus used like a weapon. Once a canister explodes, it will leave a mangled, exploded canister on the map. You can't do anything with it, but you can move it around and use it to block pathways.



**KEY CARDS** You will notice some doors are locked, and a symbol will be displayed next to the door such as a heart, spade, or star. You will need to find the appropriate key card to open these doors. If you have a keycard, it will appear on the right side of the screen under "KEYS."



## ENEMY ROBOTS

Obviously one of the main goals is to destroy all of the robots. But first it probably helps to learn a little bit about them.

**HOVERBOT** This is the most docile of the robots as it will generally not attack you unless you attack it first. Well, this is at least the case when playing in easy and normal modes. Thus it is usually best to leave them alone until you are ready to attack them. And when you are ready, you should have a strategy formed as to how to do so without them attacking you back. (When playing in hard mode, Hoverbots attack automatically.)



Hoverbot can only attack at close range. It attacks with an electric shock. It causes one point of damage every time it shocks you. However, this can add up quickly especially if there are multiple Hoverbots attacking you.

**Hoverbot has a health of 10 points, thus it takes 10 shots from the pistol, or 1 large explosion to kill it.**

**ROLLERBOT** This is a bit more powerful robot, which rolls around on a single large ball. Unlike Hoverbot, it cannot float over water or other objects. However, it doesn't need to as it carries a projectile weapon, which causes 1 point of damage. It will not shoot at you unless it is aligned with you on the X or Y axis where it can take a direct shot. So keep this in mind when battling Rollerbot. Also keep in mind how you might use canisters to your advantage by placing them in the path of his weapon's fire.



**Rollerbot has a health of 20 points, and thus will take 20 shots from the pistol or two large explosions to kill.**

**EVILBOT**

This is the most powerful robot you will encounter. He shreds you apart with his spinning arms. He may seem disadvantaged compared to the other robots because he cannot hover and he has no projectile weapon. However, what makes him so dangerous is his attack, which causes 6 points of damage on contact. So, taking two hits from Evilbot will kill you. This can happen very quickly. Evilbot will chase you the moment you release him from whatever room he is hiding in. He's fast too.



**Evilbot also has very thick armor. He has 75 health points and thus could take over 7 explosions to kill him.**



## HOW TO GET AROUND

Besides walking, there are 4 other ways to get around the map.

**TRANSPORTER** It's easy enough to use, you just step onto it and wait a second or two. However, not all transporters work the same. Some are always active, and you will see this because they will have a flashing circle in the middle. If they are inactive, they will show a static, non blinking dot.

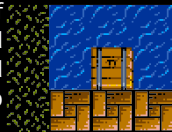


ACTIVE:

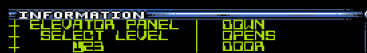
INACTIVE:

Some transporters will just transport you somewhere else on the map. Usually, there will be a pad nearby to transport you back. However, the final transporter will only activate when all robots have been destroyed. Stepping on this will transport you away from the map, thus meaning you have finished the map.

**AUTOMATED RAFT** You will sometimes find a dock at the edge of the water and wonder how you are supposed to leave the island. If you wait there long enough, an automated raft will show up. You can walk onto it, then it will transport you to another island.



**ELEVATOR** Some maps will have an elevator that takes you to another floor of a building. Buildings with elevators typically have between 2 and 5 floors. When you walk into the elevator, wait for the door to close. Then a panel will appear in your information screen showing how many levels. You can press left or right to move between levels, then press down to open the elevator door. If you stand there long enough, the door will close again. The current floor is usually marked on the wall next to the elevator.



**BRIDGE** Using the bridge is fairly obvious, as in, you just walk across it. However, one important thing to consider is that it is that wooden bridges are easily damaged. If you set off an explosion on or near the bridge, you may destroy parts of it, thus making your path inaccessible and thus forfeiting the map. Concrete bridges are safe to use any weapons on.



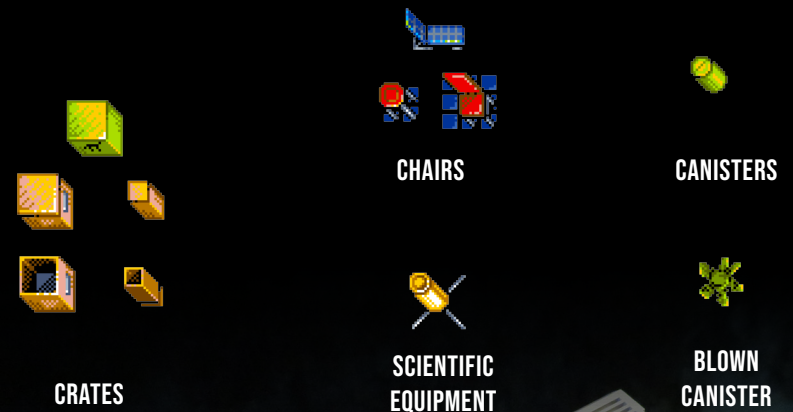
## MOVING ITEMS AROUND

These are the objects that can be moved around. This is accomplished by pressing the **MOVE** button, after which a cursor will appear over your character waiting for a direction. This allows you to select which object to move. If the object is movable, it will highlight the object, waiting for you to then select a direction to move the object. You can move it any direction except towards you. There is no way to pull an object.

Moving objects can play an important role in solving problems in the game. There are many reasons you might want to move an object:

- **Moving a canister to a place where the explosion would work in your favor.**
- **Blocking a robot from leaving some place when you intend to attack him, with a time-bomb for example.**
- **Moving an object to gain access to something that needs to be searched for weapons.**
- **Using objects to alter the path of a robot, for example, into a trash compactor.**

Typically, most objects can only be moved around inside buildings.. You cannot move objects around outside of a building.



CRATES

CHAIRS

CANISTERS

SCIENTIFIC EQUIPMENT

BLOWN CANISTER

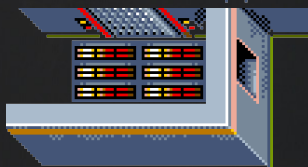


## TIPS & TRICKS

As you play, you will find that Attack of the PETSCII Robots is a very complex game. There are often many different ways to solve problems. But here are a few hints:

### USEFUL HINTS

- \* Hoverbots over water are susceptible to an EMP blast because they will fall into the water and short-circuit.
- \* You can shoot through windows. This often gives you additional safety if attacking a robot on the other side. You may even be able to shoot canisters through a window.
- \* The trash compactor will kill anything that walks inside of it, including the player. However, there are various ways to manipulate items in order to trick robots into walking into the trash compactor to their death. Also, if you use the magnet on a robot near the trash compactor, you may be able to herd the crazed robot into the compactor.
- \* You should try to avoid direct confrontations with the robots. In every situation there is an alternative to a shootout. Try to find these ways. Also don't forget to use your EMP, magnets, and time-bombs where appropriate.



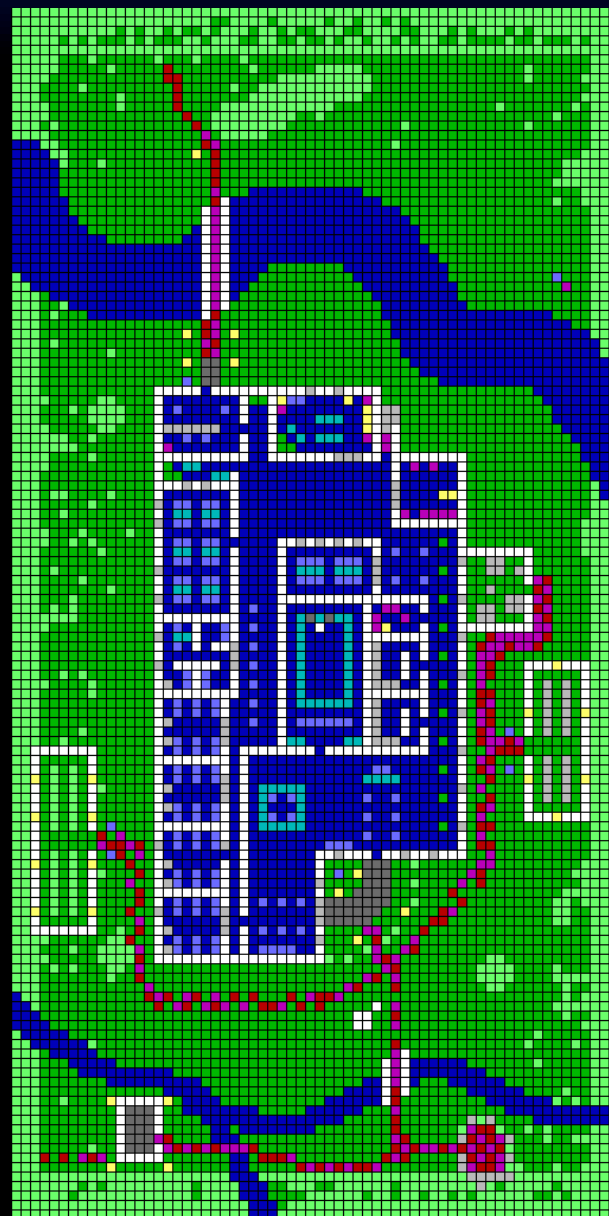
commodore



POWER

VIDEO MONITOR  
MODEL 1702

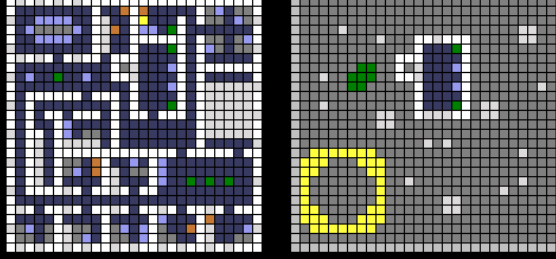
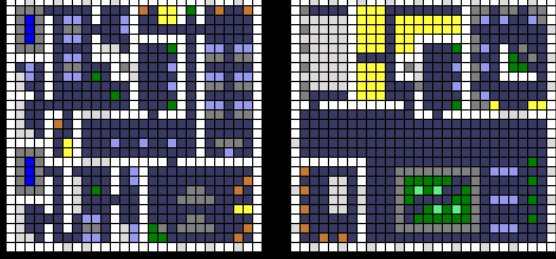
## MAPS AND HINTS



01 RESEARCH LAB

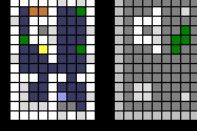
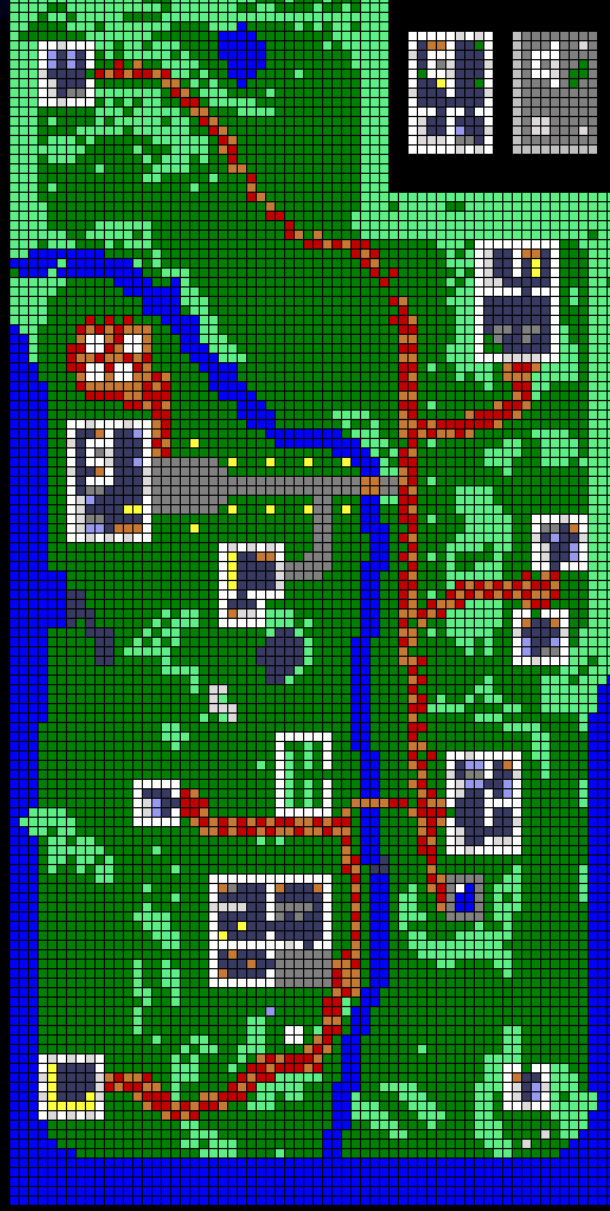
- Don't forget to search your lander.
- Find the first key in the big desk in the main lobby.
- There's a surprise crate in the wilderness on the south-east side of the river
- By moving items around the trash compactor, it is possible to lure the Evilbot to his death.

## 02 HEADQUARTERS



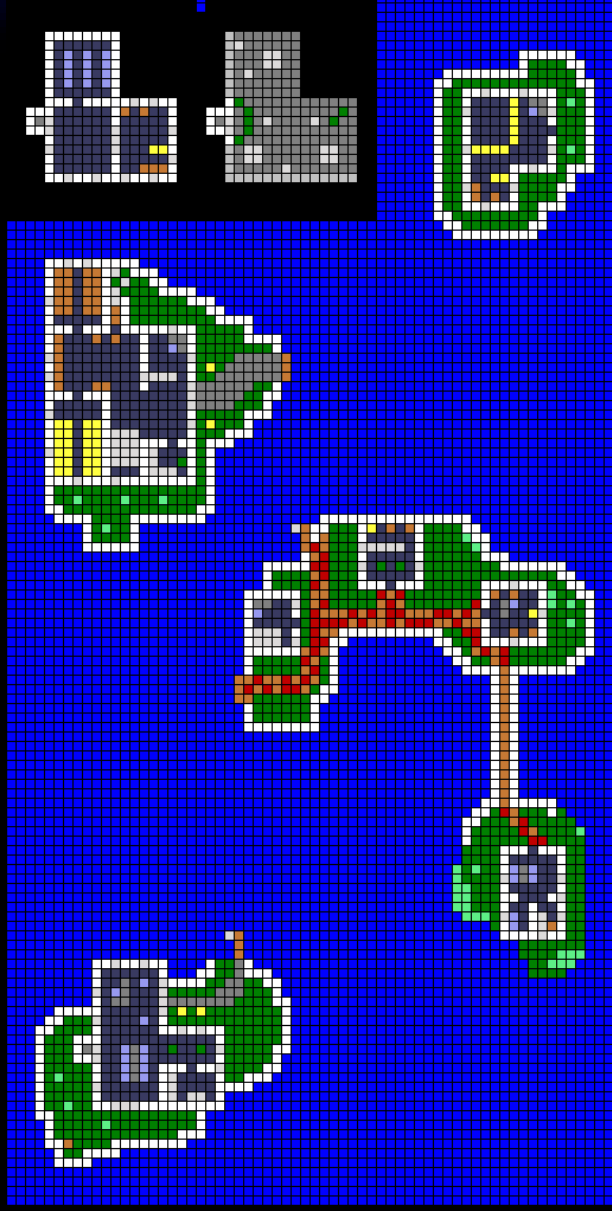
- Find the first key in the guard shack at the south-west corner of the map
- It's possible to position the canisters around the entrance to the transporter room to trap and destroy the Evilbot

## 03 THE VILLAGE



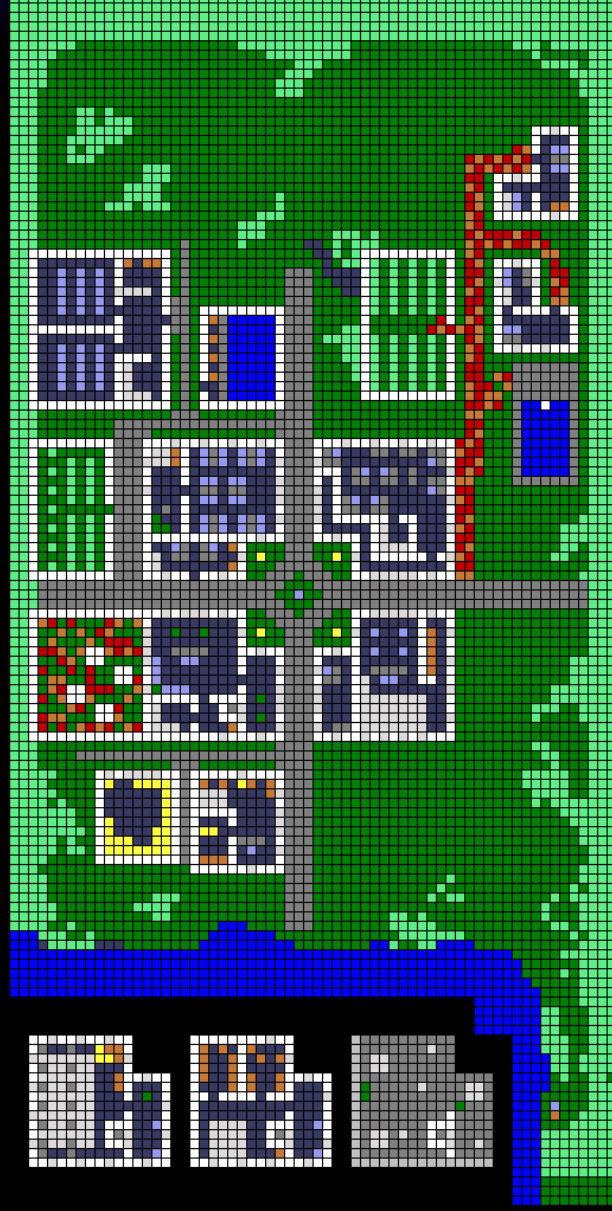
- There are two Evilbots guarding a fuel canister building. You can shoot the canisters through the window to severely damage them.
- There is a Rollerbot guarding the storage building in the center of the map. If you walk directly above the building, he will shoot the canisters himself, causing his own death.
- On the 2nd floor of the main building, there is a plant blocking your path behind the elevator. You can blow that plant up with a time bomb or the nearby canister. In the crate behind it, you'll find a Plasma Gun.

#### 04 THE ISLANDS



- The first key is in the L-Shaped desk in the main building lobby
- There is an automated raft that will come to the dock every 10 seconds. Step on the raft and it will take you to the next island.
- Move the crate out of the way of the trash compactor and the Rollerbot will roll right into it on his own. You may need to move the crate back to trap him there.
- The two Hoverbots on the roof are already in attack mode. There are many ways to defeat them. One easy way is to place a time bomb by the crates and then go back to the elevator before they explode.

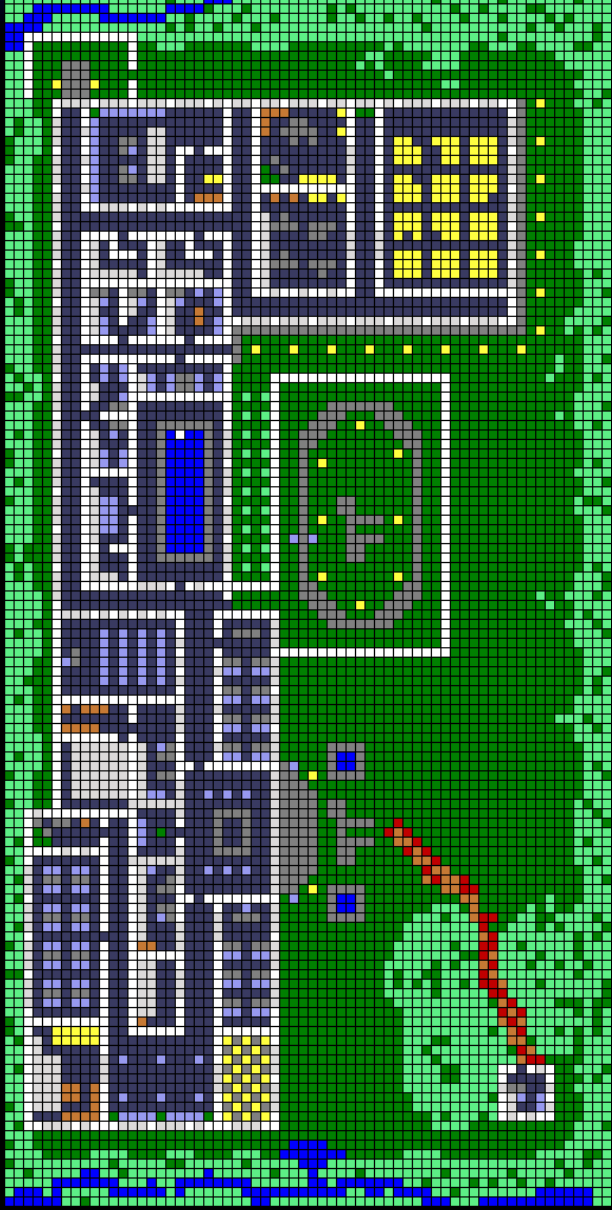
#### 05 DOWNTOWN



- Find your first key in the big desk of the main lobby on the building SouthWest of the main circle.
- In the same building, it is possible to move the crates in a way that the Rollerbot will actually kill the Hoverbot.
- Shoot the canisters through the window of the NorthWest storage building to kill or damage the Evilbot inside.
- On the second floor, there is room for one canister on each of the far sides of the server racks. It involves moving some things around to make it work. You can use this to destroy the Rollerbot.
- The Evilbot on the roof will typically be at the far side of the roof when you first exit the elevator. If you go immediately to the left, he will get himself stuck to the left of the elevator, giving you time to setup an attack. If you fail, just go back to level 3 for a moment, then back to the roof.
- There is a building full of water with 3 Hoverbots. It's possible to kill them all with one EMP by getting all 3 in view at the same time.

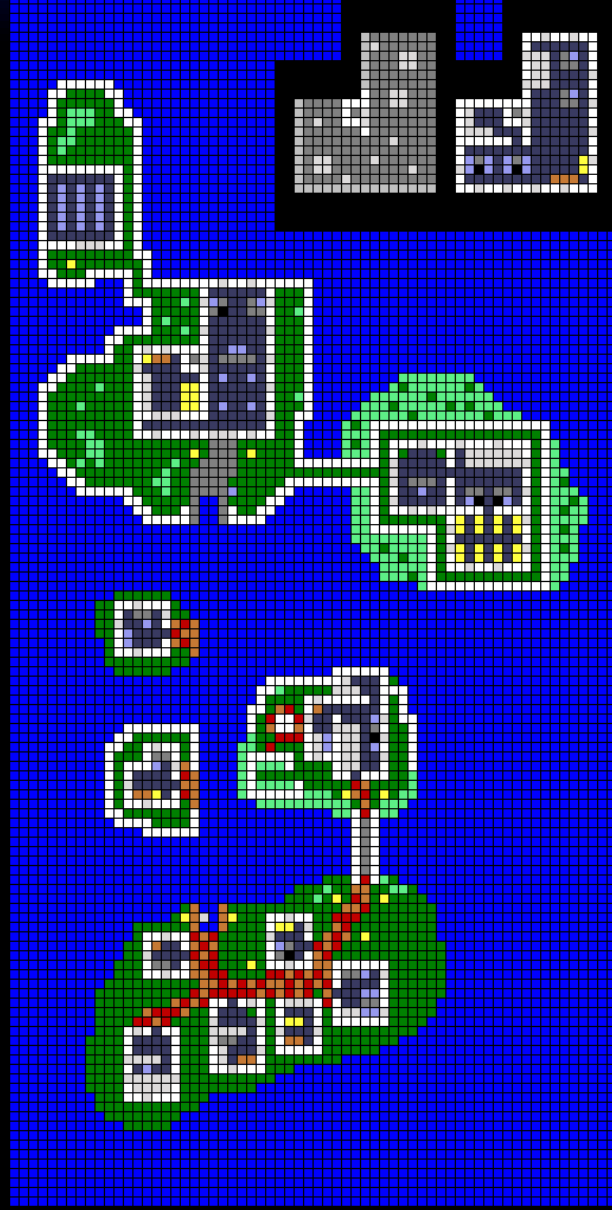


## 06 TT UNIVERSITY



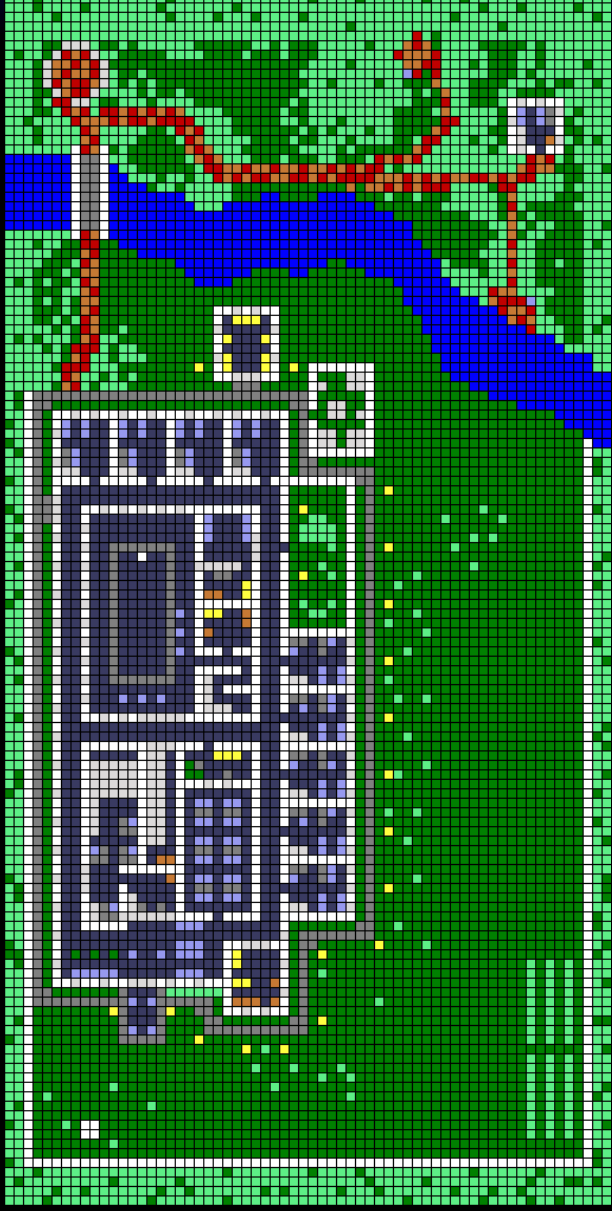
- Find your first key in the tiny building behind the forest at the SouthWest corner of the map.
- You can kill 2 Hoverbots instantly with the EMP if you time it right to wait for both to be over the swimming pool at the same time.
- Kill the Evilbot in the canister room by exiting the building and going around to the South window and shooting a canister. As the room explodes, keep moving along the wall (in safety) to get the Evilbot to follow you to more unexploded canisters.

## 07 MORE ISLANDS



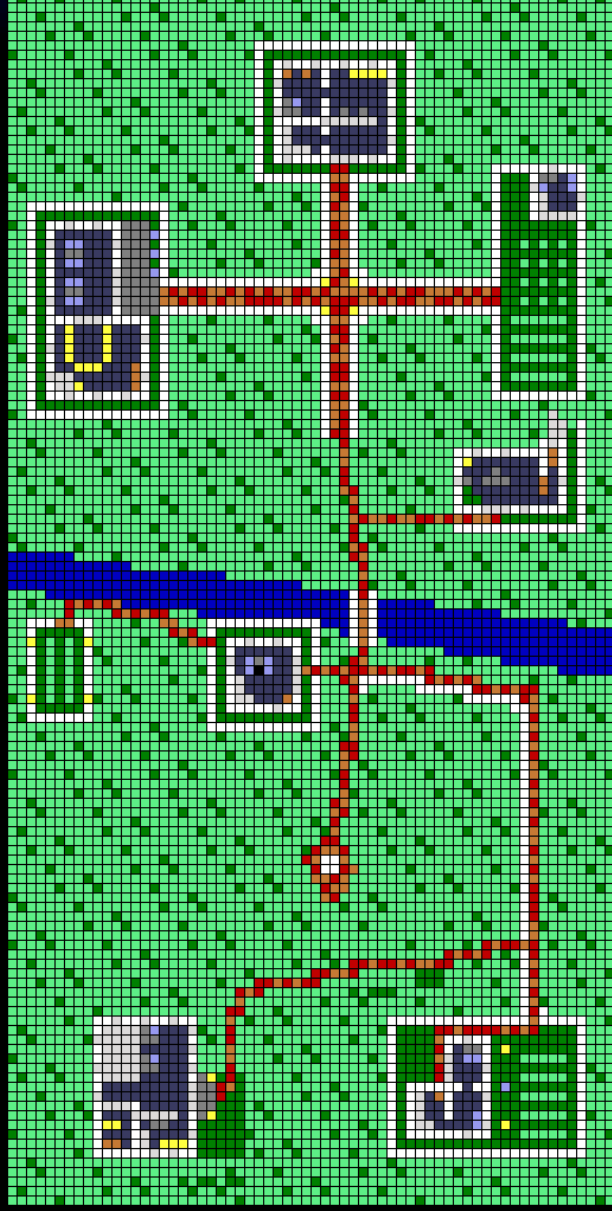
- Jump on and off the raft to get to the two smaller islands in the middle. You have to be quick.
- The two Hoverbots in the canister room in the South are already in "angry mode." But remember you can shoot through windows.

## 08 ROBOT HOTEL



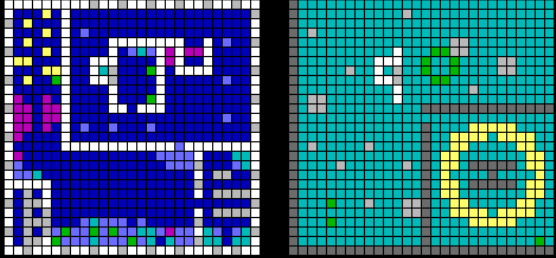
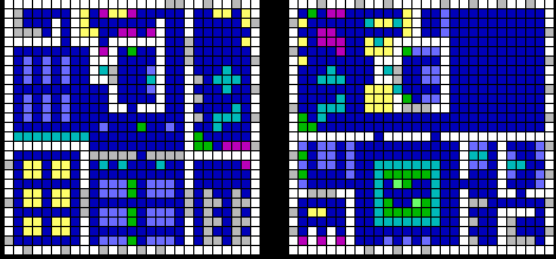
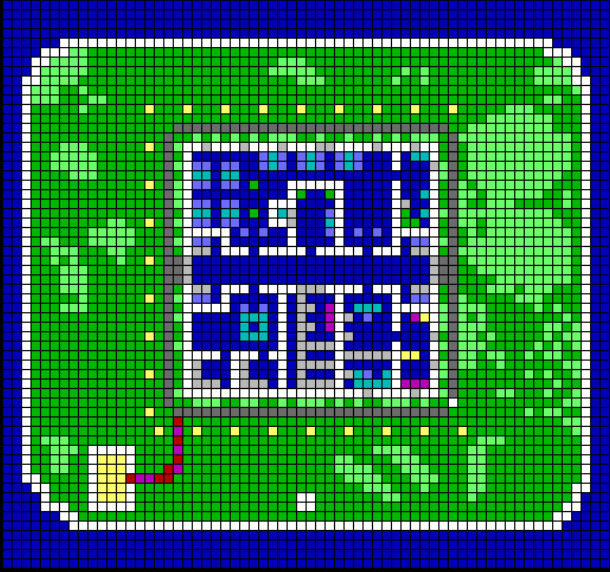
- One of the transporters is always active and will transport you to the little house at the SouthEast of the map. However, you'll have to walk back. There is a key in that little house you will need anyway.

## 09 FOREST MOON



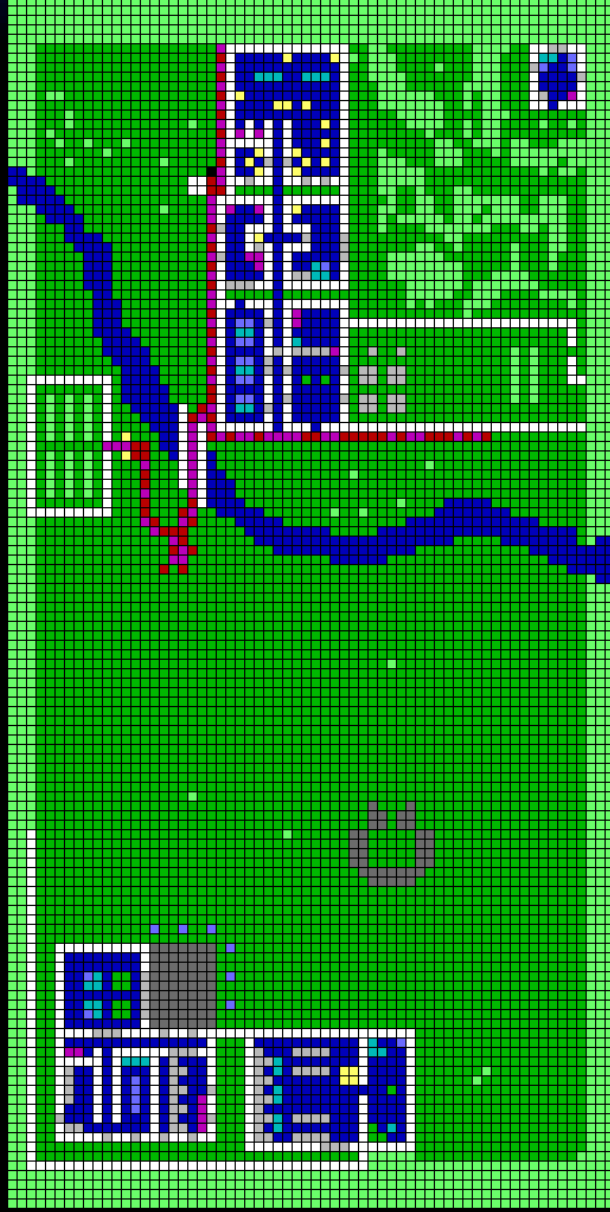
- There is a small building to the south that contains a ridiculous number of robots. However, there is a trash compactor at the bottom. Use your EMP to freeze the robots as you walk by the door so they don't chase you. Then trick all of them to walk into the trash compactor.
- In the NorthWest building (with the transporter pads) there are two Rollerbots. It is possible to search all of desks and filing cabinets for items you will need by simply standing behind the filing cabinets as they will shield you from fire.

## 10 DEATH TOWER



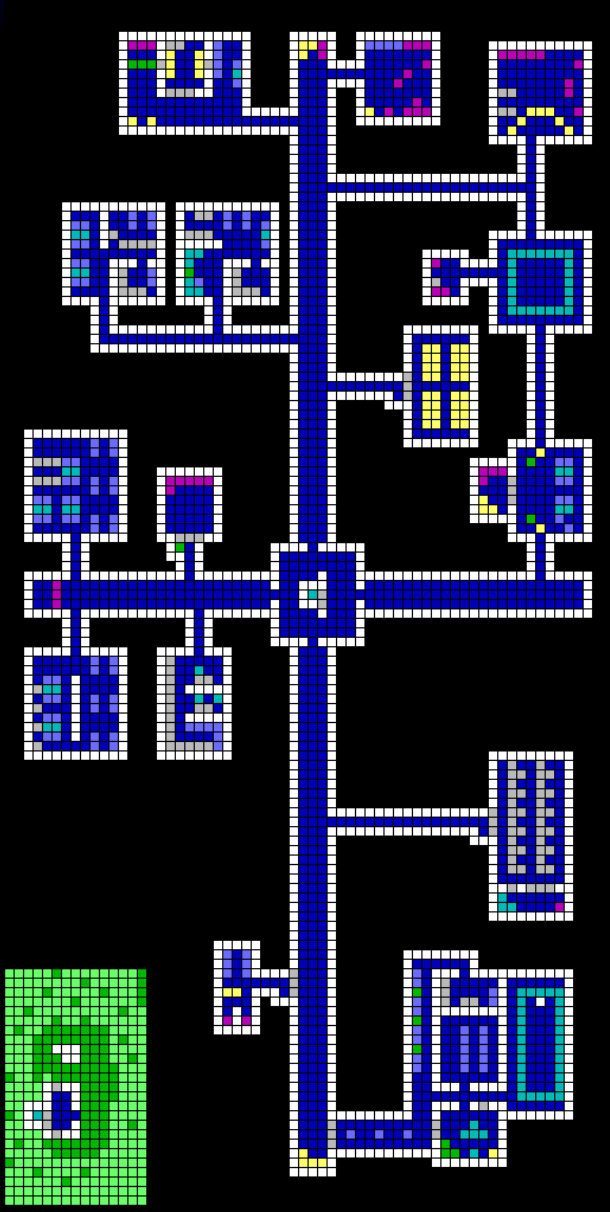
- On level 2, you should let the Evilbot chase you into the upper room filled with canisters, use an EMP or magnet on the Evilbot, then detonate the canisters as you run.
- On level 3, drop a bomb next to the two evilbots and run to the top. Wait for them to chase you, then have them circle around the elevator and you can draw both of them into the trash compactor.

## 11 RIVER DEATH



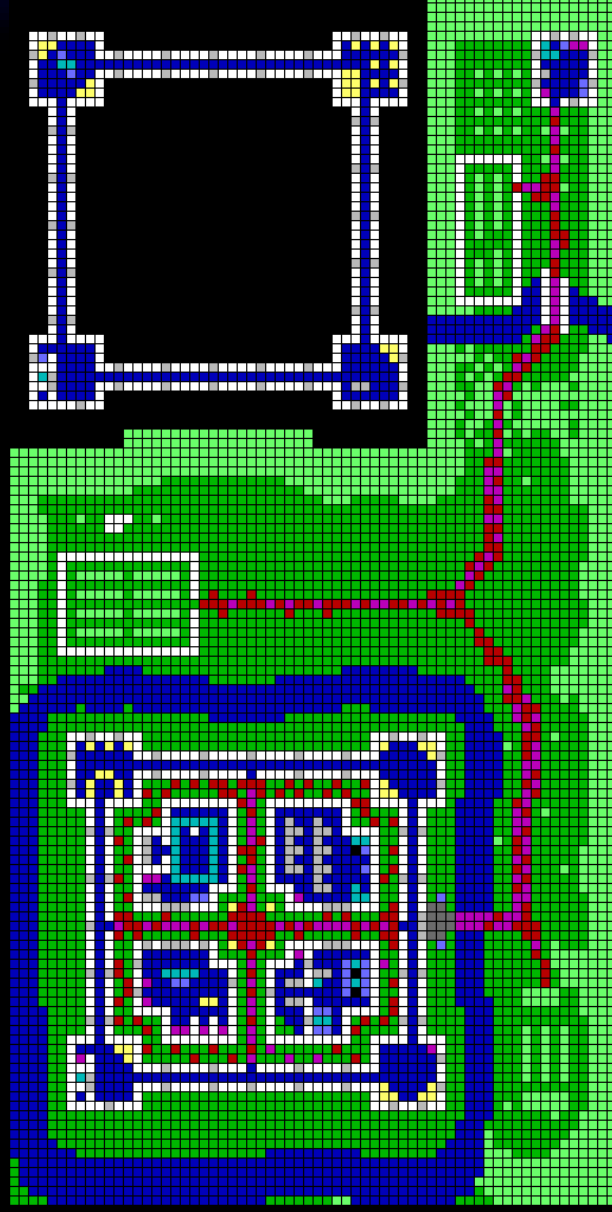
- You'll have to take the raft between buildings to complete the level. Beware there are things waiting to kill you. Many of these can be eliminated before you get on the raft. The rest can be eliminated by jumping off into the alleyways before you reach the end.

## 12 BUNKER



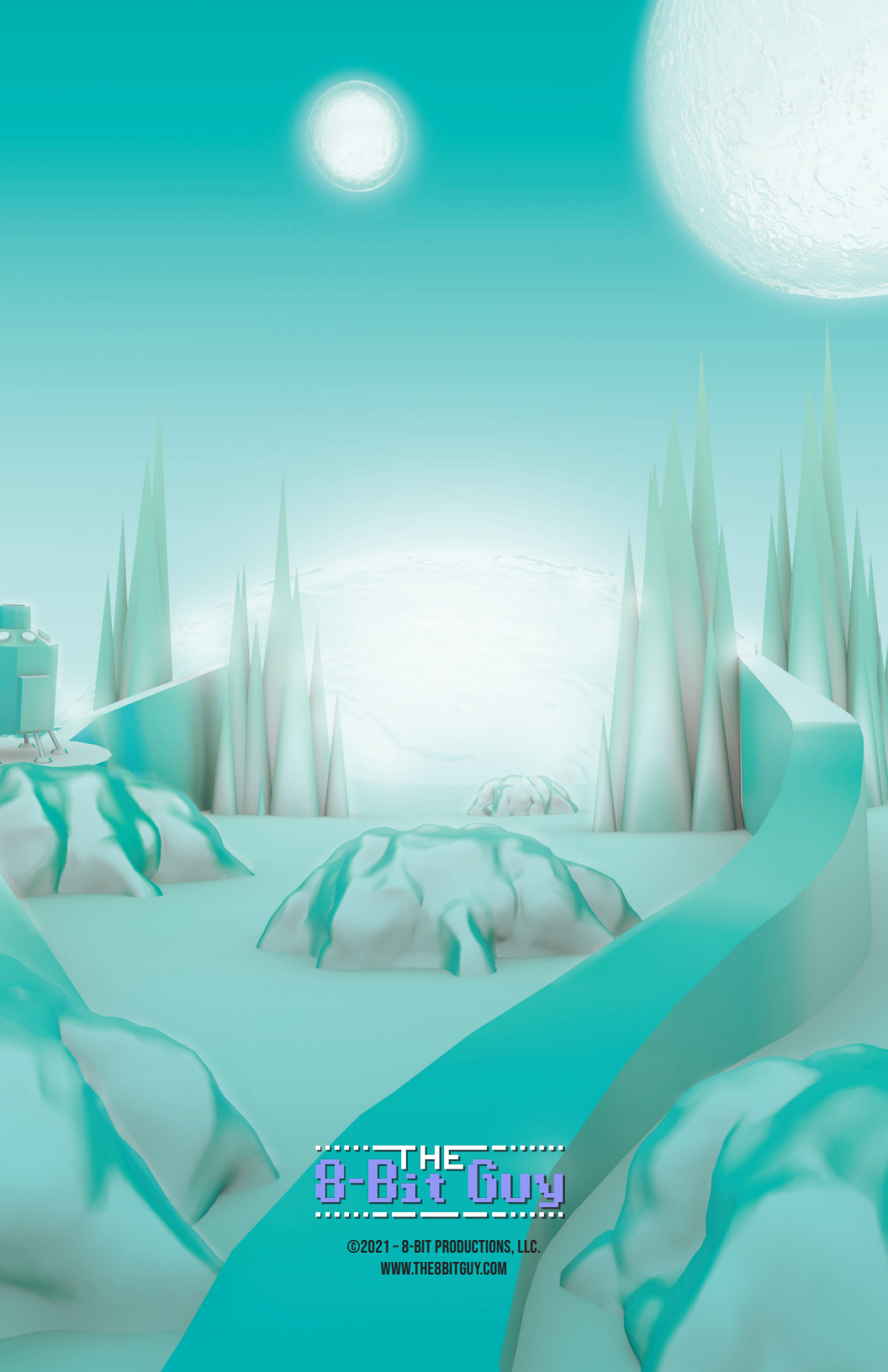
- Lay the magnet in front of the door for the evilbot on the surface. You should probably go ahead and use two of them so he won't try to kill you when you come back up the elevator.
- There is a room full of canisters; you can draw an Evilbot or two into it, use a magnet or EMP, then detonate them as you leave.
- In the room with the rollerbot, you can use the "science equipment" as a shield and keep pushing it in front of you until you block him.

## 13 CASTLE ROBOT



- The Evilbot on the second floor can be lured into the room with the canisters, followed by an EMP or magnet.





# THE 8-Bit Guy

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