ATTACK OF THE PETSCII ROBOTS

USER MANUAL – SEGA GENESIS EDITION

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WELCOME TO ATTACK OF THE PETSCII ROBOTS FOR SEGA GENESIS

I'm excited to present to you the Amiga version of Petscii Robots. I was approached by Augusto Emanuel Batista Novaes Santos about doing a port for the Sega Genesis. Admittedly, I knew very little about the Genesis at this point, as I never owned one growing up. However, it has turned out to be my favorite console port so far. It very much resembles the Amiga version, in fact it uses most of the same graphics and sound effects assets as the Amiga port. But, the musical soundtrack has taken a life all of its own. Technically speaking, there are 3 different musicians that contributed to this game. This is the only version of the game so far to contain Anders Enger Jensen's "Alternate soundtrack for Petscii Robots" It is also the only version of the game to have a 2-player mode.

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

David Murray

C64 version

Amiga version

NOTES FROM AUGUSTO

The Genesis for me is a very special console, even though I never had one before starting this port. But for some reason the Genesis gives me a feeling of nostalgia, even though I'm not from the 80's or 90's, actually, I was born in the 2000s. Genesis (1988) is literally 15 years older than me. But I remember playing a lot of Genesis games on emulators in my childhood, both at home as well as at school in computer classes.
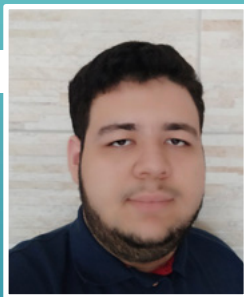
The beginning of the development of this port was a bit complicated. I didn't have much knowledge about the Genesis's limitations, in addition to knowing how to program at an acceptable level, but having almost zero experience in game development, I knew that to code this port I would have to improve a lot. The result of this lack of experience was a huge delay in the development of the port, I was practically having to learn and code. After the announcement video of the C128 version I saw as the Genesis version, was doing very badly in relation to the others, there I decided to make the decision if I would give up or continue producing this port. I chose to continue and focus even more on its development. With a little perseverance and determination, the version of the Genesis finally managed to advance considerably, in less than two weeks the game was unrecognizable with the version, shown in that video. I also took the opportunity to add new things to the game, because, why not?.

I'm very happy that we managed to finish this port, this project means a lot to me. I would like to thank David a lot for being so nice and patient with me. PETSCII Robots is a game that I will keep in my heart with great affection. The amount of things I learned programming this port is just surreal.
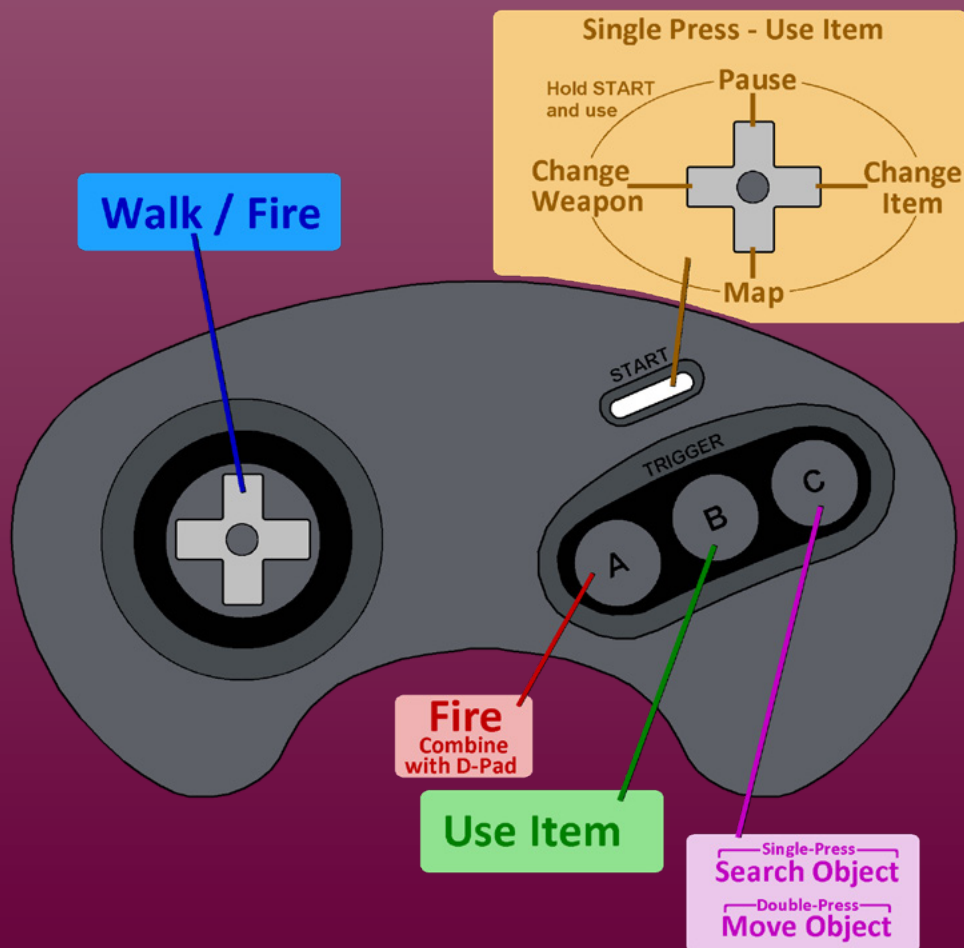
Augusto Emanuel

CREDITS

- David Murray — Original game design, artwork.
- Augusto Emanuel — Genesis Coding, extra maps.
- Piotr Radecki — Pixel art
- Noelle Aman — Music
- Anders Enger Jensen — Box and Manual design, music
- Ian Herrera — Music
- Brendan Carmody — Box Art
- Thiago Vieira — Additional maps and artwork, beta tester
- Frederic Bezies — Beta tester
- Justin Flory — Beta tester

USING SEGA CONTROLLERS

Three types of controllers are supported. You can use a Sega Master System, 3-Button Genesis, or 6-Button Genesis controller. Even if you have a 6-button controller, you can still operate it in 3-button mode by selecting the 3-button configuration at the menu. Several beta-testers said they preferred the 3-button mode even with a 6-button controller.
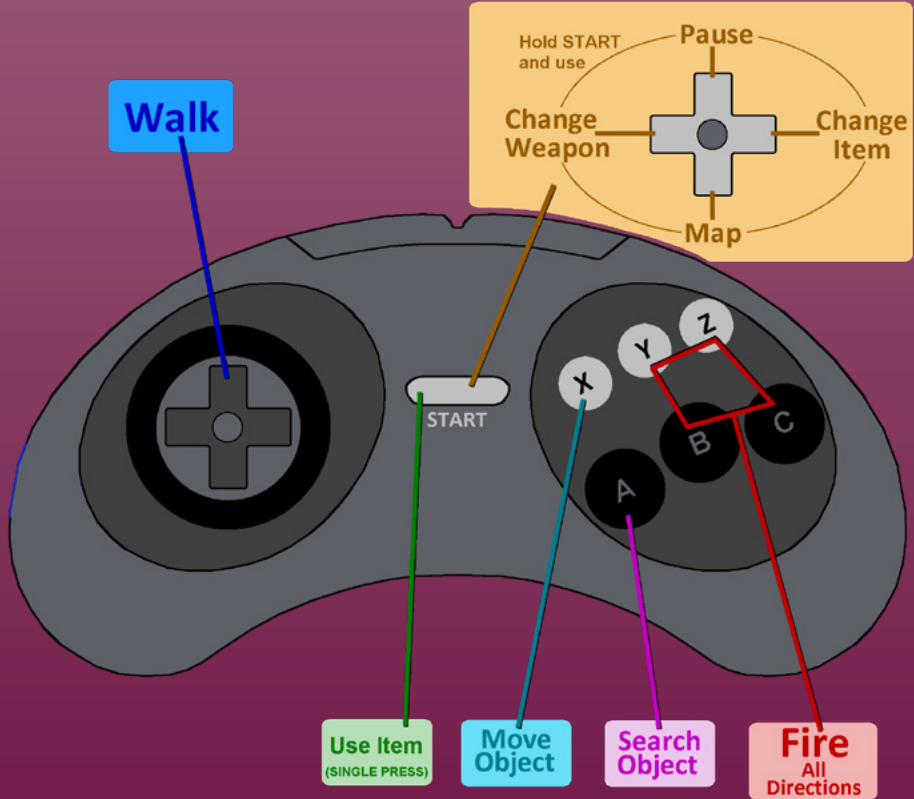
WARNING: Some modern replacement controllers may not work correctly especially with the start button. Original controllers should work fine.

3-BUTTON CONTROLLER

Single Press - Use Item

Hold START and use — Pause

Change Weapon — Change Item

Map

Walk / Fire

START

TRIGGER

A   B   C

Fire
Combine
with D-Pad

Use Item

Single-Press
Search Object
Double-Press
Move Object

6-BUTTON CONTROLLER

Walk

Hold START and use

Pause

Change Weapon

Change Item

Map

START

Use Item (SINGLE PRESS)

Move Object

Search Object

Fire All Directions

Combine With

Pause

Change Weapon

Change Item

Move

Walk / Fire

CONTROL PAD

1 START   2

Fire
Combine
with D-Pad

Use Item
(SINGLE PRESS)

MAP
Combine
with 1-button

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.

8
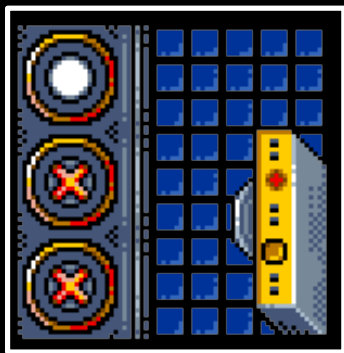
BRAINS OR BRAWNS?

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.

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.
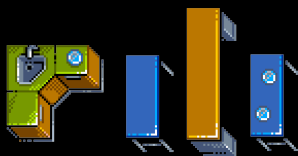
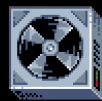LOCKER   FILE CABINETS   SINK

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.
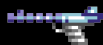
PLASMA GUN This is the more powerful of your two weapons available. It creates 11 points of damage and a blast 5 tiles wide. Thus it will damage your target and anything near it as well. Be careful with this weapon as it is easy to kill yourself if you are too close to what you are shooting. It's probably best to conserve your ammo with this weapon for the Rollerbots and Evilbots.
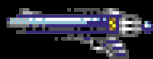
EMP The Electro-Magnetic-Pulse generator will force any robots within your viewable area to reboot, thus causing them to freeze for several seconds. During this time you can make your escape, or attack the robot. Use these sparingly and save them for the hard to kill robots. Also, if you use an EMP while 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.
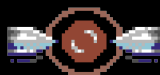
TIME BOMB When you "use" the time bomb, a cursor will appear over your character indicating it is waiting for a direction to be selected. Once you pick a direction, you will see the bomb next to you. It is best to run at this point. Within a few seconds the bomb will explode and create a blast 5 tiles 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.
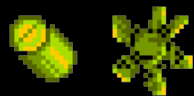
KEY CARDS You will notice some doors are locked, and a symbol will be displayed next to the door such as a heart, spade, or star. You will need to find the appropriate key card to open these doors. If you have a keycard, it will appear on the right side of the screen under "**KEYS**."

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 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.
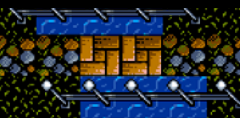
MOVING ITEMS AROUND

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.

CHAIRS
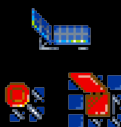
CANISTERS

CRATES

SCIENTIFIC EQUIPMENT

BLOWN CANISTER

USING THE MAP

Activating the map is handy not only to see where you are, but to find the remaining robots.

Things to know about the map:
- Activate map by pressing START+DOWN.
- You can still walk around while the map is on screen.
- A-Button will toggle robot visibility on the map
- B-Button will return to the game
- C-Button will toggle the inventory screen, and menu where you can toggle music, change controller style ,or exit the game.

TWO-PLAYER MODE

The Genesis port is the only version of the game to feature a split-screen two-player mode. It is a cooperative style system, so both players work towards the same goal, although it is possible for you to damage or kill the other player by accident or on purpose.

Here's what you need to know that is different in two-player mode.

- Keys are shared between players. If one player finds a key, both players can use it.
- Weapons and items are not shared. Whoever finds an item first will get to use it. When working as a team, you should plan to share resources such as weapons, health packs, etc. If one player hogs them all, the other player is of little use.
- If one player dies, the other player may search the dead corpse to take all of his weapons and items.
- Your horizontal playfield is reduced, as is the distance you can shoot to the left or right. This also affects Rollerbots shooting at you, reducing their horizontal shooting distance. Be careful with the plasma gun, as you can only safely shoot objects at the very edge of the screen. It's probably best to shoot vertically when possible.
- Angry robots will chase whichever player is closest to them.
- It is possible to shoot each other, so be careful.
- Both players, assuming they are still alive at the end of the game, will need to walk through the transporter pad.
- Opening the map opens full screen. The white blinking dot is player one, red blinking dot is player 2. It helps to disable the robots on the map to distinguish players.

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.
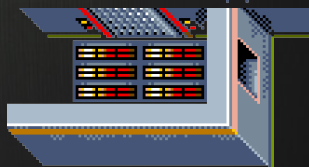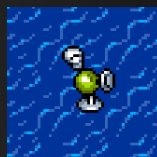
MAPS AND HINTS
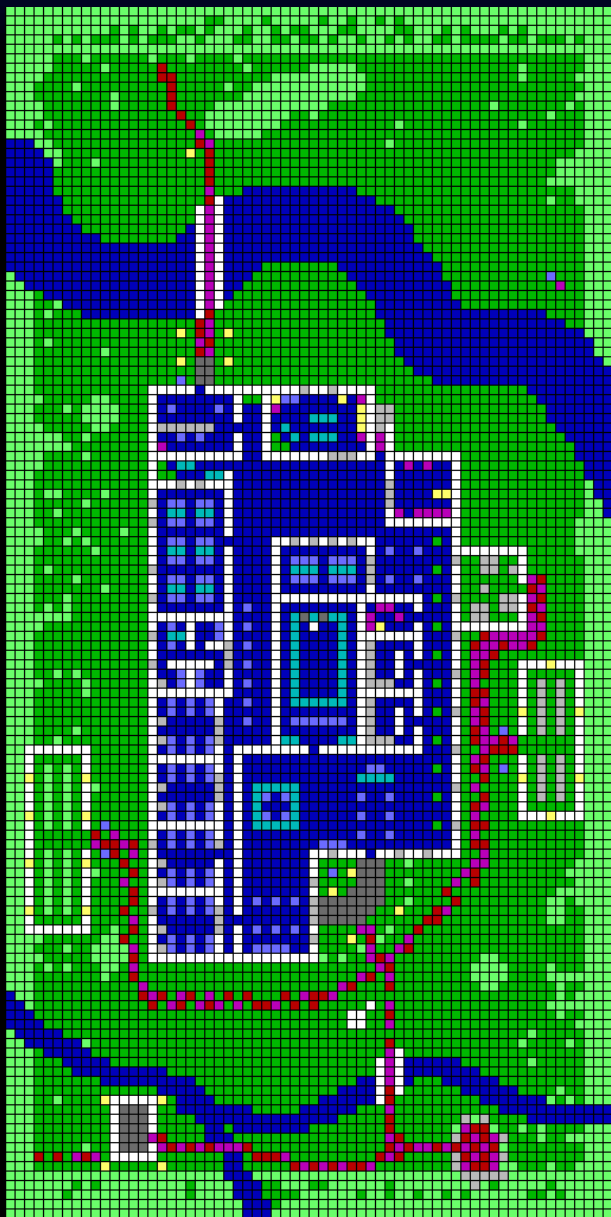
- Don't forget to search your lander.
- Find the first key in the big desk in the main lobby.
- There's a surprise crate in the wilderness on the south-east side of the river
- By moving items around the trash compactor, it is possible to lure the Evilbot to his death.
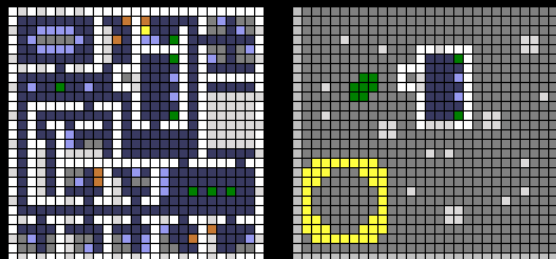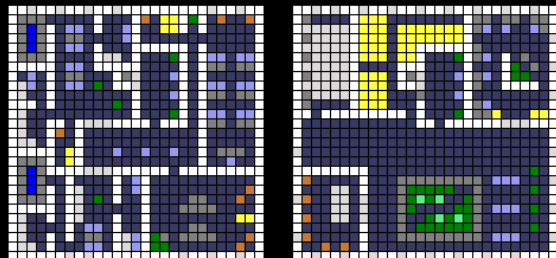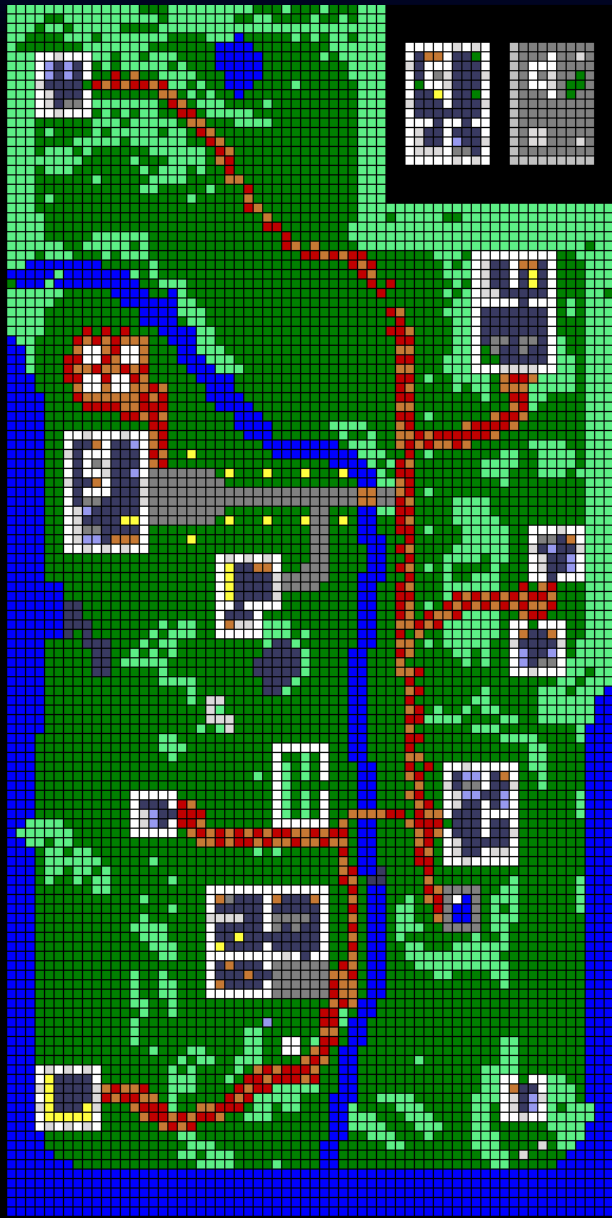
- Find the first key in the guard shack at the south-west corner of the map
- It's possible to position the canisters around the entrance to the transporter room to trap and destroy the Evilbot

- 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.
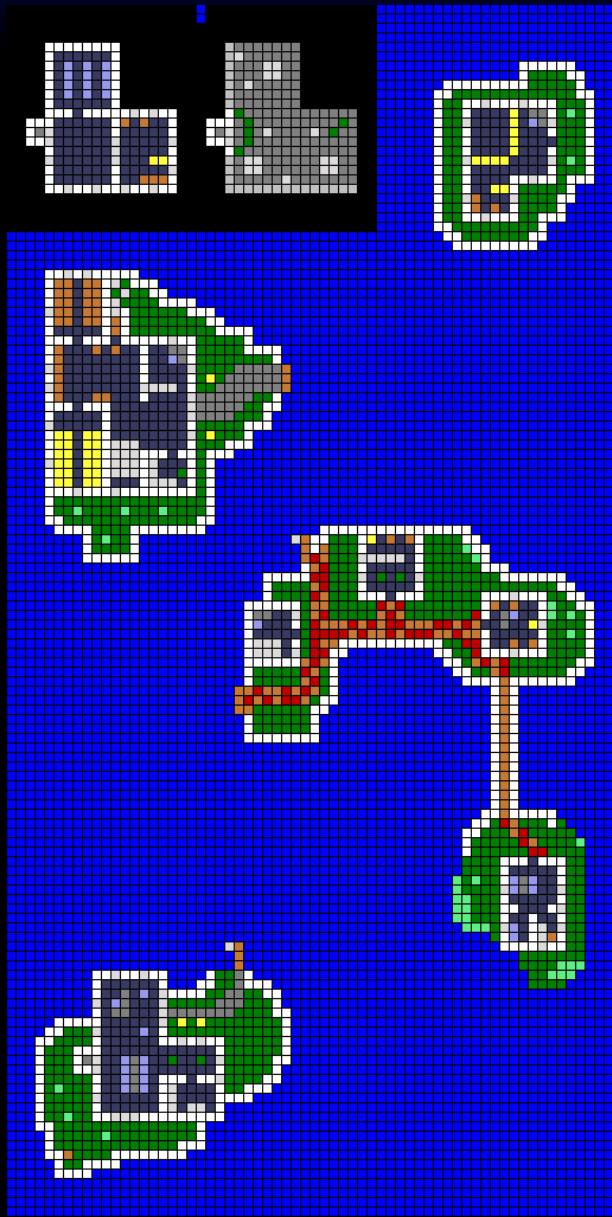
- The first key is in the L-Shaped desk in the main building lobby
- There is an automated raft that will come to the dock every 10 seconds. Step on the raft and it will take you to the next island.
- Move the crate out of the way of the trash compactor and the Rollerbot will roll right into it on his 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.
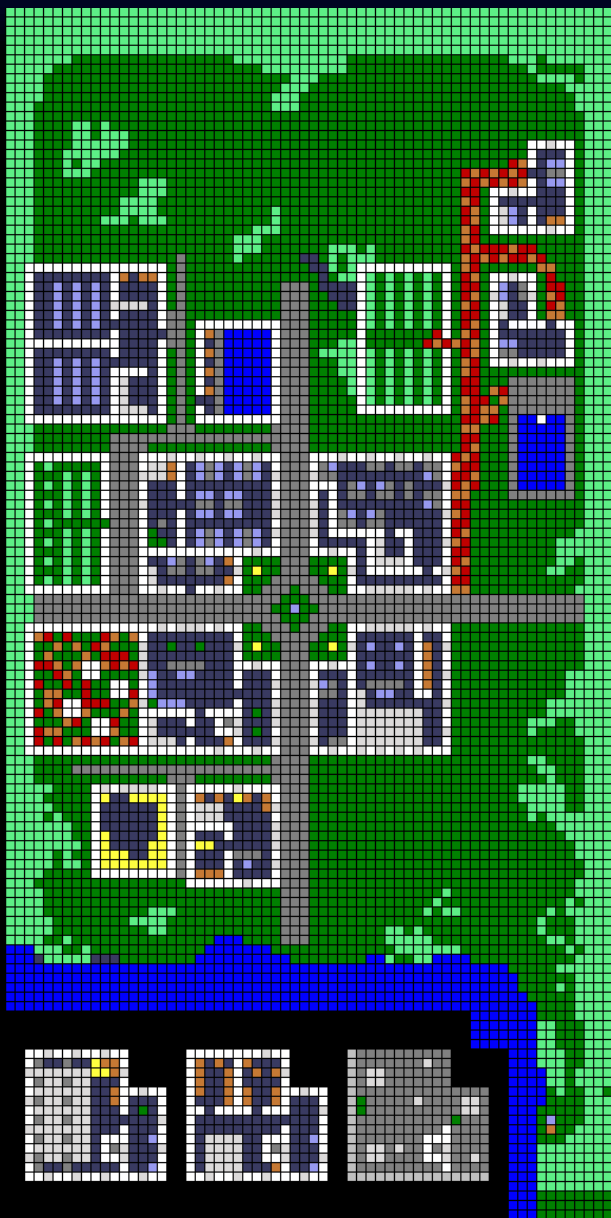
- Find your first key in the big desk of the main lobby on the building SouthWest of the main circle.
- In the same building, it is possible to move the crates in a way that the Rollerbot will actually kill the Hoverbot.
- Shoot the canisters through the window of the NorthWest storage building to kill 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.
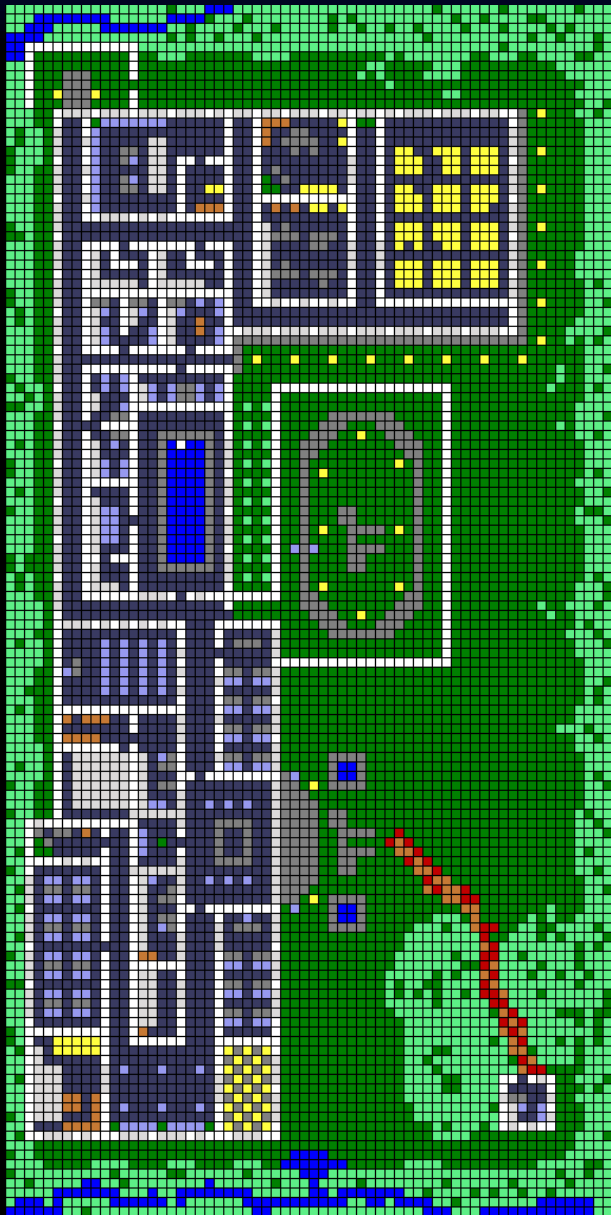
- Find your first key in the tiny building behind the forest at the SouthWest corner of the map.
- You can kill 2 Hoverbots instantly with the EMP if you time it right to be over the swimming pool at the same time.
- Kill the Evilbot in the canister room by exiting the building and going around to the 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.
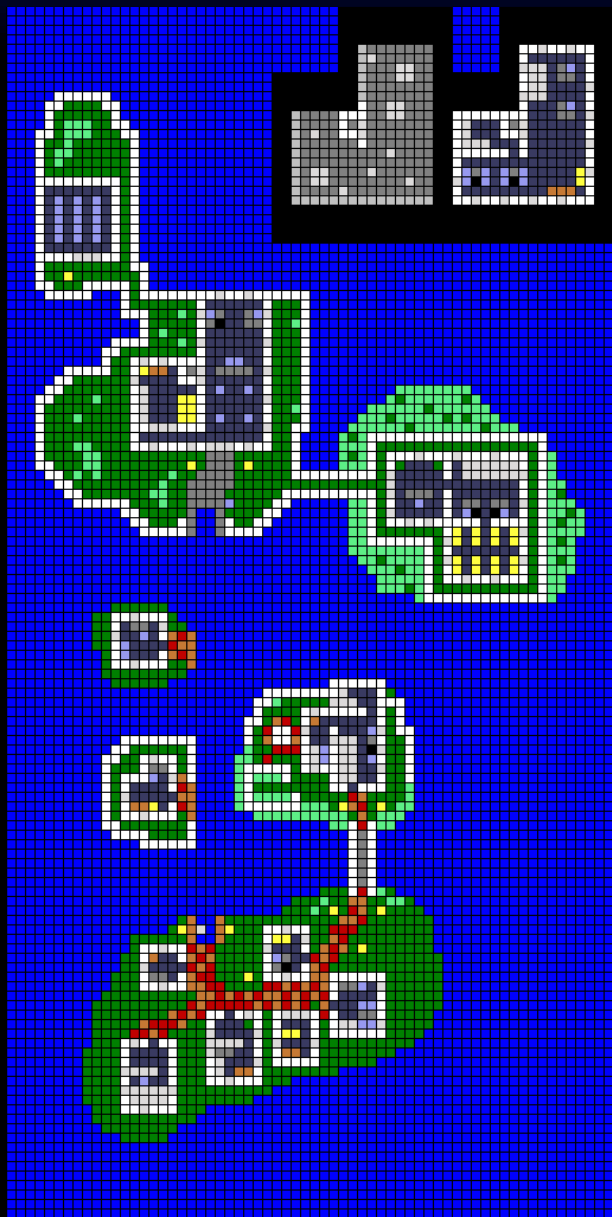
- Jump on and off the raft to get to the two smaller islands in the middle. You have to be quick.
- The two Hoverbots in the canister room in the South are already in "angry mode." But remember you can shoot through windows.
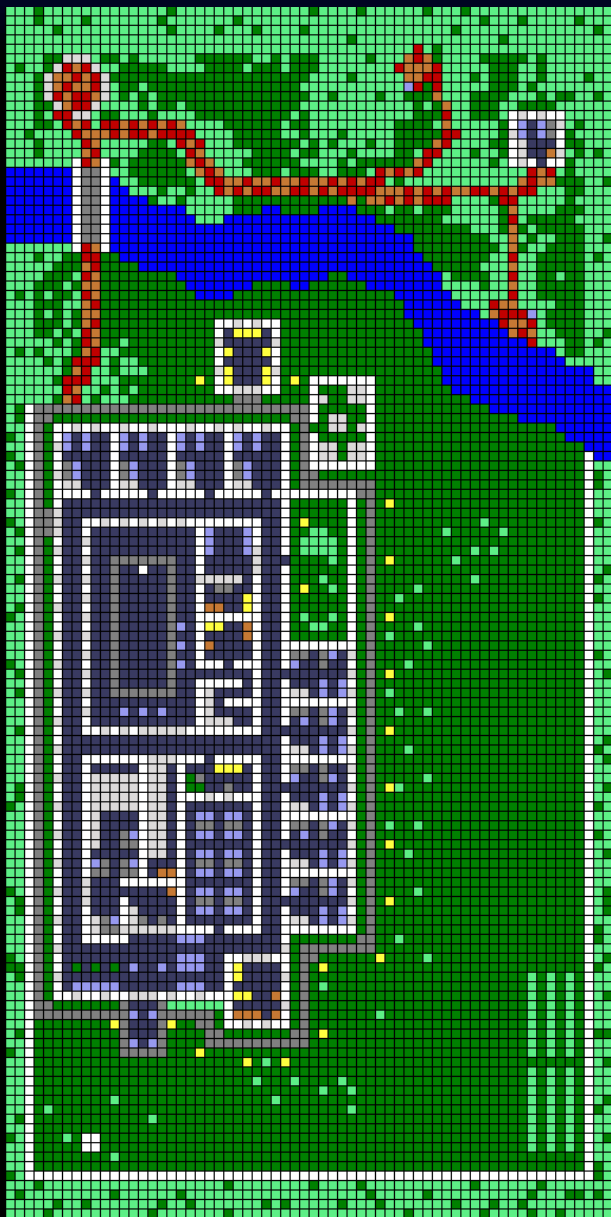
- One of the transporters is always active and will transport you to the little house at the SouthEast of the map. However, you'll have to walk back. There is a key in that little house you will need anyway.
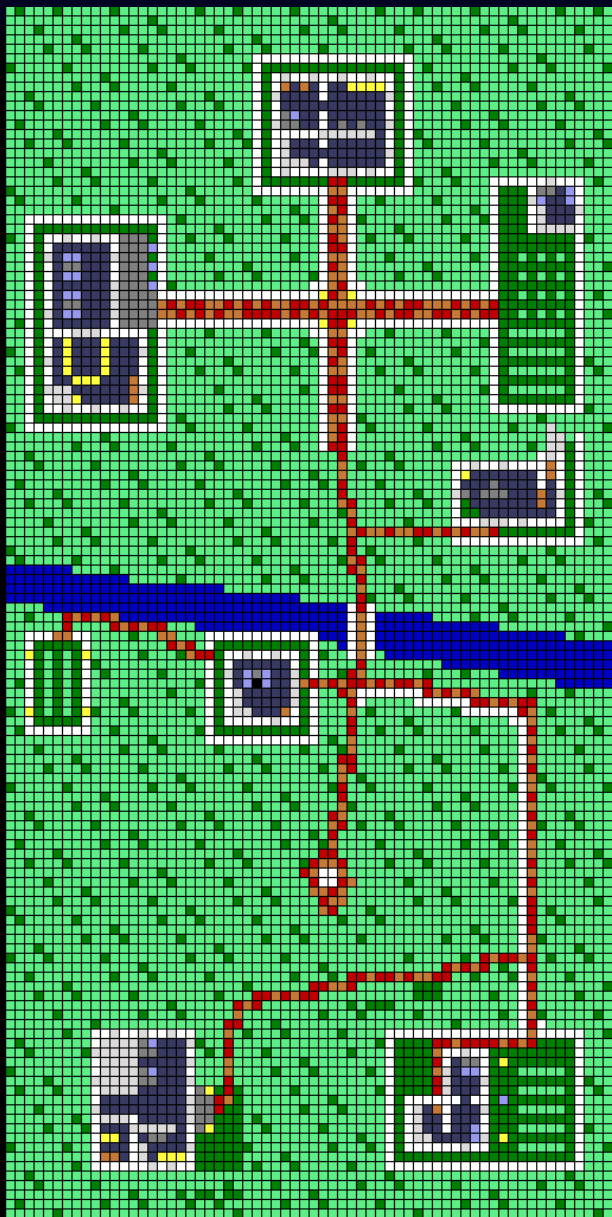
- There is a small building to the south that contains a ridiculous number of robots. However, there is a trash compactor at the bottom. Use your EMP to freeze the robots as you walk by the door so they don't chase you. Then trick all of them to walk into the trash compactor.

- 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.
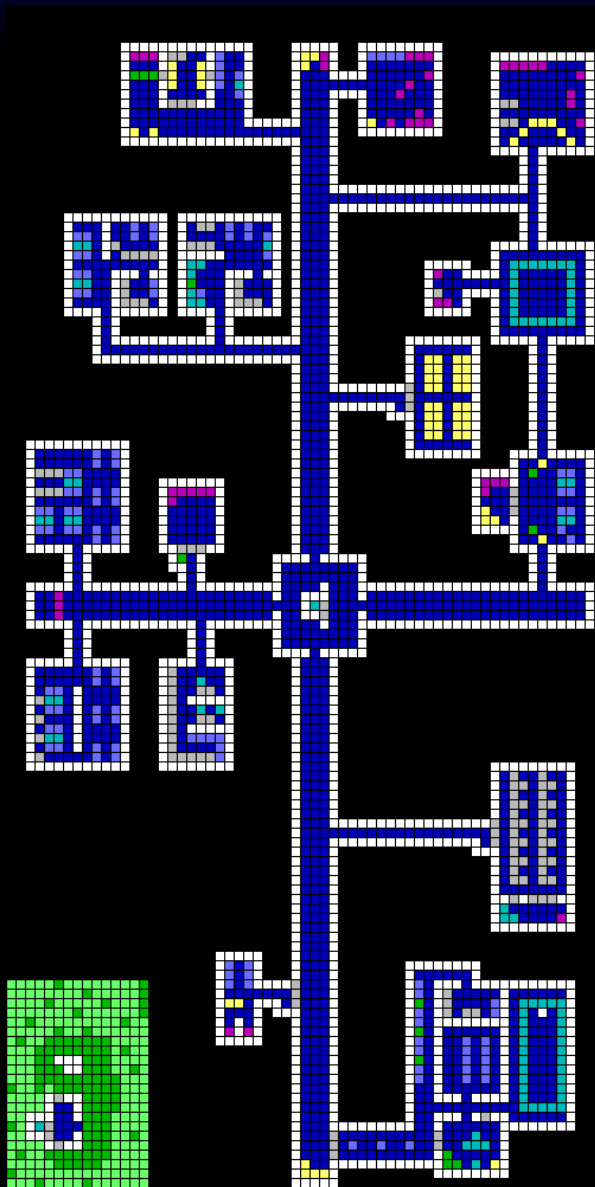
10 DEATH TOWER
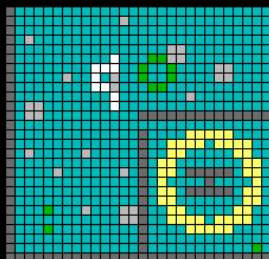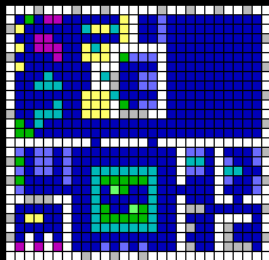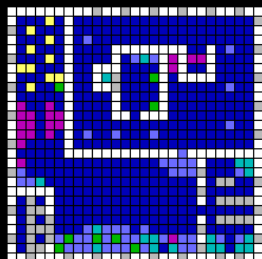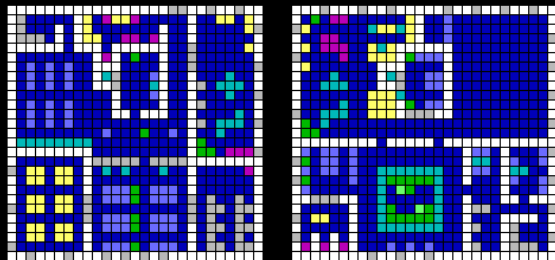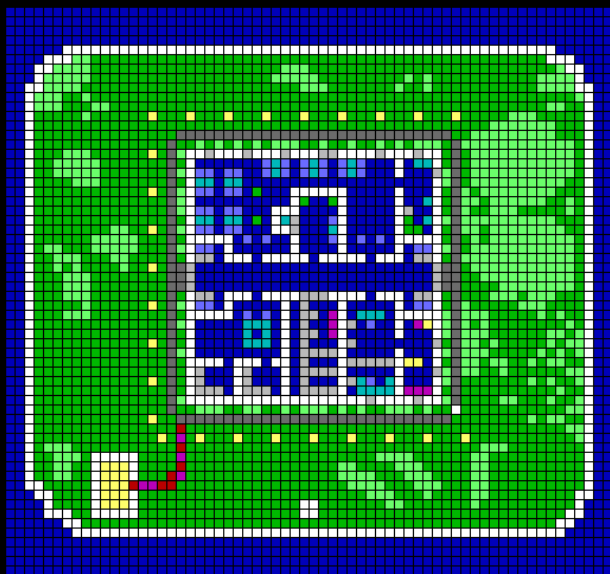
- On level 2, you should let the Evilbot chase you into the upper room filled with canisters, use an EMP or magnet on the Evilbot, then detonate the canisters as you run.
- On level 3, drop a bomb next to the two evilbots and run to the top. Wait for them to chase you, then have them circle around the 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.
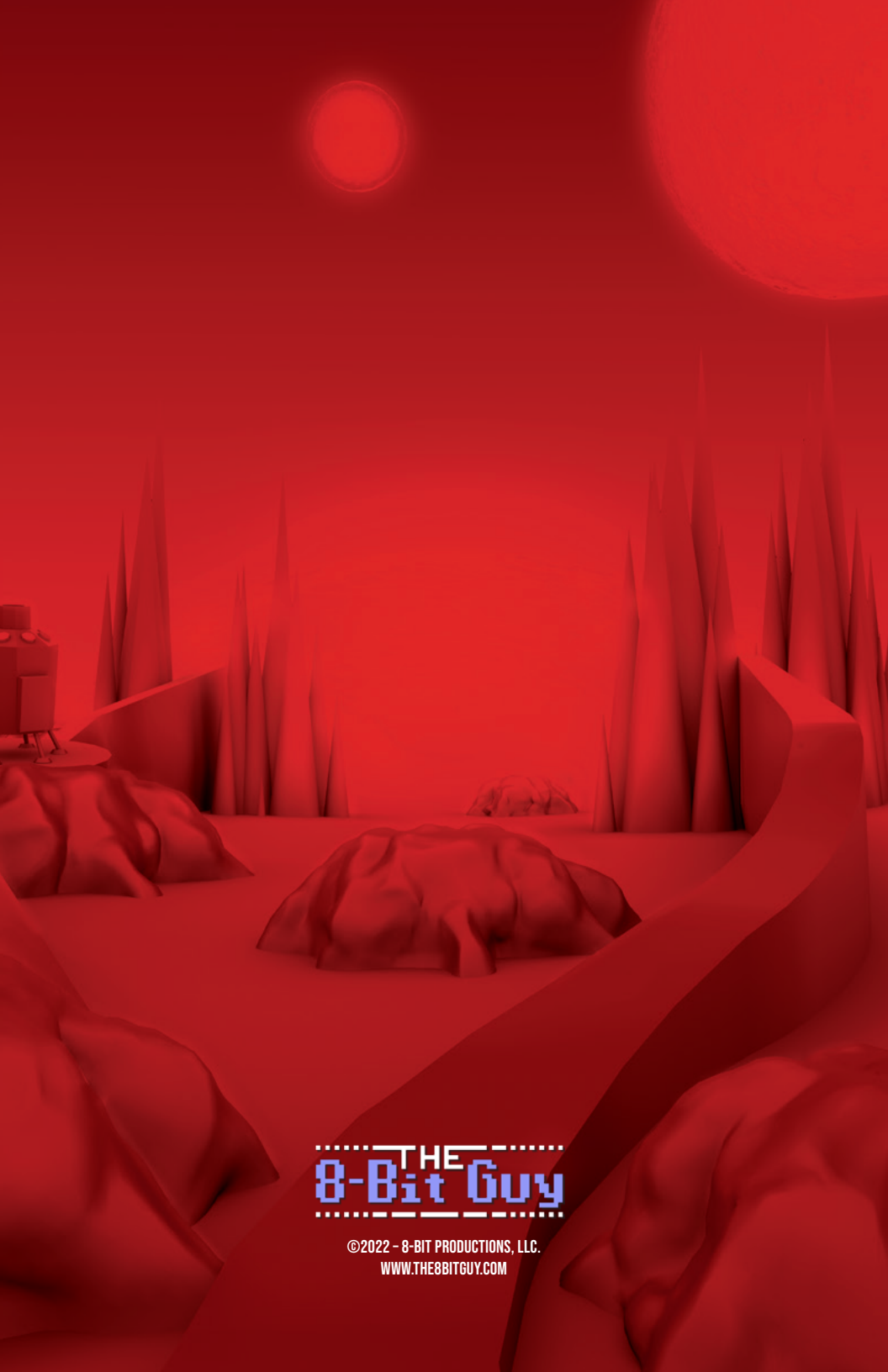
12 BUNKER

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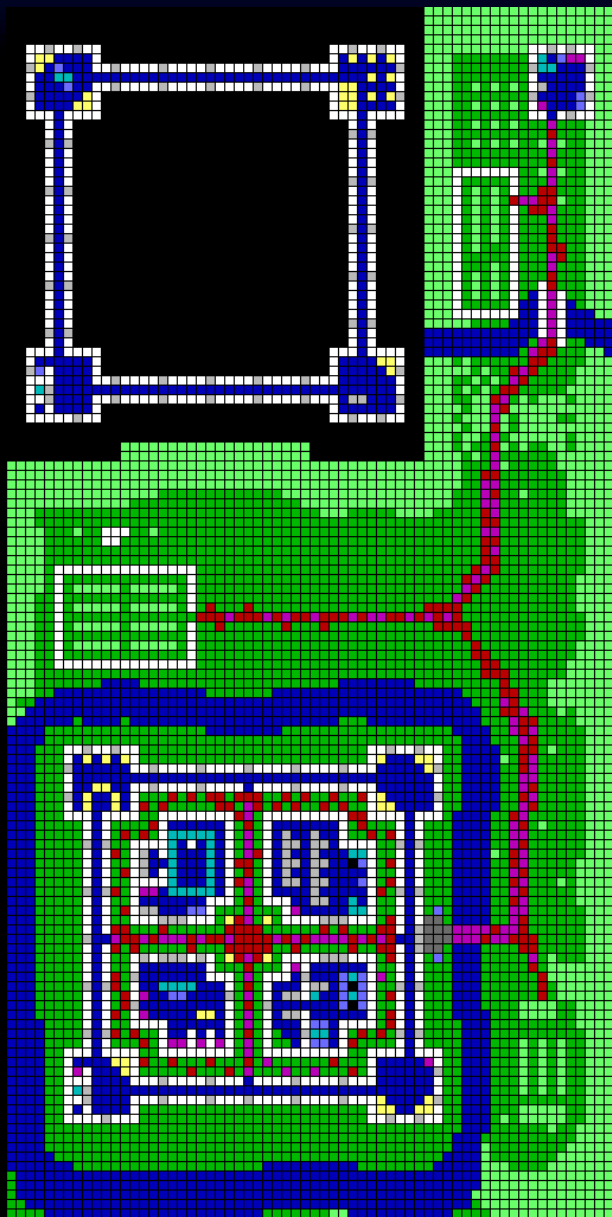
- The Evilbot on the second floor can be lured into the room with the canisters, followed by an EMP or magnet.