



Oric Version - Attack of the Petscii Robots

With the game you will have received a digital copy of the manual for the Commodore version of the game. The gameplay is identical across all machines, so you can use that as a reference. However, there are some Oric specific instructions you may need.

Below you will find the keyboard layout for the Oric systems.



Keyboard Notes: If you are playing with the keyboard on a real Oric system, it is recommended to define your own keys from the main menu. The cursor keys are primarily supported for those playing in an emulator.

System Requirements: Game was tested with Oric Atmos and Oric 1 48K. Oric Nova 64 and Pravetz 8D should work as well but were not tested. You also need a disk drive. Current version of the game on real hardware supports Oric 3 inch Microdrive, Cumana Reborn and Cumulus. It can also be played on the Oricutron emulator.

How to Start Game: The game can be loaded from disk or tape file, currently Erebus is not supported as this device does not support random access to be able to load in the required game levels.

Loading From Disk: Two disk formats are provided:

dsk : for use with the Cumulus drive or Oricutron emulator.

hfe : for use with the Cumana Reborn drive.

Oricutron: From the Main Menu, select 'Insert Disk 0' and locate the 'oricpetscii.dsk' file. The game will load and auto-run.

Cumana Reborn: Copy the oricpetscii.hfe file to your USB memory stick and insert into the Cumana drive.

Turn your drive and Oric on and select oricpetscii using the dial. The game will load and auto-run.

Cumulus : Copy the oricpetscii.dsk file to your SD Card and insert into the Cumulus drive. Turn on your Oric and then select the oricpetscii file on Drive A. Then reset your Oric using the Cumulus menu. The game will load and auto-run.

Loading From Tape:

To load from tape, enter:

CLOAD "ORICPETSCII"

Should you want to load from wav files onto a real Oric, use the tap2wav utility to create a wav file of each tap file. For those who want to load from the audio output of a mobile phone or mp3 player, the file loading order is as follows:

After loading ORICPETSCII follow FONTS, TITLE, TILESET and MUSIC-1

Then there are 13 levels, LEVEL-A - LEVEL-M which will load once you select 'Start Game' from the menu depending on which level you have selected.

After game over, the game will load MUSIC-1 or MUSIC-2 depending on your music selection.

Erebus Users:

Unfortunately it was not possible to get the game to work with the Erebus drive due to the random access nature of the game needing to load the correct level map. The Erebus can only handle one tap file and even though this can contain multiple tap files, the device only allows sequential access of each file, so it's not possible to jump to the selected level file.

If anything changes with the Erebus, we will create a new version.

Music: The Oric version has music at the intro screen, but during gameplay you will only hear sound effects. Two original tunes were made specifically for Oric. You can toggle between them by pressing CTRL M.

6502 Assembly Code by David Murray and Dušan Štrakl and Simon Luce.

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