

Super Nintendo Version - Attack of the Petscii Robots

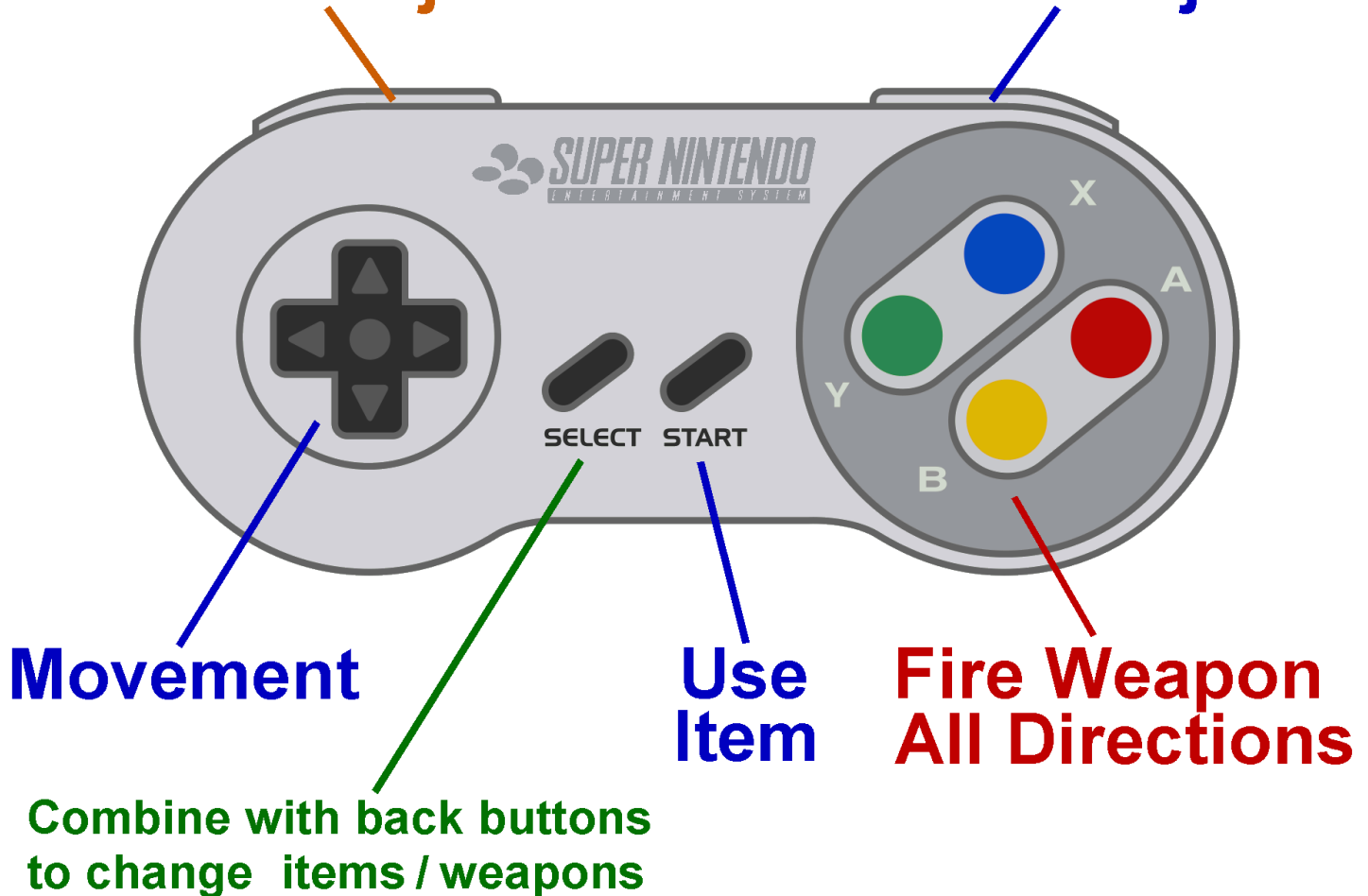


To reduce cost, you will have received a user's manual for a different version of the game. The gameplay mechanics are identical across all machines, so you can use that as a reference for gameplay. However, there are some SNES specific instructions you may need.

Below you will find the controller layout for the the Super Nintendo

Search Object

Move Object



Using the Map

select + ◀ = Open Map

Zoom Out

Zoom In



Toggle Robot Dots
Return to Game

Other Controls

select + start = Pause / Exit game

select + ▶ = Toggle Music

6502 Assembly Code by David Murray and Govak Lamesi

Artwork by Piotr Radecki

Music by Noelle Aman

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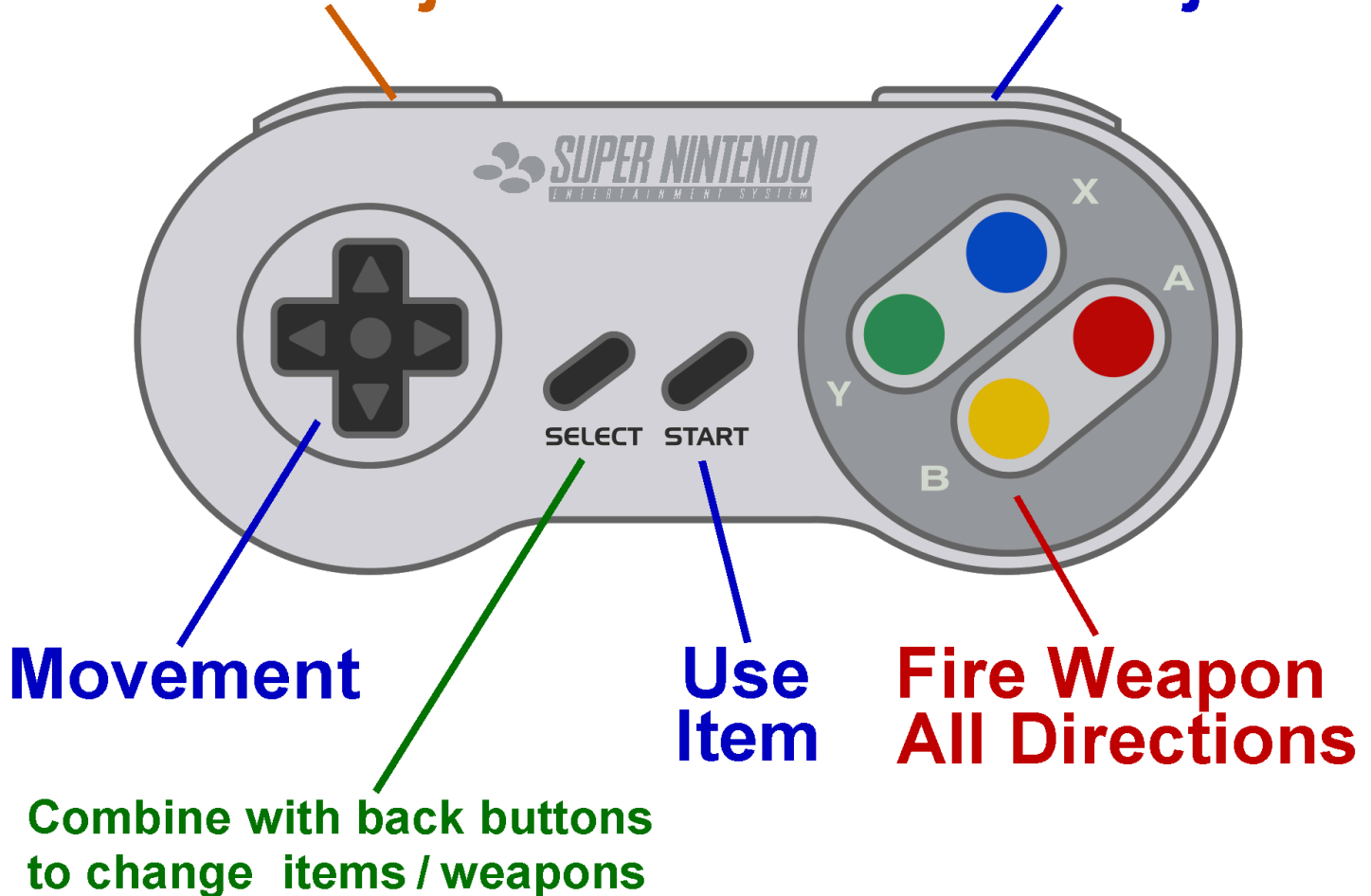


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Attack of the Petscii Robots now available on the following systems:

- Commodore PET or Tynemouth Mini-Pet
- Commodore VIC-20
- Commodore 64, SX-64, 64c
- Commodore 128, 128D
- Commodore Plus/4 or C16 (with 64K RAM)
- Commodore Amiga 500, 1000, 2000 or better.
- Apple II, IIc, IIe, and Laser 128
- Atari 800, 800XL, 1200XL, XE-GS, 65XE, and 130XE
- Sony Playstation Portable
- Sinclair ZX Spectrum 48K
- Sega Genesis
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