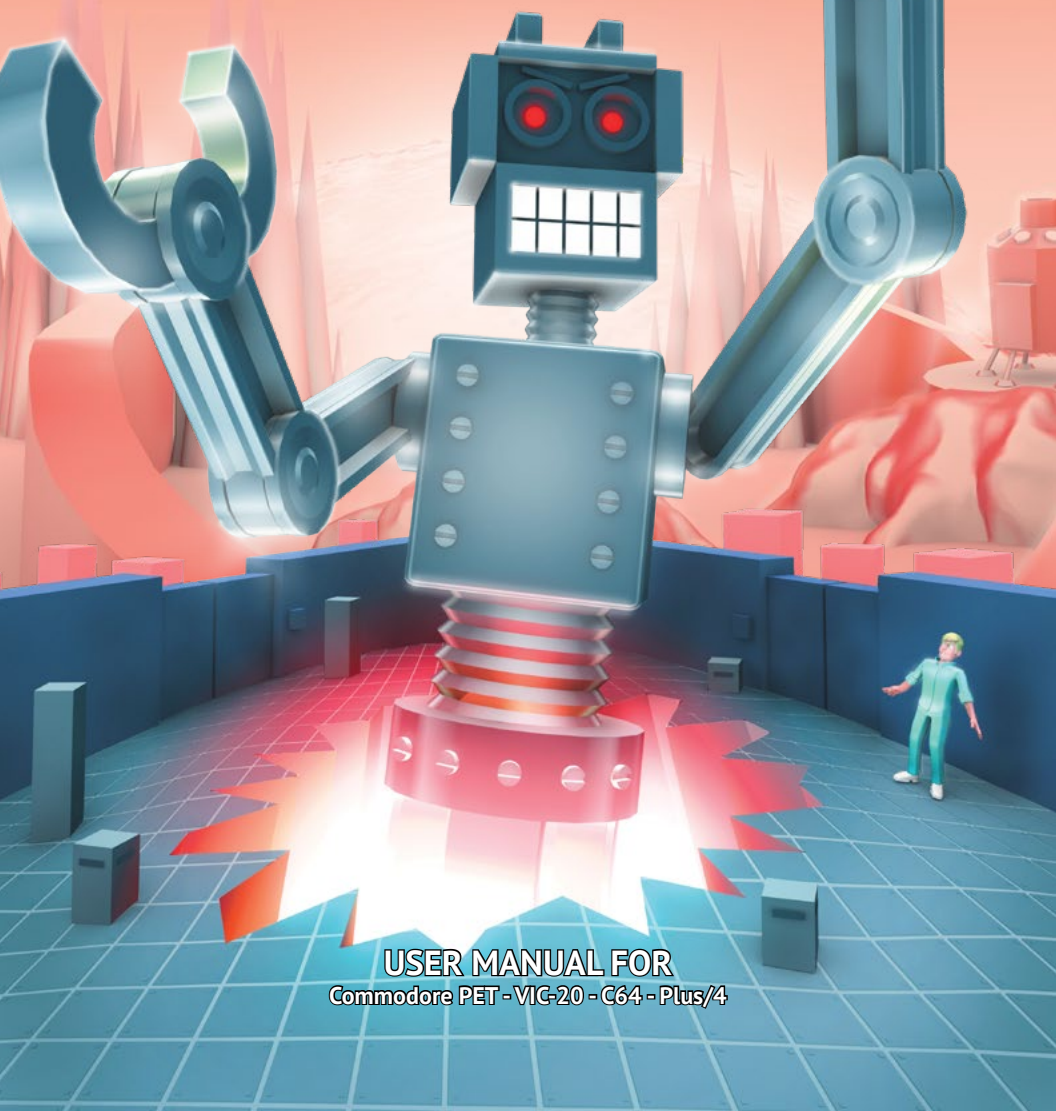


ATTACK OF THE PETSCII ROBOTS



USER MANUAL FOR
Commodore PET - VIC-20 - C64 - Plus/4

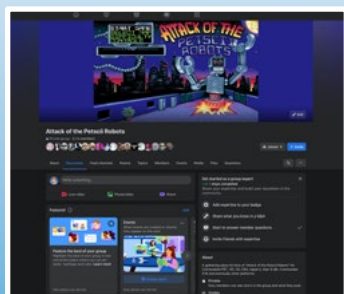
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ONLINE HELP:

If you'd prefer a video tutorial explaining the gameplay, watch this video:

<https://youtu.be/1YZ6bpS2gJc>



Also, you can ask questions on the official Attack of the Petscii Robots facebook group here:

<https://www.facebook.com/groups/975620876261750>

ATTACK OF THE PETSCII ROBOTS

WELCOME TO ATTACK OF THE PETSCII ROBOTS

This game was conceived around April of 2020 because I wanted to write a cool game for my Tynemouth Mini-PET. Once I realized the game was possible, I started concurrently developing a version for the VIC-20 and C64. The game originally launched in January of 2021 for those 3 platforms. And here we are as of August of 2022, and the game now exists on over 20 platforms. Since I was tired of dealing with so many separate manuals, this manual has been condensed to represent the PET, VIC-20, Plus/4, C64, and C64 REU.

I've created two successful games already, Planet X2 for the Commodore 64, and the follow up, Planet X3 for MS-DOS. In both cases, I wanted a game that had the most important feature - FUN. I don't care how fancy a game's graphics and animation are, or what kind of music it has. If it isn't fun, then it isn't worth playing. I also wanted a game that would allow people to immerse themselves into a world for 30 minutes or so. I didn't want to create an arcade-style game that somebody would play for 5 minutes and say "Well, that was cool, but I'm done now." I also didn't want to create a game that takes months to win, like Ultima. In this day and age nobody has time for that.

PETSCII robots has a gameplay unlike any other game that I'm aware of. It has features found in 3D first person shooters, as well as D&D style games like Ultima. You'll also find minor similarities to Robotron, Impossible Mission, Spy vs. Spy, and a dozen other games of the era. It is an open-world game, which means there is no set direction you must follow. You can explore a map in any order you like, you are in control! I've always liked that sort of freedom in a game, rather than the game being "on rails" where you are forced to go a specific path.

Because it is so unique, it is also very misunderstood. One of the constant problems I've seen with modern gamers is that they aren't accustomed to needing to read a manual to learn the mechanics of the game. Modern gamers seem to expect in-game tutorials, which really isn't feasible. And while it is possible to learn the game without reading the manual, it will take hours to figure out. But you can learn everything you need to know in about 15 minutes by reading through this manual, so I hope you take the time to do so! Bring it with you sometime when you are going to be somewhere with time to kill!



Now I'd like to say a few things about each of the five Commodore platforms represented in this manual.

PET

This is the first version of the game and closest to my heart. Believe it or not, a number of improvements have been made to it since the initial launch. Improvements include bug fixes, reworking of some of the PETSCII graphics, the inclusion of an on-screen map display, 5 additional maps, and a separate version with a custom character set that brings it to a whole new level. I still believe this is the best game ever made for the PET. Did you know that all of the maps (except for Rocket Center) were designed on the PET? That's right! Even if you are playing the game on the Sega Genesis or the Amiga, or whatever, the maps you are playing all come from the original map editor that runs on the PET.

VIC-20

The VIC-20 was my first computer. I learned to program on it at the age of 6. It will always be close to my heart, and I love seeing my game running on the VIC-20. Unfortunately, there have been very few changes to the VIC-20 version since its release, other than a few bug fixes. The truth is, there isn't enough RAM available to add any new features. Nevertheless, I'm still very pleased with the game and would rank it in the top 10 VIC-20 games ever made.

C64

The C64 version has seen a number of improvements since the original release, including bug fixes, improved graphic tiles, an on-screen map display, and several additional maps. The C64 version has also by far been the most popular version of the game, with over 2,000 copies sold so far. This version still uses character graphics, but definitely looks the best out of any platform that uses character graphics. The game will likely never compete with the likes of Zak McKracken, Giana Sisters, Impossible Mission, or 5,000 other games when it comes to popularity on the C64. But I do think the game is unique and has a style of gameplay not seen in any other C64 game.

C64 REU

This version of the game was designed by Scott Robison. It is based on the C128 version he made which uses bit-mapped graphics. The REU (Ram Expander Unit) makes it possible to bring this to the C64. It plays exactly like the C64 version, but it just looks a lot better. Even though I didn't code this version myself, I'm still very proud to present this version of the game to you as it is really impressive seeing it run on a C64.

Plus/4

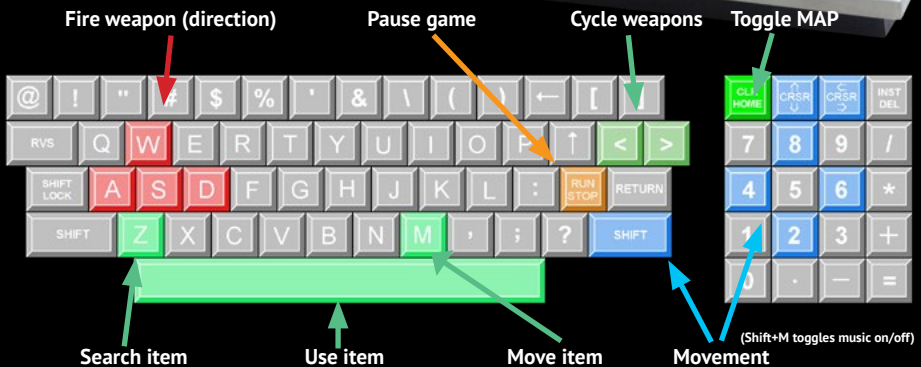
This version of the game was designed by Jim Wright. Bringing the game to the Plus/4 had many of the same challenges as the VIC-20, since there are no sprites. But at least with more RAM and a 40 column screen, the game ends up looking remarkably similar to the C64 version. In fact, in some ways it looks better than the C64 version, such as the beautiful intro screen. You might be surprised by the influence this version has had on later ports. For example, the intro screen was designed mostly by Jim himself, and we ended up using the same bitmap on the C128 and the C64 REU. But then the same basic design for the intro was used on pretty much every port that came after this. Another feature that started with the Plus/4 was the addition of an on-screen map. Now almost every port has an on-screen map. Did you know that in order for the map to be presented in 16 colors, Jim had to design a FLI style graphics routine?

David Murray

COMMODORE PET

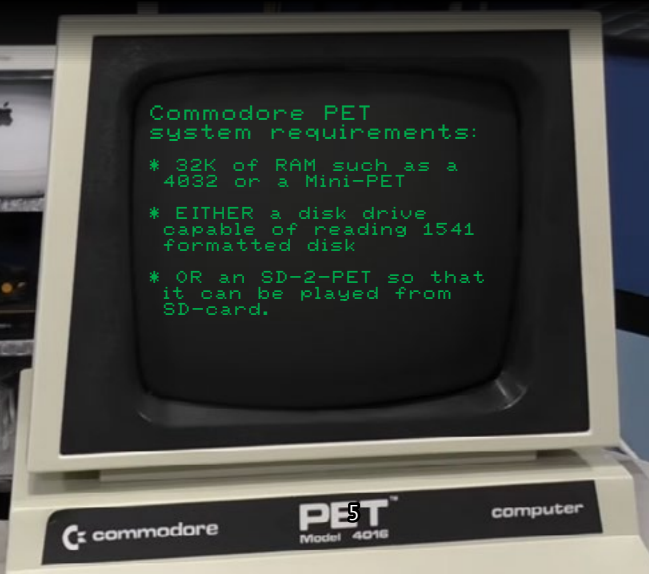


Photo: Rana, Wikimedia Commons (Creative Commons 2.0 BY)

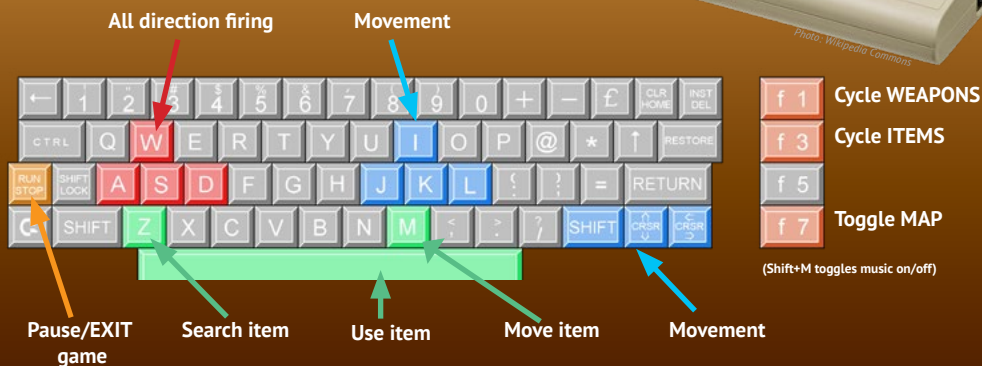


The PET was the original target platform for this game. All development was done on the PET. Once a subroutine was validated to work there, it was then converted to the C64 and VIC-20 versions. Also the level-editor only exists on the PET, so all levels were designed and tested there. 80-Columns PET users will need to first load and run a program included on the disk called “**CBM4032**” which will reconfigure your pet to a pseudo 40-column mode, thus allowing the game to work correctly.

You’ll find the PET version on the back side of the disk.



COMMODORE 64



GRAPHIC MODES ON THE C64

There are two versions of the game for the C64, the standard version and the REU (Ram Expansion Unit) version. You can see a comparison of the graphics from the two versions here.

STANDARD C64



C64 REU



The REU version requires a 1764 or compatible REU. It is not included on the standard version disk. If you have the REU version it will be supplied on a two-sided 1541 disk, where you will need to flip the disk over once you reach the main menu. Also available is a 1581 version that has everything on a single disk. REU Easter egg - Press F8 (Shift + F7) to change the color scheme of the player sprite.



COMMODORE PLUS/4

System Requirements: This version will work on a Commodore 264, Plus/4, or even a modified C16 with a 64K memory expansion. You will also need a disk drive.

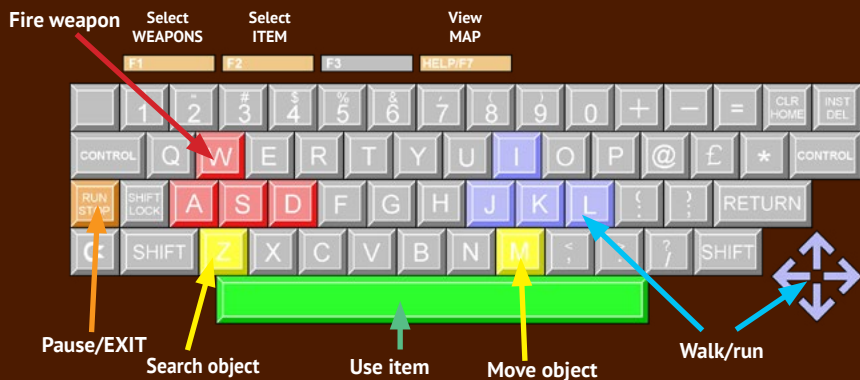
Any Commodore 5¼ drive will work, such as a 1541. However, loading speeds will be dramatically improved by using the 1551 disk drive. Drive emulators such as the SD-2-IEC should also work fine.

How to start the game: It's as easy as inserting the disk in the drive, then pressing SHIFT+RUN/STOP on the keyboard. You can also type DLOAD*** followed by RUN.

Music: The Plus/4 version has music at the intro screen, but during gameplay you will only hear sound effects.

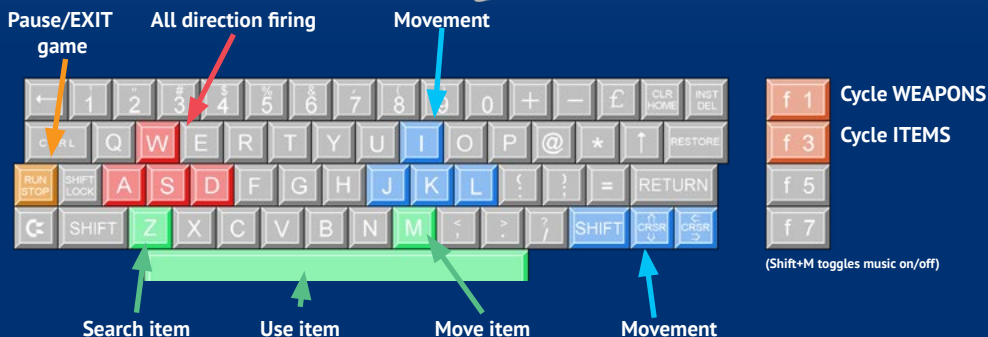
Controls: The quirky plus/4 cursor keys are supported, mostly for use within emulators. However, using IJKL may be easier for some. You may also use the SNES adapter. The standard Plus/4 joystick ports are not supported.

Petscii-Only version: In your digital download you will have received a second D64 image called "plus4-petscii.d64" This version is by Kornel Kolma and is a direct port of the PET version for the Plus/4. F3 changes color and HELP changes brightness of the screen.

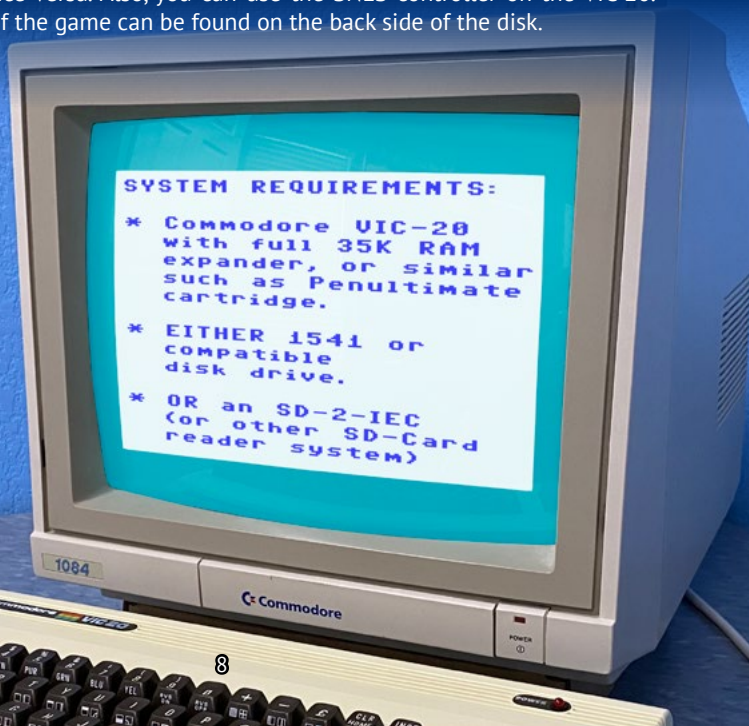


6502 Assembly Code by David Murray and Jim Wright.
Artwork by David Murray and Jim Wright
Music by Noelle Aman

COMMODORE VIC 20



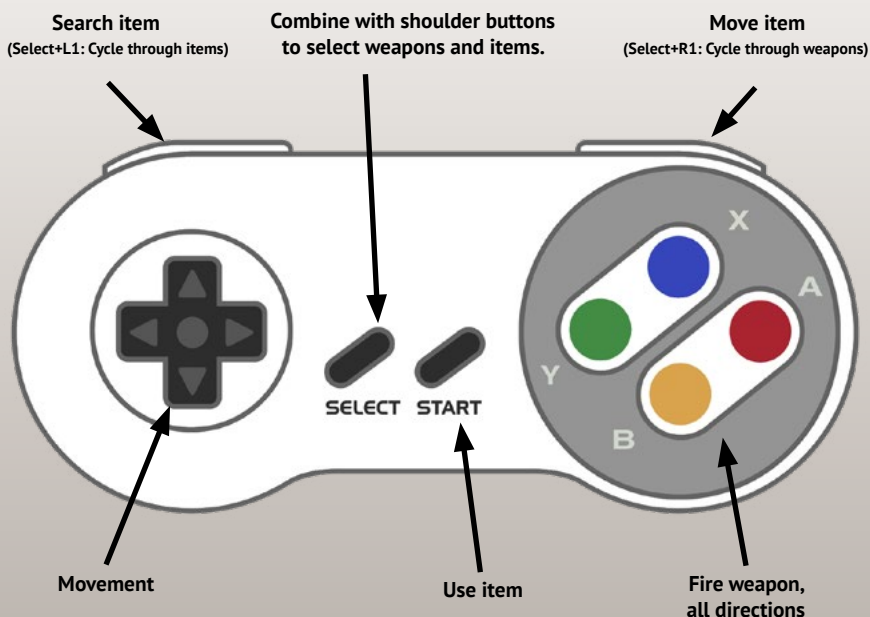
Due to RAM limitations, the VIC-20 does not have re-definable keyboard controls. However, it does have two keysets to pick from. The first is the one shown in the illustration. Keyset 2 swaps the left and right hand control so that WASD becomes IJKL and vice-versa. Also, you can use the SNES controller on the the VIC-20. The VIC-20 version of the game can be found on the back side of the disk.



USING A SUPER NINTENDO CONTROLLER

With the user port adapter, you can connect a single SNES (Super Nintendo Entertainment System) controller, or a compatible aftermarket controller, which are easily available online. To use the controller, load the game like normal, but in the main menu, select **CONTROLS** until it says “**SNES PAD**”. The user port adapter is supported on PET, C64, and VIC-20 versions of the game.

The user port adapter contains an audio output for PET computers. Since the original PET did not include a speaker, sound was generated from the user-port. Later PETs included an internal speaker. With the first prototype of the SNES adapter, it was realized that this would prevent some PET users from being able to use sound due to blocking the user port. Thus, it was decided to add an audio output to the adapter so that it could serve both functions.



The SNES controller only works during game play. You will still need to use the keyboard when the **GAME OVER** screen appears, as well as in the **MAIN MENU**. Also, if you wish to **PAUSE** or **EXIT** in the middle of a game, you will still need to press **RUN/STOP** on the keyboard.

NB! Some aftermarket controllers may behave erratically, but official Nintendo™ controllers work fine.

COMPARISON OF GRAPHIC MODES

C64 ENHANCED GFX



COMMODORE PET



C64 REU



VIC 20

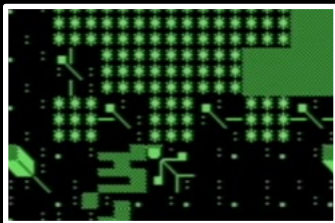
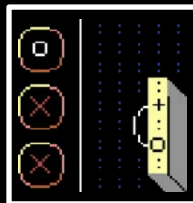


HOW TO PLAY

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.

WHEN CAN YOU EXIT THE LEVEL?

There is a transporter room in every settlement. However, to prevent unauthorized robots from leaving the area, 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.

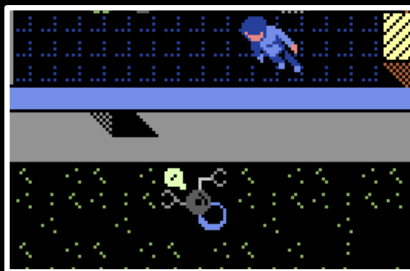


BRAINS OR BRAWNS?

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 INQUISITIVE MIND

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

- **GAME WON'T START ON VIC-20 OR PET**

The most common and likely problem with the VIC-20 and PET versions is not having enough RAM. Your PET will require 32K and your VIC-20 will require a 35K RAM expander (total of 40K). If you are trying to use the game with an emulator, double check your RAM settings.

- **JOYSTICK NOT WORKING**

PETSCII Robots doesn't actually support a standard Commodore joystick as there aren't enough buttons. You'll have to either use the keyboard, or use an SNES controller with the provided user-port adapter.

- **CURSOR KEYS WON'T WORK ON EMULATOR**

Many emulators default to having a joystick emulated on the PC's cursor keys. However, PETSCII Robots doesn't support a standard Commodore joystick. If you simply disable joystick emulation, the cursor keys should work for playing the game.

- **GAME IS SLOW TO LOAD ON REAL C64 / VIC-20**

You may want to invest in a fast-load cartridge for your C64. However, there isn't much that can be done on the VIC-20 to speed up loading times.

- **GAME IS SLOW TO LOAD ON EMULATOR**

Since PETSCII Robots doesn't use any enhanced disk drive routines or copy protection, the simplest solution is to disable "True Drive Emulation." In most cases this will allow the game to load and start very quickly.

- **TRANSPORTER WON'T ACTIVATE, BUT THERE ARE NO MORE ROBOTS!**

Actually, there really are one or more robots remaining. You'll just have to find them! All versions except the VIC-20 version now feature a map screen, which can help you locate the remaining robots.

- **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 item 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 items 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.

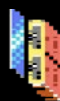
Some items are more than one tile in size, such as beds, desks, and air conditioners. It is not necessary to search every tile. If you search one tile of that item it will find the hidden item, regardless of which part of it you search first.



SERVER



FILE CABINETS



CRATES



DESKS AND BENCHES



LANDER



BED



**POWER
TRANSFORMER**



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 item 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. 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, 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 up again. If you leave the Magnet on the ground for too long, it will disappear. 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.

Pro 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.

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 item, 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 items. 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 have a red X displayed in the middle.



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.



INFORMATION		
[ELEVATOR PANEL]	DOWN
[SELECT LEVEL]	OPENS
[12345]	DOOR

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, making your path inaccessible, 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 items can play an important role in solving problems in the game. There are many reasons you might want to move an item:

- **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 item to gain access to something that needs to be searched for weapons.**
- **Using items to alter the path of a robot, for example, into a trash compactor.**

Typically, most items can only be moved around inside buildings. You cannot move items 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

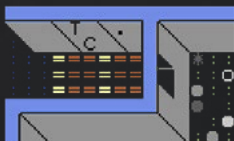
- * Hoverbots over water are susceptible to an EMP blast because they will fall into the water and short-circuit.



- * 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

Most versions of Petscii Robots now include an on-screen map. You can activate the map several ways:

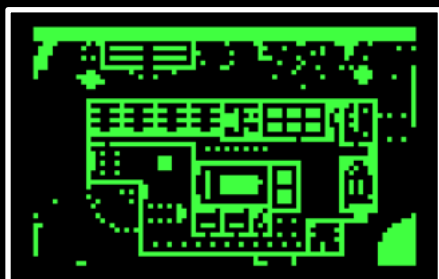
- C64 Keyboard control - F7
- C64 SNES controller - SELECT + LEFT
- Plus 4 - HELP key
- PET - CLR/HOME key

Once the map is active, it will blink a single dot showing the player's location. On the PET version, you may have to use the direction keys to scroll around since it can't all fit on the screen at once.

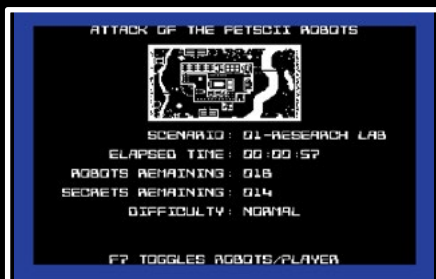
If you want to see where the robots are, you can make them visible by pressing the MAP key again. Any other key will generally return you to the game. If using the SNES controller, press the A key to toggle robots, and B will return to the game.

The map looks a bit different from one system to the next.

PET



STANDARD C64



C64 REU



PLUS/4

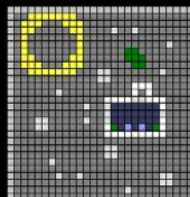


01 RESEARCH LAB



- 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



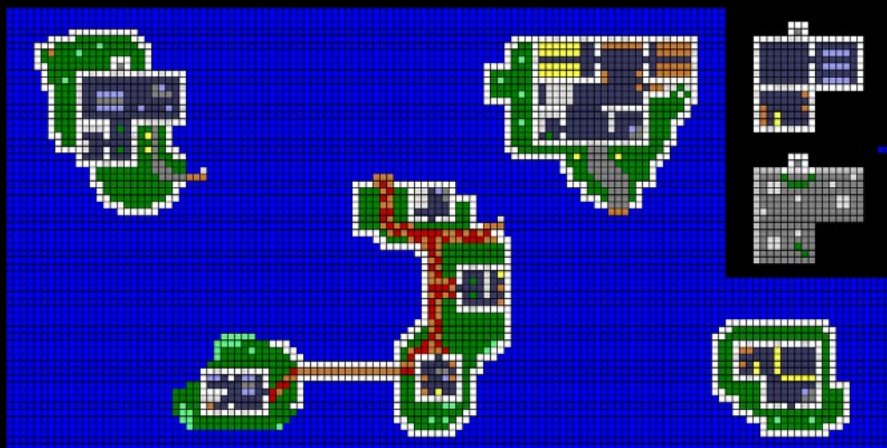
- Find the first key in the guard shack at the south-west corner of the map
- It's possible to position the canisters around the entrance to the transporter room to trap and destroy the Evilbot

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 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



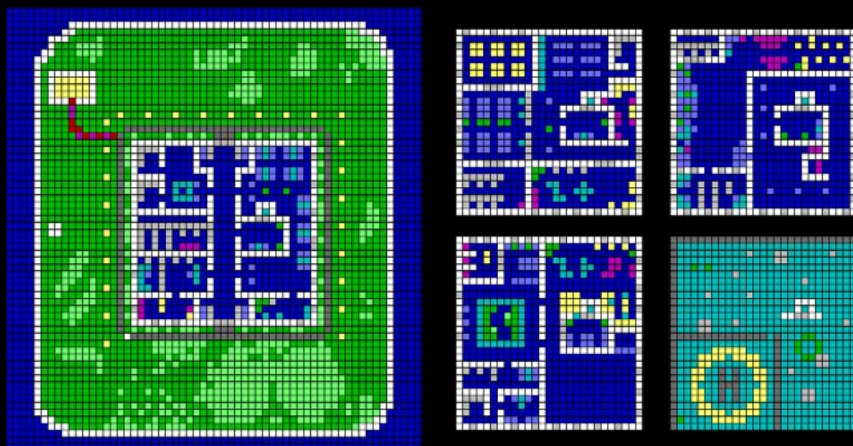
- One of the transporters is always active and will transport you to the little house at the SouthEast of the map. However, you’ll have to walk back. There is a key in that little house you will need anyway.

09 FOREST MOON



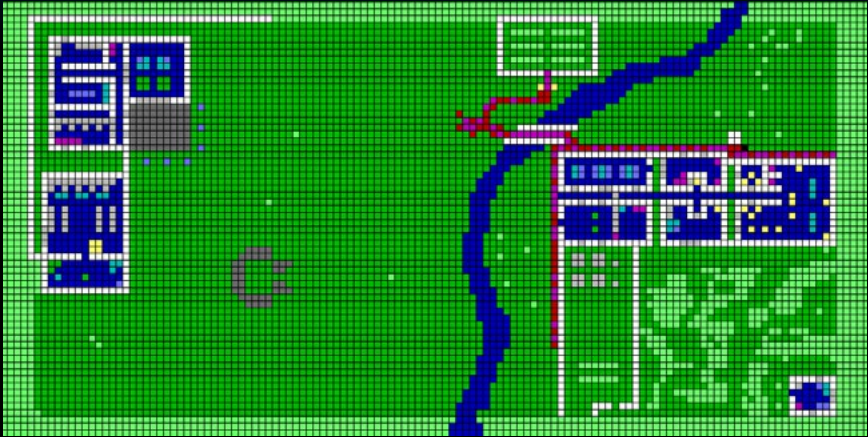
- There is a small building to the south that contains a ridiculous number of robots. However, there is a trash compactor at the bottom. Use your EMP to freeze the robots as you walk by the door so they don't chase you. Then trick all of them to walk into the trash compactor.
- In the NorthWest building (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



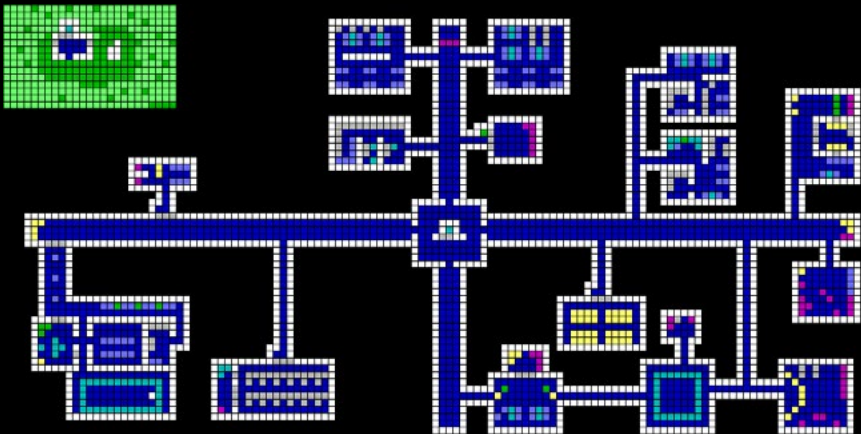
- On level 2, you should let the Evilbot chase you into the upper room filled with canisters, use an EMP or magnet on the Evilbot, then detonate the canisters as you run.
- On level 3, drop a bomb next to the two evilbots and run to the top. Wait for them to chase you, then have them circle around the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

11 RIVER DEATH



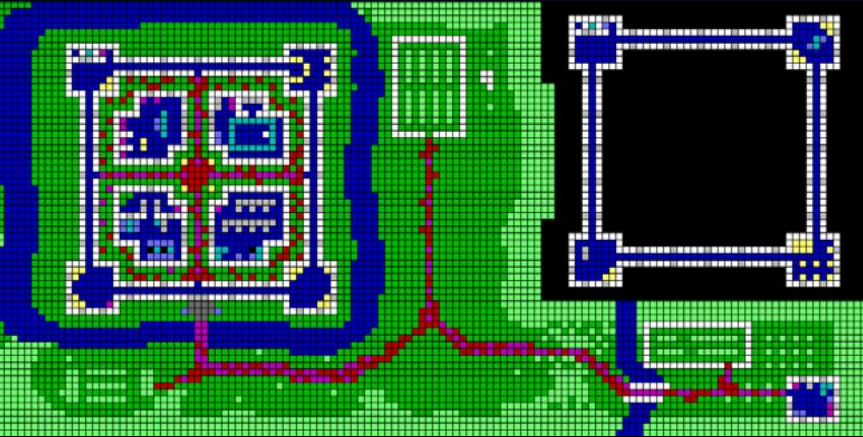
- You'll have to take the raft between buildings to complete the level. Beware there are things waiting to kill you. Many of these can be eliminated before you get on the raft. The rest can be eliminated by jumping off into the alleyways before you reach the end.

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.

14 ROCKET CENTER



- Find your first key in the "rocket yard" in one of the upper-most rockets.
- If you want the plasma-gun hidden in the fuel depot, you will want to draw the evilbot out of there first. If you explode the fuel first, the crate containing the plasma gun will also be destroyed.

15 PILANDS



- Use the science equipment to block the rollerbots, they can't shoot through it.
- Plasma guns can destroy trees, even ones blocking the entry gate in a fenced off area :-)

BETA TESTERS

As with the previous game, the design process attracted quite a few interested parties. Here are some pictures from the beta testers and their setups.

- Arne Schmitz
- Walter Francesco Cangemi
- Christian Simpson aka Perifractic
- Rick Reynolds
- Robby Hatmaker
- Samuel Stinson
- Brandon Griffon
- Ashton Cole
- Ramiro Herrera
- Chris Haslage
- Bo Zimmerman
- Edison Williams
- George B. Vetter
- Frederic Bezies

Right: Edison Williams,
“The music is great and
the game play is better.”

Below: Rick Reynolds
on his modded VIC-20
(Raspberry Pi emulating
the PET).



CREDITS

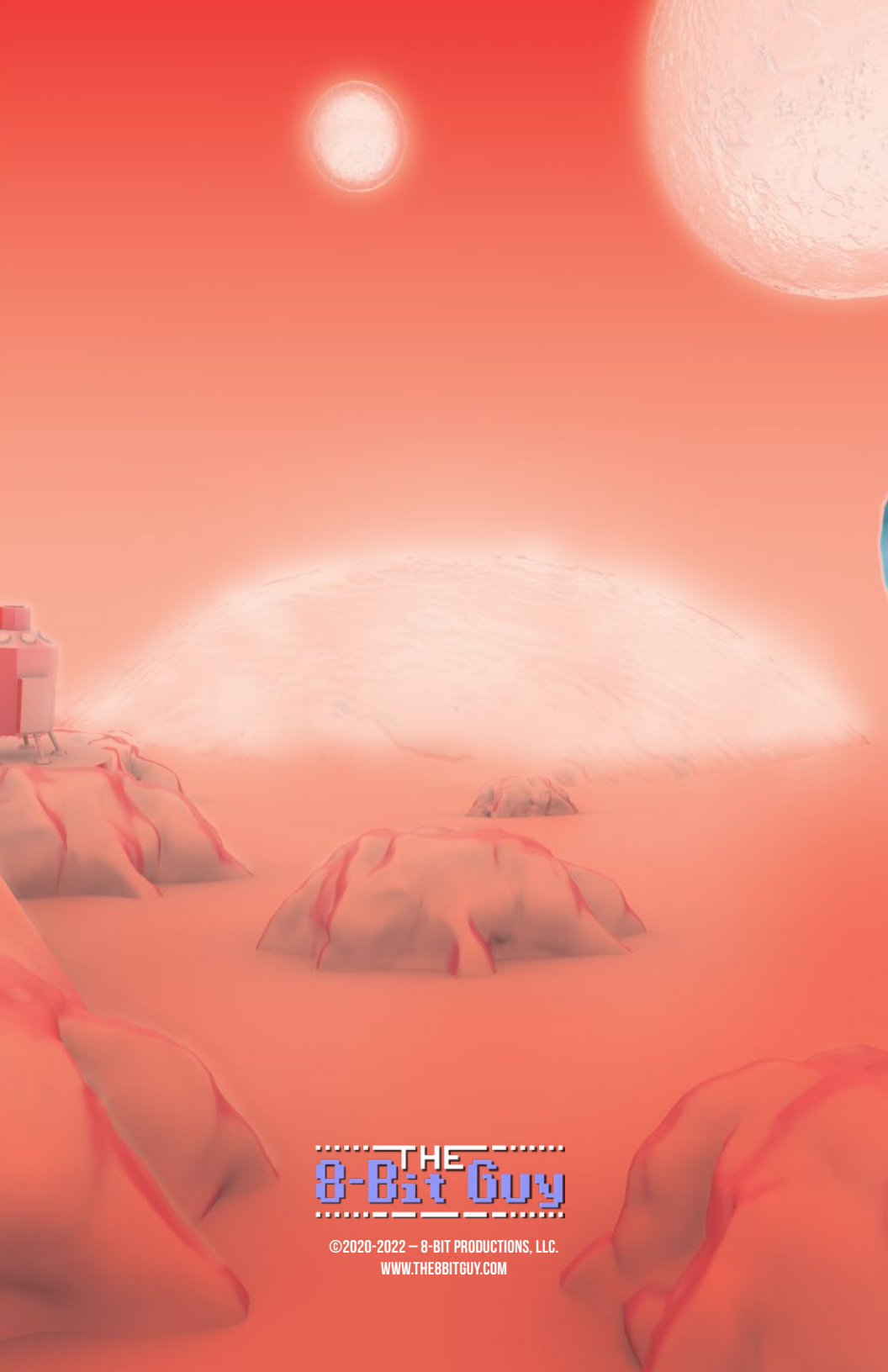
- David Murray Game design, assembly coding, artwork.
- Scott Robison Assembly code for C64 REU version.
- Jim Write Assembly code for Plus/4 Version, Intro Graphics.
- Alex Semenov Assembly code for sound/music.
- Noelle Aman Music.
- Anders Enger Jensen Box, manual, label design, alternate soundtrack.
- Andrew Miller Art for player and weapon sprites.
- Brendan Carmody Graphics for box art and manual.
- Piotr Radecki Artwork for C64 REU version.



Left: George B. Vetter testing the VIC-20 version.

Below: Brandon Griffin testing the game together with his son, Wesley using the VICE emulator.





THE
8-Bit Guy

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