

Mr. Robot

AND HIS

Robot Factory™



By
Ron Rosen

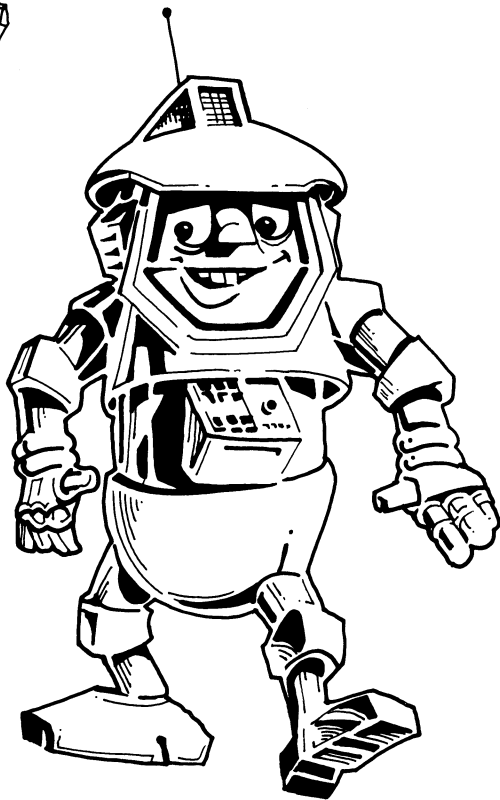
Poss
**THE INCREDIBLE GAME YOU
CAN "PLAY" WITH!**

Mr. Robot

AND HIS

Robot Factory™

by Ron Rosen



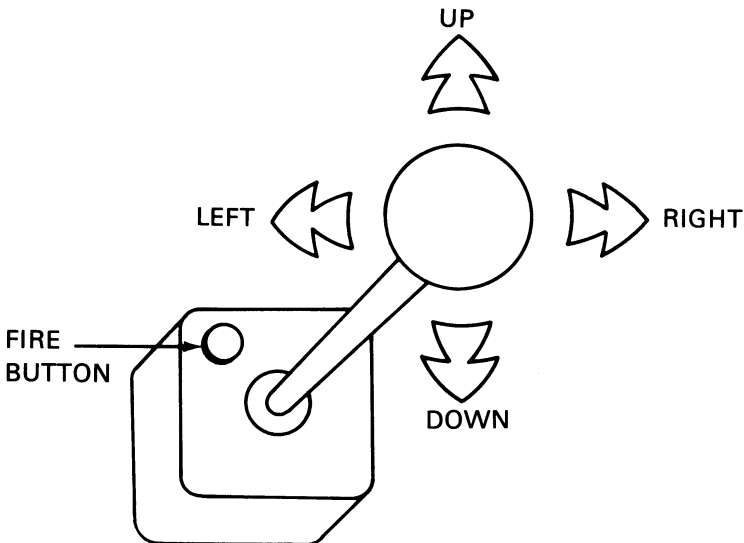
MR. ROBOT GAME INSTRUCTIONS

- Insert the Mr. Robot diskette into the disk drive.
- Turn on the computer and wait for Mr. Robot to load.
- Press **START** to begin.
- Press **SELECT** to choose levels 1-5.

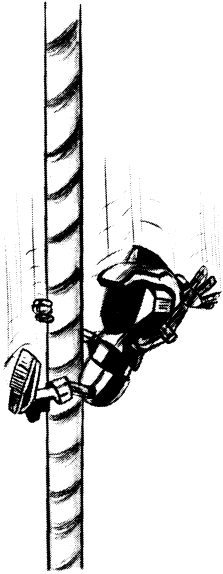
Note: Your joystick should be plugged into joystick controller jack #1.

Use the joystick to guide Mr. Robot right, left, up and down — press the fire button to make him jump (over alienfire, onto escalators, from platform to platform, from teleporter to teleporter etc.); **ESC** to pause and any other key to restart.

Joystick Control



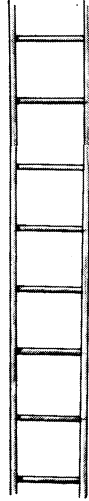
Obstacles and Modes of Movement



Pole



Escalator



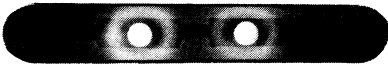
Ladder



Magnet



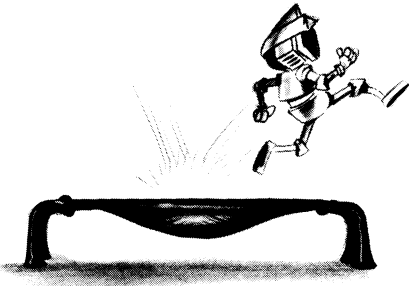
Transporter Token



Power Pill Grid



Treadmill



Trampoline



Mr. Robot



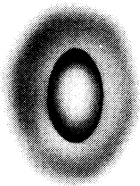
Alienfire



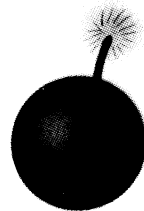
Sound Toggle Token



Bonus Robot Token



Energizer Token



Bomb

Object of the Game

You must collect *all* the power pills on one level before you can proceed to the next. There are 22 levels in all. Watch out for alienfire — it can kill you. Jump over it or touch an energizer (pulsating square) to energize a force shield around Mr. Robot. When he's energized, he can kill the alienfire just by touching it. This force shield lasts only a short time before he reverts to his normal state.

You will encounter many obstacles and various modes of movement on your journey through the 22 levels. There are moving treadmills, ladders, escalators, poles to slide down, bombs to walk over and ignite, trampolines to bounce on, magnets to help you jump further, transporter tokens to transport you through thin air to other transporter tokens, and more!

You begin play with 5 lives. You lose lives by misjudging your position and falling or jumping too far or running out of energy. You can fall 1½ body lengths safely. Win bonus lives by making contact with life tokens (circular objects) that are suspended in the air at various levels. One bonus life is awarded for each token.

Upon completion of the game enter your initials with the joystick and set with the fire button.

Point Values

Power pills	10 points
Bombs	50 points
Energizers	100 points
Bonus robot tokens	100 points
Killing alienfire	500 points
Killing alienfire with bombs	1000-5000 points
Magnets	100 points
Units of energy remaining at the end of a level	100 points per unit

Robot Factory Instructions

The second part of this awe-inspiring package is the Robot Factory, which is like an erector set — you can create up to 26 screens for use in your own Mr. Robot game.

Simply press the OPTION key to enter the factory. You'll notice a panel at the bottom of the screen which contains the various parts that make up the game. You'll also see a small box in the upper left-hand corner of the screen. This is your cursor. Use the joystick to move the cursor to the objects at the bottom of the screen. Position the cursor over the object you want to start with, e.g. the tread. Press the fire button once to “grab” the tread and then position the tread anywhere on the playing surface and press the fire button to “stamp pad” OR press the fire button *and* move the joystick to “brush” the tread on the screen. You can continue to paint with this object until you move the cursor back to the bottom panel to “grab” another object.

The parts of the Mr. Robot screens are grouped as follows in the panel at the bottom of the screen:

Top Line

- right-moving tread/right cap/left-moving tread/left cap
- escalator/pole
- left cap/right cap/open grid/power pill grid
- transporter token/bomb
- energizer token/left magnet/right magnet/sound toggle token
- ladder
- alienfire
- Mr. Robot
- trampoline

Bottom Line

- disk
- clear
- play
- test

Once something is on the screen it can be “erased” by grabbing a “blank” from the bottom panel with the cursor and painting this over the object to be erased. *Note:* You may place *only* 4 alienfires, 4 transporters and 1 Mr. Robot per screen.

The commands on the bottom line of the panel are also executed by positioning the cursor over them with the joystick and pressing the fire button once.

Test To play test a screen in progress. Press SELECT to return to the Robot Factory when you’re through testing your screen.

Clear Clears a screen in progress.

Disk Accesses the “Disk Command Screen” sub-menu:

Save Save screen in progress by positioning the cursor over the letter “A”. Press the fire button. Save subsequent screens using subsequent letters.

Load Load screen by positioning the cursor over the letter corresponding to the screen to be loaded and press the fire button. Use this command to load a saved screen for editing.

Edit To return to the Robot Factory screen. Position the cursor over “Y” and press the fire button.

Play Loads your series of screens in the order in which you created them — A to Z.

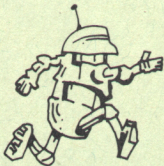
Note: If you decide you don’t like something while editing a loaded screen, just press the SELECT key and your previously loaded screen will be restored magically!

Save your screens ONLY on a separate, formatted diskette.




DATAMOST[™]
INC

8943 Fullbright Avenue, Chatsworth, CA 91311-2750
(818) 709-1202



We Interrupt this Documentation to Bring You this Special Message



You know the part in the documentation that says "Press SELECT to choose levels 1-5?" Well, forget it! It's not true! You can actually choose levels 1-22. Yes, twenty-two. You have the ultimate choice of deciding exactly where you want to start in the MR. ROBOT game. Level 1, 12, 3, 9, 22 (for a really short game) etc. Anything!

But . . . be fair. We put this option in so you won't get bored after 155 tries at level 3. Remember — the real challenge is to complete all 22 levels in order using 5 robots. But hey, you bought the game. Play it any way you want. Who are we to stop creative expression? After all, we're DATAMOST, the most out of our minds.