

# USER MANUAL

## ROBOBIT

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# 1. History

It is a period of civil war. Humans against robots. Victor R. is the leader of the human resistance. He must destroy all the robots in his way.

## 2. Game's objectives and mechanics

The game objective consists in reaching the nexus to destroy the robots that have taken control of the planet. To achieve this, our character, Victor R will need to traverse the various levels avoiding or killing the robots in his way.

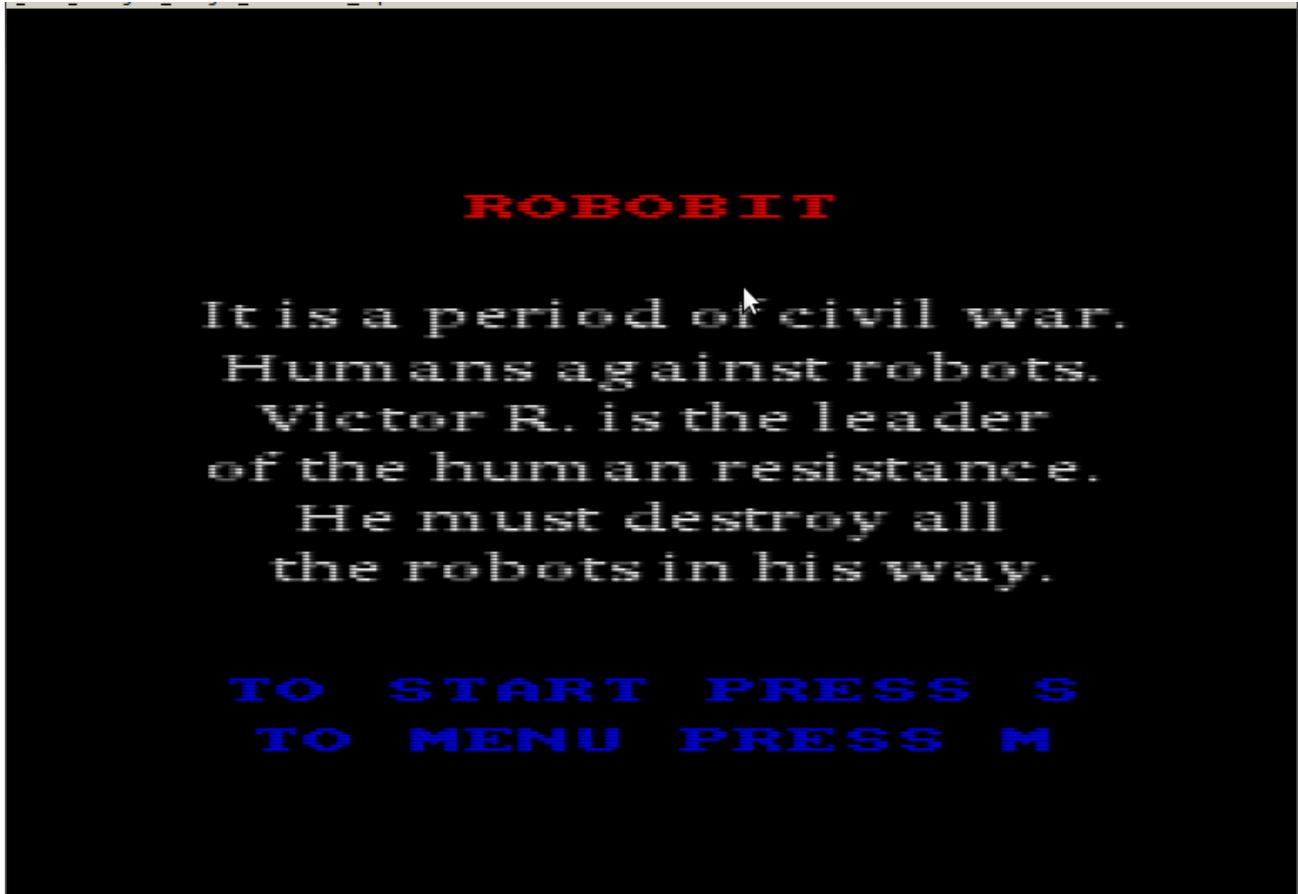
Enjoy the game!

### 3. Keys

Main menu:

S → To start the game

M → To go to the options menu



Options menu:

I → To go to the instructions menu

C → To go to the credits

S → To start the game

M → To go to the options menu



Intructions:

S → To start the game

M → To go to the options menu



Credits:

S → To start the game

M → To go to the options menu

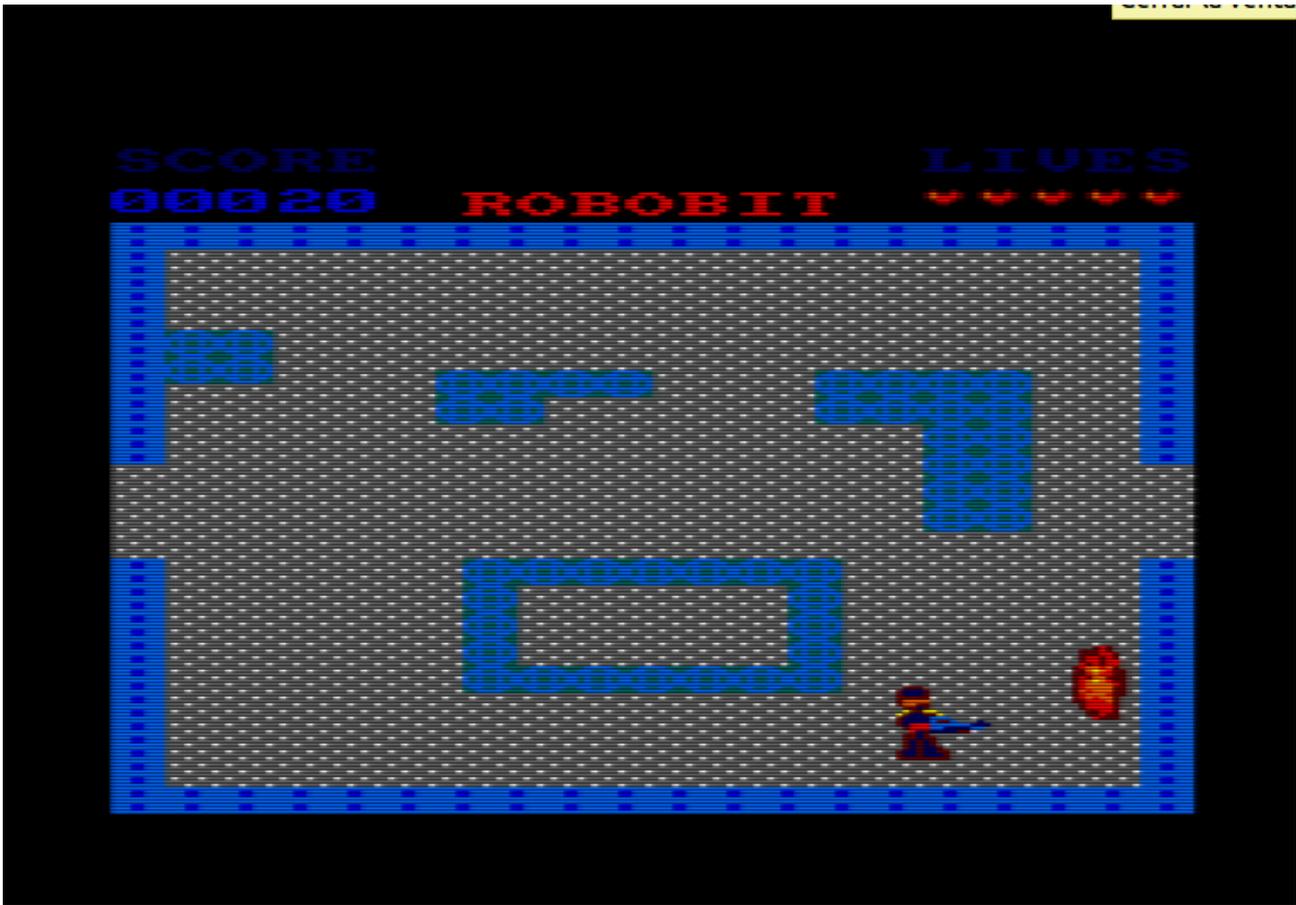
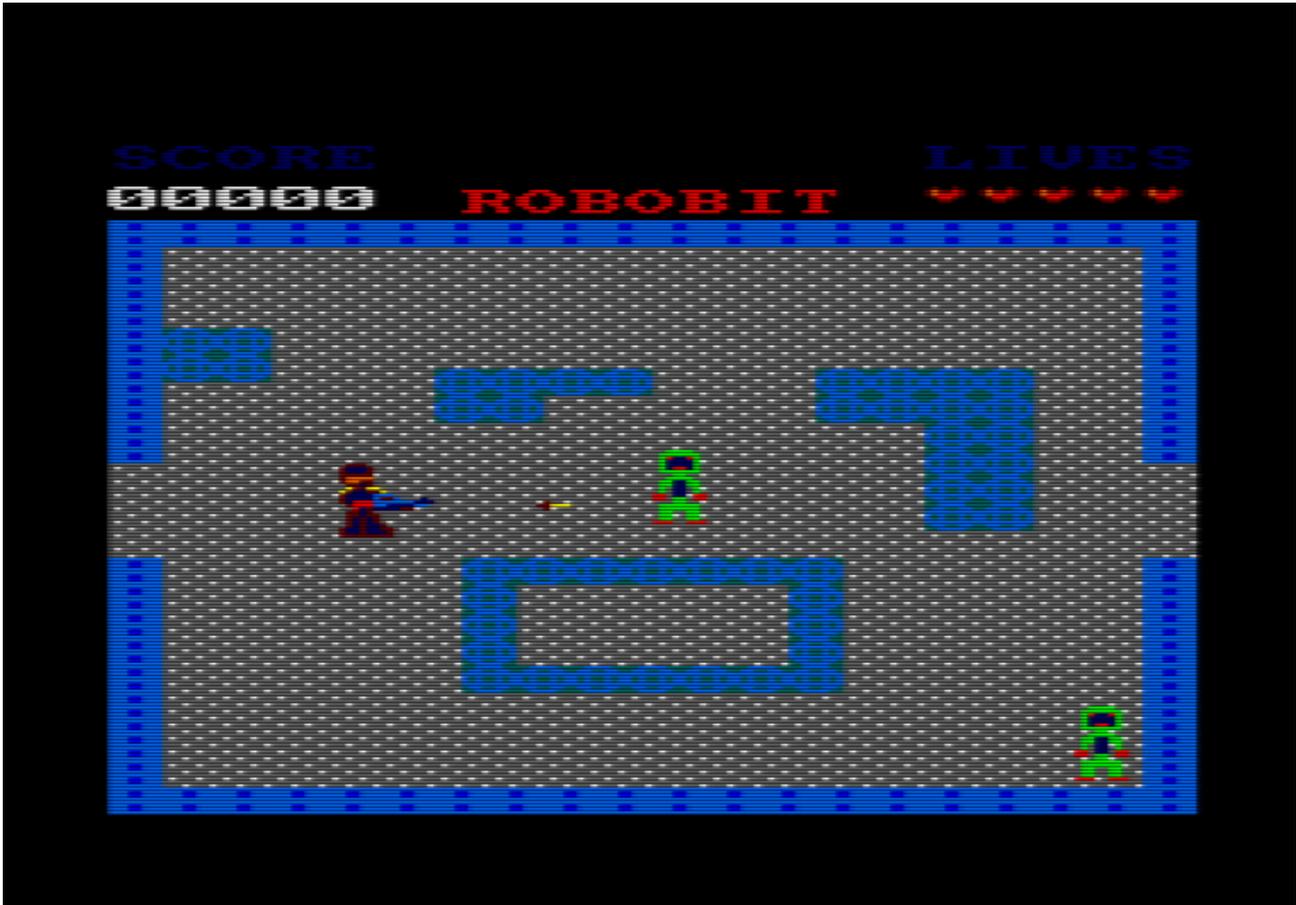


To play:

→ ← ↓ ↑ use the arrow keys to move

Use space bar to shoot

You start with 100% health represented by the 5 hearts, for every 20% health lost, you lose one heart when they reach 0, GAME OVER.



## 6. How to run

For play in Amstrad CPC:

Press CTRL and small ENTER key. Press PLAY on the cassette. Follow the instructions on screen.

For play in PC:

To compile the code just need make. And then cpct\_winape \*.dsk