

C64/128



The Alliance of Space Pilots – an anarchic organization which roams space, ransacking remote colony planets and hijacking travellers – has raided an interplanetary weapons development laboratory, capturing the Z RAY PARTICLE ACCELERATOR which could reduce a whole planet to dust.

BY STEVEN COLLINS

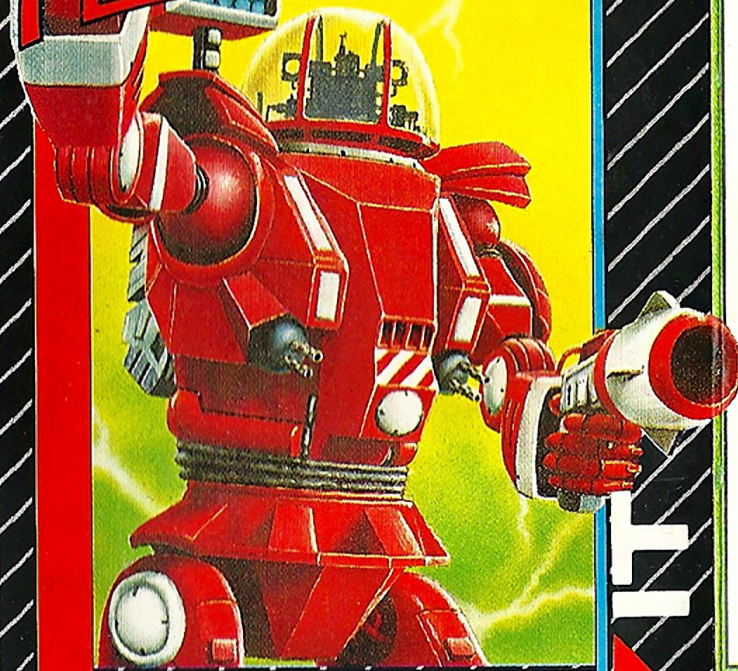
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C64/128

HEROBOTIX

COMMODORE 64/128

HEROBOTIX



RACK
HEWSON

THE AIM OF THE GAME

Commodore 64 or Commodore 128 with suitable cassette player.

Connect the cassette player to the computer, place the cassette in the player and rewind if necessary. Press the SHIFT and RUN/STOP keys on the computer keyboard and press the play key on the cassette player. The game takes a few minutes to load.

SCENARIO

The Alliance of Space Pilots – an anarchic organization which roams space, ransacking remote colony planets and hijacking travellers – has raided an interplanetary weapons development laboratory, capturing the Z RAY PARTICLE ACCELERATOR which could reduce a whole planet to dust.

Some members of the organization are against this move and have broken away, determined to destroy the deadly machine. Their plan is to send a droid to the ASP's base with the aim of logging onto the main computer thus gaining information concerning the location of the Z RAY. So a class IV droid nicknamed 'Herobot' has boarded the base in the guise of an ASP reconnaissance droid.

CONTROLS

Plug your joystick into port 2

- F1: Operates any switch turning it either off or on
- F3: Drops the main gun if you are in the "door" screen
- F5: Pauses the game. Depress fire button to restart
- F7: Operates the energy bomb
- < --: Aborts the game during pause mode

GAMEPLAY

You must collect six parts of a large particle destroyer which can be located throughout the base. You must then make your way to a room with a conspicuously large door barring an exit. Drop the gun and remove the door. This will give you access to a corridor leading to the main computer. Log onto the computer, thus downloading the vital data and make your way back to the docking bay where you will be picked up by an infiltration fighter allowing you fast escape.

WARNING: You will not be rescued without first completing the mission.

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FEATURES

ENERGY BOMB:

When the F7 key is pressed an energy bomb is released destroying any robot present in the same screen as you. Be warned however, as this is a weapon of last resort and will result in you losing half your total energy. If you have less than half energy, you will destroy your self by activating an energy bomb.

SWITCHES AND DOORS:

There are many energy doors dotted throughout the complex and each has its corresponding switch located on a nearby screen ... usually! By pressing F1 while standing on a switch you will flip the switch thus turning on or off its corresponding door.

CONVEYOR BELTS:

These features are energy fields which prevent movement against the direction of the conveyor belt. They may restrict entry to some vital areas.

COMPUTER TERMINALS:

There are a limited number of these features which are similar in appearance to the main computer. You can log onto these by standing on the floor pads and pressing fire. The action will freeze and you are then given a set of options in the side console.

1. Draw a map of the surrounding nine screens
2. Turn off conveyor belts for a short time
3. Exit the computer

The various options are selected by pressing that number on the keyboard and to return to the main menu press the fire button.

TRANSPORTERS:

There are roughly 20 transporters within the complex, each allowing speedy access to various parts of the base. Each transporter has its own identity code which will be supplied on entry to that transporter. Enter a transporter by standing on its floor pad and pressing fire. You will then be supplied with its current code and also asked for the code of the transporter you wish to transport to. Key in the code using the keyboard and press RETURN to transport. If you do not wish to transport simply re-enter the present transporter's code and you will effectively be transported to the same room as you are presently in.

ENERGY POINTS:

As all the robots within the complex use energy in plasma form, energy dispensers are found dispersed throughout the base. You too can tap into this energy source and replace your lost energy simply by standing over it.

CANISTERS:

Six of these must be found, as each one contains a vital component of the large gun you need to get past the main security door. As the canisters are picked up (by running over them) the bottom will display the gun being assembled.

HINTS AND TIPS

- conserve your energy. You have no lives and when your energy runs out you die. Note the positions of energy points and draw a map as you progress.
- anytime you see a switch, turn it off as a rule.
- write down the transporter codes as you encounter them.
- shoot wisely, shooting also loses energy.
- you cannot enter the docking bay until you have encountered the main computer. The docking bay is located near the start screen.
- there are 12 different types of robot, each with its own characteristics: speed, energy and intelligence. Get to know them.
- you can destroy droids by bumping into them but you will also lose energy depending on the energy of the droid.
- use the walls wisely, as barriers against the droids.
- look out for hidden exits and entrances.

CREDITS

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