



EPYXTM
COMPUTER SOFTWARE

Strategy Games for the Action-Game Player.

Robots of DawnTM

Based on the novel by ISAAC ASIMOV



COMMODORE
64
Disk



Robots of Dawn™

Based on the science fiction thriller by Isaac Asimov
Game designed by Jon Leupp

Welcome to Aurora, world of the dawn, where life continues at a slow, predictable pace. When suddenly Dr. Fastolfe, the father of positronic humaniform robot design is wiped off the planet. Who is the perpetrator of this mindless evil? And who, but that super sleuth, Earthman Elijah Baley, could apprehend and bring the villain to justice?

You are the genius "Lije" Baley. Consider the suspects very carefully. For example, take Dr. Kelden Amadiro, a power-hungry robot designer, driven to discover Fastolfe's formula. Or Vasilisa, Fastolfe's vengeful daughter, who seeks to limit space exploration only to Aurorans. Even R. Daneel, your robot/friend in truth, liberty and intergalactic espionage is under investigation.

Travel in your airfoil to any sector of the city. Experience the mind-blistering "psychic probe" and the trimensional viewer. But always remember to proceed with caution—the future of space exploration depends on you!

The drama. The intrigue.

Robots Of Dawn...the text adventure you've been waiting for!

RATING:



YOU ARE INSIDE AN AIRFOIL. THE ROBOT SAYS, "WHERE DO YOU WISH TO GO?"
? TO THE ROBOTICS INSTITUTE
THE GARAGE DOOR OPENS, AND THE AIRFOIL RISES ON ITS JETS OF COMPRESSED AIR AND SWAYS A BIT. FOR JUST A MOMENT YOU FEEL A QUEASY SENSATION IN THE PIT OF YOUR STOMACH AND THEN THE CAR MOVES FORWARD SUDDENLY AND YOU ARE PUSHED HARD AGAINST THE SEAT. YOU TRAVEL FOR SOME TIME BEFORE THE AIRFOIL STOPS IN FRONT OF A LARGE BUILDING. YOU HURRY INSIDE, FIGHTING YOUR FEAR OF OPEN SPACES.
THIS IS AN ANTEROOM. TO THE SOUTH AN EXIT LEADS OUTSIDE. TO THE NORTH IS A HALLWAY. DANEEL IS HERE.
?NORTH
DANEEL SAYS, "FRIEND ELIJAH, BE CAREFUL. THERE IS A TINGLE FIELD IN THAT DIRECTION."
?NORTH

- Adapted from Isaac Asimov's bestseller, *The Robots Of Dawn*
- The first text adventure of its kind
- Circumstances vary every time you play
- Actual conversation between you and the characters
- Official dossier on suspects under investigation
- One player

EPYX CODING

To help you choose the game that's right for you, Epyx games are coded to indicate the degree of emphasis on "Action," "Strategy" or "Learning." These symbols will appear on the front of all Epyx packages:

Action



Strategy



Learning



*Screen from Commodore 64 version of game.

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