

Number 5 is alive! - a robot in the SAINT (Strategic Artificially Intelligent Nuclear Transport) series has gone haywire. A million to one chance has resulted in a lightning bolt striking the automation and bringing it consciousness. Now the scientists who put him together wants to take him apart again to find out what went wrong. The President of Nova Robotics wants to capture him before the security chief wants to blow him up so that he can get home in time for dinner.

You are Number Five.. You are alive and you aim to stay that way!

SHORT CIRCUIT



C64/128
Cassette



Ozi Soft

LOADING INSTRUCTIONS

CBM 64/128 DISK: Type Load "", 8, 1 and press return. The game will load + run automatically.

CBM 64/128 CASSETTE: Press shift and run/stop keys together. Press play on the cassette recorder.

Number 5 is alive! - a robot in the SAINT (Strategic Artificially Intelligent Nuclear Transport) series has gone haywire.

A million to one chance has resulted in a lightning bolt striking the automaton and bringing it consciousness. Now the scientist who put him together wants to take him apart again to find out what went wrong. The President of Nova Robotics wants to capture him before the weapons he is carrying kill millions of civilians - and the security chief wants to blow him up so that he can get home in time for dinner.

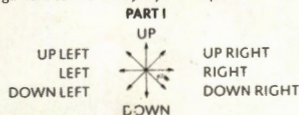
You are Number Five. . . You are alive and you aim to stay that way!

LOADING

Press the SHIFT key and the RUN/STOP key simultaneously.

CONTROLS

The game is controlled by Joystick in port 2.



SPACE BAR - Select active program.

FIRE - activate current active program.

NOTE

When in search mode you may pick up any object by pressing fire (just nudge the joystick if you want to pass by)



FIRE - Fire (in direction of travel).

F7 - Pause game.

F5 - Restart game.

First you must escape from the factory complex before anyone at Nova realises you are missing. Before you leave you must collect the hardware and software needed to activate your laser and jump mechanisms and find the technical manual to help you build the decoy robot in the second part. You search an object by facing it, selecting SEARCH as your current program and pressing fire.

To manipulate an object you select UTILISE as your active program and press fire. You can then choose between HIDING, USING and DESCRIBING an item in the same way as stated for SEARCH.

Once outside the chase begins - pursued by security forces ordered to kill and other Saint Robots programmed to deactivate you. They will not give up their hunt and the only hope for survival is to build a decoy robot to be destroyed in your place.

You can only stun your pursuers and causing death to living creatures will deplete your conscience energy. If you manage to locate the van before the Nova helicopter arrives you will have your chance. Create a dummy robot, fool all your adversaries and live happily ever after.