

**COLECO
VISION™**

CollectorVision
Games
Guide No. 099092

CARTRIDGE INSTRUCTIONS

ROBEE BLASTER



Help Robee with his bombs to escape from his jail.

COLECO

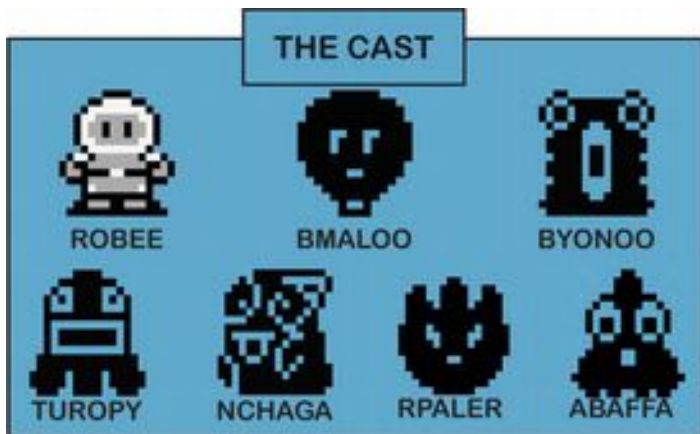
GAME DESCRIPTION

Robee was trapped in a jail by the bad and evil doctor HodsonSift. Guide Robee as he tries to find a way to escape from this place, but beware of the enemies!

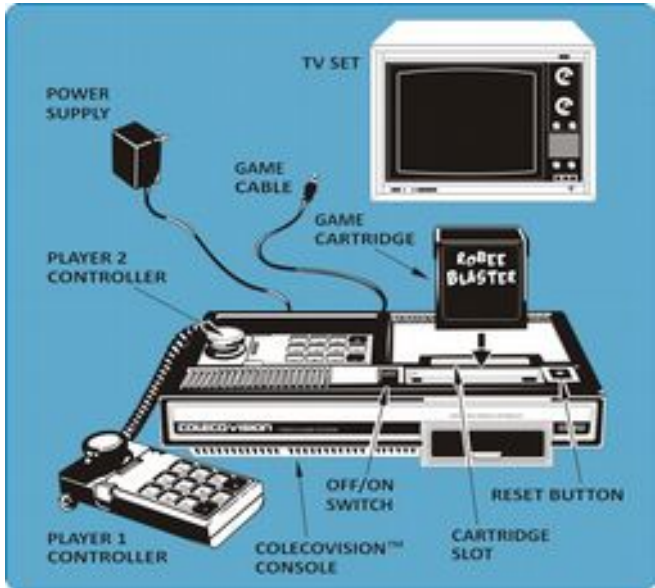
Of course, enemy forces are lurking throughout the different levels of the jail, and Robee must overcome each and everyone in order to advance to the next level.

Robee can only use his bombs to hit them and to protect himself in order to make it up to the surface.

Also, the exitways are concealed among the brick walls and can only be found by dissolving bricks by the flames of exploding bombs (use same trick to find collectibles items to powerup Robee).

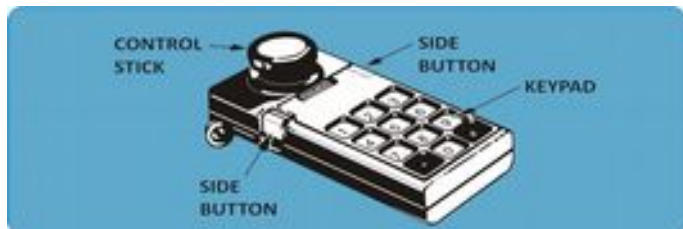


GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Robee Blaster™, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



One-Player Game

Use Port 1 Controller.

Two-Player Game

Use Port 1 Controller for player 1 and Port 2 Controller for player 2.

Control Stick: Push Control Stick in any direction to move Robee in the selected direction.

Side Buttons: They are used to drop bomb for Player 1 and Player 2.

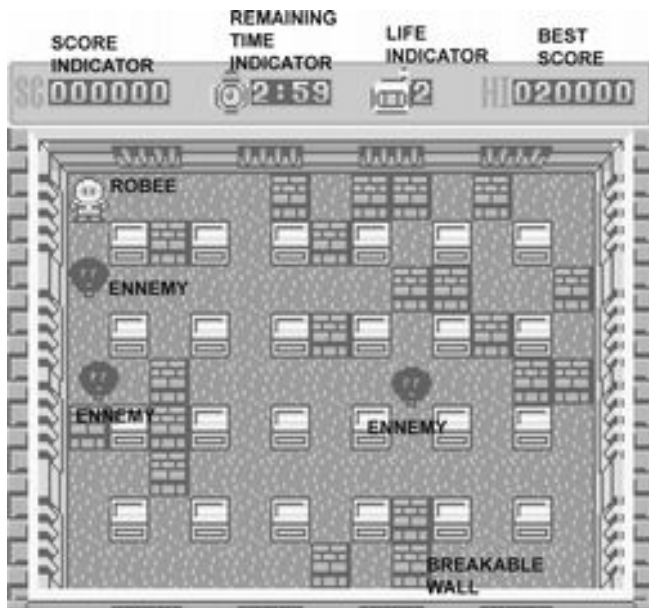
Keypad * and #: Use Keypad * or # to drop bomb for Player 1.



HERE'S HOW TO PLAY

Story Mode: Find your way to the exit

The goal of each stage is to defeat all the enemies, and then find the exit door which is hidden beneath a random soft block.



Robee begins with only one bomb and a one-tile blast radius. When he breaks some walls, he may discover extra bonuses (life, bomb and new blast area).

Each stage is played under a time limit, and the amount of time varies with each area.

Should the timer expire, Robee is killed and the stage restarts. There's one power-up item per stage, and new enemies are introduced as you progress, each with different patterns. If you bomb an item, the item is destroyed.

SCORING



BMALOO	100 points
BYONOO	400 points
TUROPY	200 points
NCHAGA	400 points
RPALER	200 points
ABAFFA	400 points



BMALOO and RPALER move in a repetitive manner. RPALER is faster than BMALOO.

BYONOO and ABAFFA move back and forth erratically. They can travel through soft blocks. ABAFFA is faster than BYONOO.

TUROPY is faster than Bmaloo. It moves aimlessly, but will pursue Bomberman when close.

NCHAGA moves aimlessly, and it can travel through soft blocks. It will also periodically teleport to another part of the map, so be careful !

COLLECTIBLE ITEMS

BOMBS

In the first stages, only one bomb can be set at a time. As power-up items are taken in, they become more easier to use.

BRICKS

They are destroyed when hit by the flames of exploding bombs. Hidden within the bricks are exit and power-up items.

WALLS

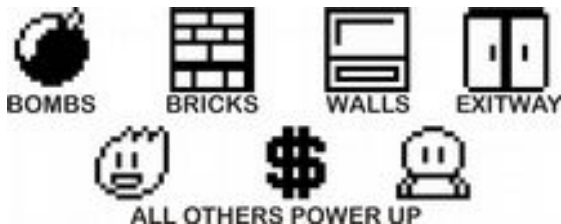
Walls aren't damaged by bombs, so Robee can take shelter from flames of exploding bombs.

EXITWAY

They can be found among the bricks. After killing all enemies, Robee stands over the exitways to go to the next level.

POWER-UP

These items appear randomly among the bricks. There are several types of items with different effects. You will have to find out the effects when collecting the power-up items.



BATTLE MODE

RobeeBlaster battle mode is a game where you fight a friend.

The goal is to be the last survivor in the arena. You will get items to help you in this task.

Items include Bomb Ups, Fire Ups and Skulls. Players start with only 1 bomb and a 2-tile blast radius.

If nobody is defeated after 5 minutes, the match is considered a draw.

You are given the option of choosing how many victories are required to determine the winner - from 1 to 5.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

HOW TO REACH US

AlekMaul

www.portabledev.com

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Robee Blaster, but it is only the beginning! You will find that this cartridge is full of special features that make Robee Blaster exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Program and Audiovisual ©2015 Jean-Michel GIRARD

Package ©2016 CollectorVision

Made in Canada by CollectorVision, Inc.

Montreal, Quebec. Printed in Canada

Box by Vincent GODEFROY – www.colecoboxart.com

Manual by Jean-Michel GIRARD

