

 *Williams*

ROBOTRON: 2042



ROBOTRON: 201

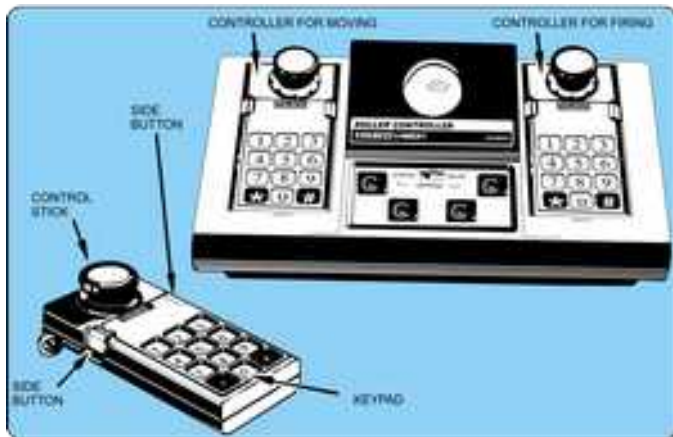
GAME DESCRIPTION

At first it was a technological breakthrough. Humans created the Robotrons—a species of robots so advanced they didn't need their inventors in order to think and act. But the Robotrons have turned on their creators! They're now determined to destroy humanity—or reprogram the survivors, turning them into destructive mutants!

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.
- **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



Use controller to move your man around to evade, to attack and to rescue.

There are 3 fire modes:

- 1. Buttons:** Left button fires your Anti-Robot Laser Gun in the direction you are facing. Right button fires backward.
- 2. Keypad:** Use keypad to fire in the 8 directions.
- 3. Two-Stick:** Use second controller stick to fire in the chosen direction. Left controller will give you maneuverability in 8 directions. The right controller will empower you to fire your Laser Gun in 8 directions. In this mode, it is better to use the Roller Controller to house the controllers.

HERE'S HOW TO PLAY



5 JUNE 2084
ORIGINATOR: MOONBASE 0712Z
CLASSIFICATION: TOP SECRET
MISSION: OPERATION ROBOTRON

Alert: Recently intercepted Robotron communiques reveal that only a few clones of the last human family remain alive on Earth!

Your Mission: Prepare immediately to step up the counter-attack. Save the surviving humans!

Extreme Danger: The Robotrons know about you -- the only one immune to their reprogramming. They will stalk you relentlessly.

Technical Data: Your only weapon is your anti-robot laser gun. With it you can destroy the entire Robotron species except the Hulk. The Robotrons attack in waves, with different kinds of

Robotrons in each wave. A new wave appears each time you destroy all the Robotrons on your screen—except the invincible Hulk. You have five lives, and for every 25,000 points you score, you earn another life and another chance to complete your mission.

Strategy: By saving as many remaining humans as you can, you'll rack up the most points. To do this, quickly get clear of the middle of the screen at the start of each Robotron wave, but avoid the corners. Concentrate on wiping out the Spheroids and Quarks first. Eliminate most of the rest of the Robotrons, leaving a few Grunts alive. Then pick up the remaining humans before you destroy the last Robotrons. You are the only hope for saving humanity. Good luck!

Commit this data to memory. You are the only hope for saving humanity.

16:23 MOONBASE 0712Z DISCONNECT

SCORING

THE ROBOTRONS



Mindless Grunts: The Grunts are beastly robots with one mission: to do you in. Annihilate the Grunts for 10 points each.



Indestructible Hulks: Alone of all Robotrons, Hulks cannot be destroyed but can annihilate the human clones. Your laser gun only slows them down. Avoid the Hulks at all cost.



Giant Brains: Launched every fifth wave, the Giant Brains can electrocute you where you stand. If a Brain catches a human, it reprograms the victim, who then turns against you viciously as a mutant *Prog*. Blast the Prog immediately with your laser gun for 100 points. The Brain also fires deadly *Cruise Missiles* that seek you out mercilessly. Zap them for 25 points each.



Sinister Spheroids and Their Deadly Spawn: Explode the Spheroids for 1000 points each *before* they bring forth the *Enforcer Embryos*, which grow into evil *Enforcers*. Stop the Enforcers for 50 points each. Those that survive will heighten their attack by launching *Enforcer Sparks*. Destroy the Sparks for 10 points each.



Galvanizing Electrodes: The Electrodes block your path, changing form with each new wave. They're not worth any points, but you must vaporize them with your laser gun or they'll destroy you.



Cubic Quarks and the Torturing Tanks: Blast the Quarks for 1000 points or face the beastly tanks they swiftly beget. Tanks are worth 50 and the *Bounce Bombs* that arise from them are worth 10 each.

THE LAST SURVIVING FAMILY



Man, Woman, and Child: Only a handful of human clones remain on earth. Touch as many as you can to place them under your protective powers. In each wave you earn 100 points for the first human you save, 200 for the second, and so on.

You get a bonus life every 10,000 points.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing ROBOTRON: 2084™, but it is only the beginning! You will find that this cartridge is full of special features that make ROBOTRON: 2084™ exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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Box and manual by Vincent Godefroy

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Montreal, Quebec.

Printed in Canada.

