ROBOTRON: 2084*

Now, the Thrill of the Arcade Game at Home

Background: At first, it was a technological breakthrough. Mankind created the Robotrons— a species of robots so advanced they no longer needed their human creators 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!

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

Your Mission: Prepare immediately to step up the counterattack. Save the surviving humans!

Preliminary Instructions: Insert the Robotron: 2084 cartridge into your computer as explained in your computer owner's guide, and turn on your computer.

You can play with either one joystick or two. For a two-player game, simply trade the one or two joysticks back and forth between players.

To use one joystick, plug it into Controller Jack 1. Fire your anti-robot laser gun by pressing the red button. To use two joysticks, plug one into Controller Jack 1 and another into Controller Jack 2. Remove the plastic tray from your Robotron: 2084 package to use as a dual joystick holder. Set the joystick plugged into Controller Jack 1 into the left side of the holder, and the joystick plugged into Controller Jack 2 into the right side. Maneuver with the left joystick. Use the right joystick to

BASE 0712Z
P SECRET
N ROBOTRON

fire—your laser gun will shoot in the direction you move the joystick.

Press OPTION to select the level of difficulty. Level 0 is the easiest, level 5 the hardest.

Press SELECT to choose a one- or two-player game.

Press START to begin your mission.

Press the space bar to pause during a game. Press it again to resume play.

Extreme Danger: The Robotrons know of you—the only being 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 all the Robotron species except the Hulk.

The Robotrons attack in waves, with different species 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, but for every 20,000 points you score, you earn another chance to complete your mission.

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

Strategy: By saving as many of the 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 wave of Robotrons, 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. Good Luck!

16:23 MOONBASE 0712Z DISCONNECT

THE ROBOTRONS

SCORING

The Mindless Grunts: The Grunts are beastly robots. They have one mission: to do you in. Annihilate the Grunts for 100 points each.

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

The Giant Brains: Launched every fifth wave, the Brains can electrocute you where you stand. Destroy the Brains for 500 points each. If a Brain catches a human, it re-programs its victim, who 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.

The 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 150 points each. Those that survive will heighten their attack by launching *Enforcer Sparks.* Destroy the Sparks for 25 points each.

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

The Cubic Quarks and the Torturing Tanks: Blast the Quarks for 1000 points, or face the Tanks they beget. Tanks are worth 200 points and the *Bounce Bombs* that arise from them are worth 25 each.

THE SURVIVORS

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 1000 points for the first human you save, 2000 for the second, 3000 for the third, 4000 for the fourth, and 5000 for each human you save after that.

ATARI® A Warner Communications Company Ⓦ