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Mad Robots

for Windows® 95 & NT 4.0

Another thrilling XLM-Game by Axel Meierhoefer

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Introduction

In this game of action and strategy you lead Doc Harry through the many many floors of his laboratory where hundreds of robots have gone crazy due to cosmic radiation and now have to be destroyed before they can endanger human lives. Doc Harry has to find the exit of each floor but the way is blocked by padlocks of different color. For each padlock a key in the same color is needed and sometimes these keys are hard to find as they are hidden somewhere else in the level.

Doc Harry can protect himself against the robots by placing explosive bombs but these bombs first have to be collected.

Arrows forcing Doc Harry to move only in their own direction, teleporters suddenly throwing Doc Harry to another place and many other surprising elements plus 256 color parallax-graphics, many animated objects and great sounds will make you enjoy this game.

With the enclosed Level-Editor you can also design your own games.

Controlling the Game

You can control Doc Harry with the **keyboard** or with a **joystick**. Choose between keyboard and joystick control by selecting 'Input Device: Keyboard' or 'Input Device: Joystick' from the Options Menu.

Keyboard: Control Doc Harry with the arrow keys *Up Arrow*, *Down Arrow*, *Left Arrow* and *Right Arrow* (alternatives: keys **8**, **2**, **4** and **6** of the numeric keypad oder the keys **D**, **S**, **F**, **X** and **C**).

Press **Spacebar** to drop an explosive bomb on the field in front of Doc Harry. You can only drop bombs on empty fields. If there is already another item on this field (padlock, key, diamond, heart, bomb, repair set) or if a robot is standing on or walking across this field, you will not be able to drop a bomb there. Bombs also cannot be dropped on fields with arrows or numbers, on teleports, the start field and the exit of the level. Of course you can only drop explosive bombs, if you have collected non-explosive ones before and still carry them with you.

While you keep the **Shift** button pressed, you can use the arrow keys to collect items from adjoining fields without letting Doc Harry walk onto these fields. You can also open padlocks on adjoining fields with this method.

By pressing the **ESC** button, Doc Harry loses a life. If you still have one or more lives left, you will then be able to continue from the start field again. In hopeless situations this "suicide" can be quite useful.

Joystick: Control Doc Harry by moving the joystick to the left, to the right, up and down.

Press **Joystick Button 1** to drop an explosive bomb on the field in front of Doc Harry. You can only drop bombs on empty fields. If there is already another item on this field (padlock, key, diamond, heart, bomb, repair set) or if a robot is standing on or walking across this field, you will not be able to drop a bomb there. Bombs also cannot be dropped on fields with arrows or numbers, on teleports, the start field and the exit of the level. Of course you can only drop explosive bombs, if you have collected non-explosive ones before and still carry them with you.

While you keep **Joystick Button 2** pressed, you can collect items from adjoining fields without letting Doc Harry walk onto these fields by moving the joystick in the corresponding direction. You can also open padlocks on adjoining fields with this method.

By pressing the **ESC** button on the keyboard, Doc Harry loses a life. If you still have one or more lives left, you will then be able to continue from the start field again. In hopeless situations this "suicide" can be quite useful.

Displays

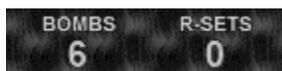
...This display shows Doc Harry's remaining **lives** and current **energy**. Each collision with a robot will cost you some energy. When there is no energy left, you lose one of your lives. You can get new energy by collecting hearts. Every 10000 points you get a new life. So you see, it is worth it to collect all the diamonds you can find and to destroy all the robots in the level!



This is your current **score**. You get points for collecting diamonds and for destroying robots. Every 10000 points you get a new life.



This display informs you about the **time** you have already spent playing the current level in minutes and seconds. In some levels there is a **time limit**. You will then have to complete this level within this time limit.



This display shows how many **bombs** and **repair sets** Doc Harry is carrying with him at the moment. Doc Harry needs the bombs to destroy the robots. Repair sets enable him to walk over abysses without falling down.



In many levels Doc Harry must complete a **mission** before he is allowed to leave the level through the exit. This display informs you about the current status of this mission. You can see how many robots of a certain color you still have to destroy, how many diamonds of a certain color you still have to collect or how many padlocks of a certain color you still have to open.



Without a **key** in the matching color you cannot open any of the padlocks. This display shows how many keys of each color Doc Harry currently owns. With one key you can only open a single padlock.

Game Elements



This is **Doc Harry**. Lead him to the exit of each level.



Robots with the pink markings can be very dangerous for Doc Harry, although they are not very intelligent. They only change their direction when they run into a wall. They will not change their direction when they run into Doc Harry. If Doc Harry cannot get away from them fast enough he will lose a lot of his energy. If he is trapped and cannot get away at all, he will be killed. Pink robots can easily be destroyed, as you can easily foresee their path. Doc Harry only has to drop an explosive bomb on a field, where the robot will definitely come across. For every pink robot Doc Harry destroys, he will get 100 points.



Yellow **robots** tend to change their direction frequently. It is nearly impossible to foresee their path to be able to drop an explosive bomb on the right field in order to destroy them. Doc Harry has a hard task to stay away from them as he does not know when they will change their direction to walk directly towards him. A destroyed yellow robot earns Doc Harry 200 points.



The green **robots** are the most dangerous as they always walk towards Doc Harry's current position unless they bump into a wall. Doc Harry should react immediately when he comes across a green robot and drop an explosive bomb between the robot and him (or get away as fast as he can). For destroying a green robot Doc Harry will get 300 points.



Padlocks block Doc Harry's way on several points. Robots also cannot get past these padlocks. Doc Harry needs a key in the same color to open a padlock. Then the padlock will open automatically when Doc Harry walks across it. Every key can only be used to open a single padlock.



In every level Doc Harry can find enough **keys** to open those padlocks that block the way to the exit, but there may not be enough keys to open all the padlocks in the level (every key can only be used to open a single padlock). Doc Harry can collect a key by walking across it. Be careful and think about what you are doing before you use a key to open the padlock, as it might be the wrong one. Then the way to the exit will be blocked forever.



You will get points by collecting these **diamonds**. A green diamond will increase your score by ten points, a yellow one by 15, an orange one by 20, a red one by 25, a pink one by 30 and a blue diamond by 35 points.



By collecting these **hearts** Doc Harry gets new energy. A silver heart will fill up his energy supply only a little bit, while a golden heart will completely refill his energy.



Doc Harry should collect all the **bombs** that he can find. He can later drop them again. By this they will become explosive and the first robot that will step on them will be destroyed. But be careful! An explosive bomb is fatal for Doc Harry, too. One step on an explosive bomb will cost you a life - and you do not have too many of them.



This is an **explosive bomb**. It will explode when a robot steps on it and will destroy the robot. Doc Harry will also not survive a step on an explosive bomb. An explosive bomb cannot be defused any more and will stay on its place until a robot or Doc Harry steps on it. You should always be careful not to trap Doc Harry behind an explosive bomb.



These **arrows** force Doc Harry to walk in the indicated direction. When he steps onto a field with an arrow he will keep on walking in the arrow's direction until he reaches a field without an arrow. The robots show the same behavior on arrows.



Doc Harry can fall into such an **abyss**! Only if Doc Harry carries a repair set with him he can walk over an abyss without being killed. Before he enters the field he will then automatically lay a new floor tile over the abyss.



These **numbers** indicate, how often Doc Harry can walk across a field, before the safe floor will disappear and a dangerous abyss will open up.



Doc Harry should collect all the **repair sets** he can find, as they will enable him to walk over an abyss without falling down. Instead of falling down and being killed Doc Harry will then lay a new floor tile over the abyss. The floor tile will remain there, so that he can walk over the field several times then. With each repair set Doc Harry can lay only a single floor tile.



When Doc Harry steps onto one of these **teleports**, he will be transferred onto another teleport in a different part of the level. Only teleports with a triangle pointing downwards are starting points for a transfer. Teleports that only have a rectangle pointing upwards are only destination points for a transfer. Nothing will happen when Doc Harry steps onto one of those. Robots will not be transferred when they step on a teleport.



Doc Harry is standing on this **start field** at the beginning of each level. In many levels more than one of these fields can be found. If Doc Harry steps onto one of them, the red arrows will start to spin around. Whenever Doc Harry gets killed and has one or more lives remaining he will be able to continue on the start field with the spinning arrows, i. e. the start field which he stepped on last. Robots cannot step on the start field with the rotating arrows.



This is the **exit** of the level. Doc Harry has to step onto this field to leave the level and continue with the next one. Only when the green arrows are spinning around Doc Harry can finish the level. Otherwise he will have to complete his mission first.

Menu Reference

Game Menu

- **New:** This command starts a new game, beginning at the first level.
- **Start at Level ...:** With this command you can start at any level you like. After selecting this command you will be allowed to choose the filename of the level from an Open File dialog box, at which you want to start playing. You can also select the filename of a level, which you have created on your own using the Level Editor. (This command is only available in the registered version of Mad Robots.)
- **Load Game ...:** This command allows you to open a previously saved game situation. You can save your current game situation with the 'Save Game ...' command to be able to quit playing and restart at this position, for example on the next day. Just select the file name, under which you have saved the game before.
- **Save Game ...:** With this command you can save your current game situation in order to be able to continue playing in this level at another time (e. g. on the next day). So you do not have to start with the first level every time you begin playing. Enter a filename under which you want to save your current game situation.
- **Demo-Mode > Level 1 | Level 2 | Cancel:** With these commands you can start the demonstration mode. The demonstration mode is extremely useful for learning how the different game elements work. You can also learn how to complete the first two levels. **Demo-Mode > Cancel** from the Game menu will end this demonstration mode and you will return to the title screen.
- **High Scores ...:** This command displays the high score table with the ten best players. The 'Erase' button will delete all the entries.
- **Exit:** Use this command to exit Mad Robots.

Options Menu

- **Input Device > Keyboard | Joystick:** Select the input device, with which you want to control Doc Harry. You need an installed joystick driver to be able to play with a joystick.
- **Missions and Time-Limit:** The dialogue window 'Missions & Time-Limit' can be opened by choosing 'Missions & Time-Limit' from the Options-Menu. Here you can activate or de-activate missions and the time-limit. If you don't master a level just because you didn't fulfill the mission but you made it to the exit you can still finish the level by de-activating the missions. If you continuously fail at the time-limit you can de-activate to comfortably try as long as you wish.
- **Speed ...:** You can adjust the **animation speed** with the slider. This determines how many frames will be displayed each second. The higher this value, the faster the game. A higher value will also lead to smoother graphics but will consume more processor time of your computer. On slower machines possibly not all frames can be displayed. You may then notice a jerky movement. Select a high **resolution** to minimize this negative side effect. You can test if your computer is capable to display most of the frames by activating the option '**Display Performance Info**'. The percentage of the frames that can be displayed without any delay will then be displayed in the upper left corner of the playing field. Values over 90% are perfect. If this value drops under 90% very often or all the time, you should run Mad Robots in 256 color mode. If this does not help, reduce the size of the program window or decrease the animation speed. Cancel all print jobs and close other programs. Turning off music and sound effects might further enhance the performance. If '**Big Window Warning**' is activated you will always

be warned if you enlarge the game window as this might lead to speed problems.

- **Sound Effects:** Toggles the sound effects on or off. When this option is checked, sound effects will play throughout the game in response to certain events. A sound card and the proper sound driver must be installed in order to hear sound effects.
- **Music ...:** Here you can select a MIDI file or tracks from an Audio-CD as background music or turn off the background music. You can also choose with which track of an Audio-CD to start with and with which one to end. If you finish one level the next CD-track will be played.
- **Center Window:** This command centers the program window on the screen.

Help Menu

- **Contents:** Use this command to display the contents topic of the Mad Robots help file. The help file provides a lot of information about game controls and game elements.
- **Using Help:** Displays information on how to use the Windows help system.
- **Quick Help ...:** Displays a quick help window, which informs you about the basics of the game and the most important keyboard and joystick commands. The quick help will appear at every startup of the game, unless you activate the 'Do not display the quick help window on startup' option.
- **How to Order the Registered Version?:** This command will display information about where and how you can order the registered version and about the benefits you will get.
- **Order Form:** This command calls up the order form for the registered version. You can print out this form and fill it out.
- **About Mad Robots ...:** Displays information about the author and version of Mad Robots.

The Level Editor

With the level editor you can freely edit new levels for your game. You can try it out already in the demo-version, there are no limitations but the new levels can only be played with the **full version** of Mad Robots.

Also the original levels created by XLM can only be changed with the full version of Mad Robots.

Level Editor Menu

File Menu

- **New:** Creates a new empty level
- **Open:** Opens an already existing level
- **Save:** Saves the currently opened level under its old name.
- **Save as:** Saves the currently opened level under a new name. If you want to play your levels one after the other please just number them with a constant amount of digits, e.g. MyLevel001.mrl, MyLevel002.mrl, MyLevel003.mrl etc.. *Attention:* A numbering in this way: MyLevel1.mrl, MyLevel.mrl, MyLevel10.mrl will not work.
- **Save as Bitmap File:** Here you can save your level as a *.BMP file to print it or load it into any graphic program.
- **Exit:** Here you can leave the level editor. You can also press <ALT-F4> on the keyboard.

Edit Menu

- **Toolbox:** Opens the toolbox if it is not already opened
- **Mouse Buttons:** Opens the Mouse Button window if it is not already opened
- **Move Level Contents:** Allows to move the level contents freely. *Attention:* All contents that are moved across the level border are lost.

Properties Menu

- **Level Size:** Please choose height and width of your level.
- **Graphics:** Here you can choose the graphics for the walls and the floor of your level.
- **Mission:** Sometimes Doc Harry has to fulfill a mission before he is allowed to leave the level. Here you can define this mission.
- **Time Limit:** Here you can set a time limit for the level.
- **Level Information:** This provides information about the number and color of bombs, keys, padlocks, robots and repair sets.

Edit Menu

- **Normal Viewing (1:1):** Displays the level as it will later be shown in the game
- **Zoom In:** Provides a closer view on the level.
- **Zoom Out:** Provides a better overview

Help Menu

- **Contents:** Displays the online help on the level editor
- **Mad Robots Help:** Displays the online-help of the Mad Robots game
- **Using Help:** Displays instructions about how to use help files
- **About:** Displays infos about the level editor.

Level Editor Elements

The Toolbox

Please choose the game elements you want to insert into the level from the toolbox.
First pick an object from the **Element** box and then choose its characteristics in the two other boxes.

The following elements are available:

- **Empty Field**(abyss): In the box *adjoining fields* you can choose if the adjacent fields shall be automatically adjusted so that a solid wall is created around the abyss.
- **Floor**: This is just floor. In the box *style* you can choose if the style shall be chosen automatically or if a certain style shall be used. In the box *adjoining fields* you can choose if the adjacent fields shall be automatically adjusted so that a solid wall will be created.
- **Wall**: Please use this element to insert walls. In the box *connections* you can choose if the wall be automatically connected to adjacent walls or you can choose the direction yourself. In the box *adjoining fields* you can choose if the adjacent fields shall be automatically adjusted so that a solid wall will be created.
- **Padlock**: For this element you have to choose its color. Also you can determine the animation phase or have it chosen by random or let it be increased with every lock by choosing *ascending*.
- **Key**: For this element you can choose color and animation phase.
- **Diamond**: For this element you can choose color and animation phase.
- **Heart**: For this element you can choose color and animation phase.
- **Bomb**: For this element besides the animation phase you can also choose if the bomb is already explosive or not. If it is not explosive Doc Harry can pick it up and place it somewhere else.
- **Repair Set**: For this element you can choose the animation phase.
- **Number**: Please choose how often Doc Harry may step on this field before it turns into an abyss.
- **Arrow**: Please choose the direction of the arrow.
- **Teleport**: For this element you can directly only choose the animation phase. Start and end teleporter have to be determined with the mouse-button.
- **Start Field**: In each level there can be only one of this field. You can choose if Doc Harry shall start on this field or not and also you can choose the direction into which he is looking.
- **Exit**: Each level has to have one or several exits.
- **Robots**: For the robots you can choose color and their starting direction

Mouse Buttons

In this window you can choose the function of the mouse buttons. If it is not already open you can open it by choosing *Edit-Mouse Buttons* from the menu.

For each button you can define the following commands:

- **Edit Single Field**: You can insert the chosen element at the mouse cursor. If you keep the mouse button pressed and move the mouse the same element will be placed on all fields that you cross.
- **Edit Rectangular**: Area If you keep the mouse button pressed you can define a rectangle that will be filled with the chosen element.
- **Select Element**: You can choose an element by just clicking on it somewhere inside the level so that you dont have to choose it inside the toolbox anymore. If more than one element shall be placed on a field please press the mouse button several times and choose them one by one.
- **Delete Item**: This command lets you delete objects (bombs, diamonds, hearts) by clicking on their field. Robots will not be affected. If you insert ground fields both objects and robots will be deleted.
- **Delete Robot**: With this command you delete robots by clicking on their field. Objects (bombs, diamonds, hearts) will not be affected. If you insert a ground field both robots and objects will be deleted.
- **Define Start/Destination Teleport**: To define a pair of teleporters please first click on the start teleporter and then click on the end teleporter.
- **Display Destination Teleport**: If you click on a teleporter its end teleporter will be shown. Both teleporters will be made visible more easily by an additional frame.

The Full Version

You can test the shareware version of Mad Robots freely for up to 30 days. If you like the game and want to continue to play it you have to order the full version. The price is only 25 US\$.

If you order the full version you will receive your personal keycode as fast as possible.

The fastest way is if you order by email. You will receive your code to unlock the shareware version and turn it into the full version also by email.

[Please click here to order the full version](#)

Advantages of the Full Version

- You can play **all 25 original levels**, not only the two levels of the shareware version.
- You can play with **any level** you want. So you can even continue to play if you fail with one level.
- You can create your own levels with the **level-editor** and also you can open the original levels, print them out or even change them yourself.
- You don't see the **shareware reminders** anymore when you open and close the program.
- Your keycode enables to unlock all the **coming versions** of Mad Robots veen if new features are included. You do not have to buy any costly updates.
- If you encounter any problems running the program or playing the game you get **support** from our experienced personnel. Please note that our low prices don't allow us to call you back. Please use **email** for communicating with us.
- You are helping us to **develop more** fascinating **games** that you can try before you buy.

[Please click here to order the full version](#)

Other Games of Axel Meierhoefer

Crazy Gravity * V2.0 * English * for Win95

Experience the wonderful world of gravity and fly through a system of caverns with a spaceship. Along the way you must get past many obstacles. Fans blow your ship against rocks, magnets attract you, rods move into your way, cannons bombard you with fireballs, ...

With animated 256 color graphics and parallax scrolling, sound effects, MIDI and audio CD support.



The unregistered version lets you play an easy, a medium and a hard level. Registration keycode unlocks 15 more levels (few easy, most medium and hard) and also unlocks the most comfortable level editor to let you design your own levels! Registration: 30 USD.

Get the shareware version from:

{button <http://www.winsite.com/info/pc/win95/games/xlmcrgra.zip/>,EF(
`http://www.winsite.com/info/pc/win95/games/xlmcrgra.zip/`,`',1)}

