

Contents for Robots Help

Robots is a solitaire game which combines elements of skill and luck.

To learn how to use Help, press **F1**.

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Object of the Game

The object in Robots is to stay alive as long as possible while killing as many robots as possible. You, as the happy smiley face, and the robots take turns moving on the game board's grid. Luckily, the robots are very stupid. After you move, the robots just take one step closer to you. Both you and the robots can move in any of eight directions: up, up left, up right, etc. You can also stand still for a turn but the robots will still move one "square" closer.

The robots can be killed in a variety of ways. If two or more robots walk into the same place, they will collide and turn into a smoldering pile. If any robots walk into a pile, they will also be killed. Finally, you are armed with a Sonic Screw Driver. This device can only be used once per level. It kills any and all robots which are next to you at the time. However, it completely destroys the robots so they won't turn into piles. Using the Sonic Screw Driver counts as your turn so all remaining robots will move one step closer.

Playing the Game

You can only move in a direction which will **not** let a robot catch you when the robots move. A little black dot will appear in all the allowed directions of movement. If there are no valid moves, your only option is to teleport. (See below.)

To move, place the mouse cursor in the general direction that you want to move. The cursor will change to an arrow pointing in that direction. Click the left mouse button to move in the direction indicated by the cursor. If the cursor turns into a question mark then movement in that direction is not allowed.

To stand still for a turn, place the cursor directly on the smiley face. If the cursor turns into a black dot, then waiting for one turn is valid. Click the left mouse button to wait. If the cursor turns into a question mark, then waiting for a turn is not allowed.

When you have no valid moves, your only option is to teleport (although you can teleport at any other time, too.) Teleporting is the only way that you can be killed. When you teleport, you are moved to some random location on the game board. If you teleport right next to a robot, then you are killed and that ends the game.

One other control is provided: the Wait button. This button will have you stand still as your turn, letting the robots move, as long as waiting is a valid move. This is handy when you can place yourself on one side of a pile with all the remaining robots on the other side of the pile. It just saves the time of clicking over and over on yourself waiting for all the robots to walk into the pile.

Scoring

You receive 10 points for each robot you kill.

You receive 1 point for each robot on the board after a successful teleport.

You receive a 50 point bonus if you complete a round without using the Sonic Screw Driver.

About the Author

This game was written by Dave Hoy.

If you enjoy this game, a donation of \$5 to the address below would be greatly appreciated. Any comments regarding the game or suggestions for improving it would also be greatly appreciated.

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Enjoy!

