Robottack Help

Rules Summary

You have been mysteriously dropped into a room full of killer robots.   They don't have guns, and neither do you.   The robots are pretty stupid.   While they will match every move you make, they will run into each other.   In fact, the only way you can get rid of all the robots is to make them run into each other or into wreckage.   If a robot catches you, you will lose a life.   The object of the game is to score as high as possible with three lives.

Robottack Rules
Robottack Preferences
Robottack Commands

Robottack Rules

Object of the game

The object of the game is to score as high as possible by eliminating as many robots as you can.   As the levels get tougher, the room can wrap.   This means the robots can get you from the other side.   Watch out for this!

Piece Description

The following describe each piece and the possible moves.   This is the smiley and is the piece you control. . .

You can move in eight total directions: Up and Left, Up, Up and Right, Left, Right, Down and Left, Down, Down and Right.   You can also stand still.   You can change the key settings on the Keys tab located in the Preferences dialog box.

There are two different types of killer robots.   This is Robot One. . .

 It can move only one space at a time (in any direction).

This is Robot Two. . .

It can move two spaces at a time.

The only problem with Robot One and Robot Two are they are pretty stupid.   While they are able to track your every move, they tend to run into each other.   In fact, that's how you get rid of the robots since you don't have a gun.   Once the robots run into each other, a pile of Robot parts are left on the board.

Be careful, if you run into the pile,   you will loose a life.

Scoring

10 points for each Robot killed.
100 points for each completed level.
Bonus ~ 10 points for each second under 30 seconds for a completed level.

Game Over Conditions

The game is over when you have lost all three of your lives.   There is no way to earn more.

Hints

Look several moves ahead.   If you do this you can avoid being trapped early into the game.

Don't forget to use your bombs.   A really effective strategy is to use the bombs when you are surrounded by robots.   By killing them, you have effectively built a wall around yourself.

If the room does not wrap, try to move to the corners.   You can build walls easier.

If the room wraps, keep to the center.   If you don't, robots can sneak up on you from behind.

[Help Contents](#)
[Robottack Preferences](#)
[Robottack Commands](#)

Robottack Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu.   If any option is changed within the Preference dialog box, the current game being played will be abandoned.   If you do not wish to abandon the current game, select **Cancel** and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box.   Clicking on a tab shows the options available for that topic.   For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Skill Level

Easy

Clicking on the radio button labeled **Easy** will select an easy game. Most novices will be able to beat an easy game after a few tries.   Each level time for this skill level is 60 seconds.

Moderate

Clicking on the radio button labeled **Moderate** will select a moderately-challenging game.   Each level time for this skill level is 50 seconds.

Difficult

Clicking on the radio button labeled **Difficult** will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat.   Each level time for this skill level is 40 seconds.

Piece Tab

The Pieces tab allows you to change the appearance of the playing pieces used in the game.   The options for this tab will not affect the rules of the game; however, the look of the playing pieces will change.

Piece Names

The "Piece Names" list box shows the names of the various playing pieces available.   Clicking on a name in the list box selects the new playing pieces and previews the pieces in the "Piece Preview" area.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement.   For each key movement below, select a keystroke in the list box.

Up and Left

Moves the smiley diagonally up and to the left.

Up

Moves the smiley up.

Up and Right

Moves the smiley diagonally up and to the right.

Left

Moves the smiley left.

Stand Still

Keeps the smiley in the same position.

Right

Moves the smiley right.

Down and Left

Moves the smiley diagonally down and to the left.

Down

Moves the smiley down.

Down and Right

Moves the smiley diagonally down and to the right.

Detonate Bomb

Kills any robot within one square's reach.

Teleport

Moves the smiley to a random place on the board.

Extras Tab

The Extras tab allows you to change the background color or texture of the main game window, or to change the sounds used in the game.   Changing the options in the Extras tab does not affect the rules of the game.

Screen Background

The box framing the "Screen Background" list box shows the current background color or texture of the screen.   Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds ***on*** or ***off***. This option is checked ***on*** by default.   Un-checking the box will turn the game sounds ***off***.   If this option is turned ***off***, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be

available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event.   The game events that can have sounds attached are listed above the button.   You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button.   If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Help Contents
Robottack Rules
Robottack Commands

Robottack Commands

How To Move Pieces

The smiley face on the board will be the piece you move.   The smiley can move horizontally, vertically, and diagonally.   To move the smiley, hit the keys set for moving the piece (see the Key tab under <u>Preferences</u> to set your keys).

Menu Commands

Game Menu

New

Starts a new game.   This will abandon a game in progress.

Show High Scores...

Shows the High Score table.

Preferences...

Brings up the <u>Preferences dialog box</u>.   Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the ***Escape*** key on the keyboard.

<u>Help Contents</u>
<u>Robottack Rules</u>
<u>Robottack Preferences</u>