

ROBOTRON: 2084™



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

Robotrons attack so swiftly that only a few clones of the last Human family remain alive on Earth! Prepare immediately to step up the counter-attack. Save the surviving Humans—and yourself!

System Components

- Atari MEGA or ST computer
- Atari disk drive
- Atari monitor (color recommended)
- One or two joysticks (optional)

Getting Started

Before you play the game, make a copy of the Robotron: 2084 program disk (see your Atari computer **Owner's Manual** for instructions). Store the original disk for safekeeping. Then follow these steps:

1. Turn on your computer system and display GEM® Desktop™. Then insert the copy of the Robotron: 2084 disk into the disk drive.
2. Select the floppy disk icon to display the Robotron: 2084 disk directory.
3. Select ROBOTRON.PRG. The Robotron: 2084 title and options screen appears.
4. Press the function keys to select game options (an option is chosen when it appears on screen):

Key Option

- [F2] Use mouse or joystick.
- [F3] One-player or two-player game.
- [F4] Use one or two joysticks (not active if you're using a mouse).

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ORIGINATOR: MOONBASE 0712Z

CLASSIFICATION: TOP SECRET

MISSION: OPERATION ROBOTRON

5. Connect the mouse by plugging it into mouse/joystick port 0. Or connect a joystick by plugging it into joystick port 1. To use two joysticks, unplug the mouse and plug the second joystick into mouse/joystick port 0. (Two players can use the same mouse, the same joystick, or two joysticks.)


With two joysticks, the port 1 joystick moves your player on screen in the direction you move the handle. The port 0 joystick fires in the direction you move its handle.

6. Press **[F1]** to start the game. (Or press the joystick fire button or the left mouse button.)
7. During play, press **[Space Bar]** to pause the game. Press it again to resume play.

Playing the Game

The Robotrons know about you—and stalk you relentlessly. Your only defenses against them are your wits and your anti-robot laser gun. Maneuver around the screen by rolling the mouse or moving the joystick handle. Fire by pressing your left mouse button or joystick fire button. In a two-joystick game, maneuver by moving the port 1 joystick handle; fire in any direction by moving the port 0 joystick handle.

You begin the game with three lives. As Robotrons chase you, defend yourself by firing on them. A direct hit vaporizes any Robotron except the Indestructible Hulk and earns you points. Bumping into a Robotron costs you a life. For every 25,000 points you score you earn another life and another chance to complete your mission.



The Robotrons attack in waves. Each wave has more Robotrons and is more difficult than the one before. In each wave, Humans wander around in a state of shock. Shoot your way towards the Humans (they won't be hurt by your laser fire) and touch as many as you can to save them.

When you lose a life, you continue the wave with your next life. A wave ends when you destroy all Grunts, Enforcers, Tanks, Brains, Spheroids, and Quarks in the wave. As long as you have lives left, a new wave begins.

The game ends when you lose all your lives. Press the mouse button, joystick fire button, or **[F1]** to begin a new game.

During a game, press **[F1]** to return to the options screen. Press **[Control] [C]** or **[Undo]** at any time to return to the desktop. (To save your high score, make sure your Robotron: 2084 disk is in the drive and is not write-protected.)

Strategy

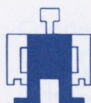
At the start of a wave, quickly get away from the middle of the screen. Keep moving to avoid getting yourself trapped in corners.

Concentrate on wiping out the Spheroids and Cubic Quarks first. Then eliminate most of the remaining Robotrons, leaving a few Mindless Grunts alive. Save the Humans before vaporizing the last Robotrons in the wave.

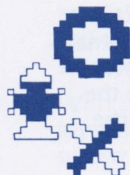
Robotrons



Mindless Grunts are beastly robots with one mission—to do you in.



Indestructible Hulks annihilate Humans. They cannot be vaporized—shooting them with your laser gun only slows them down.



Sinister Spheroids hatch evil **Enforcers**. Enforcers heighten the attack by launching **Enforcer Sparks**.



Galvanizing Electrodes block your path, changing form with each new wave. Vaporize them fast or they'll destroy you!



Cubic Quarks swiftly produce beastly **Torturing Tanks** that throw off **Bounce Bombs**.



Giant Brains can electrocute you with deadly **Cruise Missiles**. If a Giant Brain catches a Human, it reprograms the victim who then turns against you viciously as a mutant **Prog**. Giant Brains are launched every fifth wave.



Last Surviving Family



Only a handful of **Humans** (Men, Women, and Children), cloned from the last Human family, remain alive on Earth.

Scoring

Destroying Robotrons

Cubic Quark	1000 points
Sinister Spheroid	1000 points
Giant Brain	500 points
Torturing Tank	200 points
Enforcer	200 points
Mindless Grunt	100 points
Prog	100 points
Bounce Bomb	50 points
Cruise Missile	25 points
Enforcer Spark	25 points
Galvanizing Electrode	0 points

Saving Humans

First Human saved	1000 points
Second Human saved	2000 points
Third Human saved	3000 points
Fourth Human saved	4000 points
Fifth and more Humans saved	5000 points each

You gain a bonus life at every 25,000 points.

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