

Introduction

Rampaging auto components are destroying the galaxy's last power source, Roboto is at your control. 51 screens and a great challenge!

The challenge starts here...
Earth, the year 2086. The once mighty sun is a tiny speck in space. Most of the surface of the Earth lies a barren waste. Life is confined to a tiny oasis, at the centre of which stands a crumbling building, the last operating power station. This is now threatened by a control malfunction causing the auto components to rampage throughout the complex. A major power failure is imminent. As the only cybertechnician of the group, it is your responsibility to regain control by de-activating each of the 51 zones in the complex. You must achieve this using the last squad of five working droids. You have modified the droids to deal with the situation, they are equipped with lasers and hover packs. You have created...Roboto.

Gameplay

There are 51 zones or rooms. The components are de-activated by destroying the "power orbs" and leaving through a different exit to the one you entered by. Unless, that is, there is only one exit. It is best if you map the reactor as you go on as it contains one-way systems. Some power orbs give extra ammunition. Bonus points are scored by destroying meanies. You can let Roboto rest against a wall which can be very helpful if slithering past some of the nasty things you will find in the dark!

Game Controls

Z - Left, X - Right, * - Up, ? - Down, RETURN - Fire, P - Pause
Dual Plus 1 Joystick Control Recommended