RoboSport™

SYSTEM INFORMATION

MACHINES SUPPORTED:
Macintosh Plus, Classic, Classic II, SE, SE/30, LC, Mac II, IIx, IIcx, IIsi, IIci, IIfx, Portable, and the Quadra and Powerbook Series

VIDEO MODES:
Black and white
16 color (or 16 grey-scale)

MEMORY REQUIREMENTS:
1 MB RAM for black and white (2 MB under System 7)
2 MB RAM for color (2.5 MB under System 7)

DISK REQUIREMENTS:
Hard disk recommended
Hard disk or HDFD required to run RoboSport in color

OPTIONS:
Printer (Apple ImageWriter and LaserWriter series and HP LaserJet III with AppleTalk module and PostScript cartridge)
Modem (300, 1200, 2400, and 9600 BPS support)

SOFTWARE REQUIRED
System 6.0.2 or later. System 7 compatible

INSTALLATION

Please make backup copies of your RoboSport disks. Really. You want to do this. RoboSport comes on two disks. In order to fit RoboSport onto floppy disks, we had to divide the actual program into three sections: RoboSport (the main game program), RSMono.RSRC (the resource file for playing in black and white), and RSColor.RSRC (the resource file for playing in color).

HARD DISK INSTALLATION

Make a folder called RoboSport on your hard disk.
Copy everything from both disks to the folder.
If your machine can only display black and white, you may want to trash the file RSColor.RSRC to save space on your hard disk. The resource file(s) (RSMono.RSRC and/or RSColor.RSRC) must be in the same folder as the RoboSport program file.

If your computer can display both black and white and color, and you have both resource files in the RoboSport folder, you can switch between the two by opening the Macintosh Control Panel and setting your monitor to either black and white or color before starting RoboSport. It looks better in color, but prints better from the black and white version.

RoboSport

SCORING

SURVIVAL

50 points for each enemy OW you cause (50% damage)
100 points for each enemy ARGH you cause (100% damage)
–25 points for causing an OW to a Robot on your Team or Side
–50 points for causing an ARGH to a Robot on your Team or Side
400 point bonus to each Team with at least one Robot alive at the end of the game
150 point bonus for each surviving Robot
Points for Teams on the same Side will be added together and awarded to each Team, so all Teams on the same Side will have the same score.

TREASURE HUNT

The same scoring as Survival, plus:
50 points for each coin picked up.

CAPTURE THE FLAG

The same scoring as Survival, plus:
400 points for each Flag captured and brought to your Home Area.
100 points if your Flag was not captured during the Game.

HOSTAGE

The same scoring as Survival, plus:
400 points for rescuing a Hostage.
–75 points for destroying a Hostage from your Team or a Team on your Side.
600 points if the Hostage taken from your Team was destroyed by an enemy.

BASEBALL

The same scoring as Survival, plus:
100 points for the first and second bases tagged.
200 points for the third base tagged.
400 points for the fourth and fifth bases tagged.

DAMAGE AND DISTANCE

Damage Points vs. Distance in Spaces from Impact

WEAPON	Direct Hit	One	Two	Three	Four
Zap	60–123	0	0	0	0
Rifle	2–25	0	0	0	0
Burst	2–31	0	0	0	0
Auto	2–29	0	0	0	0
Grenade	45–76	25–40	5–12	0	0
Missile	60–91	40–55	10–17	0	0
Time Bomb	120–151	80–111	40–71	20–35	10–17
Kamikaze	120–151	80–111	40–71	20–35	10–17

ACTIVITY DURATIONS

ACTIVITY	DURATION (60 Ticks = 1 Second)
Enter Arena from Dock	120 Ticks (2 Seconds)
Change Scan Direction	5 Ticks per 45-degree change
Change Posture	10 Ticks Upright to Duck
	10 Ticks Duck to Upright
	10 Ticks Duck to Crouch
	10 Ticks Crouch to Duck
	20 Ticks Upright to Crouch
	20 Ticks Crouch to Upright
Change Weapons	20 Ticks
Fire Rifle	30 Ticks per shot
Fire Burst	15 Ticks per shot
Fire Auto	10 Ticks per shot
Fire Missile	30 Ticks per shot
Fire Grenade	30 Ticks per shot
Place Bomb	60 Ticks (1 Second)
Self Destruct	20 Ticks
Pick Up Coin	15 Ticks
Rescue Hostage	15 Ticks
Capture Flag	15 Ticks
Tag Base	15 Ticks
Short Move (1 space)	30 Ticks
Long Move (2 spaces)	40 Ticks

ROBOT SPEED CHART

TERRAIN	Upright	Duck	Crouch
Open Ground	Fast	Slow	Slow
Rough Ground	Slow	Slow	Stop
Bushes	Slow	Slow	Stop
Fences	Stop	Stop	Stop
Crevices	Stop	Stop	Stop
Low Walls	Slow	Slow	Stop
Walls	Stop	Stop	Stop

ROBOT PERFORMANCE

	ACCURACY	WEAPON	ARMOR	RATING
Rifle	High	Rifle	140	40
Burst	Medium	Burst Gun	120	50
Auto	Low	Machine Gun	100	60
Missile	Medium	Missile	100	80
Stealth	Medium	Burst Gun	120	100

RoboSport™
STARTING ROBOSPORT

Double-click on the RoboSport icon.

After the credits, you'll see a window with lots of little symbols, and a page number of this manual. Click on the same symbols in the same order as they appear on the manual page, then click on the OK button. If you clicked on the wrong symbol, click on the Clear button, and start over.

Next, you'll see the Quick Start Window. There are ready-to-go defaults, so you can just click on Start Game to begin playing a beginner game against the computer. We suggest reading/playing through the Tutorial before trying it on your own. It'll save you a lot of time and head-scratching.

MACINTOSH-SPECIFIC FEATURES
PRINTING

The printing options are found under the File Menu, and are available in all of the RoboSport modes.

PAGE SETUP... allows you to prepare for printing.

PRINT MAP... prints the active Arena. Large Arenas will print on multiple pages. Robots are not printed. Supported printers include Apple ImageWriter, ImageWriter II, LaserWriter IINT, LaserWriter IINTX, and HP LaserJet III with AppleTalk module and PostScript® cartridge.

On some printers you may not be able to print the Arena while running RoboSport in color.

MENUS

The Edit Menu in all modes contains the items Cut, Copy and Paste simply to support the standard Macintosh interface. They do not operate in RoboSport.

RoboSport™

Along with RoboSport, there is another program called RoboPlayer, which is used to play back movies of complete games. This program shares the same resource file as RoboSport, and must be in the same folder as the resource file to run.

FLOPPY DISK INSTALLATION

Unless you have the new FDHD disk drive, and can use the high-density floppy disks, you cannot run RoboSport in color from a floppy.

LOW-DENSITY FLOPPY INSTALLATION (black and white only)
You will need three blank, initialized floppy disks.

Label the first disk "RoboSport Play Disk." Copy the RoboSport program and the RSMono.RSRC file from the original disk #1 to this disk. This will be the disk you start RoboSport from.

Label the second disk "RoboPlayer Play Disk." Copy the RoboPlayer program from the original disk #2 and the RSMono.RSRC file from the original disk #1 to this disk. This will be the disk you run RoboPlayer from, with enough room to save some movies.

Label the third disk "Arenas and Stuff." Copy all the other files to this disk (not RoboSport, RoboPlayer, RSMono.RSRC or RSColor.RSRC). After you start RoboSport from disk #1, and you are asked to help the program find an Arena, put this disk in the machine. You can also use this disk for saving games and teams.

HIGH-DENSITY FLOPPY INSTALLATION (black and white)
You will need two blank, initialized floppy disks.

Label the first disk "RoboSport." Copy the RoboSport program and the RSMono.RSRC file from the original disk #1 to this disk. Next, copy all the files from disk #2—except RoboPlayer and RSColor.RSRC. This disk has everything you need to play RoboSport in black and white with enough room left to save some games and teams.

Label the second disk "RoboPlayer." Copy the RoboPlayer program from the original disk #2 and the RSMono.RSRC file from the original disk #1 to this disk. This will be the disk you run RoboPlayer from, with enough room to save some movies.

HIGH-DENSITY FLOPPY INSTALLATION (color)
You will need two blank, initialized floppy disks.

Label the first disk "RoboSport." Copy the RoboSport program from the original disk #1 and the RSColor.RSRC file from the original disk #2 to this disk. Next, copy all the other files from disk #2—except RoboPlayer. This disk has everything you need to play RoboSport in color, with enough room left to save some games and Teams.

Label the second disk "RoboPlayer." Copy the RoboPlayer program and the RSColor.RSRC file from the original disk #2 to this disk. This will be the disk you run RoboPlayer from, with enough room to save some movies.

RoboSport
SUMMARY OF FORMATIONS AND GAME LENGTH
FORMATION   GAME LENGTH

	SKIRMISH	MELEE	BATTLE	CAMPAIGN
BEGINNER Stupid Computer Always view enemy No Zap, no Bomb, no Grenades	0 Missile Robots 1 Auto Robot 0 Burst Robots 1 Rifle Robot Tiny Arena	1 Missile Robot 1 Auto Robot 1 Burst Robot 1 Rifle Robot Small Arena	1 Missile Robot 1 Auto Robot 2 Burst Robots 2 Rifle Robots Large Arena	1 Missile Robot 2 Auto Robots 2 Burst Robots 3 Rifle Robots Huge Arena
STANDARD Ferocious/Crafty View enemy only when scanned Zap, Bomb, 3 Grenades, 3 Missiles	0 Missile Robots 1 Auto Robot 0 Burst Robots 1 Rifle Robot Tiny Arena	1 Missile Robot 1 Auto Robot 1 Burst Robot 1 Rifle Robot Small Arena	1 Missile Robot 2 Auto Robots 1 Burst Robot 2 Rifle Robots Large Arena	2 Missile Robots 2 Auto Robots 2 Burst Robots 2 Rifle Robots Huge Arena
FIRE FIGHT Ferocious/Crafty View enemy only when scanned Zap, Bomb, no Grenades, no Missiles	0 Missile Robots 2 Auto Robots 0 Burst Robots 0 Rifle Robots Tiny Arena	0 Missile Robots 1 Auto Robot 1 Burst Robot 2 Rifle Robots Small Arena	0 Missile Robots 2 Auto Robots 2 Burst Robots 2 Rifle Robots Large Arena	0 Missile Robots 3 Auto Robots 2 Burst Robots 3 Rifle Robots Huge Arena
MISSILE FEST Ferocious/Crafty View enemy only when scanned Zap, Bomb, 5 Grenades, 5 Missiles	1 Missile Robot 1 Auto Robot 0 Burst Robots 0 Rifle Robots Tiny Arena	2 Missile Robots 1 Auto Robot 0 Burst Robots 1 Rifle Robot Small Arena	3 Missile Robots 1 Auto Robot 1 Burst Robot 1 Rifle Robot Large Arena	3 Missile Robots 2 Auto Robots 1 Burst Robot 2 Rifle Robots Huge Arena
BEAT THE CLOCK Ferocious/Crafty View enemy only when scanned Zap, Bomb, 3 Grenades, 3 Missiles	0 Missile Robots 1 Auto Robot 0 Burst Robots 1 Rifle Robot Tiny Arena 3 minutes/turn	1 Missile Robot 1 Auto Robot 1 Burst Robot 1 Rifle Robot Small Arena 5 minutes/turn	2 Missile Robots 1 Auto Robot 1 Burst Robot 2 Rifle Robots Large Arena 7 minutes/turn	2 Missile Robots 2 Auto Robots 2 Burst Robots 2 Rifle Robots Huge Arena 9 minutes/turn

RoboSport™
KEYBOARD REFERENCE CHART

SETUP MODE–QUICK START

Command O	Open Game
Command P	Print Map
Command Q	Quit

SETUP MODE–CUSTOM GAME

Command D	Delete Team
Command E	Edit Team
Command F	New Team
Command R	Open Team

EDIT MODE

Command A	Next Robot
Command D	Team Data
Command E	End Turn
Command F	Hide/Show Position
Command H	Hide/Show Home
Command I	Hide/Show Items
Command L	Lock/Unlock Team
Command M	Auto Center
Command P	Print Map
Command Q	Quit
Command R	Reduce/Enlarge Map
Command T	Hide/Show Team
Command S	Save Game
Command W	Close Game
Command Y	Hide/Show Other Teams
Command , (comma)	Hide/Show Paths
Command . (period)	Redraw Paths
Command key	Changes Cursor to Help Mode, and Selects Active Robot in Playing Field
Command and Option keys	Changes Cursor to Hand for Scrolling Arena
Control key	Change Cursor to Hand for Scrolling Arena
Option key	Activates Targeting Mode, and Allows Repeat Firing with Aim & Fire
Spacebar	Toggles between centering on the Active Robot and centering on the Active Robot's Targeting Range
1-8 (not on number pad)	Selects Active Robot

MOVIE MODE

Command D	Team Data
Command E	End Movie
Command F	Stop Movie
Command G	Play Movie
Command H	Hide/Show Home
Command I	Rewind Movie
Command L	Forward Step
Command M	Auto Center
Command P	Backward Step
Command Q	Quit
Command T	Start/Stop Tracking
Command Y	Show/Hide Sighting
Command , (comma)	Play Slower
Command . (period)	Play Faster
Command	Change Cursor to Help Mode
1-8 (not on number pad)	Selects Active Robot