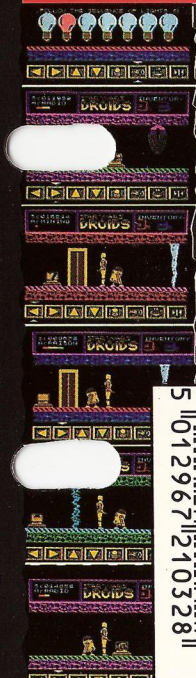
Mad·Mad·Mad
MASTERTRONIC added DIMENSION

SPECTRUM · 48 · 128 · PLUS 2 · SPECTRUM · 48 ·
AMSTRAD · SCHNEIDER · 464 · 664 · 6128 · AMST



It's up to you to guide R2-D2 and C-3PO to safety in this nail-biting drama that puts droid against droid and calls for serious gameplaying skills to complete ...

PROGRAMMED BY BINARY DESIGN.

SCREEN SHOTS FROM SPECTRUM VERSION

SIRE ONE SPECTRUM 128K TWO AMSTRAD

RECORDED ON BASF TAPE

ISA 0261

TITLE DROIDS™

MACHINE TYPE SPECTRUM · AMSTRAD

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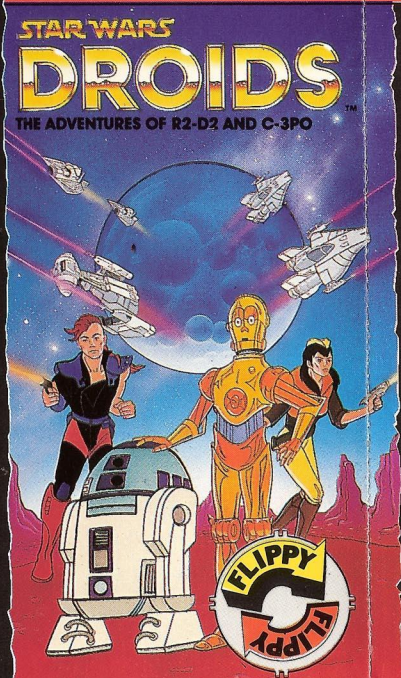

The Fromm gang managed to escape from the high-security prison on the planet Ingo, stole an A-Wing fighter and returned to their old base on Ingo's moon – Auren.

Fate brings R2-D2 and C-3PO into close contact with the Fromms – rather too close contact for comfort . . . When the droids' shuttle pod crashes on the surface of Auren, the Fromms seize the duo and lock them away in a cell on the lowest level of the gang's hideout.

Using his probe arm, R2-D2 manages to break out of the cell and now C-3PO leads the way as the pair try to make their way through the locked doorways and past the hazardous security systems installed by the Fromms to keep their base safe. Unbeknown to the duo, rescue is at hand – Jord and Thall followed the crashing shuttle pod and are on the surface of Auren. Safety lies above R2-D2 and C-3PO . . . providing they can find a route up through the eight levels of the Fromm hideout and deal with all the patrolling droids . . .

PLAYING THE GAME

While moving along the corridors that make up the Fromm's lair, you control C-3PO – R2-D2 follows a little way behind, catching up when you stop, and standing right next to you. It's rather as if he is on a piece of elastic, trailing behind. If you execute a quick turn to avoid a hazard, bear in mind that R2 might still collide with the nasty as he wheels round and tries to catch up.

Terminals dotted around the play area allow you to control lifts and barriers. Providing you have the appropriate pass, R2-D2 can log on. When R2 is positioned in front of a terminal you can take control of him, plugging the droid into the terminal. If you have the correct pass, you then play the subgame that gives access to the lift or barrier controls.

Using the keyboard or a joystick, a row of icons is used to control the droids.

C-3PO can move left and right, duck, and throw crystals at

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Design: Words & Pictures Ltd., London

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the marauding droids found in corridors.

Once R2-D2 is positioned in front of a console he can be plugged into it. In the case of a console controlling a lift, if access is granted to the subgame and it is completed, R2 can operate the lift, up and down.

KEYBOARD CONTROLS

Spectrum: Z/X or O/P left/right; M CAPS to fire. (Kempston joystick interface).

Amstrad: Z/X or O/P left/right; SPACE to fire.

The status area at the top of the screen reveals your score and the health of the escaping duo (on the left) and their inventory (on the right).

Crystals

C-3PO can dispose of patrolling droids by lobbing a crystal at them – you start with 25. Some droids die after one hit, others take two hits while some take three to kill.

Every so often a crystal is left behind when C-3PO kills a flashing droid. Walk C-3PO into this crystal and 25 throwing crystals are added to your inventory – up to the maximum of 99. Collecting this crystal also rejuvenates both droids if they have been taking knocks – their health readout improves a little.

Passes

Three levels of security clearance exist with the game. Level 3 is the lowest, and allows access to any droid. Consoles that require Level 1 or 2 clearance require R2-D2 to insert an appropriate pass before access is granted to the subgame. A pass can only be used once, allowing a single attempt at the subgame.

Passes are gained by killing droids – they're left behind when a flashing droid is killed and collected like the crystals. The patrolling droids have security clearance at Level 1, 2 or 3 and you have to kill the appropriate number of Level 1 or Level 2 droids before a Level 1 or Level 2 pass is earned.

Hazards

R2-D2 and C-3PO have only one life – if their energy readout hits zero the game ends. Headbutting the patrolling droids or walking into them saps energy – although contact with a patrolling droid inflicts as much damage as one hit with a throwing crystal. Drills, cannon, electric barriers and electric sparks, fire sprinklers and magnets all sap vital energy from your droids, so keep an eye on that energy meter!

The Higher Levels

The higher R2-D2 and C-3PO get in the base, the more hazards they face – and the subgames that lie behind consoles become progressively harder.

LOADING INSTRUCTIONS

Spectrum: Type LOAD"" and press ENTER.
Amstrad 464: Press CNTRL and small ENTER.
Amstrad 664/6128: Type |TAPE and press RETURN, press CNTRL and smaller ENTER.

FRENCH

Amstrad 464: appuyez sur CNTRL et la petite touche ENTER.
Amstrad 664/6128: Tapez |TAPE et appuyez sur RETURN, puis appuyez sur la petite touche ENTER.

GERMAN

Amstrad 464: Drücken Sie auf CNTRL und die kleine ENTER-Taste.
Amstrad 664/6128: Tippen Sie |TAPE, drücken sie RETURN und dann die kleine ENTER-Taste.

ITALIAN

Amstrad 464: Premere CNTRL ed ENTER minusculo.
Amstrad 664/6128: Battere |TAPE a premere RETURN, quindi premere ENTER minusculo.

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