MASTERTRON*i*C

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MICRO MOUSE

EEK! Dodge Drillers, avoid Pulsers and hide from Homers as you help Micromouse scamper rouund a circuit board effecting repairs. A challenging maze game packed with frantic action.

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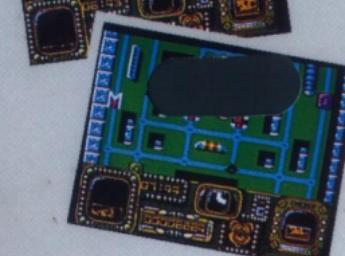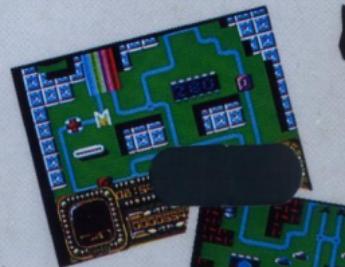
LOADING INSTRUCTIONS

Amstrad – 464: Press CTRL and small ENTER.
6128: Type TAPE and press RETURN. Press CTRL and small ENTER.

Use the joystick to move around the tracks on the scrolling circuit board, pressing fire to place a patch over a damaged area. Alternatively, use the keyboard: Q up, A down, O left, P right and Space to fire.

In an effort to save money, the Powers That Be have decided to use small robots to repair damage to the circuit boards of a huge supercomputer. There's no point, they reckoned, in sending highly-trained service engineers to do a bit of basic soldering. Why not develop robots for that sort of work, they argued, and save the human engineers for the really tricky stuff like making tea and talking about cricket scores?

Rather than develop complicated intelligence programs for the solder droids, it was decided to modify the behaviour of an elemental cyber brain – put it in a robot under manual control, guide the robot through a sequence of tasks manually, and eventually the brain will pick up what's needed and be capable of carrying out the tasks unsupervised.

Step forward Solder Robot Trainer, First Class.

It's your job to train the cyber brain inside a prototype solder robot. To make the task more amusing, you've

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disguised the little droid as a mouse, and trained three other cyber-brain-driven droids to emulate the ravages of time and power spikes on the circuit board. Suddenly, going to work in the morning is rather like playing a game…

TRAINING SOLDER DROIDS

Three types of damage droid hack around the solder tracks: Pulsers cruise around randomly and suck energy from the mouse when they touch it; Homers have the same effect as Pulsers except they come looking for the mouse; and the Drillers not only sap mouse energy on contact but also damage the solder tracks, causing breaks.

First Aide stations, marked with a Red Cross, are dotted aorund the circuit board. Scampering the mouse through a Red Cross calls a solder patch into a little window on the status area. If the patch fits a broken section of solder track, scamper over the break and press fire to mend the damage. If the patch collected in the Red Cross station isn't the one you want, just turn around, go through again and get another one.

One horizontal bar meter keeps tracks of Micromouse's energy while another reveals the amount of unrepaired damage that needs to be fixed. Keep an eye on both of these readouts, and check the timer which counts down from the moment the mouse starts work – to fully train the mousedroid, you need to get a circuit board 100% working within the time limit.

Programmed by M.C. Lothlorien

FRENCH

Utilisez le manche à balai pour vous déplacer sur les pistes roulantes de la plaquette du circuit, en appuyant sur la touche de tir pour mettre en place les pièces sur les surfaces endommagées. Ou alors, vous serez, si vous le désirez, en mesure d'utiliser le clavier: Q – vers le haut; A – vers le bas; O – sur la gauche; P – sur la droite; Barre d'espacement – pour effectuer la mise à feu.

CHARGEMENT:

AMSTRAD – 464: Appuyez sur CTRL et sur la petite touche ENTER.

AMSTRAD – 6128: Tapez |TAPE et appuyez sur RETURN. Appuyez sur CTRL ainsi que la petite touche ENTER.

GERMAN

Benutzen Sie den Joystick, um über die Spuren der scrollenden Platine zu rase. Kleben Sie mit dem Feuerknopf ein Pflaster auf die beschädigten Stellen oder benutzen Sie die Tastatur wie folgt: Q – Hoch, A – Runter, O – Links, P – Rechts und die Leertaste – Feuer.

LADEN:

AMSTRAD – 464: Auf CTRL und die kleine ENTER-Taste drücken.
6128: TAPE eintippen und auf RETURN drücken. Auf CTRL und die kleine ENTER-Taste drücken

ITALIAN

EEK! Schiva i Trapani, evita i Pulsanti e nasconditi dai Teleguidati, mentre aiuti Micromouse ad affancendarsi nelle riparzazioni su una scheda circuito. Un labirinto sfida pieno di attività frenetica.

CARICAMENTO

AMSTRAD – 464: Premi CTRL e INVIO piccolo
6128: Batti |TAPE e premi RETURN
Premi CTRL e INVIO piccolo