

KOBOL 64

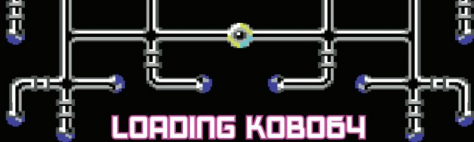


COMMODORE 64

KOB064



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1
PLAYER

C64

C128

C64GS

PAL

NTSC

JOYSTICK

CART
SAVE

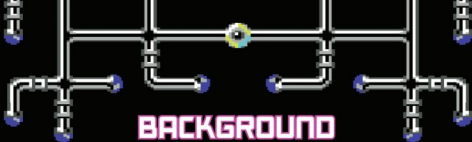
DISK
SAVE

6581
SID
8580

4
PLAYER
INTFC

To load, turn off your C64/128/GS, insert the KOB064 cartridge and turn the computer back on. The game will load automatically.

If you are presented with a blank screen or graphic garbage, please try turning off the machine and re-inserting the cartridge again. Issues like this are most likely due to an oxidised cartridge port (after all, we are talking about 30 year old technology here), so please check and clean the port - or even try the game on another Commodore - before contacting us for a replacement.



BACKGROUND

Back in 1981, Namco released *Bosconian* — an innovative 8-way scrolling shoot 'em up that had the player facing off against enemy space stations by destroying their six external nodes individually or by firing at the inner core.

Clearly inspired by *Bosconian*, In 1995 Akira Higuchi created *xKobo*, a game that expanded upon the original concept with sprawling, maze-like space stations that could only be destroyed by shooting at the core. To expose the core of the station, the nodes at the end of each 'pipeline' extending from the centre can be destroyed, cutting back to the next junction until a pathway to the centre is cleared.

Then, some time around the turn of the century, David Olofson released *Kobo Deluxe*, a huge enhancement of *xKobo* that extensively improved the game and which — thanks to SDL — has since been ported to just about every operating system widely used today.

Almost going full circle back to the game's 1980's roots, in 2013 Soci of Singular entered his Commodore 64 conversion of *Kobo Deluxe* into the RGCD 16KB Cartridge Game Competition. *KOBO64* achieved 4th place out of 15 entries.

Now, in 2019, RGCD and Singular present what is probably the final version of the game, revision 313. Still only 16KB in size, and still awesome.



THE ALLIANCE NEEDS YOU!

CALLING ALL FEARLESS STARFIGHTER PILOTS

Ever wanted to destroy massive space stations and uncountable enemies with a small ship for fun, profit and fame? You're at the right place — The Alliance Of Planets are hiring aspiring wannabe-heroes and veteran starfighter pilots to combat the Kobonian infiltration of our galactic territory!

The Kobonian Empire have established heavily-defended space stations within 50 different sectors that must be eliminated with extreme prejudice in order to dissuade the filthy reptiles from expanding further into Human space. Their huge maze-like structures are protected by heavy firepower and an armada of fighter craft, so vigilance is required!

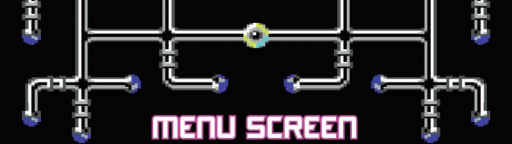
Are you up to the challenge? Fame, fortune and (most likely) a hero's funeral awaits!



CONTROLS

The player ship and menus can be controlled by joystick (in port 2) or via keyboard.

SHOOT/SELECT	UP	DOWN	LEFT	RIGHT
JOYSTICK				
FIRE	↑	↓	←	→
KEYBOARD (OPTION 1)				
SPACE	I	K	J	L
KEYBOARD (OPTION 2)				
SPACE	1	←	CTRL	2



MENU SCREEN

After the game has loaded you'll be presented with the keyboard or joystick-controlled menu screen. UP and DOWN moves the bar that highlights the current option.

START GAME

Press FIRE/SPACE to commence your attack against the Kobonian space stations!

LEVEL

Push LEFT and RIGHT to select levels unlocked in the current play session.

CODE

Displays the password of the highest unlocked level. Keep a note of these to continue your game between sessions. Push LEFT and RIGHT to select each character, then UP or DOWN to change.

MAP

Toggles the map size on the right hand side of the play area. Push LEFT or RIGHT to change between SMALL and LARGE.

FIRE

Toggles between automatic and manual fire.
Push LEFT or RIGHT to change.

SOUND

Toggles between music and sound effects.
Push LEFT or RIGHT to change.



PLAYING KOB064

KOB064 is an 8-way scrolling shoot 'em up in which you must clear each of the 50 Kobonian-infested sectors (levels) by destroying any space stations they've established there.

Controlling your ship with the keyboard or joystick, you can move in 8-directions (vertical, horizontal and diagonals). Turning to any of the eight directions is instantaneous. This can be useful when navigating tight spaces with right angle corners.

Due to the possibility of the ship's engine failing to restart after shutdown, a decision was made by our chief engineers to keep your thrusters burning at full speed, keeping you constantly moving in your facing direction. After all, no one wants to have an engine breakdown in a Kobonian controlled sector!

The dual cannons fire simultaneously forwards and backwards to counteract recoil effects. They were primarily designed for space station demolition purposes, so the firing rate is not spectacular. Your bullets are fast, but faster enemies may still dodge some of them.



BASIC TACTICS

The superstructure of a typical Kobonian space station is composed of exotic alloys that are invulnerable to our weapons, but our top scientists have identified weak spots; the blue nodes and yellow cores are destructible.



CORE



NODE



NODE
(INDESTRUCTIBLE)

Destroying the core will take out an entire station at once, but in some situations it may be necessary to make a path through to the centre by destroying the nodes, cutting back their pipelines to the previous junction.

Both blue nodes and cores have the ability to fire bullets and launch missiles and fighter craft. Red nodes do not fire, but cannot be destroyed, meaning that you will have to navigate around them.

It goes without saying that pilots should be on the lookout for the usual hazards of deep space, such as rogue asteroids which may be present in some sectors.



PLAYFIELD

This is the left side of the screen where the action takes place. You can only affect what's visible here; stations or ships can't be shot at, nor can they return fire if you cannot see them.

HIGHSCORE / SCORE

The HIGHSCORE is the highest achieved score in the current play session. It does not save between reboots of the machine. The HIGHSCORE will only update when it is beaten, whereas your current SCORE updates constantly during game play.



GAME SCREEN

MAP

The MAP shows a miniature map of space stations and the ships location in the sector (the moving dot). If you exit the map on one side, you will appear on the other.

SHIPS

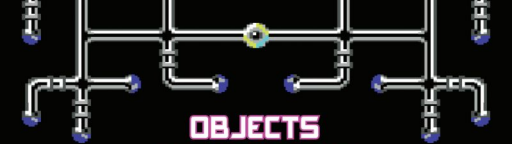
This counter displays how many ships are at your disposal. It starts at 5, and decreases as ships are lost and increases when new ships are gained (first awarded at 2000 points, then every 3000 points thereafter).

STAGE

Displays the current sector number (level). It increments after each sector is cleared.

ENERGY BAR

Shows the current energy level. It decrements as the ship sustains damage and increments on destroying cores. Once it's fully depleted, a ship is lost.



OBJECTS IN PLAYFIELD



Player Bullet. These destroy almost anything in one shot.



Enemy Bullet. Takes 3 hits to destroy a player ship with full health. Slow moving and easy to dodge unless encountered in large quantities.



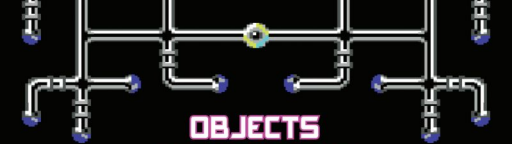
Kobonian Space Station Superstructure. These structural elements hold the station together. Shooting them is futile, you'll need to destroy the nodes at their ends for them to disintegrate.



Yellow Core. This is the hub which powers the space station. If it's destroyed it takes the rest of the station with it. The core has its own defenses, and can fire bullets or launch missiles or enemy fighters. Destroying it awards 200 points.



Blue Node. These can shoot bullets, launch missiles, or enemy fighters to protect the station. When destroyed they take part of the station with them (normally back to the next junction of superstructure). Destroying it awards 10 points (or 30 if it goes down with the station after destroying the core).



OBJECTS IN PLAYFIELD



Red Node. These nodes can't shoot and they're indestructible. They award 10 points each when they go down with the station after destroying the core.



Mini Black Hole. Fired at the player from blue nodes or the core, these reduce your energy by half. Don't get hit twice in a row! Awards 1 point when shot.



Asteroid. Rocks of various shapes may show up in certain sectors. These should be avoided as they are too tough to be destroyed and will smash your ship into pieces.



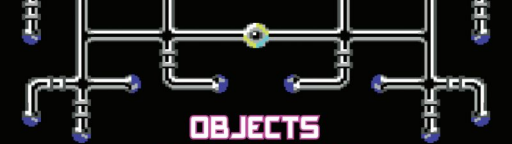
Bomb. Fired at the player from blue nodes or the core, destroy these before they explode or else you'll be showered with green bullets! Awards 2 points when shot.



White Missile. Fired at the player from blue nodes or the core. Fast and causes a lot of damage, but if successfully dodged it will pass the player and vanish into space. Awards 1 point when shot.



Cyan Missile. Fired at the player from blue nodes or the core. Similar to the white one, but slower. Awards 1 point when shot.



OBJECTS IN PLAYFIELD



Purple Missile. Fired at the player from blue nodes or the core. Slow, but this one doesn't give up when avoided and will return. Awards 2 points when shot.



Purple Fighter. Launched at the player from blue nodes or the core. Flies in counter clockwise circles and shoots frequently. Awards 2 points when shot.



Cyan Fighter. Launched at the player from blue nodes or the core. Flies in clockwise circles and shoots rarely. Awards 2 points when shot.



Green Fighter. Launched at the player from blue nodes or the core. Similar to the Cyan variant. Awards 2 points when shot.



Advanced Green Fighter. Launched at the player from blue nodes or the core. Homes in on the player and fires. Awards 2 points when shot.



ADVANCED PLAYER TACTICS



First of all, if at first you're not having much success with KOB064, don't feel bad about it! You're in good company. KOB064 is not a casual game! It is a hardcore retro style shooter — and a fast and unforgiving one at that.

Remember, everyone starts out losing countless ships — even highscore aces! You will need to try different strategies, and you will need to practice long and hard.

Below are some hints and strategies that may be of some help to all of you frustrated aspiring KOB064 pilots out there.



ADVANCED PLAYER TACTICS

- Shoot everything that moves! And everything that shoots back! And... just shoot everything, OK? Everything that blows up counts to your score, and at certain intervals, you get extra ships. (Yes, you'll need them.)
- Don't look too hard at individual enemies and stuff. Try to "just see" the whole screen. Some enemies and bullets move faster than you, so you can't escape by going the other way. You have to be prepared to dodge things from any direction at any time.
- When there's too massive resistance, try a more defensive approach! Many fortresses pump out large numbers of dangerous enemies when you get close, so just mowing them down may not work. Use the traditional hit'n'run strategy, at least for starters.
- For the highest score, always go for the core first where possible. Blue nodes destroyed in the chain reaction award you with three times the amount of points!

- David Olofson



CREDITS

KOB064 is a Singular release for the Commodore 64/128 personal computer, developed by Soci, 6R6 and Poison.

Published on 16KB Cartridge by RGCD, 2019.

Note that this release of KOB064 is a zero-royalty, 'for fame & glory only' production on the request of the developers, and we've passed that saving directly on to you.

Kajtár Zsolt - Concept, Code, Graphics & Sound Effects

Balázs Oszvald - Graphics

Glenn Rune Gallefoss - Music

Akira Higuchi - Creator of xKobo

David Olofson - Creator of Kobo Deluxe

Tim Harris & Raymond Lejuez - Cartridge Hardware

Chris Mantil - Manual Design & Layout

Flemming Dupont - Box Illustration, Design & Layout

James Monkman - Production

For more information on the team
involved in this C64 release, visit:

singularcrew.hu (Singular homepage)

olofsonarcade.com (Kobo Deluxe homepage)

rgcd.co.uk (RGCD homepage)

This release of KOB064 (revision 313) is
Open Source Software, and the game code
can be downloaded from

sourceforge.net/projects/kobo64/

Official RGCD/Psytronik forum for
general feedback can be found at:

lemon64.com/forum/index.php



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