DROIDS™

ATARI 400/800/XL Series Version

In the vast, starless void beyond the Mnemos Nebula, your desperate struggle has restored some measure of control after the devastating effects of an ion storm. Just creeping along at sublight speed, you discover that your crew of droids has suffered phase inversions to their programming elements. Once friendly, helpful and benign, they have become an all too real nemesis to your safety and control of the ship.

Just when you were sure you had them all safely locked in their service cubicles, the alarm on Level 4 sounds to tell you that the life-support systems have been deactivated. As you rush to reset it, you barely escape the deadly grasp of one of the berserk droids. Firing as you dive for the safety of the transfer shaft, the flash of your integrator beam teleports the droid back to its cubicle. But in the face of time needed to recharge, will you maintain your advantage? Will engineering systems be next . . . or weapons control or communications? Good luck, it's 55 light-years to the nearest repair base.

AT BEGINNING OF GAME

SELECT Key: Chooses one of 7 levels.
OPTION Key: Determines 1 or 2 player game.
START Key: Starts the game. Pressing the joystick button will also start the game.

DURING GAME

The joystick controls the movements of the player's men, up and down, left and right. Pressing the firing button shoots an integrator beam. If this beam hits a droid, it is immediately transported back to its cubicle. When a droid touches one of the systems, it is automatically deactivated. To reactivate it, a player's man must touch it. He must then return to his recharging station before he can fire again. If a droid touches a player's man, the man is dead. Each player is allowed 3 men per 3 minute game. At the end of the game, it automatically restarts or moves to the next level of play.

Pressing the **START** Key will turn off the background sound.

Pressing the **BREAK** Key will pause the game; pressing a second time restarts the game. It also restarts the background sound.

At the level change interlude, pressing either the joystick button or the **START** Key will stop the song and advance to the next level.

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