

Humanoids

Object

The object of the game is to defend the humanoids against the invasion of the enemy landers and to survive.

How to play

You start each game with 3 lives and three smart bombs and get an extra one of each every 10,000 points. Use thrust and reverse to manoeuvre your spaceship. The scanner at the top of the screen shows you exactly what is going on over the entire planet.

If you see a lander picking up a humanoid, shoot the lander, thrust towards the falling humanoid, rescue and drop it back on the landscape. At the start of the game and after every 5 waves, you will have a fresh planet to defend. You get 500 points bonus for picking up a humanoid and 500 points for putting it down, only 250 points if it falls safely on its own.

If a lander manages to carry a humanoid to the top of the screen, it will mutate and seek out your spaceship. When all ten humanoids have been destroyed, the planet will blow up and all the landers will mutate.

Don't take too long finishing a wave because the baiters will appear at a increasing frequency to finish you off.

Note that in order for the Humanoids Hall Of Fame to be updated, the disc must be left in the drive with the tab in the write enable position. To reset the to the default hiscores, just delete the exisiting hiscores file within the !Humanoids directory.

Default Controls

Start Game.	Return
Up	A
Down	Z
Reverse	Space Bar
Thrust	Keypad .
Fire	Keypad Enter
Smart Bomb	Tab
Hyperspace	Keypad 0
Redefine keys	R
Quit game	Escape
Quit to desktop.	Ctrl Escape

Points

Lander	150
Mutant	150
Bomber	250
Pod	1,000
Swarmr	150
Baiter.	200
Pickup humanoid	500
Put down humanoid. . .	500
Humanoid lands	250
Hit by bullet	25

Robotix

Object

The object of the game is to shoot the enemy, avoid the indestructable hulks, pickup the humanoids and to survive.

How to play

You start each game with 3 lives and get an extra one every 25,000 points. Use the mouse or the keyboard to control the robotix man.

The best way of accumulating points and extra lives is to pick up as many humanoids as you can as quickly as possible. Picking up humanoids successively will award you progressively higher and higher scores.

Don't take too long finishing a wave because the enemy will speed at and eventually finish you off.

Note that if you want the Robotix Hall Of Fame to be kept updated, then leave the disc in the drive when you play with the tab in the write enable position. To reset the hiscores to the defaults, just delete the existing hiscore file which is within the !Robotix directory.

Default Controls

Start Game	Return
Movement	Mouse
Firing	Arrow keys
Quit game.	Escape
Quit to desktop	Ctrl Escape

Points

Grunt	150
Hulk	N/A
Electrode	5
Spheroid	1,000
Enforcer.	150
Tank	250
Brain	500
Prog	100
Cruise missile	25
Hit by bullet	25
Pickup humanoid	1000+
