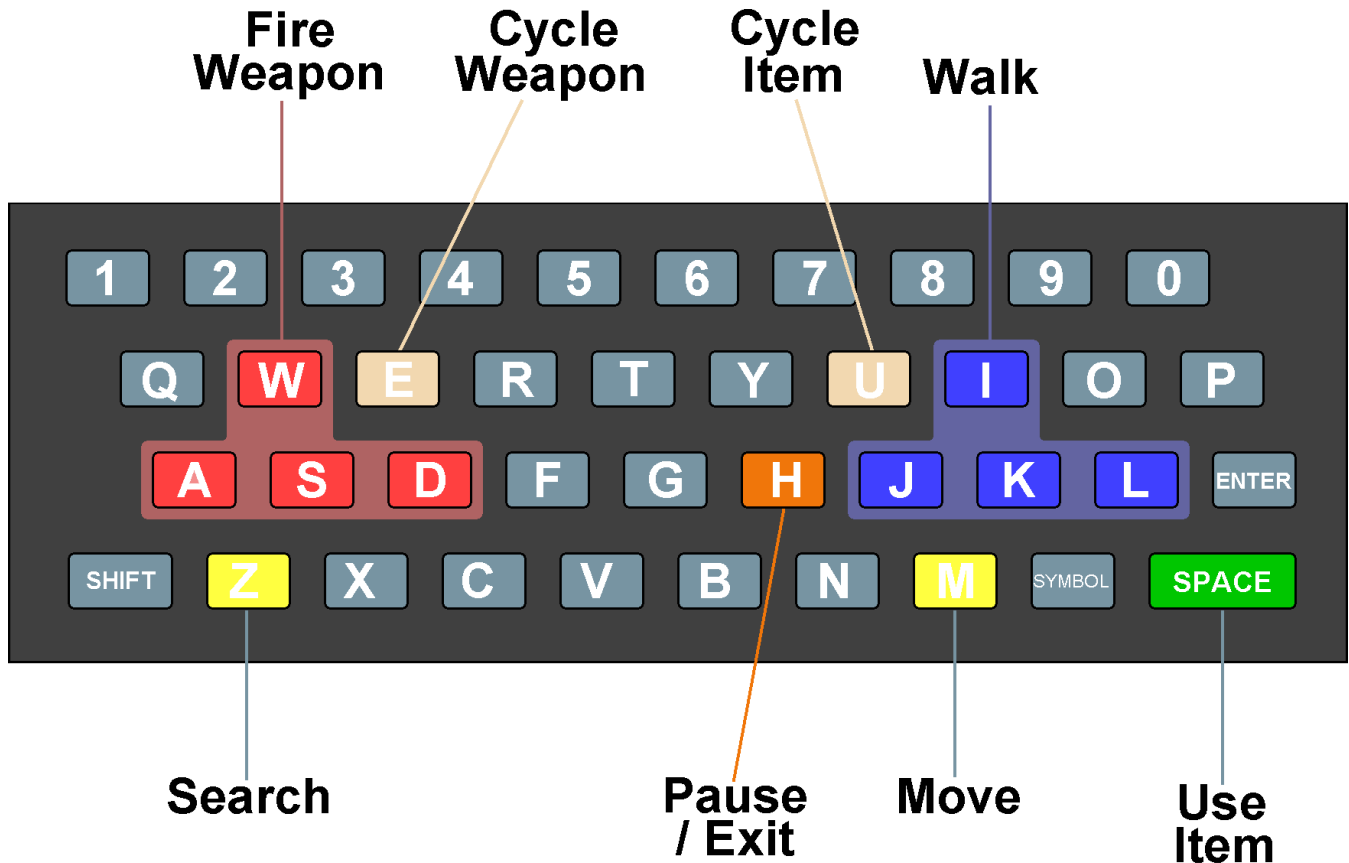


Attack of the Petscii Robots for Sinclair ZX Spectrum

To reduce cost, you will have received a manual for the Commodore 64 version of the game. The gameplay is identical across all machines, so you can use that as a reference. However, there are some Sinclair specific instructions you may need.



Below you will find the default keyboard layout for the ZX Spectrum



System Requirements: This version will work on a 48K Sinclair Spectrum or better. You'll either need to copy the included WAV files over to a cassette, or load directly from your modern device by playing the WAV file.

How to start the game: It's as easy as inserting the tape and typing LOAD "". If you're using an emulator, then just press the J key to get the LOAD command on the screen. If you are playing Map #1 "Research Lab" then the game will be ready to go as soon as it finishes loading because that map is loaded by default. If playing any other map, you will have to wait for it to load from cassette. You can seek to the correct part of the tape if you have it marked, otherwise you can just leave the tape running. It will ignore any maps that aren't the correct one. If using an emulator, this process is almost instant.

Music: The Sinclair version has music at the intro screen, but during gameplay you will only hear sound effects.

Controls: The default keys are shown above. At the main menu, use I and K to move up and down. You can customize the keys to your own setup if you'd prefer.

Four Different Versions: There are 4 versions of the game included in this distribution, including a bonus demo.

- PET Robots - A version made to closely resemble the original PET version of the game.
- GFX Robots - A version with improved graphics tiles
- Micro Bots - A custom version that offers a "zoomed out" view of the game.
- Color Bots - A colorized version of Micro Bots. It runs slightly slower, but has color.
- Faulty Robots - A music demo featuring the various tunes from Petscii Robots as well as some bonus tunes.

Tips:

- You can turn the beeper sound off and on by using the S key in the main menu or during the pause.
- You can also change screen color in all but Color Bots versions. Press C key in the main menu or during the pause.

Disk system or Microdrive support

The only officially supported media of this release is the tape, an actual or an emulated one. Due to the scarcity and rarity of other storage devices on ZX Spectrum, we're decided to not support them directly. However, all map loading is done from the BASIC loader, which is not protected, and is easy to modify, so one can easily change it to support a storage media of his choice.

Credits

David Murray	the original game design and 6502 code
mr287cc	porting of Z80 code, maintaining the port
shiru8bit	Some more Z80 code, sound and music, graphics for the Microbots version
Frederic Bezies	playtesting

See other projects from Shiru and Mr287cc on Patreon:

<https://www.patreon.com/8bitbay>

<https://www.patreon.com/shiru8bit>

Be sure to visit the official "Attack of the Petscii Robots" facebook group:

<https://www.facebook.com/groups/975620876261750>