

# XYBOTS

A YEAR AGO THE EXPERTS SAID IT COULDN'T BE DONE. IT WAS TOO BIG, TOO COMPLICATED. BUT OUR PROGRAMMING TEAM JUST SMILED AT EACH OTHER AND NOW HERE IT IS.

It's here and it's sensational - Domark's latest groundbreaking coin-up conversion from Tengen.

Join Major Rock Hardy and Captain Ace Gunn in their battle for supremacy against an army of invading Xybots!

With a light screen for one or two players and a unique driving area, you'll find Xybots a challenging, one-of-a-kind coin-up.

It's non-stop action all the way and working together as two players makes it the ultimate fun. Each player controls one character and the split-screen gives each his own playing area.

A map shows the section you're battling through and the positions of the remaining Xybots. And to keep one step ahead, pick up energy pods, super weapons, keys and locks.

Xybots makes a challenging arcade game... as a computer game it can't be matched. So grab hold of the controls and try the original fun, Rock and Ace, or the labyrinth of these invincible, monstrous Xybots!

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## TENGEN

Tengen is a subsidiary of  
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TENGEN  
XYBOTS

Domark

# XYBOTS



CBM  
CASS

## TENGEN

The New Name in Coin-Op Conversions

# TENGEN

A MAJOR FORCE IN THE  
ARCADES - AND NOW A  
MAJOR FORCE FROM  
DOMARK

We are delighted to announce a major new label - Tengen - which will produce some computer versions of all your favourite Coin-Op Arcade machines.

Domark will convert, market and publish a wide variety of the top Arcade hits on this label, and this reflects our faith in the market and that of Tengen in us.

We are a line of the leading names in the following months:



# XYBOTS

## THE GAME

Xybots is a game for one or two players who take on the characters of the heroes Major Rock Hardy and Captain Ace Gunn. Your mission: to penetrate a vast underground complex and overcome the Master Xybot.

The huge subterranean city is composed of convoluted mazes with locked doors barring entry to different sectors and transporters to connect different areas.

Hordes of evil robotic monsters patrol the many corridors and you must battle with these Xybots to reach the exit elevator and so advance to the next level. In the mazes you will find energy ports, keys to open doors and coins to buy essential supplies like Enemy

Mappers and more sophisticated weaponry. At the end of each level enter the store where supplies can be purchased - some of which are permanent while others are only temporary and must be replenished.

From the start you are equipped with a laser gun to blast the Xybots though extra cannons can be picked up on your travels. Your other weapon is a Zapper which stuns all enemies for a short time. You can buy extra Zap Power which allows you to inflict more serious damage.

Every few levels you must face the Master Xybot in a one-to-one-duel. Only by defeating him can you advance to the next level. The penalty for losing is to be sent back a few levels.

## CONTROLS

Player One can use keyboard or joystick and Player Two must use joystick.

Z - Move Left  
X - Move Right  
L - Move Backward  
P - Move Forward  
Space - Fire

To turn through 90 degrees press Fire while moving right or left.

To use the Zapper move backward while pressing Fire.

## LOADING INSTRUCTIONS

**Spectrum:** Type LOAD\*\* and press ENTER, then start tape.

**Amstrad:** Press CTRL and small ENTER key. If you have a disk drive attached first type ITAP. It is obtained by pressing the Shift key and the @ key together.

**Commodore:** Press Shift and the RUN/STOP key.

# XYBOTS

## ISTRUZIONI DI GIOCO

Xybots è un gioco per uno o due giocatori ispirato agli eroi quali il Maggiore Rock Hardy ed al capitano Ace Gunn. La tua missione consiste nel penetrare in un grandissimo complesso sotterraneo e di sconfiggere il Capo Xybot.

L'enorme città sotterranea è composta da intricati labirinti che dispongono di porte serrate per accedere nei vari settori e da telesorrelli che mettono in comunicazione le diverse zone.

Una moltitudine di robot nemici pattugliano i vari corridoi. Tu devi combattere contro questi Xybots

per raggiungere l'ascensore che ti permette di uscire e passare al successivo livello. Nel labirinto, troverai riserve di energia, chiavi per l'apertura delle porte e monete per l'acquisto di Mappe importantissime e più sofisticati sistemi d'armi. Al termine di ogni livello, entra nel magazzino dove sono custodite le scorte - alcune delle quali sono permanenti, mentre altre sono temporanee e devono essere sostituite.

Sin dall'inizio, sei munito di una pistola laser per annientare gli Xybots; in seguito dovrai impadronirti di armi più potenti che sono situate lungo il tuo cammino. Disponi inoltre di uno "Zapper" che stordisce per un breve tempo i tuoi nemici. Potrai in seguito acquisire una mag-

giore potenza "Zap" per infliggere più seri danni. Dopo pochi livelli, devi scontrarti in duello con il Capo Xybot. Se lo sconfiggerai, proseguirai nel prossimo livello, altrimenti tornerai al precedente.

## CONTROLLI

Il Giocatore 1 può utilizzare la tastiera od il joystick mentre il Giocatore 2 deve usare solo il joystick.

Z - Sinistra; X - Destra  
L - Indietro; P - Avanti  
Barra Spazio - Fuoco

Per ruotare di 90 gradi premi il tasto fuoco e contemporaneamente spostati a destra o a sinistra.

Per utilizzare lo "Zapper" premi il tasto fuoco e contemporaneamente spostati all'indietro.

## ISTRUZIONI DI CARICAMENTO

**Spectrum Nastro:** Digita LOAD\*\* e premi ENTER.

**Commodore 64:** Shift e RUN/STOP.

**Amstrad:** Premi CTRL ed il piccolo tasto ENTER.