

PRESENTING

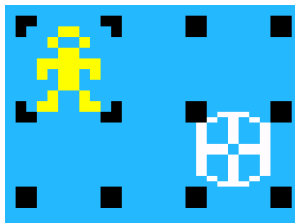
Michael Hayes's

SameGame & ROBOTS

INTELLIVOICE ENHANCED CARTRIDGE INSTRUCTIONS  
(FOR 1 PLAYER)

FOR COLOR TV VIEWING ONLY

Strategy and planning is the name of the game regardless which title you choose to test your wits against. Learn to analyze and predict how the game will unfold to achieve the most points and successful completion. Welcome to the peaceful world of *SameGame* and the tense world of *Robots*. Either choice is an addicting path.



## MAKE SURE

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- *SameGame* & *Robots* CARTRIDGE is placed in slot, firmly engaged.
- OFF/ON SWITCH is turned ON.

## PRESS RESET BUTTON

Title will appear  
on the TV screen.



## EXAMINE YOUR CONTROLS

### Action Keys:

- SameGame Select Piece

### Keypad:

- Robots Move Cursor
- Exit

### Control Disc:

- SameGame Move Cursor



## MENU OPTIONS

There are three different games to pick from. Before starting any of the games, you have the option to have music play in the background. (See *SameGame Rules* for difference between option 1 and 2.)

Press number 4 to select the first song. Press again to continue going through the list of songs. When music is playing during a game, all sound effects are disabled. If the Intellivoice is being used with music, voice will only announce at the end of the games. (See *Using Voice*)

GAME MENU	
1:	SameGame Pro
2:	SameGame
3:	Robots
4:	Select Music
0:	View Credits

Press 1, 2, or 3 to begin game play.

## SAMEGAME BASICS

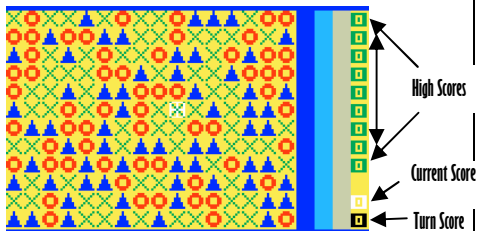
There are three different pieces on the board. Connect as many shapes of one type to score higher points and clear the board. The two variations of the game only have different game rules.

## GAME PLAY

The cursor will pulse in the center of the screen indicating that play is ready. There are three different shapes (Blue ▲ Triangle, Red ○ Circle, and Green ✕ "X"). Use the DISC to move the

cursor in one of four directions; up, down, left, and right. To remove shapes on the board, the cursor must be over a shape with similar joining shapes; above,

below, left and/or right. Press any side action button and all similar shapes touching will be removed from the screen. Remaining shapes will fall into the empty slots. When a column is cleared, the columns will shift from right to left. The points earned will float on the screen from the cursor to the right of the screen. The Turn Score will become the earned value and decrease as it is added to the Current Score.



## SCORING

Points earned are calculated as  $\text{Shapes} * (\text{Shapes} - 1) / 2$ .  
Example: 5 Shapes cleared would be  $5 * (5 - 1) / 2 = 10$  points.

## SAMEGAME RULES

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The following rules apply to SameGame Pro (*Option 1*):

- A minimum of 2 pieces of the same shape must be in contact to remove from the board and collect points.
- The game ends when there are no two adjacent shapes of the same type on the board.
- A 500 point bonus is awarded if the board is cleared of pieces.

The following rules apply to SameGame (*Option 2*):

- One piece may be removed from the board when the score is over 100 points. 100 points is deducted for this move.
- When 2 or more pieces of the same shape are in contact and removed from the board, points are collected.
- The game ends when all pieces are removed from the board, or there are no 2 pieces of the same shape in contact and the score is less than 100 points.

## GAME OVER

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To exit the game early, press the EXIT key (ENTER). When game play ends, press any button on the keypad to play a new round or press the DISC to return to the Main Menu.



## ROBOTS SCORING

Points are awarded at the end of each completed level.

- 5 points when using the Bomb or Super Bomb
- 10 points when a Robot hits a Scrap piece
- 15 points when Robots collide
- Level bonus dependent on time to complete. It starts at 20 points, increasing 5 points per level

## GAME OVER

You have one life. The game ends when a robot reaches the cursor. When the high scores are shown, press any button on the keypad to play a new round or press the DISC to return to the Main Menu.

## USING VOICE

Add an additional dimension to the game by inserting the cartridge into the Intellivoice expansion. Listen to:

In *SameGame*:

- How many pieces of each shape are on the board
- Rating on your score. (Example: "Great", "Super", "Expert")
- Final Score
- Quitting early

In *Robots*:

- How many Robots are in the level
- Level completed
- Final Score

## CREDITS

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Game Design, Music, Graphics and Original Programming

**MICHAEL HAYES**

Additional Programming and Game Enhancements

**DAVID HARLEY**

Programming Support

**JOE ZBICIAK**

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