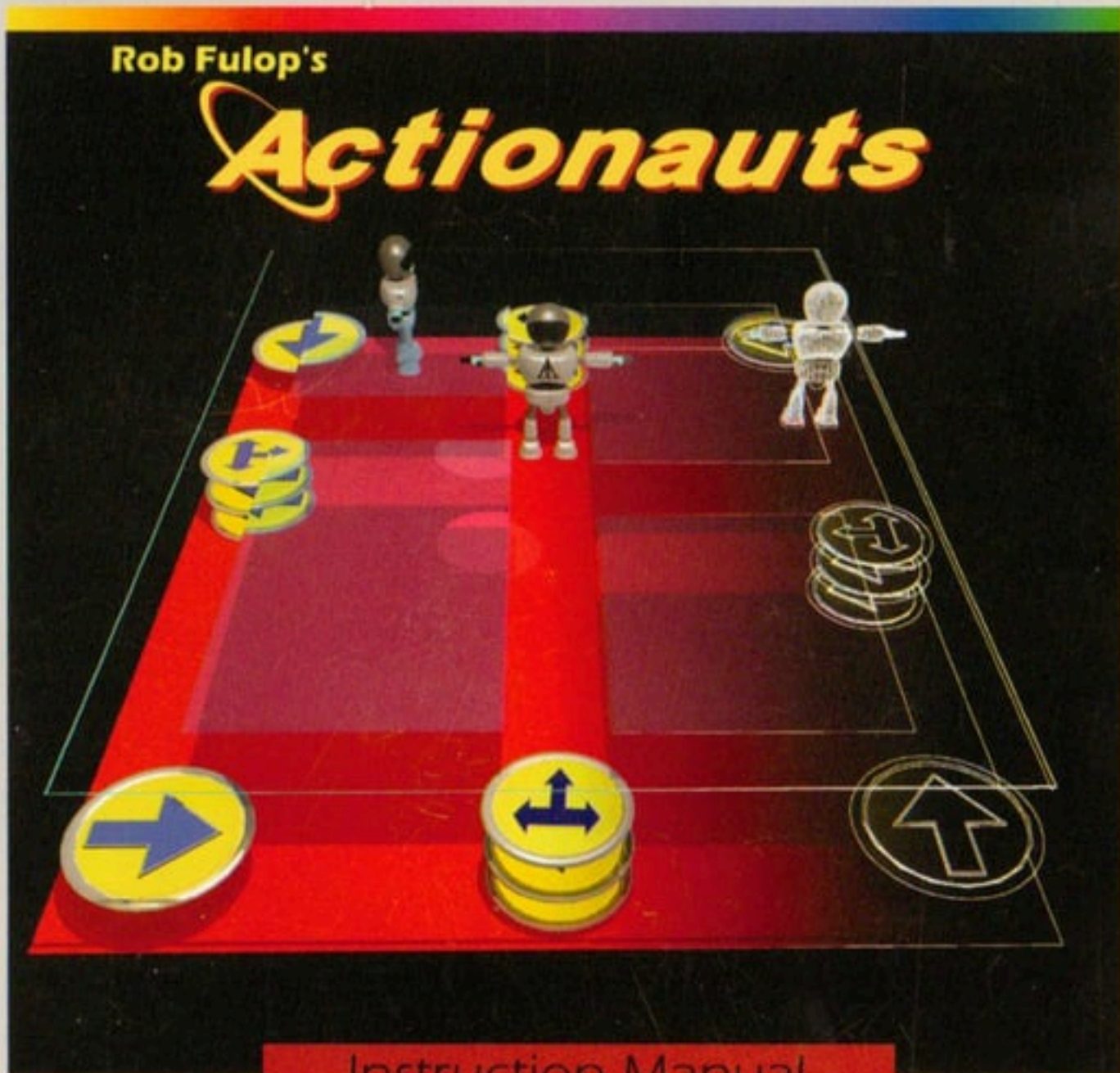


VIDEO GAME CARTRIDGE  
FOR THE ATARI 2600 VCS

**ATARI** 2600

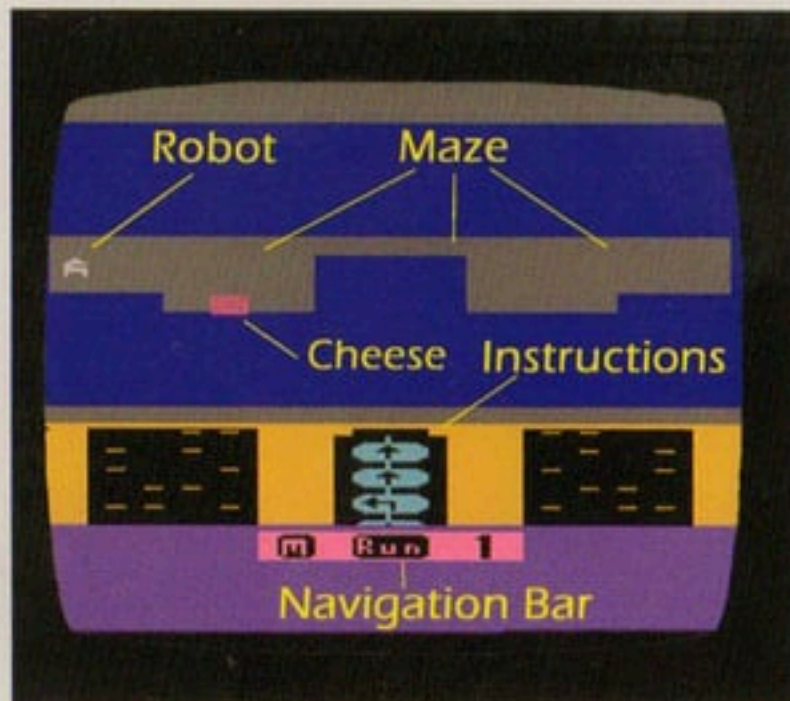
Rob Fulop's

# Actionauts



Instruction Manual

The object of the game is to construct a linear sequence of instructions which navigate the robot through the maze until it touches the cheese.



**ACTIONAUTS - Maze Screen**

## Gameplay (Maze Screen)

Use the joystick controller (Player One)

Press START button (SELECT button chooses starting maze 1-12)

Joystick left/right moves cursor through the Navigation Bar

Move cursor to select RUN command

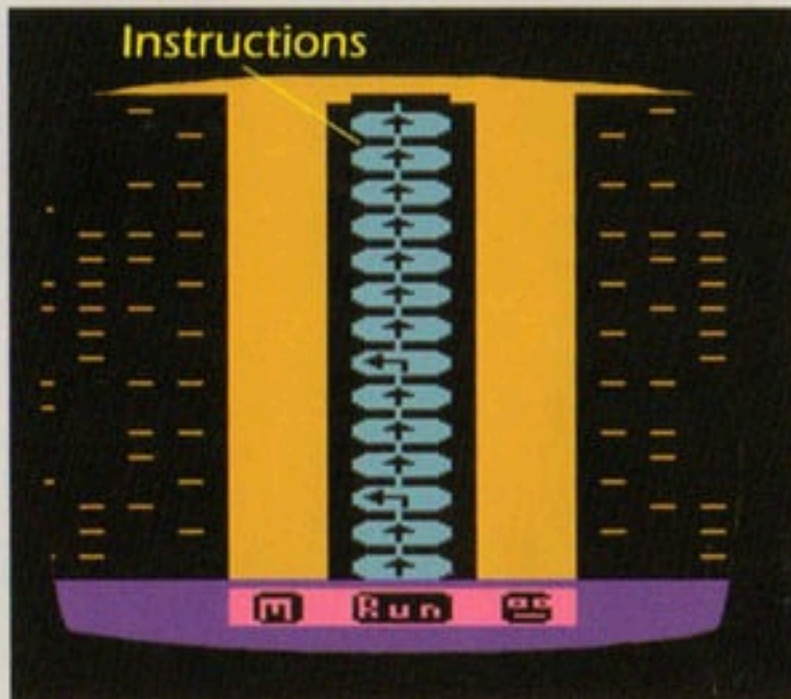
Joystick button triggers selected command

Move cursor to select 'M' command

Joystick button triggers segue to Program Screen



Use the program editor to modify individual instructions in the sequence so that the robot will successfully navigate the maze and find the cheese.



**ACTIONAUTS - Program Screen**

## Gameplay (Program Screen)

### Instruction List:

Joystick up/down selects individual instruction

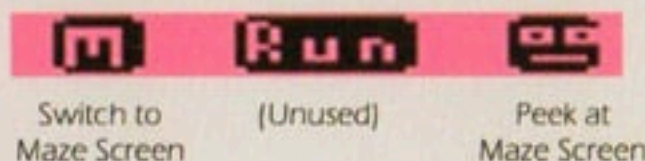
Joystick button cycles available instructions (p.4)

Joystick left/right moves cursor to the Navigation Bar

### Navigation Bar:

Joystick left/right moves through Navigation Bar

Joystick button triggers selected command



## INSTRUCTION DETAIL



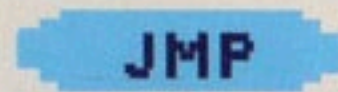
MOVE FORWARD



PIVOT LEFT



PIVOT RIGHT



JUMP TO TOP OF LIST  
(needed in mazes 5 -12)

## CREDITS

Rob Fulop  
John Payson  
Albert Yarusso

Program/Game Design  
Additional Levels  
Manufacturing

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Rebecca Fulop  
Marc Oberhäuser  
Jason Pump  
Scott Stilphen

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