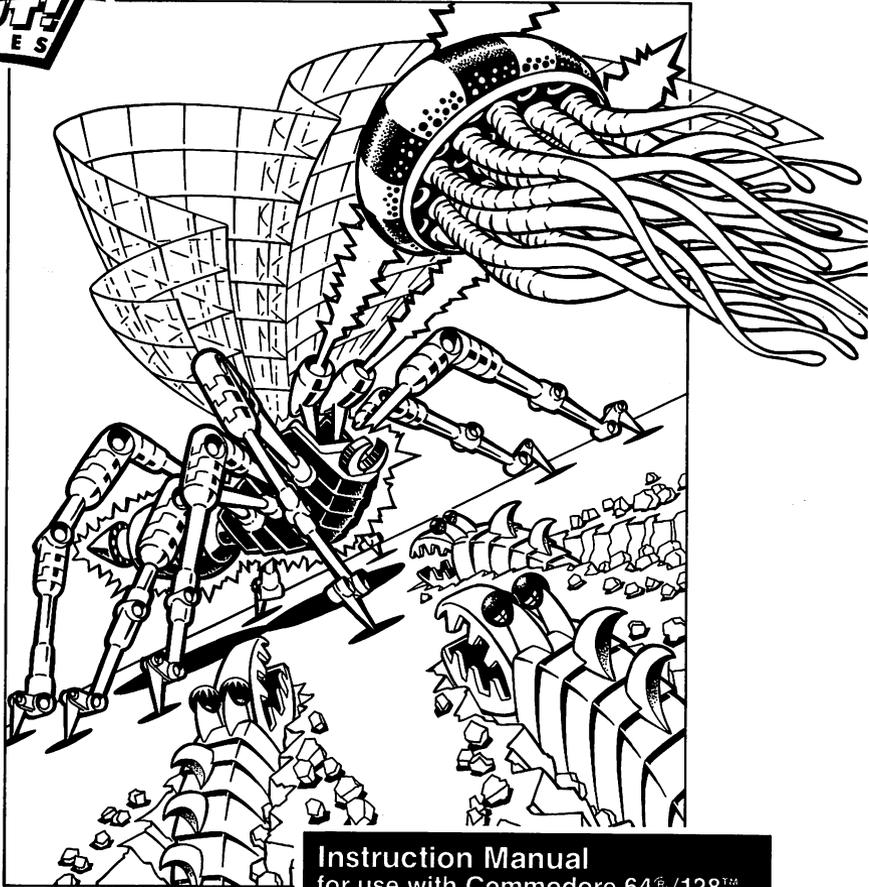


# SPIDERBOT™

**MAXX  
OUT!**  
SERIES™

BY EPYX



**Instruction Manual**  
for use with Commodore 64®/128™,  
Apple II®, IBM PC® and compatibles



**NOTICE:** If you like surprises, ***DON'T READ THIS MANUAL!*** This game has a lot of hidden surprises and twists which are described in the manual. For exploring and discovering on your own, you won't need help from the manual.

If you decide to venture through the game alone, stop reading after the INTRODUCTION - and good luck!



# INTRODUCTION

Deep within the Citadel, three runaway chemical reactors are rapidly approaching meltdown. These time bombs threaten to devastate the surrounding electronic jungle. The only remaining *SpiderDroid* has been sent into the territory of the Citadel to find and diffuse the reactors.

## OBJECTIVE

SpiderDroid is a one-legged robot that can move left or right, or jump straight up. He can fire a net, which he uses to capture the strange creatures which live near the entrance to the citadel.

SpiderDroid snares creatures in his net and stores them in his portable cage. Later, on his journey, he can use the creatures to perform tasks for him in exchange for their freedom. For example, one creature, called the *Stinger*, will allow SpiderDroid to jump incredibly high. And the *Big Borer* can be used to burrow through solid walls. (See *CAST OF CHARACTERS* on page 5.)

SpiderDroid starts out exploring the jungle and the world outside the Citadel, in search of the creatures. Capturing creatures is only one part of his perilous journey, however. The Citadel is protected by robot guards that fire energy-draining plasma bullets. Unfortunately, the SpiderDroid has no defense against these patrol guards. His only chance is to turn into **SPIDEBOT**, a two legged, ceiling crawling robot that can fire radioactive bolts in self defense.

Scattered throughout the jungle area are the parts needed to allow SpiderDroid to transform himself: *two legs* and a *red power globe* used to energize Spiderbot. Only when he has collected these parts can he infiltrate the citadel.

Once he has gathered the necessary leg parts, he must find the FIST to

discover the secret of becoming SpiderBot. Enlist the help of the Rock Hopper creature to open the huge stone sculptured FIST.

There are, however, some barriers to success. Lasers are impassable when activated. Electromagnets are impassable without a little "lifting help" from a Ray. And there's no way to get around the stone walls unless a Big Borer is used to gnaw through them.

**HINTS:** Throughout the game, be mindful of your *power level*, indicated by a vertical bar at the bottom of the screen. Various creatures, such as Malevolent Men of War, Stingers, and Big Borers will sap your energy if you come in contact with them (unless you are using them from your cage to perform a task). The robot guards will drain quite a bit of energy with every shot they fire at you. Falling from great heights as SpiderDroid will also drain some of your power. When your energy gets very low the resulting energy crisis will allow some of the creatures to escape from your cage. If your energy reserve level drops to zero, the game is over.

## Loading Instructions

### For the Commodore 64<sup>®</sup>/128<sup>™</sup>

- Set up your Commodore 64/128 computer as shown in the owner's manual. (For Commodore 128, set system to C64 mode.)
- Plug your joystick into the first joystick port. (Use the 500XJ for the fastest action and best scores.)
- Turn on the computer and disk drive.
- Insert the SPIDERBOT disk into the disk drive, label side up.
- Type LOAD "\*"8,1 and press RETURN.

### With the FAST LOAD<sup>™</sup> Cartridge:

- Turn the computer and disk drive on.
- Insert the SPIDERBOT disk into the disk drive, label side up
- Press the C= (Commodore) key and the RUN/STOP key simultaneously to load the program.

## For the Apple II® series

- Set up your Apple II computer as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual.
- Insert SPIDERBOT into the disk drive, label side up.
- Turn on the computer.

## For the IBM PC® and compatibles

- Set up your IBM PC or compatible as shown in the owner's manual.
- Plug in your joystick as shown in the owner's manual.
- Insert your DOS disk into the disk drive (drive A: on a two drive system), and turn on your computer.
- When DOS is loaded, insert the SPIDERBOT disk into the drive, label side up.
- Type the command SBOT and press RETURN.

## Make Your Selections

When the game is loaded, you'll see the title screen of the game, then the first screen. A bouncing pink *Rock Hopper* allows you to make your choice between the **Full** or **Short** versions of the game. The Full game allows 30 minutes for you to capture the creatures you need, find the parts to Spider-Bot, and deactivate the reactors.

A Short version of the game is provided that gives you 20 minutes to neutralize the reactors. In the Short version, you already have one of each creature, and the parts needed to allow you to transform into SpiderBot. Move the Rock Hopper left and right to select either Full or Short, and press the **FIRE BUTTON** to make your choice and begin the game.

## CONTROLS:

Move the joystick *left* or *right* to move SpiderDroid left or right. To jump, push the joystick back, then forward. The **FIRE BUTTON** is used to fire the net. The net continues to float across the screen until you release the

**FIRE BUTTON** to drop it. For a higher trajectory, push the joystick *forward* as you press the **FIRE BUTTON**. You can hold up to eight of each type of creature in your cage. **Note:** when you release a creature, do not fire a net while it is helping you, because this will kill it.

Move the joystick *back* to get a display of the remaining time in the game. If you press the **FIRE BUTTON** while the joystick is back, you get a menu of pictures at the bottom of the screen. This menu lets you release any of the creatures (displayed left to right), or transform back and forth from SpiderDroid to SpiderBot. Move the joystick left and right to move the pointer to the desired action, then press the **FIRE BUTTON**. The large **E** allows you to end the game.

When you transform into SpiderBot, a parcel of energy is borrowed from SpiderDroid's power supply. This energy level is shown to the right of SpiderDroid's energy reserve level indicator. Keep an eye on the "Spark Indicator" at the lower right corner of the screen for a visual display of SpiderBot's energy level. You must change back to SpiderDroid before this energy runs out in order to pay back the energy used or it will be lost forever.

While you are SpiderBot, you can push the joystick forward to "fall" upward. Be aware, though, that SpiderBot consumes twice as much energy when upside-down.

## **Keyboard Commands:**

Left: **C=** (Commodore) key;

Right: **Left shift** key;

Down: **:** key;

Up: **@** key;

**FIRE BUTTON: SPACE BAR**

## CAST OF CHARACTERS:



Malevolent Man of War



Spiderdroid



Big Borer



Ray



Rock Hopper



Stinger

**Big Borer:** The Big Borer is a bad tempered beast that likes to lurk where it can reach out and bite the unsuspecting passerby. If you move close to it (but not close enough to get bit, which drains energy), you can draw it out and then capture it. When released (and if SpiderDroid is pointed in the right direction) it will gnaw through the solid walls.

**Fist:** A large fist-shaped stone, which holds the secret to SpiderBot's success.

**Malevolent Man of War:** This electric jellyfish is dangerous because it drains a lot of energy by stinging you. It cannot be captured unless first stunned by one of SpiderBot's energy bolts. When released, it can fuse delicate electronics within the reactors.

**Ray:** A harmless creature that glides back and forth. In exchange for its freedom it will draw a blind eye over the Citadel's radar and help SpiderBot enter unnoticed.

**Rock Hopper:** A nervous little bouncing creature, necessary for opening the Fist.

**Stinger:** An irritating and aggressive insect. Its flying powers can be harnessed to help SpiderDroid move upward.

## End of Game

The game ends when you run out of time, out of energy, or successfully disable the reactors. A percentage is then shown on the first screen of the game, showing how many of the rooms you explored.

# MAXX OUT! - A Brand New Wave of Fun!



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