

## THE SPECTRUM GAME DATABASE

### ANDROIDS

#### PUBLISHER

Sunshine Software

#### AUTHOR

Peter Aked

#### YEAR

1984

#### DESCRIPTION

Androids is a top down arcade maze game.

#### CONTROLS

Keyboard, Kempston and Sinclair joysticks can be used. The keyboard controls are redefinable.

#### INSTRUCTIONS

The aim of each level is to find the exit, which will take you onto the next level. The exit to each level is like a square flashing vortex which you simply walk into.

You can move around the maze using the keys, and shoot the green aliens by using the fire button, causing you to shoot in the direction you are currently facing. You only have limited ammo, so you must walk into the coloured squares marked "G" to gain more shots. They are quite common.

You also only have a limited number of shields, which can be depleted by walking into or being shot by one of the aliens. This too can be replenished by walking into the coloured squares marked "S". Both your number of shots and shield level is shown at the top of the screen, along with your score.

The cyan coloured squares on the map are doors, and the aliens cannot walk through these. The map also wraps around, so you can end up going in circles, and it seems a lot bigger than it actually is.

#### CHEATS

#### SEQUELS/PREQUELS

None. This game is actually quite similar to Android2, the game by Costa Panayi (Vortex), but there is no other real connection between the two.

#### INLAY CARD TEXT

SCORES RECEIVED

URL

<ftp.dcc.uchile.cl/pub/OS/sinclair/snapshots/a/androids.zip>

GENERAL FACTS

NOTES