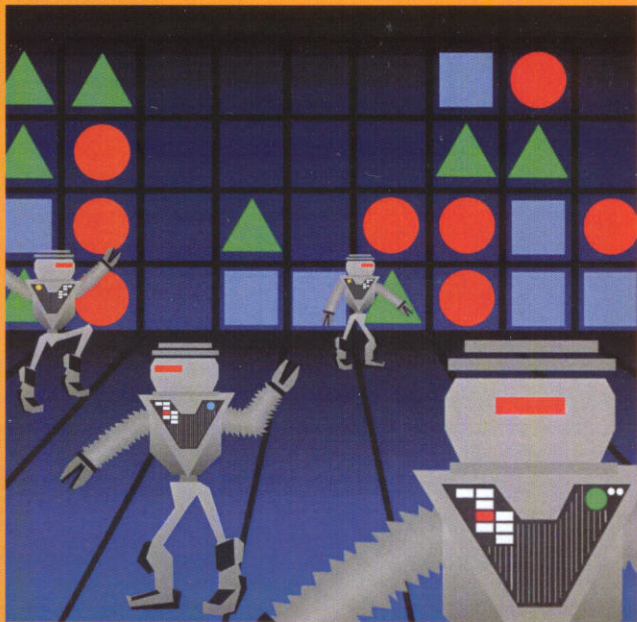# Michael Hayes's

SameGame & ROBOTS

INTELLIVOICE ENHANCED CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)

FOR COLOR TV VIEWING ONLY

Strategy and survival are the names of these games. Choose between one of two titles to test your wits. Learn to analyze and predict how each round will unfold. Anticipate your next move to maximize your score. Don't give up! The challenge is to beat your previous top score. Welcome to the stimulating world of SameGame and the relentless world of Robots.
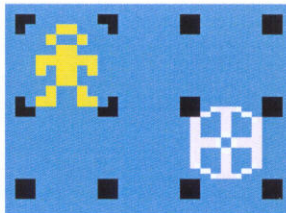
MAKE SURE

➤ 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.

IntelligentVision presents

SameGame & Robots

by Michael J Hayes
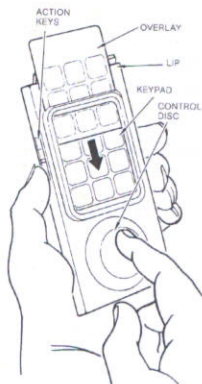
EXAMINE YOUR CONTROLS

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*)
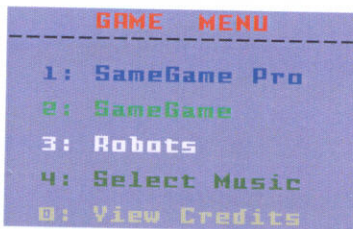

Press 1, 2, or 3 to begin game play.

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;

High Scores

Current Score

Turn Score
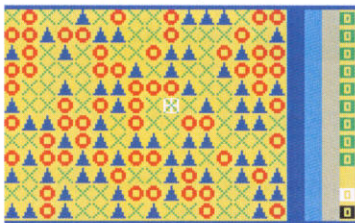
above, below, left and/or right. Press any side action button and all similar shapes touching will be removed from the screen. Remaining shapes will fall into the empty slots. When a column is cleared, the columns will shift from right to left. The points earned will float on the screen from the cursor 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 Shapes * (Shapes -1) / 2. Example: 5 Shapes cleared would be 5 * (5-1) / 2 = 10 points.

SAMEGAME RULES

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

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 BASICS

Move the cursor to destroy all the Robots on the screen by making them collide into each other, by making them hit their left over scrap, or by using a bomb.

GAME PLAY

The cursor will pulse in the center of the screen indicating that play is ready. Use the KEYPAD to move the cursor one block in any direction. *(The overlay arrows correspond to the cursor movement.)* For every move you make, the Robots get one move. Robots will collide with each other when they move and two robots occupy one space at the same time leaving behind a piece of scrap.

Cursor
Robot
Scrap
SuperBomb

Pressing HYPERSPAPE on the KEYPAD will move the cursor to a random location.
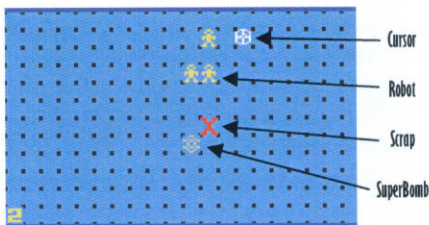
Pressing BOMB on the KEYPAD will kill all robots one block away from the cursor. Landing on the Super Bomb will kill all the robots 2 blocks away *after* the robots move.

Pressing EXIT will let the Robots move until they all crash or land on the cursor; you will not be able to move. Use this when you are sure that all the Robots will crash or when you want to exit the game early.

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

Game Design, Music, Graphics and Programming
MICHAEL HAYES

Programming Support
DAVID HARLEY & JOE ZBICIAK

Hardware Masters
JOE ZBICIAK & CHAD SCHELL

Manual
DAVID HARLEY

Overlay and Box Graphics
ROGER MATTHEWS

Producer
CHRIS NEIMAN