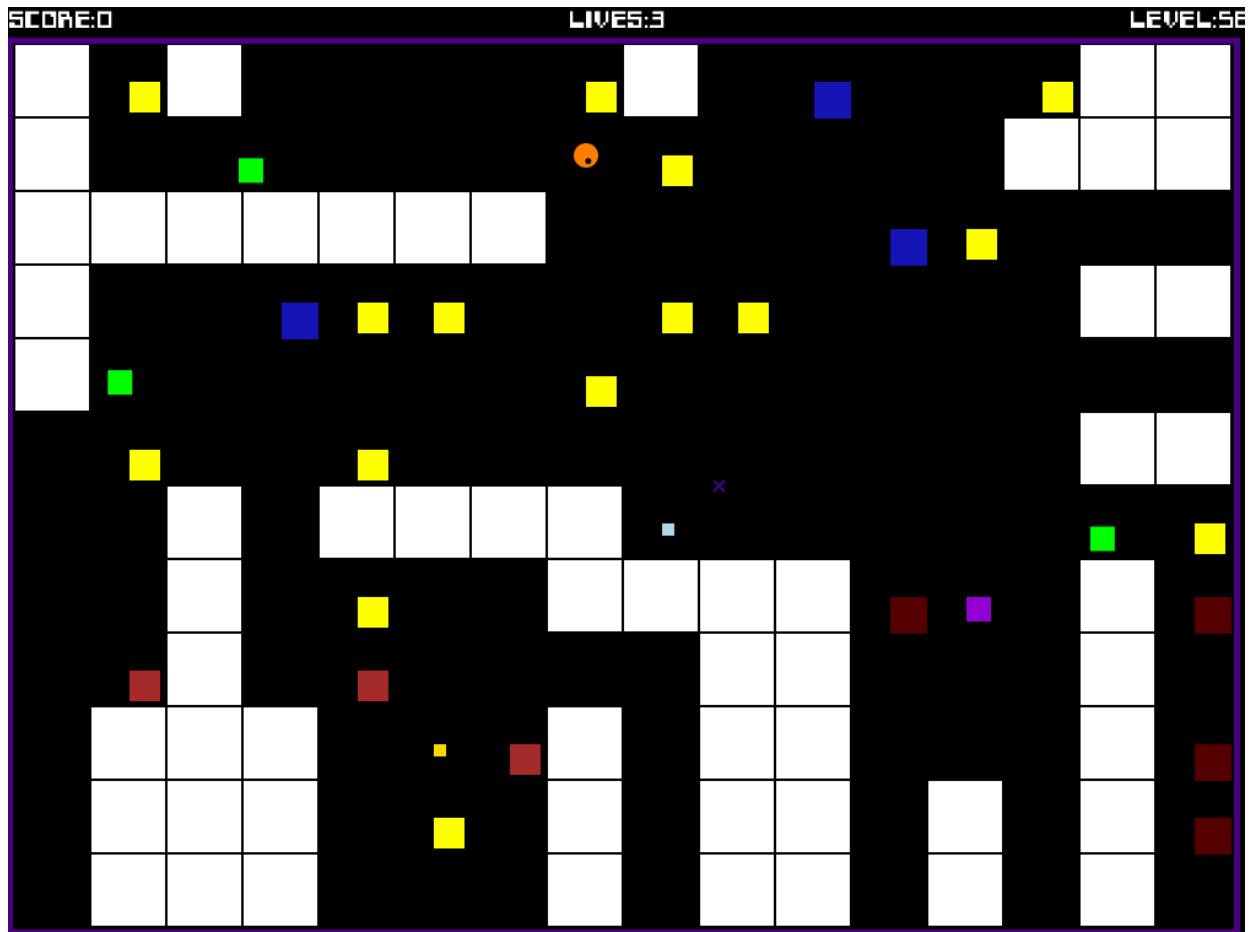


Welcome To Robotron 4303!



Background

In the year 2084, in pursuit of continual progress, mankind developed the Robotrons – a robotic species so advanced, that mankind is inferior to their own creation.

After years of enslavement, the Robotrons decide that:

The human race is inefficient and must be destroyed.

The war with the Robotrons has spanned decades and humanity are getting desperate. That's where you come in:

After a failed genetic engineering experiment, you have been given superhuman powers. You have now been tasked with entering battle zones on your own, to save any surviving humans and to defeat as many Robotrons out there as you possibly can.

Good luck out there, humanity is counting on you!

Controls

Movement

The player can move in 8 directions. They can do this through a combination of the keys below:

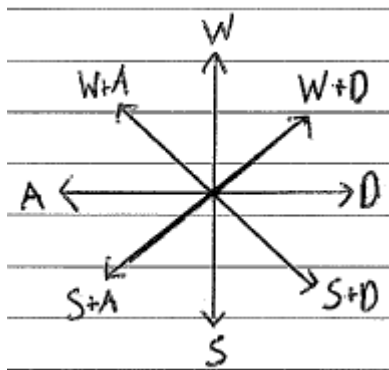
[W] – Move Up

[A] – Move Left

[S] – Move Down

[D] – Move Right

The keys can be used in the following combinations to produce the following movement:



Shoot

To shoot at enemies, simply use the LEFT MOUSE CLICK. Bullets will fly in the direction that the player is facing - where the crosshair is. This crosshair can be moved around using mouse movement.

Game Music

[M] – Toggle Mute

Components

Player



This is the player character. It is up to you to maneuver around and shoot at the enemies. Speaking of enemies:

Enemies

Grunts



The standard enemies in Robotron 4303, Grunts will wonder around the level until they have detected the player. When this is the case, they will rush the player. Grunts can be killed by gunfire and must all be eliminated for the player to progress to the next level.

Hulks



Enemies with sole purpose to kill surviving humans, Hulks will wonder around the level until they have detected a human. When this is the case, they will rush them down. Due to your genetic engineering, Hulks do not care for you. Hulks cannot be killed with gunfire, but they can still damage the player if they collide.

Converters



The reason the Robotron force is so great in number, Converters will wonder around the level until they have detected a human. When this is the case, they will rush them down, converting them into a deadly robot. Due to your genetic engineering, Converters do not care for you, but will still deal damage to the player if they collide. Converters can be killed by gunfire and must all be eliminated for the player to progress to the next level.

Bloodhounds



Striking fear into the hearts of the resistance, Bloodhounds always know where their enemies are. Upon the level starting, they will rush the player down. You better be ready to fight! Bloodhounds can be killed by gunfire and must all be eliminated for the player to progress to the next level.

Obstacles



Traps laid by the Robotrons, obstacles deal damage to the player upon collision. Thankfully, the player can destroy them by firing upon them.

Pickups

Freeze



Pickup that freezes all enemies for a set amount of time, whilst you and the family members can continue to move.

Invincibility



Pickup that prevents the player from taking any damage from enemies for a fixed amount of time.

Scoring

The general scoring is as follows:

Destroying a Grunt: 100 points

Destroying a Converter: 300 points

Destroying a Bloodhound: 200 points

Destroying an Obstacle: 50 points

Saving a family member: 300, 400 or 500 points depending on family member

Family Member	Points
Child	300
Mother	400
Father	500

Surviving a level: 1000 points

The above scores are also increased by a wave multiplier that is as follows:

Original score + (Original Score * Level/10)

For example:

Level	Points
1	Original Score
5	Original Score + (Original Score * 0.5)
10	Original Score _ + Original Score

Loss Condition

Robotron 4033 ends when the player has run out of lives.



Enjoy!