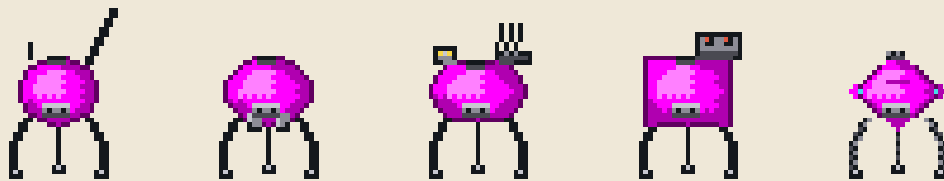


THE THINKING MAN'S SHOOT-EM-UP

ROBOSPORT

REMAKE



PLAYER'S MANUAL

*A fan remake of RoboSport (Maxis, 1991), the thinking man's shoot-em-up.
Program your team of robots, then watch everyone's plans collide.*

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1 THE IDEA

RoboSport is played in turns, but nobody moves while you think. Each turn you secretly **program** every robot on your team with up to 15 seconds' worth of orders - move here, face there, fire at that spot, lie in wait. When every team has finished programming, all the plans execute **simultaneously** and the result is generated as a **movie** you can replay, scrub, and study. Then you program the next turn. It's chess where all the pieces move at once, and the rook can be ambushed.

2 QUICK START

The first screen sets up the match:

- **Teams** (2-4): name each team, give it a color (red, blue, magenta, green), a **Side** (teams on the same side are allies - 2v2, 3v1, or free-for-all), and a **Brain**: Human, or one of four computer personalities (§9).
- **Sport**: which of the five games you're playing (§7).
- **Formation**: **Beginner** - everyone is always visible, bullets only. **Standard** - fog of war, plus grenades, zaps, and one Time Bomb per team.
- **Game Length**: Skirmish (2 robots), Melee (4), Battle (6), Campaign (8).
- **Arena**: the battlefield. Ruins, suburbs, the inside of a computer.
- **Variant - Stealth Robots**: swaps one robot per team for a cloaking model (§5).

- **Turn Length:** how many seconds of action each turn's program covers (default 15).

3 THE TURN CYCLE

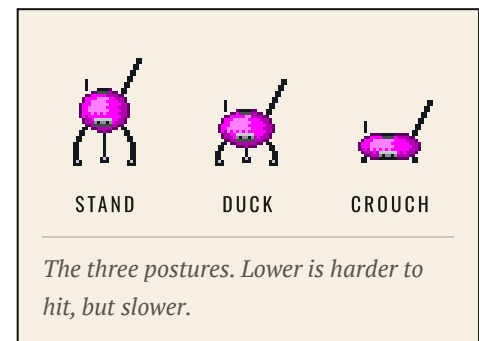
1. **Edit** - each human team takes the keyboard in turn (the game shows a pass-the-computer screen when fog of war is on) and programs its robots.
2. **Movie** - the simulation runs and each team watches the turn from its own point of view.
3. Repeat until one side remains - then the **Final Ceremony** tallies the score.

Under fog of war you see enemies only while one of your robots has them in its scan arc. Enemy positions from the end of last turn appear as X marks (with a  if the sighting is stale).

4 PROGRAMMING ROBOTS

Click a robot in the roster to select it. Everything it can do costs time - the robot clock shows how much of the turn you've spent. The program bar at the bottom lists your orders;  deletes a step and everything after it.

- **Moving** - click the arena and the robot paths there automatically. Its first move of the game must land in your **Home Area** (the tinted corner), and arriving from the Dock takes 2 seconds. You don't have to bring every robot out - robots left in the Dock can enter on a later turn ("the warp").
- **Height** - Stand / Duck / Crouch. Lower is harder to hit but slower, and a crouched robot can't cross rough ground, bushes, or low walls.
- **Scan** - robots see a **180° arc** in the direction they face, out to 18 spaces. The **center 90°** is the accurate zone; the outer edges shoot poorly. Turning the head costs time, so face the right way *before* the shooting starts.
- **Aim & Fire** - pick the weapon, press Aim & Fire, click a spot. The shot is programmed at that *spot* - if the enemy has moved by the time it fires, it misses. Lead your targets.
- **Scan & Fire** - overwatch. Set a maximum distance and a duration; the robot fires at the first enemy that enters its arc. Shorter maximum distance = better accuracy (12 is average; under 12 is deadly).



- **Commands** - sport pickups (grab coin, capture flag, rescue hostage, tag base), Zap, Place Bomb, Self Destruct, Wait.



The scanner head points in eight directions. Turning it costs 5 ticks per 45°.

TIME COSTS (60 TICKS = 1 SECOND)

ACTIVITY	COST
Enter the field from the Dock	2s
Move one space (open ground, standing)	~0.3-0.5s
Move one space (slow terrain or ducking)	~0.7s
Turn head 45°	5 ticks
Change posture one step	10 ticks
Switch weapons	20 ticks
Fire rifle / missile / grenade	0.5s per shot
Fire burst gun	0.25s per shot
Fire auto rifle	~0.17s per shot
Place the Time Bomb	1s
Sport pickups (coin, flag, hostage, base)	0.25s

5 ROBOTS

All robots hop on three retractable legs and carry a scanner in their head. Tougher armor means a weaker gun, and vice versa:

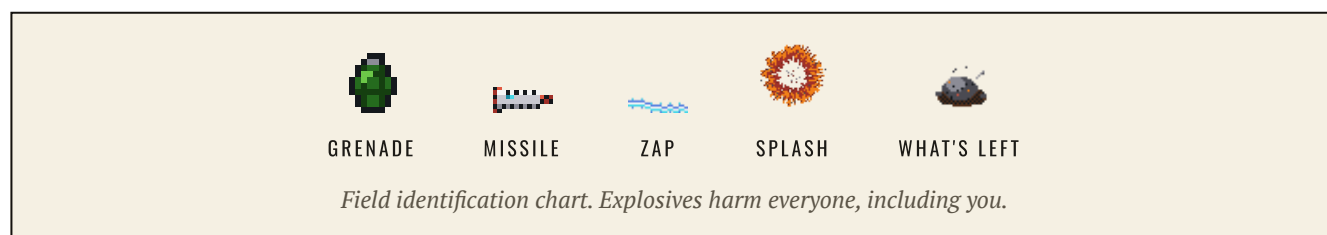
	ROBOT	ACCURACY	MAIN WEAPON	ARMOR	NOTES
	Rifle	high	Rifle	140	the sharpshooter
	Burst	medium	Burst Gun	120	steady all-rounder
	Auto	low	Auto Rifle	100	hose of bullets; best in ambush
	Missile	medium	Missiles + Rifle	100	the artillery
	Stealth	medium	Burst Gun	120	<i>variant only</i> - cloaked

Stealth robots are invisible to the enemy unless they move or fire while an enemy scanner covers them, or are scanned from one space away. Once spotted they stay visible until every enemy scanner loses them. They leave no X marks.

6 WEAPONS

Bullets never harm your own side. Explosives harm **everyone** - including you.

WEAPON	DAMAGE (DIRECT)	SPLASH	AMMO	NOTES
Rifle	2-25	-	∞	2 shots/sec
Burst Gun	2-31	-	∞	4 shots/sec
Auto Rifle	2-29	-	∞	6 shots/sec
Grenade	45-76	to 2 spaces (25-40 / 5-12)	3 per robot	slow lob, inaccurate at range
Missile	60-91	to 2 spaces (40-55 / 10-17)	3 per Missile robot	fast, flat
Zap	60-123	-	∞	adjacent space only, 1/sec
Time Bomb	120-151	to 4 spaces (80-111 / 40-71 / 20-35 / 10-17)	1 per team	see below



Accuracy falls with distance, with the outer scan arc, and against low or covered targets.

The Time Bomb (Standard formation): one robot per team carries it - 🧨 in the roster. Place it (1 second), set a fuse from 3 to 90 seconds, and *run*. Fuses keep burning across turns; the bomb sits on the field with its countdown showing. **Kamikaze**: a team's last surviving robot may self-destruct with the force of a Time Bomb. Points are still deducted for destroying your own robot. It has been an honor.

7 TERRAIN

	TERRAIN	STANDING	DUCKING	CROUCHING	COVER
	Open ground	fast	slow	slow	none
	Rough ground	slow	slow	×	none
	Bushes	slow	slow	×	good (best crouched)
	Low walls	slow	slow	×	good (best crouched)
	Fences	×	×	×	visual only - shots pass through
	Crevice	×	×	×	none
	Walls	×	×	×	total - blocks sight and shots

Know the difference between a wall and a fence before you hide behind it.

8 THE FIVE SPORTS

All sports also use Survival scoring (§10) on top of their own.



Survival - destroy the enemy. Last side standing wins.



Treasure Hunt - coins scatter each turn (never in Home Areas); move onto or next to one and Grab (+50 each). Coins accumulate if unclaimed.



Capture the Flag - place your flag in your Home Area on turn 1. Steal an enemy flag and carry it into *your* Home Area: +400, and the victim team is **eliminated on the spot**. If a carrier is destroyed the flag drops; recover your own dropped flag and you may re-place it next turn. Keep your flag uncaptured all game: +100.



Hostage - each team's last-listed robot is held captive in an enemy Home Area. Reach it and Rescue (+400); it returns to your Dock and fights again next turn. Hostages are immune to bullets but explosives kill them instantly at close range (-75 for killing a friendly hostage; +600 compensation if the enemy kills yours).



Baseball - four bases sit between the Home Areas. Tag them all, in any order (1st and 2nd +100, 3rd +200, 4th +400). First team to tag every base wins - **all opposing teams die immediately**.

9 COMPUTER BRAINS

- **Stupid** - leaps before it looks. Good practice.
- **Crafty** - short ducked advances, tight ambushes, flanking approaches.
- **Ferocious** - attacks anything that moves; charges far and lobs explosives on sight.
- **Home Only** - never leaves its Home Area. Digs in, faces the field, waits.

Teams on the same side can mix human and computer brains.

10 SCORING

EVENT	POINTS
Enemy robot pushed past 50% damage ("Ow!")	+50
Enemy robot destroyed ("Argh!")	+100
Your own side's robot past 50% / destroyed	-25 / -50
Team survives the game	+400
Each surviving robot	+150

Teams on the same side pool their points. The Final Ceremony shows the breakdown plus the battle report - shots fired, hit rate, damage dealt, and how much of your explosive damage landed on your friends.

11 THE MOVIE

Play, pause, step, jump, or scrub anywhere on the timeline - the tick marks are shots, explosions, and deaths. Click a combat log entry to jump to that moment. Speeds run 0.25× to 4×, and **Classic 12 fps** recreates the original 1991 playback exactly. Under fog of war each team views its own movie -

attackers cackle "Ha Ha Ha", victims go "Ow!" and "Argh!", just like the old days.



Frame by frame. Scrub the timeline to study exactly what went wrong.

12 PLAYING BY FILE (ASYNC MULTIPLAYER)

Any turn can be exported as a small file (**Export game file** on the turn dialog) and sent to your opponent - email, chat, whatever. They **Import** it, watch the movie of the turn they missed (regenerated identically on their machine), program their team, and send the file back. Hotseat on one machine works too - the game handles pass-the-keyboard privacy.

13 TACTICS (WISDOM OF THE ANCIENTS)

- Robots can't fire while moving. Movement is exposure; buy it with cover.
- Move in bounds: one robot overwatches while another advances.
- The ambush is king. Duck behind a bush at a choke point, set Scan & Fire to a short maximum distance, and wait.
- Watch the whole movie. The flank you didn't watch is the one that matters.
- Keep a robot or two in the Dock and warp them in when the enemy commits.
- Don't waste explosives at long range - and save one missile for the endgame.
- Two robots back-to-back see 360°. One grenade also kills them both.



Original game by Edward Kilham and Maxis. This remake reimplements its rules from the manual with original code and artwork, out of love for a great idea.