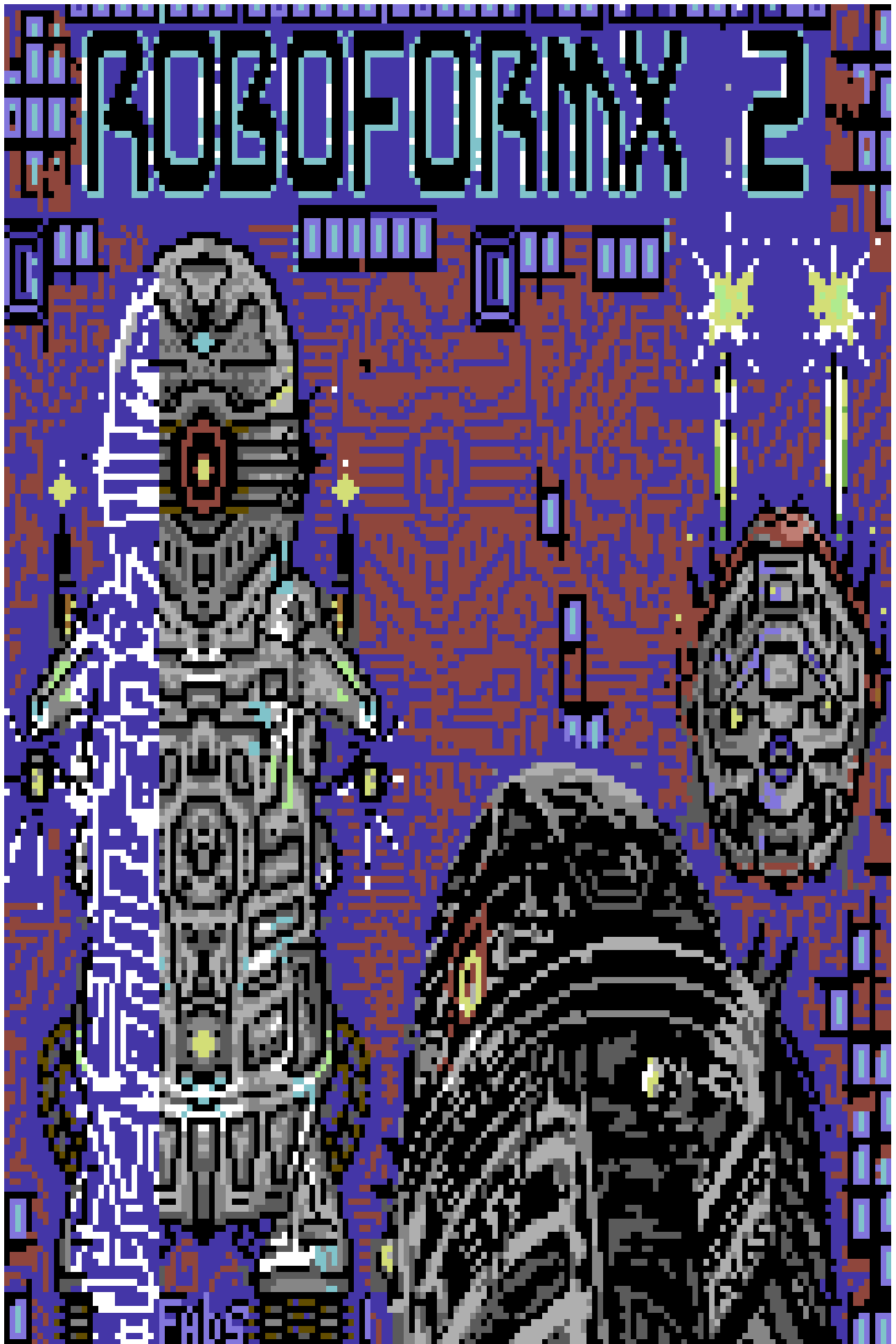# — ROBO FORM - X 2 for C64 —

Vox Videogame&Co. Year 2021

Author Pinov Vox

Quick game manual in (English)

The Story:

The return of my infamous game <Roboform X>, already presented "in the tnd64 Seuck Compo 2019"; made with the S.e.u.c.k. "Shoot 'Em Up Construction Kit" from "Outlaw Sensible Softwares 1987". As usual Robo Form X; "an android built in a futuristic era formed by a world of ultra-electronic machines and gadgets", must follow his program of control and cleaning in the various sectors of his task ... only this time the task will really be difficult, because an "electronic virus" has inserted itself into the central computer of the "Form-X" system, and does not want to get out of it ... at this point, robo form x 2 will need to intervene to solve the problem. Fight against crazed androids, flying saucers, avoid lasers and many defense weapons of the "Form-X" sector. Defeat the various robot bosses in the various game sectors and save your system from destruction. Use the joystick connected in Port 2 *, press the [P] key to abort game and the [Run / Stop] key to pause the game. <Joystick> "Fire" button to start a new game.

*The connection of the joysticks in Port 2 is mandatory ... otherwise your game would not start in port 1. (if you use Vice with the PC you can also use the joypad controllers of the PC) ... "as in all my games;) ".

Roboform X 2 loading instructions in ViceC64

After downloading from www.tnd64.unikat.sk and subsequently, unpacking the game file with the command "Extract .Zip file"; select and load the file of the (.D64 image disc), the .Tap or the .Prg of your game in the "DISK" or "Tape" folder and start in Autoload / in the Vice C64 emulator ... The game will start automatically with the presentation screens. Press the [Space] key or the "FIRE" button on the joystick to advance the game loading to the game front end screen (. Photos 00 and 01). If you want to load manually you have to type ...:

Loading the game in Vice FILE/Autostart disk/tape image...
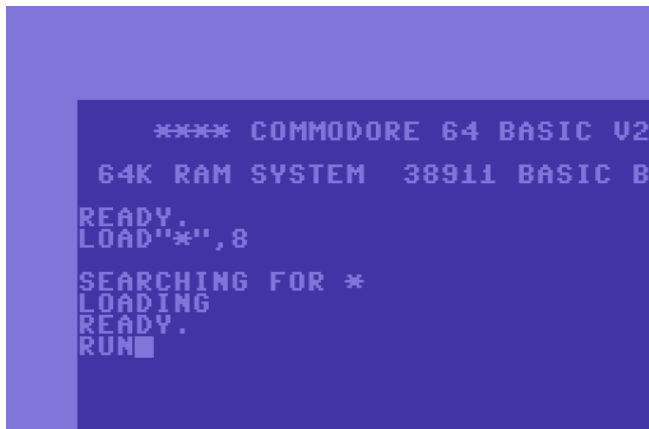
.image 00a
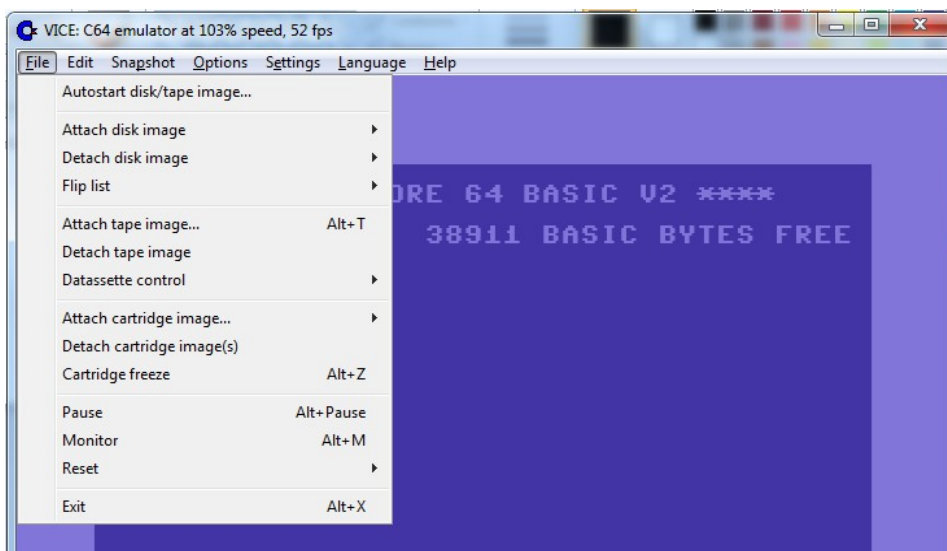
.image 00b
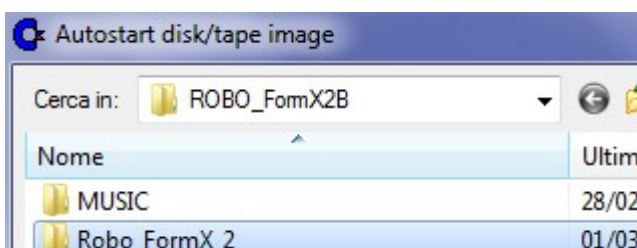
Manual loading in the Commodore64 type LOAD "*", 8 followed by [return] then type RUN followed by [return] and start the game.

*if you have any doubts consult the manual of Commodore64 or Vice emulator or your FPGA ... etc ..;D

.image00c

LOAD " * ",8   followed by the key [return]

RUN   [return]

<<game start>>

Then type RUN and [return] at the end...The game should start ... Press Fire to start the adventure.

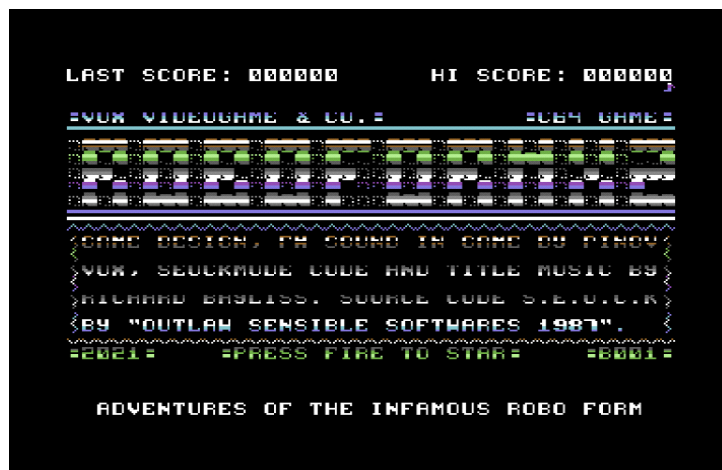Have fun breaking the record at the top right of the front end.   .image01

Presentation and loading of the game (image00d).

(image00d) The "picloader" by "Fabs" with intro music by Vg Vox.

.Image 01 (game front end)

If you want to play while listening to music, then move the joystick lever to the right or left and the music or sfx icon, top right will change ... as in image 02 and 03

— in-game music mode or sound effects —

(the music in the game); move the joystick on the left as in .image02

(only sound effects "FX sound"); move
the joystick on the right as in
.image03

START GAME

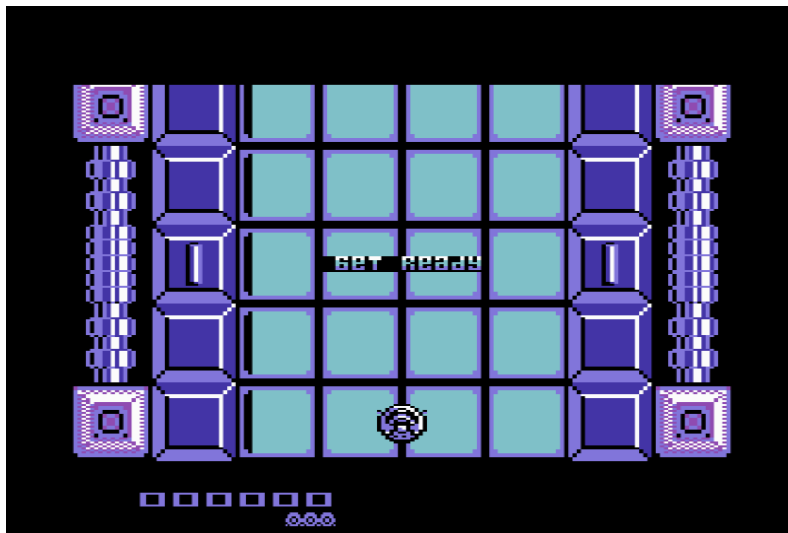Press **FIRE** to start your game .image04

GAME

Roboform X 2 (Game start)

After starting the game, the screen
will appear:

"get ready", as in .picture 05 with
down to the left of the screen, the
score "000000" with lives available.

.image05

Connect the joystick in Port 2 or the (Joypad controller for pc)

JOYSTICK

U/L	UP	U/R
LEFT		RIGHT
D/L	DOWN	D/R

Game mode

Move your "Robot" pushing the *joystick in PORT 2* in the following directions:

Up,Down,Left,Right,Up/Right,Down/Right, Up/Left and Down/Left...

Your "Robot" your robot shoots in directional mode:

Press the "**FIRE**" button of your joystick in the following directions:

Up,Up/Left,Up/Right and in sideway on the Right and on the Left...Depending on where you want to aim the shot.

Your Robot is equipped with two lasers: one on the right and the other on the left...

How to continue in the game

To continue at the beginning in *"Level 01"* press the "Robot" forward throughout the game ... There are special sectors where your robot will continue pushed forward by its thruster, perhaps to reach a Bonus level or exit from the level to reach another ...

.image06 *"Approach encountering various enemies ..."*
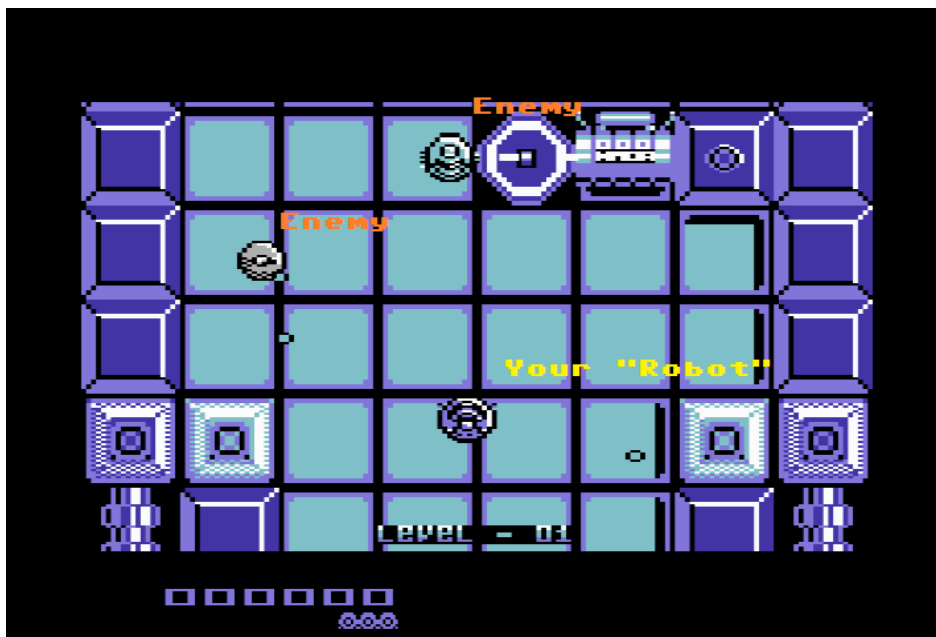
PS: I will not dwell much on the shooting of the
enemies, but it is important that you know that
most of the enemies you will encounter will fire
randomly, directionally or only in one
direction ... as in the case of the lateral
"Laser barriers" as in image 07

.image07 laser barriers
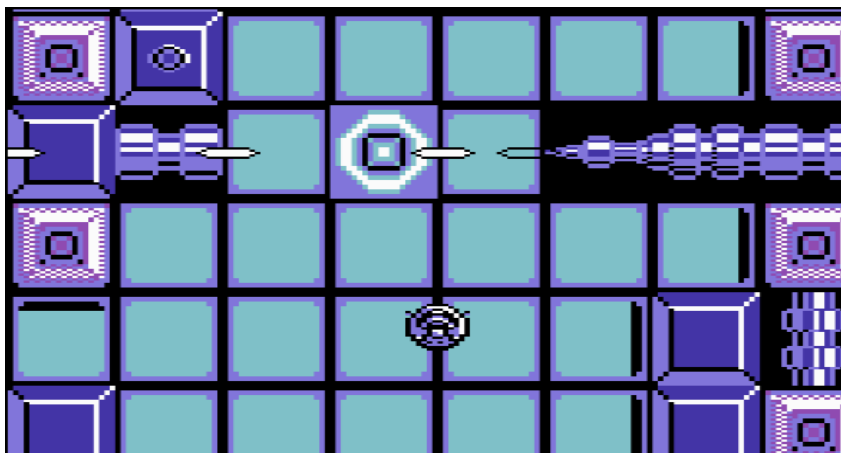
The "laser barriers" (.image 07 and
.image d) they can be avoided...or
deactivate, shooting at repeatedly*

*(try to understand where...?   ;D).

.image a

enemy robot (a)
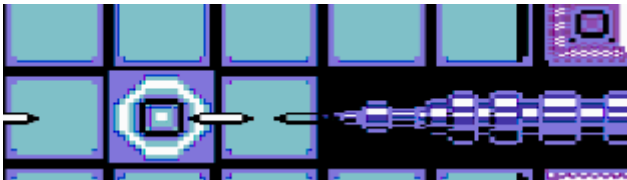
.image b

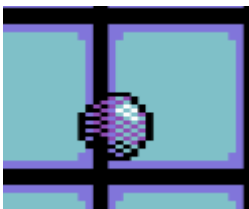*enemy robot (b)*

.image c

Enemy flying saucers

.image d

Laser barriers

.image e

"purple colored" Ball enemies

.image f

"Mini Boss" *

* I will not describe you; the "final super boss" You, don't worry about this, :D :D ;)

—The Game Bonus—

.image g

Bonus Balls

Collect as many "Bonus Orbs" as possible to reach the score that will earn you an extra life (normally every 10,000 points).

Behavior of "enemies" in the game ...

.image h

Example of an enemy

Enemies will have different scores according to their danger, speed and ability to move and shoot. *

* I won't dwell on the enemy's score value because I don't want to take away the pleasure of trying to find out. :D

Credits:

Vox Videogame&Co. questo gioco e' stato fatto nell'anno 2021;

Source Code: S.e.u.c.k. "Sensible softwares 1987"

Pinov Vox: the design game, fx sound, music in pic-intro, front end gfx, sprites chars, picintro and front end;

Richard Bayliss: the additional code for game enhancements with "Seuckmod.asm" made and designed in kickassembler;

Richard Bayliss: author of the music in the background of the title and in the game;

Fabio Marcon (Fabs): in art "Fabs of "the Hokuto Force" for graphics in the "image-koala picloader" (year 2021);

Vg Vox: for the music (Sid) in start intro game;

Ringrazio lo staff di Tnd64 "The New Dimension 64", in particolare il Mst. Richard Bayliss per la sua gentile collaborazione nei miei giochi.

More thanks to my friend Fabs for the wonderful loading image of "Robo Form X 2" and for his collaboration in this game and others.

This game will participate in the Tnd64 Seuck Compo 2021 and will be published by Richard Bayliss of Tnd64.

Thanks to all the Vox Videogame staff! :)

                              Pinov Vox

                              (VoxVideogame)