

FROGGO GAMES™

TM

Spider- droid

Instructions



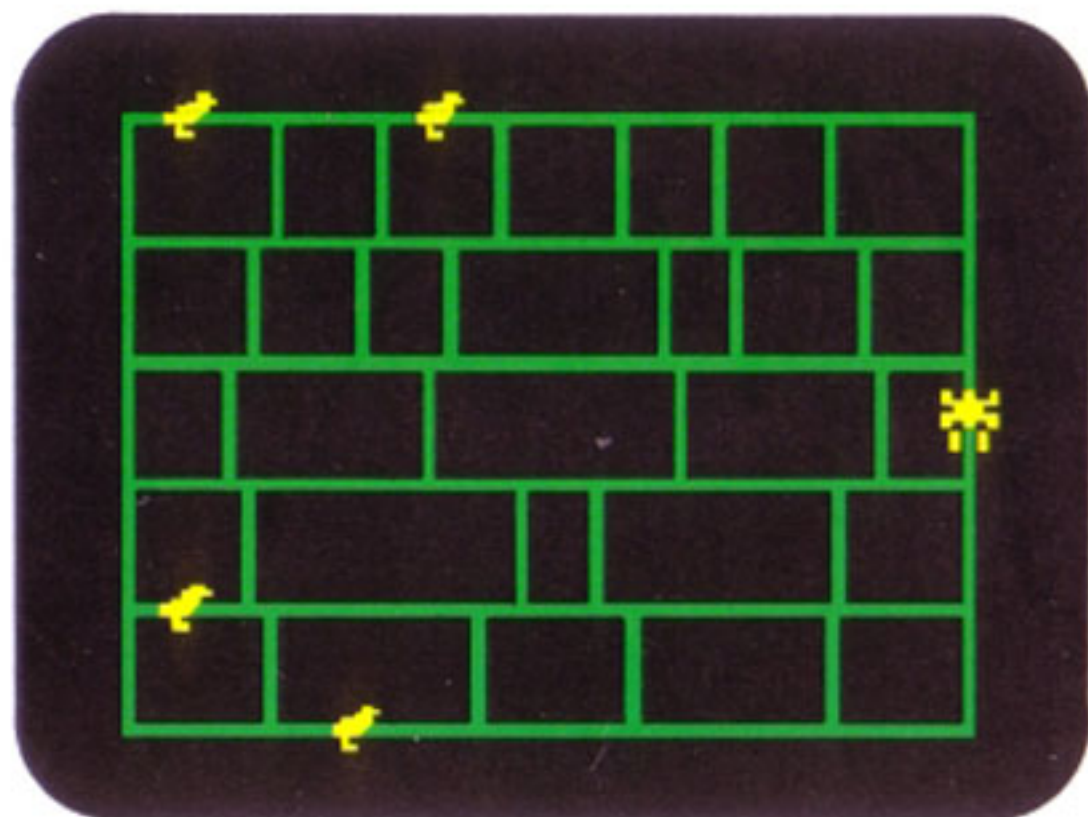
Spiderdroid

Spiderdroid is a full-color, single-player action game designed to be played on the ATARI® Video Computer System.™

It's the future, when droids do battle. You send your Spiderdroid in to capture a building by covering the structure with its unbreakable Droidweb. Your Spiderdroid lays down a web strand as it crawls along each girder. Once you have strung a web strand completely around an opening, the Spiderdroid flings a web over that opening. Your objective is to travel all the building's girders so the entire structure is caught in your Droidweb.

But watch out! The building is swarming with Birddroids out to have your Spiderdroid for lunch. If you get cornered, use your secret weapon! Press the Joystick's button to cast a magic spell that makes the Birddroids invisible and unable to eat you... but only for a **few seconds**. And remember—each of your Spiderdroids can cast only four magic spells.

Once you capture the first building, it's time to send your advanced Mummydroid to capture the next one, which is guarded by a horde of Skeledroids!



Instructions for Setup

1. Follow the manufacturer's instructions to connect the ATARI Video Computer System to your TV.
2. Install the Left Joystick control. The Right Joystick is not used.
3. Make certain that the ATARI power switch is OFF, then insert the game cartridge.
4. Set the TV TYPE switch to the proper setting.
5. Set the DIFFICULTY switch to A (slow) or B (fast).
6. Set the CHANNEL 2-3 switch to the proper setting for your TV.
7. Move the POWER switch to ON.

Instructions For Play

1. To start or restart Spiderdroid action, push RESET.
2. You get three Spiderdroids at the start of the game.
3. Points are scored each time you cross a length of girder. The longer the girder, the more points you get. At DIFFICULTY A, you face five Birddroids; at DIFFICULTY B, you face six faster Birddroids.
4. When you reach 1200 points, the Birddroids get terrified and turn into quivering "droidids" which can be eaten by the Spiderdroid to gain extra points. But the droidids last only a few seconds before mutating back into hungry Birddroids... so eat them fast.
5. When you totally cover the first building with Droidweb, you advance to the next objective—a new building guarded by horrible Skeledroids. Here, you have an advanced Mummydroid to use in weaving a web over the structure, but the Skeledroids are faster. So watch out, and use your magic spells carefully.
6. As you capture buildings in Droidweb, you move on to new structures with more able droid opponents. Spiderdroids and Mummydroids alternate in successive battles.

Spiderdroid Game Variations

Game No.	Droids	Droid Opponents
1	Spiderdroid	Birddroids
2	Mummydroid	Skeledroids
3	Spiderdroid	Birddroids
4	Mummydroid	Skeledroids

(Alternating games continue through 16 levels of more advanced play.)

Want to be the first to know when our next new Froggo video game becomes available? Just send us a card with your name and mailing address, so we can put you on our Special Customer Mailing List. Also, watch for new Froggo video games wherever you buy game cartridges.

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