Cat. No. 26-2527

Grobot ™*

A Creative Exploration Game

How will your astro garden grow?
It's up to you and . . . GROBOT!

For ages 10 and older.
Joysticks required.

MORE THAN JUST A GAME

TO THE PARENT:
For 13 years Children's Television Workshop (CTW) has successfully demonstrated the philosophy that one of the greatest vehicles for learning is fun. The computer games developed by Children's Computer Workshop (CCW) continue this tradition of combining fun with education.

THE GOALS OF CCW GAMES
CCW's computer games have extended the goals pioneered by CTW in television with **Sesame Street, The Electric Company,** and **3-2-1-Contact.** As always, the emphasis is on constructive play. CCW games encourage children to experiment and explore, to think and solve problems, and to practice skills while they are having fun.

COMPUTERS AND LEARNING
Equally important, the computer has brought an exciting new dimension to electronic learning — that of interaction. A great deal of planning and research have gone into making our games responsive to children of different ages and learning styles. Whenever possible. the level of difficulty, pacing, and direction of the games are under the control of the player. AS THE CHILD RESPONDS TO THE COMPUTER, THE COMPUTER RESPONDS TO THE CHILD.

CCW has developed three groups of games for children ages 3-13. Each group stresses important goals for children within its target age range.

- The series for ages 3-6 presents "Basic Pre-School Skills"
- The strategy for ages 7-10 focuses on "Cooperation and Strategy"
- The series for ages 10 and older stresses "Creative Exploration"

CREATIVE EXPLORATION SERIES
The "Creative Exploration" cluster, which includes **GROBOT,** allows players to control and explore exciting computer environments. Each new game requires the player to combine quick reflexes and fast thinking, with thoughtful planning and the use of strategies.

In **GROBOT,** the challenge is to plant, protect, and harvest an astrogarden. By choosing their own plants, players create dynamic environments in which they must act fast to pick blooms — and fend off space pests. Quick thinking, good planning, and a galactic green thumb will spell success in this space race!

Grobot
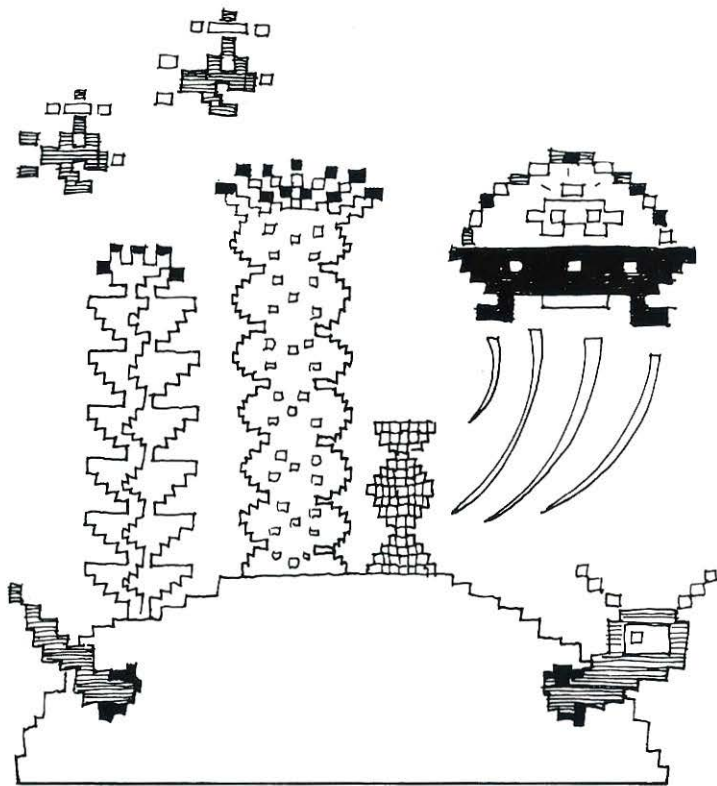
Who could have guessed it? Here you are, assigned to plant patrol on the planet Kaldas. What a kick! And you, with no gardening experience! What are you to do? Who or what will help you care for your plants?

Who else but . . . **GROBOT!**

GET READY

Here is the equipment you will need:

- TRS-80 Color Computer with Extended BASIC
- Radio Shack CCR-81 Cassette Recorder (or equivalent)
- Standard Color TV Receiver
- Joysticks

First, make sure that your television, cassette recorder and joysticks are correctly connected to the computer. If you have any questions about this, check the chapters on "installation" and "operation" in your copy of the TRS-80 Color Computer Operation Manual.

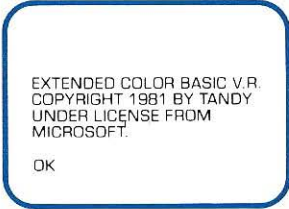When you're finished, your set-up should look like this:
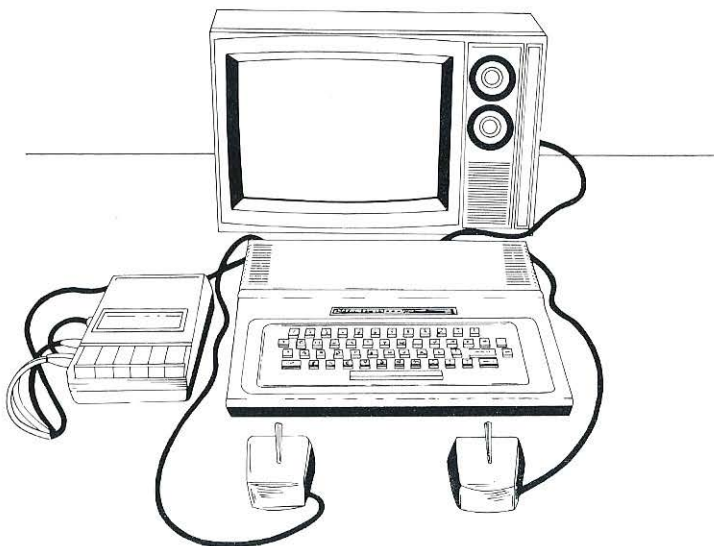
Note: This program will not run without Extended Color BASIC.

GET SET

1. Turn on your TV set. Tune to channel 3 or 4.

2. Now find the channel select switch on the back of your computer and set it on the same channel.

3. See the switch marked **POWER** near the channel select switch?
   Press it to turn on your computer.

This message will appear on the screen:

> EXTENDED COLOR BASIC V.R.
> COPYRIGHT 1981 BY TANDY
> UNDER LICENSE FROM
> MICROSOFT.
>
> OK

4. If your screen isn't in focus, experiment with the sharpness, brightness, and contrast controls on your television until you can read the words easily. If the screen still isn't clear, try switching channels (from 3 to 4, or 4 to 3) — but make sure your TV and computer channels match.

5. Insert your cassette into the recorder.

6. Set the tape recorder volume control at 5.

7. Press **REWIND** on the recorder. When the tape is completely rewound press **STOP**.

8. Now press **PLAY**. **Make sure this button stays down!**

9. Type **N** **E** **W** on the computer, then press the **ENTER** key.

10. Now, type **C** **L** **O** **A** **D**. Press **ENTER** again.

When your screen shows S, the computer is Searching for your game. When it shows **F GROBOT**, that means the computer has found your game on the tape and is loading it into the computer's memory.

11. When you see the word **OK,** type <kbd>R</kbd> <kbd>U</kbd> <kbd>N</kbd>. Then press <kbd>ENTER</kbd>. **GROBOT** will appear on your screen.

12. Press <kbd>CLEAR</kbd> to end your game or to return to the menu.

Problems???

1. Having problems loading your program? Check these things:
- Does your computer have Extended Color BASIC? *(The program will not run without this feature.)*
- Is your equipment correctly connected?
- If you have a disc drive, is it unplugged? *(This program will not work if the disk drive is connected.)*
- Is your tape recorder volume adjusted properly? *(You may need to turn the volume up or down a little.)*
- Is your tape completely rewound?

2. Does your screen say **"I/O ERROR"**?
- Press <kbd>STOP</kbd> on the tape recorder and rewind the tape to the beginning.
- Then start over at Step **8** in the instructions.

3. Did your game stop in the middle?
If your game stops for any reason while you are playing, stop the tape, and start over at Step **7.**

If you've tried everything and are still having problems, there is a backup copy of **GROBOT** on the second side of the tape. Turn the tape over and start again at Step **7.**

PLAY!

Grobot is your own personal galaxy gardener. He and his harvester are powered by your joystick—and your quick thinking. With Grobot's help you can pluck ripe plants and scare away space pests that invade your garden.

But before you get growing, you've got a lot to learn. So, let's get down to the nitty gritty.

How Does Your Garden Grow?

Of course, we'd all like to grow a perfect garden. Well, hot shot, that takes practice. But, you'd better know now—**how well your garden grows depends on you—and:**

■ **What You Plant**

16 weird and wonderful plants grow on Kaldas. Here's what they look like.

| ARROID | SCURVE | WAMPOT | SPANDISA | CRANKSHADE | SCOOPOLE | BUNNKING | KALIDOBEAN |

| SPONGILLI | BAGALABRA | GLUSTER | SPLITSTICK | TWISKIS | GABOINK | SHISHKABUD | FRANKENSPINE |

Some grow slowly, some grow quickly. The more slowly a plant grows, the harder it is to care for, *and* the more points it is worth.

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■ Where You Plant

Kaldasian plants fall into 4 groups. Each group grows best in a different climate. Some plants like heat, some like cold. Some like wet soil, some like dry. The Almanac at the end of this booklet will give you information about each plant.

Luckily, **there are 4 climate areas on Kaldas.** At the beginning of your game you'll get a readout of one of those climates. By looking at your Almanac, and experimenting by planting in different climates, you can discover where each plant grows best.

HOT & DRY   COLD & WET   COLD & DRY   HOT & WET
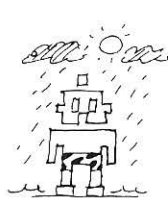
■ Space Pests

Of course, no matter where you plant, you'll always have to watch out for pests.

Ah, the little beasties! They love to feast on your budding crops. Some fly and some crawl, and you must learn to deal with them all. Take heart! You *can* beat these critters—if you're in the right place at the right time.

Above all, remember this: **the success of your garden depends on you.** So get to know your plants, and plan your planting strategy carefully.
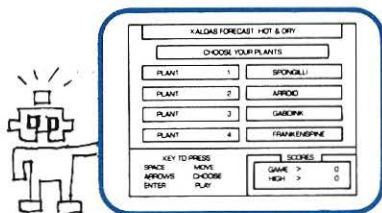
What You Seed is What You Get

Let's get right down to your first major decision.

Which plants will you grow?

Your **plant menu** is the first thing you'll see when you load the game. At the top of the screen you'll see a **climate forecast. Your goal is to choose the plants that will grow best in that climate.**

To Choose a Plant

- Press ⬆ to cycle through the 16 possible options. If you pass the plant you want, press ⬇ to cycle backwards.
- When you see the plant you want, go on to the next plant position by pressing the **SPACE BAR**.
- If you change your mind about a plant, use the **SPACE BAR** to move your cursor to its place, and use the arrows to cycle to a new option.

Choose all 4 plants in the same way. Choose 4 different plants, or make some or all plants the same. It's up to you. You might want to write down the plant names, and begin to keep a record of how each plant grows in the climate, for future reference.

When you are satisfied with your plant choices, press **ENTER** to start your game.

Blooms are Busting Out All Over

See those space stalks inching towards the sky? Looks like your garden is off to a great start. Don't panic! Your faithful Grobot awaits your command. The first thing to remember is that **Grobot can only gather plants when he is in his harvester.** Since that's where he starts the game, you're ready to go. Grab your joystick, and gather those blooms!

When a flower blooms on top of a stalk, it's ready to be picked. Act fast, because blooms only last a short time.
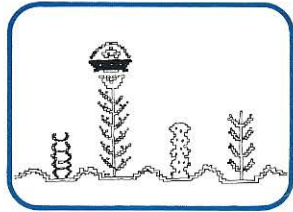
- **Use the joystick to move** Grobot's harvester over the flower.

  When you are right over the plant, a white bar on the harvester will light.

- **Stop by centering the joystick.**

- **Now press the red action button** and keep it pressed until you pick the bloom.

Swift picking will pay off, because each bloom you harvest adds to your score.

Sounds like a cinch, right? Well, it's not quite that simple. You also have to deal with those pesky space pests.

Gnats to You!

Let's talk about **Astro-Gnats**. Astro-Gnats have a thing for Kaldasian flowers. Yesiree, they can smell a bloom from miles away. And when they do, watch out! They zoom to that bloom for a tasty treat.

You can **scare that bugger right off the screen,** by zipping over in the harvester. But, if a Gnat beats you and eats the bloom, you're in trouble! You not only lose the bloom, but you lose points, too.

Gnats like some plants more than others. So, be ready, and be quick— and catch them on the fly!

Look Out Below

Astro-Gnats are just the beginning of your pest problems. Let's not forget those villainous **Verms. Verms live underground** on Kaldas. They slither and slide from plant to plant, chomping on roots.

Sad to say, a Verm will keep on chomping until a whole plant disappears. You've got to be especially careful of these creepers. If one eats a whole stalk, you're in double trouble! Not only do you lose the plant, but its point value is subtracted from your score.

Fret not, **you can use Grobot to scare Verms too, but he can't do it from the harvester.**

To scare a Verm, Grobot has to be on the ground. How do you get him there?
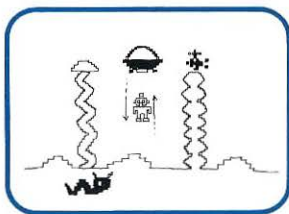
- **Stop the harvester between plants.** A colored bar on the harvester will flash on when you're in the right spot.

- **Move the joystick straight down.** Grobot will shoot down.

- **Move him left or right to chase the Verm** away and get a 200 point bonus.

Remember, **Grobot must be in the harvester to gather plants.** So, use your joystick to move him right under the ship, zip him back up the same way he came down, and head for the blooms.

And Sow it Grows

Remember:

- Your goal is to gather as many plants as you can, and to accumulate the highest score possible.

- Some plants are worth more than others, and different plants grow best in different climates.

- Your score will flash continuously above the harvester.

- The higher your score, the harder the game will be.

Counter Productivity

The counter at the top right of the screen keeps track of Grobot's energy level. When he runs out of energy, your game is over. You'll automatically return to the choice screen, and see your score.

Press **CLEAR** to end your game at any time.

◼◼◼◼◼ *ALMANAC* ◼◼◼

This is your Kaldasian Farmer's Almanac. Use it to help you choose your plants. You'll see that plants have different point values in different climates.

Unfortunately, some of the point data has been wiped from your computer's memory by an electronic storm. You'll have to do some planting and plucking to fill in the lost information. Happy planting!

PLANT NAME	HOT & DRY	HOT & WET	COLD & DRY	COLD & WET
ARROID	25	100		800
BAGALABRA		100	250	150
BUNNKING	400	75	200	50
CRANKSHADE		400	100	200
FRANKENSPINE	75	50	400	200
GABOINK	150	250	100	150
GLUSTER	400		75	50
KALIDOBEAN	50	200	75	
SCOOPOLE	250		150	100
SCURVE	100	800	25	100
SHISHKABUD	100	150	150	250
SPANDISA	50	75		400
SPLITSTICK	200	50	400	
SPONGILLI		100	100	25
TWISKIS	200	400		75
WAMPOT	100	25	800	100

ACTIVITIES

Now that you and Grobot have sown, grown, and gathered your crops, it's time to get back to the root of the problem.

1. **THUMBS UP!**

   Here's the challenge. Plant a Crankshade, a Frankenspine, and a pair of Glusters in a hot and dry climate. Can you beat our best score of 7,000 points?

   Now try planting 4 Spongilli in the same hot and dry climate. Can you top our best cropper and score more than 15,000 points?

2. **WEATHER OR NOT**

   Here are 3 groups of plants:

   1. Four Scurves
   2. Four Arroids
   3. One Bunnking, one Gaboink, one Shishkabud, and one Spandisa.

   If you plant each group in a cold and dry climate, which will give you the highest score?

3. **THE RIGHT PLACE IN SPACE**

   Start with a Splitstick, a Frankenspine, a Twiskis, and a Bagalabra. Take a look at your Almanac and see if you can figure out where this group of 4 would grow best.

CCW Development Team
For Grobot ™*

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GROBOT ™*

The games and materials in this package were developed by Children's Computer Workshop, a subsidiary of Children's Television Workshop, in cooperation with Radio Shack.

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