

They said it couldn't be done!

They said it **shouldn't** be done!

They said "Eh? Who's this '**they**' he keeps going on about? **We** didn't say that!"

They said "Oh, we did say **that**, though... Now we're **confused!** :s"

2000AD comic's **Sam Slade Robo-Hunter** has returned in a brand new, **totally unofficial** game for the **Sinclair ZX Spectrum!**

PLOT & OBJECTIVE

Oh, we need a plot, do we? ...Erm... Give me a minute...

Okay, how about this...

It's **Christmas** and **Sam Slade's** faithful robot assistants **Hoagy** and **Stogie** have bought him a state of the art **Virtual Reality** system, (the **ZX Ripovotron 3000**), bundled with a brand new game entitled "**Escape From The Planet of The Robot Robo-Hunter Hunters**". The clueless duo believe that they've purchased a bargain, having obtained the system for a fraction of the recommended retail price from a mysterious figure on the street. Little do they know that the game is actually a **trap** devised by an evil, self proclaimed cyborg tech-genius known as **Noel Skum**.

Having slowly become more and more **roboticised** while also becoming increasingly involved in a number of dodgy dealings and nefarious schemes, Noel believes it is only a matter of time before he ends up on Sam Slade's bounty-hunting radar and has decided to pre-empt such an eventuality.

When Sam puts on the VR headset he immediately becomes **trapped** within the virtual world and must fight for his life **for real**. Eventually realising what has happened, Stogie patches Hoagy into the system in an attempt to assist Sam, but Hoagy's inferior AI **fragments**, causing the robot to appear in-game in a number of locations as a **levitating head** and also have some of his **memories** manifest, such as that of Sam's Robo-Meter, **Cutie**.

It transpires that Noel Skum has also patched himself into the system **remotely**, in order to direct the game's virtual droids and generally keep an eye on things. To escape from the digital realm, Sam must search for and defeat Noel's robotic avatar, thus completing the game and destroying Noel in both worlds.

CONTROLS

Up - Move forward
Left + Right - Rotate
Down - Fire
Fire - Jump
A - Quit game
ALT and F4 - Exit bundled emulator

Note : Exiting and re-entering a room resets it.

Zip file includes the instructions and mock inlay shown above, tzx, tap, z80 and sna files, **PLUS a version you can run straight away without setting anything up!** Just extract the files, click on "**Sam Slade.bat**", (or "**Slade.exe**" in the 'PC' folder), and you'll be up and running. You can even use your favourite control pad by selecting 'Kempston' from the options.

Sam Slade Robo-Hunter is a completely unofficial, not-for-profit fan-game by Malcolm Kirk.

Created using Iain Christopher Hayward's **3D Game Maker**.

Robo-Hunter™ Rebellion A/S, © Rebellion A/S.

SPECIAL BONUS PROGRAM INCLUDED!

Blockmania : A list of cheats and pokes for 2000 AD ZX Spectrum games!