

Copts & Robbers



By Eric Knopp And Alan Merrell • A Product Of Sirius Software, Inc.

HOPKIN

Getting Started:

Insert the Copts & Robbers diskette in drive #1 and boot as you normally would (do not use a "Basics" diskette). After the logo appears, press the space bar and then select the level of play (1, 2, or 3). At this point, you will be in the maze.

Scenario:

While searching for the tomb of the Pharaoh Tutut, you have accidentally fallen into a pit. You are now in a maze beneath the the pyramids. On the wall a sign reads, **"Those who came before you came to rob me; they all died. You will be trapped here for eternity unless you return the four jewels and the vase to the vault room"**.

Levels Of Play:

At the beginner level you are confronted with a small maze, no ghost and only two mummies. At the advanced levels, two and three, the mazes are larger, there is a ghost, there are more mummies and all movements are faster. (Hint: The mazes are always the same. Watch the doors and where they go. The mazes are not necessarily two-dimensional.)

Keyboard Controls:

←, → = Move left and right

A Key = Move up

Z Key = Move down

Space Bar = Pick up or drop an object by placing your marker directly in contact with the object and pressing the space bar (you may only carry one object at a time).

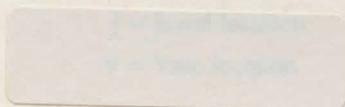
0-7 Keys = At any time during play, pressing one of these number keys will allow you to increase or decrease the speed of the game.

"ESC" Key = Freeze the game while you run to the restroom.

"CTRL-C" = Hold down the CTRL key and press the C key. A special menu will appear. You can redefine your movement keys if you don't like the ones above by pressing a new key. If you do not wish to change a key, press return to go to the next selection. To return to the game, press the "ESC" Key.

"CTRL-R" = Restarts the game at previously selected play level.

R Key = If you die, the "R" key will reincarnate you and all dead mummies. Objects will still be located where they were when you died and you will be returned to the beginning of the maze.



Articles Of Play:

-  = **You**
-  = **Coffin** (Open with key, may contain mummies or treasures)
-  = **Mummies** (Guards the jewels and eats intruders, two quick contacts with a mummy will kill you.)
-  = **Jewels** (Must be taken to the Vault Room)
-  = **Ring** (Chases mummies out of the room)
-  = **Vase** (Must be taken to the Vault Room after all four jewels are there)
-  = **Killer Stone** (Kills mummies — touch a mummy with it or trick a mummy into touching the stone)
-  = **Magnet** (Attracts objects in the same room, and pulls them out of walls)
-  = **Key** (For opening coffins)
-  = **Ghost** (Likes to pick objects up and move them around the maze, reincarnates dead mummies, and steals objects from you)
-  = **Vault Room** (Return jewels and vase to this location, all four jewels must be in place before the vase door will open)

Important:

This diskette, when booted, will do a quick test of itself and your Apple. This assures that the load of the game is exact. Failing the test results in a "beep" and an attempt at rebooting will occur. If after the attempt to reboot, the game is still not running, then you have one of the following problems: 1) the disk drive is out of adjustment, 2) you have a bad RAM in the Apple, 3) you have a bad diskette. Try the diskette on a different Apple and disk drive to isolate the problem. (We test all our products individually prior to shipment; however, a duplicate of the game is on the backside just in case.)

Sirius Software Replacement Policy: Sirius Software, Inc. will replace any defective disk with a new one for \$10.00. This fee covers the cost of the new disk, handling, and return postage within the United States and Canada. For those outside the U.S.A. please include enough additional funds to cover return postage. The original disk must be returned to us for replacement.

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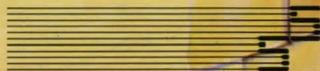
**By Eric Knopp And Alan Merrell
Assembly Language (48K)**

**Requires An Apple II Or Apple II+ Computer
Boots Directly With Either 13 Or 16 Sector Controller**

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Brochure Design By Janet Lopez And Terri Kenney

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