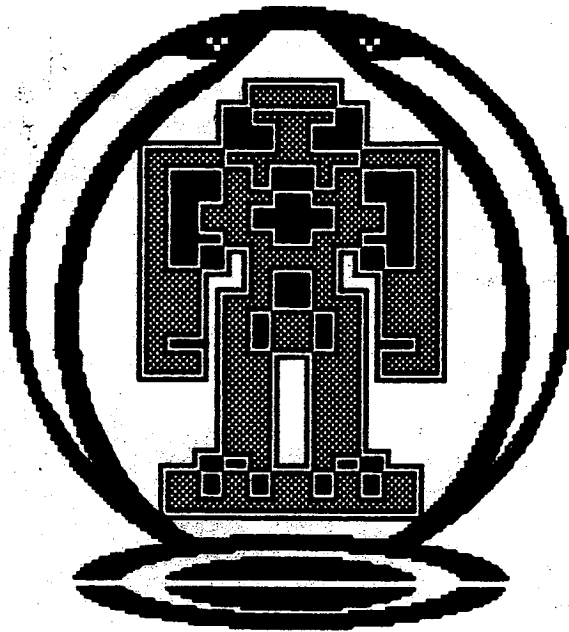


**ACTION MUTS**™



**REGISTERED  
USER'S MANUAL**

**APT**



INTRODUCING THE ACTIONAUTS ...



ACTIONAUTS IS NOT A VIDEO GAME BUT A SET OF COMPUTER "TOYS" THAT CAN BE PLAYED WITH IN A WIDE VARIETY OF WAYS. THERE ARE NO "RULES OF PLAY" OR "OBJECT OF THE GAME". LOOK AT THE FIGURES AND THE GRID AS TOOLS THAT CAN BE USED TO BUILD YOUR OWN GAMES. THIS IS A PROGRAM THAT YOU PLAY WITH, NOT AGAINST. THERE IS NO HIGH SCORE, NO BONUS POINTS.

ACTIONAUTS ARE A SET OF "BUILDING BLOCKS" FOR CREATING YOUR OWN VIDEOGAMES. THE SOFTWARE CONSISTS OF 8 FIGURES WHICH CAN BE PROGRAMMED TO OBEY ANY INSTRUCTIONS AND A "GRAVITY GRID" FOR CONSTRUCTING GAME PLAYFIELDS. ALL GAME CREATIONS CAN BE SAVED FOR LATER USE OR TO PLAY WITH FRIENDS.

THE BEST WAY TO LEARN TO USE THE ACTIONAUTS IS TRIAL AND ERROR; BY USING THIS MANUAL AS A REFERENCE AND LETTING YOUR IMAGINATION WANDER THROUGH THE INFINITE POSSIBILITIES. EACH ACTIONAUT CAN BE PROGRAMMED EITHER MANUALLY (WITH THE JOYSTICK) OR WITH THE EDITOR WHICH ALLOWS FOR MORE COMPLEX COMMANDS.

OUR CHARTER AT ADVANCED PROGRAM TECHNOLOGY IS TO CONTINUE TO CREATE HIGH QUALITY INTERACTIVE ENTERTAINMENT PRODUCTS AND MAKE THEM AVAILABLE AT A FAIR PRICE. ACTIONAUTS IS OUR "FREE SAMPLE" AND WE HOPE YOU HAVE ENJOYED PLAYING WITH THEM AND WILL USE THIS MANUAL TO CREATE EVEN BETTER GAMES.

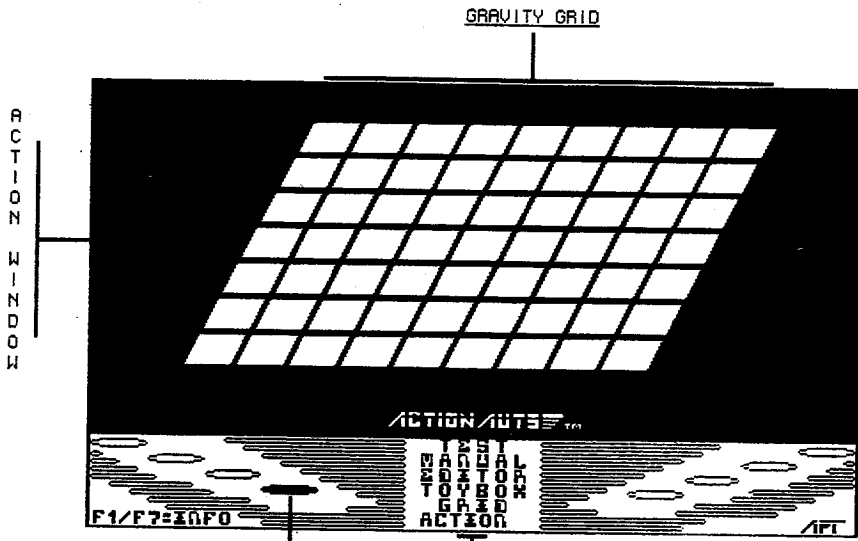
ENCLOSED, PLEASE FIND OUR NEWSLETTER THAT HAS MORE INFORMATION ABOUT HOW TO USE THE ACTIONAUTS. ENJOY ...

SINCERELY,



ROB FULOP  
PRESIDENT  
ADVANCED PROGRAM TECHNOLOGY

ACTIONAUT CONTROL WINDOW



FIGURES 1-8  
SELECT POSITIONS

## CONTROL WINDOW OPTIONS

### **MANUAL**

— This option lets the user control each Actionaut Figure manually with the joystick. { Select which Figure you wish to program by moving the joystick horizontally. Each Figure will turn towards you as it is selected. Then move the joystick vertically and select 'MANUAL' and press the control button. The Figure will then appear on the Gravity Grid and can be moved via /joystick to create its program. Press control button to exit. }  
[ Note: each Figure's starting position, direction and Actionaut selection can be changed using the 'EDITOR'. ]

### **TEST**

— This option lets the user examine or 'Test' each Figures program. Each selected Figure's Actionaut will appear on the Gravity Grid and execute its corresponding program. { Select by moving the joystick horizontally to select the Figure and vertically to select 'TEST' mode. Press the control button to start and stop the test(s). }

### **GRID**

— This option lets the user modify the Gravity Grid. { Select by moving the joystick vertically to select 'GRID' and press the control button. Move the STAMPBOT via/ joystick around the Grid and press the control button to add or remove the spaces. }

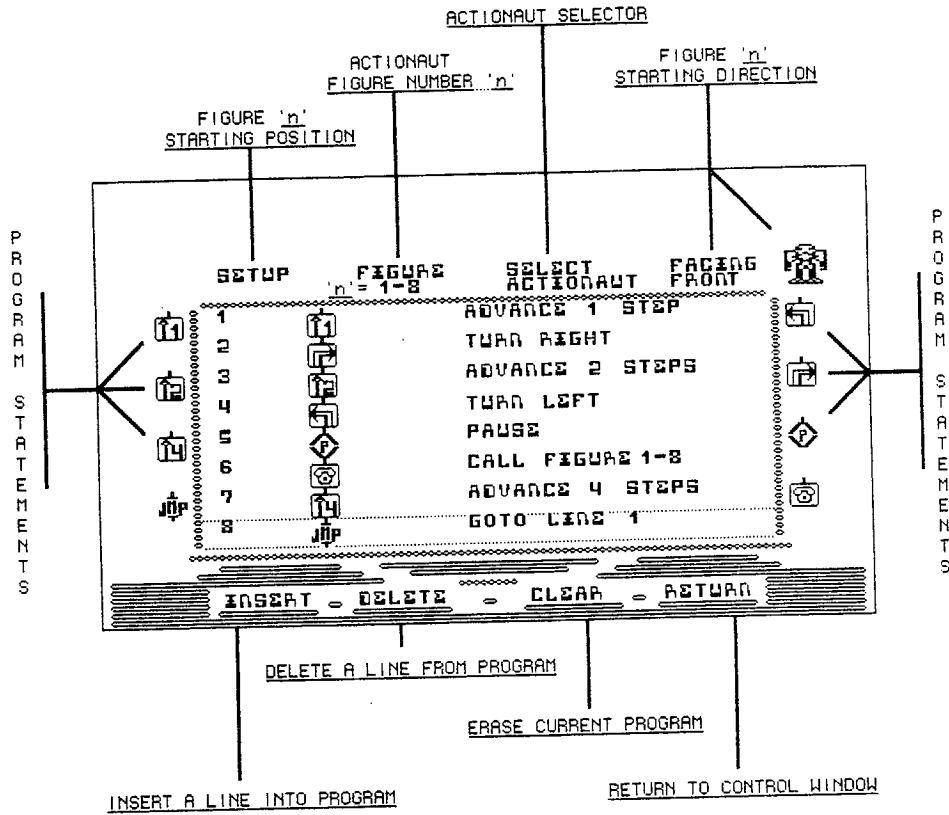
### **ACTION**

— This option lets the user run all of the Figures at the same time. { Select by moving the joystick vertically to select 'ACTION' an press the control button to start and stop all of the Actionaut Figures simultaneously. }

- TOYBOX** — This option lets the user access a variety of extra features such as those listed below. { Select this option in the control window by moving the joystick vertically to 'TOYBOX' and pressing the control button. }
- LOAD GAME** — This option lets the user select and load a game from the 'SAVED GAME' directory of that diskette. { Select by moving the cursor via/joystick and pressing the control button }
- SAVE GAME** — This option lets the user save a game to diskette and give the game a name at the 'GAME NAMED:' prompt at the bottom of the 'SAVE GAME' window. { Select by moving the cursor via/joystick and pressing the control button. Use the computer keyboard to enter the game name. }
- LOAD FIGURE N** — This option lets the user select and load an Actionaut Figure by selecting its Figure number. { Select by moving the cursor via/joystick, then horizontally until desired Figure number is reached. }
- SAVE FIGURE N** — This option lets the user select and save an Actionaut Figure by selecting its Figure number. { Select by moving the cursor via/joystick, then horizontally until desired Figure number is reached. }
- DELETE A FILE** — This option lets the user erase any Actionaut file from a diskette. { Select by moving the cursor via/joystick and pressing the control button. }
- COPY PROGRAM** — This option lets you make copies of this program for your friends.
- RETURN** — Returns to Control Window.

# EDITOR

## ACTIONAUT PROGRAMMING WINDOW



AFT

## PROGRAM STATEMENTS



**ADVANCE 1 STEP**



**ADVANCE 2 STEPS**



**ADVANCE 4 STEPS**

- These icons are program statements that instruct the Actionauts to advance forward - one, two or four spaces on the Gravity Grid. { Select by moving the cursor via/joystick to the desired icon and pressing the control button. The icons will automatically appear on the highlighted line in the program.



**TURN RIGHT**



**TURN LEFT**

- These icons are program statements that instruct the Actionauts to turn right or left. Note: this means the Actionaut's right or left and not the user's! { Select by moving the cursor via/joystick to desired icon and pressing the control button. The icons will automatically appear on the highlighted line in the program.



**GOTO LINE n**

- This icon allows the program to Jump to statement 'n'. Use of this icon allows looping and repetitive command sequences. { Select by moving the cursor via/joystick to the 'JMP' icon and pressing the control button. Now move the joystick vertically to scroll to the desired line number that you wish to jump to then release the control button.



**CALL FIGURE n**

- This icon lets any Figure activate any other Figure. This means that Figure '1' can control Figure '5', etc... by starting and stopping its program every time this icon is encountered in a program. Use is same as 'JMP'!!



**PAUSE**

- Halts program execution mid-stream.


AFT

The following functions are found in the Actionaut programming window. To create and customize any of the eight possible programs, move the cursor via/joystick to 'EDITOR' and press the control button.

**SETUP** — This function lets the user select where on the Gravity Grid a Figure will start to execute its program from. { Select by moving the cursor via/joystick to 'SETUP'. Then, while pressing down on the control button, move the selected Actionaut via/joystick to the desired location on the Gravity Grid and release the control button. }

**FIGURE**  
**1-8** — This function lets the user distinguish between each of the eight Figures which can be programmed. This means that each Figure '1-8' can have its own programmed Actionaut. { Select by moving the cursor via/joystick to 'FIGURE 'n'' and pressing the control button until desired Figure is reached. }

**SELECT**  
**ACTIONAUT** — This function lets the user select which Actionaut character will belong to each of the eight Figures. { Select by moving the cursor via/joystick to 'Select' and pressing the control button until desired Actionaut is reached. }

**FACING**  — This function lets the user select which direction each Actionaut will face when it starts to execute its program. { Select by moving the cursor via/joystick to 'FACING' and pressing the control button until desired direction is reached. }

**INSERT** — This function lets the user insert a blank line prior to the currently highlighted program line so that a statement may be added anywhere in a program.

**DELETE** — This function lets the user remove the currently highlighted program line.

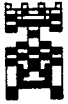
**CLEAR** — This function lets the user erase the program currently displayed.

**RETURN** — This function lets the user to return to the Control Window.

APT



# ACTEONAUTS™



**STAMPBOT** — This Actionaut is used to create the Gravity Grid in the Control Window. When 'GRID' is selected from the control menu, the user can "stamp" to add or remove spaces on the Grid via/joystick and control button.



**ROBOT**

All Actionauts have been designed to obey any program that you can create, whether in the 'MANUAL' mode or in the 'EDITOR' mode.



**DROID**



**MOBOT**



**ACROBOT**

This Actionaut jumps around the Gravity Grid while removing spaces on the Grid.



**RABBIT**

This Actionaut hops around the Gravity Grid while replacing spaces on the Grid.

## Actionaut Tutor : Building a simple game of Tag

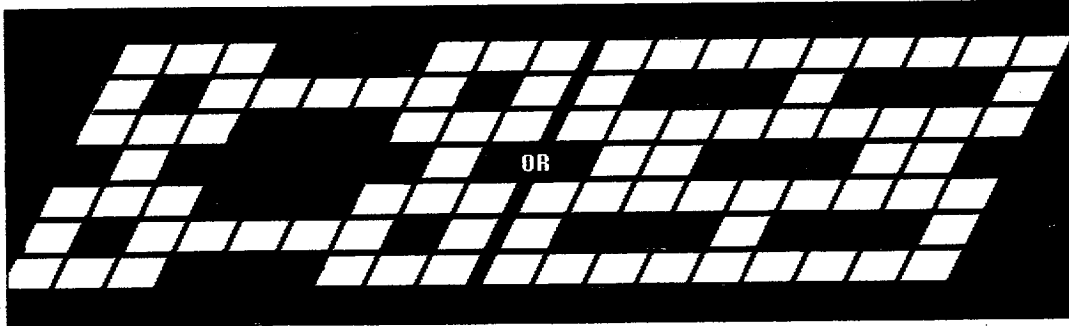
Follow these step-by-step instructions to create a simple tag game. The left column has the appropriate function and the right column describes the action.

### **FUNCTION SELECTED**

### **ACTION**

1) GRID

Build a grid for the game. Two of our favorites are :



2) EDITOR

Go into editor mode.

3) FIGURE

Press the button until FIGURE 1

4) SELECT

Press the button to select ROBOT

5) SETUP

Position ROBOT in corner

Now repeat steps 3,4,5 for  
FIGURE 2, FIGURE 3, and FIGURE 4  
Make sure each ROBOT is SETUP in  
a different corner of the grid.

6) FIGURE

Press the button until FIGURE 5

7) SELECT

Press the button to select DROID

8) SETUP

Position the DROID anywhere on the grid

9) FIGURE

Select Figure 1 again

10) FACING

Press button until facing forward

11) FIGURE

Select Figure 2 again

12) FACING

Press button until facing forward

13) FIGURE

Select Figure 3 again

14) FACING

Press button until facing backward

15) FIGURE

Select Figure 4 again

16) FACING

Press button until facing backward

17) RETURN

Return to main screen

Now we are ready to program the ROBOTS as the "enemies"

**FUNCTION SELECTED**

**ACTION**

- |           |   |
|-----------|---|
| A) MANUAL | Select figure 1 and move him in a simple pattern that ends up on the same square in which he started. Press the control button when done. |
| B) TEST   | Watch figure 1 walk the same pattern as above automatically.<br><br>(repeat the above for all 4 ROBOTS until you like the patterns.)      |
| C) TOYBOX | Go into the TOYBOX to save  |
| D) SAVE   | Enter a name for this game (ex: TAG) and press the control button   |

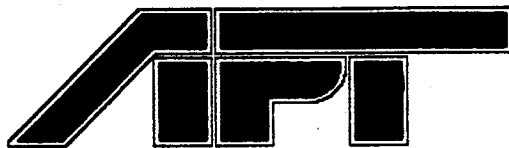
**TO PLAY ACTIONAUT TAG :**

- 1) Put all 4 ROBOTS in motion using the TEST function
- 2) Select the DROID with the joystick.
- 3) Select the MANUAL function.
- 4) Move the DROID with the joystick trying to avoid colliding with the ROBOTS. Try to get around the whole grid.

This is just one example of the type of games you can build using the ACTIONAUTS. Our newsletter, the ACTIONEER, is full of other games and tips from other owners of the ACTIONAUT system.

Other ACTIONAUT owners want to know about your discoveries. If you find a fun or new way to use the ACTIONAUTS, drop us a line and we will publish your game in our newsletter. Or better still, send us your game on a disk ! We are currently in the process of assembling the 20 best games and making them available to all ACTIONAUT registered owners.

**API**



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