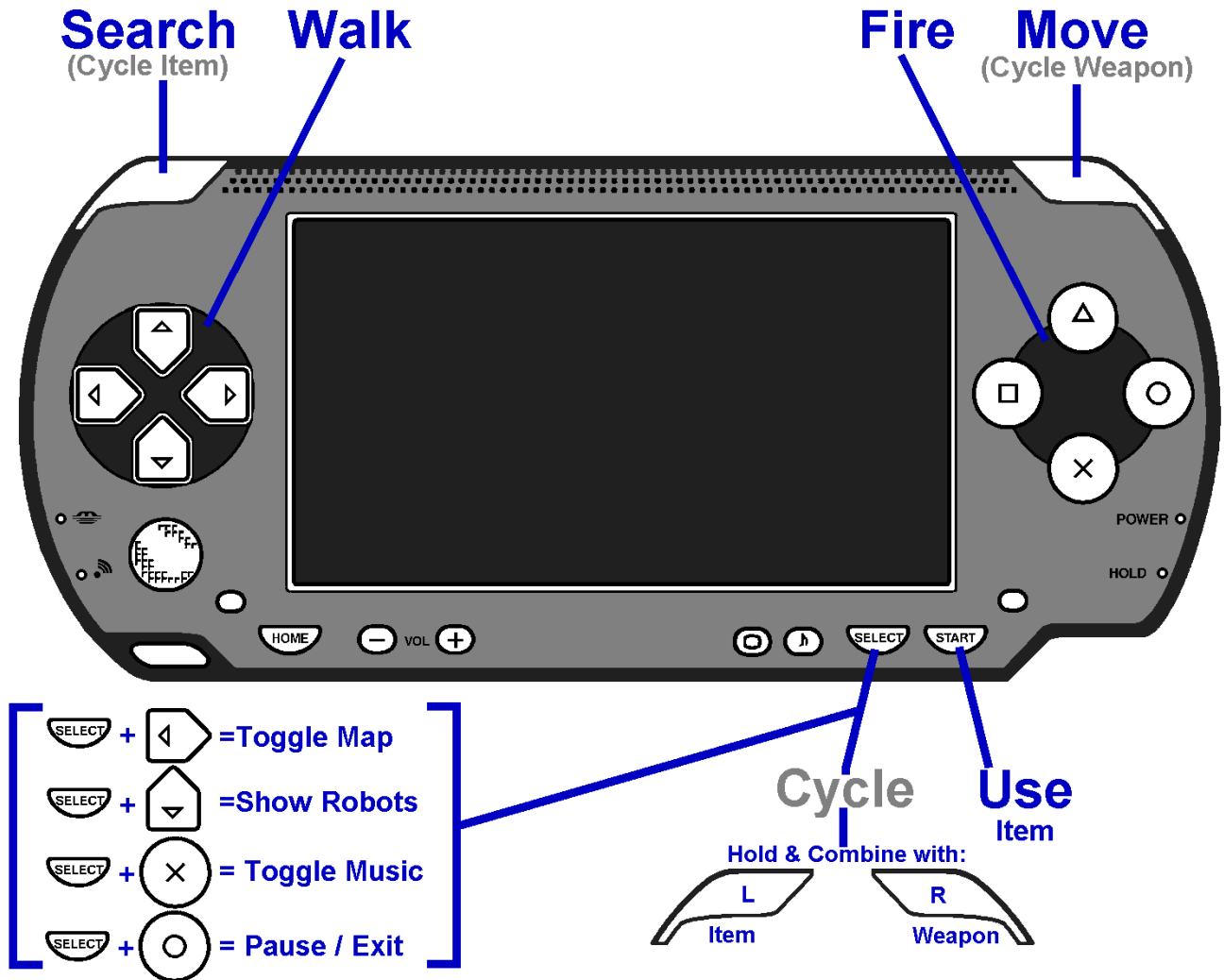


# Attack of the Petscii Robots for Sony PSP

You will have received a PDF manual for the Amiga version of the game, which has identical looking graphics. It describes everything you need to know about the gameplay. This addendum contains everything you need to know about the PSP version.

Below you will find the control layout for the Playstation Portable.



**How to install the game:** You will have received a file called EBOOT.PBP. You will need to attach the PSP to your computer via USB. It should appear as a drive. If not, you may need to go to settings/USB mode on the PSP main menu. Once it is mounted as a drive, find the folder /PSP/GAME and create a new folder within that called 8BITGUY01. Once this is done, copy the EBOOT.PBP into that folder. The final path should look like this: /PSP/GAME/8BITGUY01/EBOOT.PBP

**How to start the game:** From the main menu on the PSP, browse to GAME, then scroll down to Memory Stick, then press X.

**Firmware:** The game should work with 3.80 or newer. If you get an error code 80020148 that means your firmware is too old. You will need to upgrade it.

**About this version:** The PSP version was created by Vesa Halttunen, who also created the Amiga version of the game. Gameplay remains identical to the original PET version. Graphics and music are identical to the Amiga version. One major difference is the size of the playfield. Most other versions are based on 11 x 7 tiles. This one has 18 x 10 tiles, which means you can see over twice the viewable area from other version. This does affect gameplay in some ways. For example, in the original version, if a robot is visible on screen and not obstructed by an object, you can shoot it. But on this version, that isn't always the case as your weapons have the same range as before.

