A game entry for the annual ABBUC Software Contest 2014. Released in September 2014 by MPG Productions.

Objective

Your task is to eliminate all robots in a level by deactivating their RGB components. To deactivate a component, shoot at the robot with a missile that has the colour you want to deactivate. For example, to deactivate a red robot, shoot at him with a red missile; to deactivate a cyan robot, shoot at him with a blue missile and then a green missile (or vice versa); to deactivate a white robot, shoot at him with red, green and blue missiles consecutively in any order. You can change your missiles' colour at the recalibrators or by picking up certain bonuses.

Available colour combinations:
Cyan = Blue + Green
Magenta = Red + Blue
Yellow = Red + Green
White = Red + Green + Blue

Note: Using a recalibrator consumes some of your energy. When there is not enough energy left, you cannot use the recalibrator until you gain more.

Title screen with all available game options

There is a time limit to finish each level. The faster you finish a level, the more bonus points you get.

There are 8 levels in the game with increasing width and complexity, including the single-screen introductory level 0. When you run out of energy, the game is over. You can start your game in any level that you have already reached. However, your score will be reset.

Available bonuses:

	Switch to red missiles		Increase energy by 6 segments
	Switch to green missiles		Invincibility for 8 seconds
	Switch to blue missiles		Add 5,000 points
	Increase time by 30 sec		

Controls

Title screen:

Use joystick up/down to choose menu items and left/right/fire to change or choose an option.
To start the game, press Start or use the respective menu option.

Note: The difficulty settings differ in energy penalty you get from being, hit, touching an enemy or falling down by a whole floor (or more). In hard mode, the penalties double. As compensation, you get more points during the game and for the unused time.

Level 1 (the second level in the game) starts just by a recalibrator

Ingame:

Joystick up/left/right	Control robot movement
Joystick down	Activate colour recalibrator; when activated move down again to choose colour and press fire to confirm
Fire	Hold fire for a while to launch a missile
Space bar	Pause game; press again to resume
Select	Toggle music / sound effects / both / mute
Help	Toggle action on fire / joystick up
Esc	Abort game

Note (Spoiler!): To skip levels press Option+Ctrl+L.

Requirements

Atari 8-bit computer with 64 KBytes of RAM and a joystick. Runs on both PAL and NTSC 800XL/XE models (detects NTSC standard and adjusts palette/speed to match PAL).

Authors

Code and game concept by Marek Pavlík (MaPa)

Ingame visuals, level design, music, sound effects and documentation by Zdeněk Eisenhammer (PG)

Additional graphics and fonts by Adam Powroźnik (Ooz)

Betatesting by František Houra (Fandal), Karel Ondráček (Solaris), Martin Šimeček (Matosimi) and Jason Kendall (TheRealBountyBob).

The game ends when you run out of energy